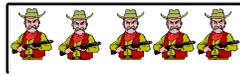
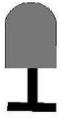


Stage 1

He's Got Yer Goat!



SCENARIO: You've just heard that the nefarious villain William Goat – otherwise known as “Billy” – has come to town on the sly in a wagon to get supplies, but he's been recognized and is now holed up with hostages. You and yer deputies have to be careful, but you're determined that he won't get away!

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Empty shotgun staged in front floorboard of wagon, rifle with empty chamber held at port arms, revolvers holstered on person

Starting Position - Standing at the front seat area of wagon, with rifle at port arms.

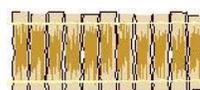
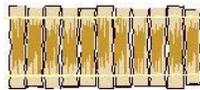
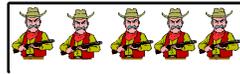
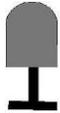
Procedure - When ready, say *"Any of those hostages get hurt, yer in baaaaaaaad trouble!"*

At the buzzer, engage rifle targets with two, Left to Right sweeps. Stage rifle and Engage Left bank of shotgun targets in any order, they must go down to count. Clear Shotgun, and move to rear of wagon, then engage the Right bank of shotgun targets in any order, they must go down to count. Stage shotgun with open action on rear of wagon, and Engage the revolver targets in a Left to Right sweep with each revolver.

NOTE: Each hit on a red "hostage" target will be a 5 second penalty!

Stage Over.

Stage 2
His Name Ain't Ruben



SCENARIO: Cactus Kraut and his gang ambushed a stagecoach about a mile outside of Arlington. The coach, carrying Wells Fargo money and eight passengers, was waylaid while trying to navigate a steep grade. During the hold up the stagecoach driver and a passenger were killed. There's a price on their head dead or alive, and now, they're holed up down by the livery. You and your posse from Windy Ridge have come to collect on the reward!

Ammo - 10 revolver, 9 rifle, 4+ shotgun

Empty Shotgun and loaded rifle staged on table, revolvers holstered on person.

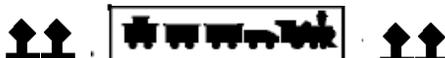
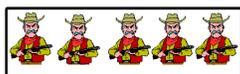
Starting Position - Standing at table, Rifle held in both hands

Procedure - When ready, say ***"Give up before things really go sour, Kraut!"***

AT THE BUZZER - Engage rifle targets in a Nevada Sweep, starting from the left. (1-2-3-4-5-4-3-2-1). Make rifle safe and engage targets with each revolver in a continuous Nevada Sweep, starting from the Left with last round to land on target "2". Then engage shotgun targets in any order – they must go down to count. Stage Over.

Stage 3

The Root of All Kinds of Evil



SCENARIO: The lead, onyx and guano mines around these parts are both a boon and a bane to the local towns around them. The products yield good wages - which you're helping to protect on the Windy Ridge Express – but they also draw in lots of trouble. You've just settled in the mail car for a nap, when you hear shots fired and the brakes of the train kick in! You know what's next, so you get yourself ready.

Ammo - 10 revolver, 10 rifle, 4+ shotgun

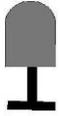
Rifle with empty chamber, staged in train. Empty Shotgun staged in train. Revolvers holstered on person.

Starting Position - Standing in the train, hands **on revolvers**.

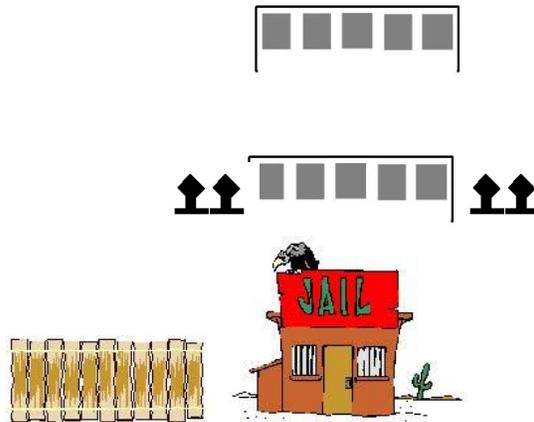
Procedure - When ready, shooter says ***"I hear you knockin', but you can't come in!"***

At the buzzer, Engage the revolver targets with each revolver in an Right to Left Sweep. Then Engage the rifle targets twice with the same Right to Left Sweeps. Stage the rifle, and Engage the shotgun targets in any order, they must go down to count. Stage Over.

STAGE 4



Reverend Nott's Shootin' Challenge



SCENARIO: Yer friend, Reverend Nott, has been after you to attend his church meetin's ever since he rode into town on a lame mule he calls Moses. Now, he's got you! He challenged you to a shootin' contest, and in a moment of weakness, you accepted! If he wins, you show up to his Sunday services for a year. If you win, he's gotta walk the length of Windy Ridge's main street every Saturday night for a month, with that lame mule, proclaiming "I'm leading Moses to the Promised Land!"

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Revolvers holstered on person, rifle with empty chamber & empty shotgun staged on **table in building.**

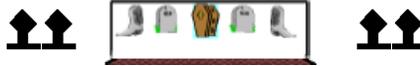
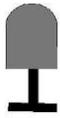
Starting Position - Standing at doorway, hands on belt buckle

Procedure - When ready, say ***"Let's see who wants it more!"***

At the buzzer, step in and engage rifle targets with a double-tap Outside-In progression (1,1,5,5,2,2,4,4,3,3). Make rifle safe and engage revolver targets in a double-tap Outside-In progression (1,1,5,5,2,2,4,4,3,3). Engage Shotgun targets in any order, they must go down to count. Stage Over.

Stage 5

Dirty Dirk



SCENARIO: Seems that over at Dainty Daisy's Sweets and Sody Pop Shop, Dirty Dirk Darby wants service, but, as usual, he ain't lookin' presentable enough to be served in Dainty Daisy's shop. He ain't leavin', neither, so Daisy's sent for the you and the rest of the deputies. When you get there, you try to parley with Dirk, who instead jerks his gun.

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Empty Shotgun staged on table in doorway, Rifle with empty chamber staged on table in doorway, revolvers holstered on person.

Starting Position - Standing one step back from doorway,

Procedure - When ready, say ***“Don't be a jerk, Dirk!”***

At the buzzer, move to the doorway, and Engage the revolver targets with a Left to Right Sweep, with each revolver. Engage the Rifle targets with 2 Left to Right Sweeps, stage the rifle on the table with action open. Then Engage the shotgun targets from either direction, they must go down to count. Stage Over.