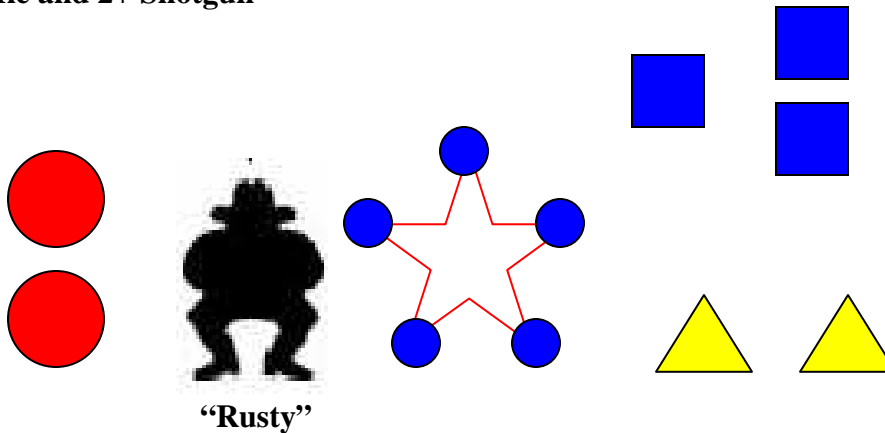


# “Bonanza at the Tinhorn Buffet!”

## Stage 1

“Story from Pineywoodsplace.com”

10 Pistol, 10 Rifle and 2+ Shotgun



### Pony

**Story:** You and your hands have been on the trail for three months, drivin' a bunch of ornery cows without any fit grub since the cook got snake bit. You're all hungry enough to eat a whole horse, even if it ain't cooked!

Some tinhorn fresh out from New York City has opened an "All-You-Can-Eat" buffet in town, and you've all put down your cash and have pretty much taken over the place. Just as you and your ramrod, Bart, are about to arm wrestle for the last chicken wing, the owner comes in and sees all his steam trays are empty and his profits have gone up in smoke.

He starts jabbering "Buffet closed! You go now! You go!"

You and Bart look at each other and say "He said 'All you can eat'!"

Time to teach this New Yorker what that means! There won't be an unbroken dish in the place when you're done...

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged on the pony, with at least 2 rounds on your person. A rifle loaded with 10 rounds on the pony.

**Directions:** Start with your hands on your belly and when ready say, “**You said all you can eat!**”

**At the Signal:** With your pistols, per your shooting style, alternate between the Texas Star and Rusty until empty. (Misses on Texas Star Targets do not count). Holster and...

Pick up your rifle and engage the single rifle target with three rounds, then one round on each of the stacked targets and repeat. Set down the rifle and...

Pick up your **shotgun** knock down the two shotgun targets and any remaining rounds on the Texas Star.

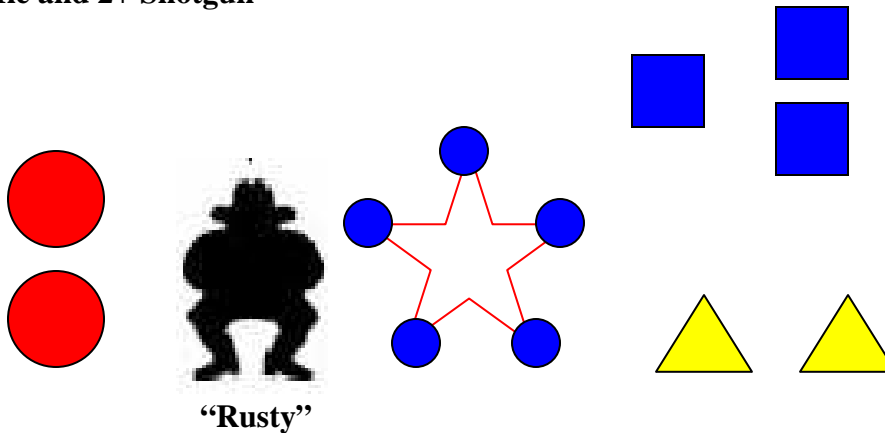
Take your firearms to the unloading table.

# “Heck’s Oasis”

“Story from Pineywoodsplace.com”

## Stage 2

10 Pistol, 10 Rifle and 2+ Shotgun



### Pony

**Story:** Heck’s Oasis is an Overland Express Stage Company relay station located in the middle of the desert - the only watering hole between Fort Post and Rock Creek. Short on both luck and money a steady job sounds good to you, even if it is alone out in the middle of nowhere.

On your fourth day, while fetching water from the well, you’re caught out in the open by renegade Comanches bent on killing you, stealing the horses, and burning the station to the ground. You manage to make it back to the cabin as the warriors take cover to lay siege to the station. With the next stage not due in for another day, you find yourself the lone defender of Heck’s Oasis.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged on the pony, with at least 2 rounds on your person. A rifle loaded with 10 rounds on the pony.

**Directions:** Start with both hands holding the bucket and when ready say, “Come get some!”

**At the Signal:** With your pistols, per your shooting style, engage the stacked pair of pistol targets once each, then engage Rusty 3 times, then do it again. Holster, and...

Pick up your rifle and engage the targets on the Texas Star, **starting with one of the two bottom targets**. If you knock ‘em all off, dump any remaining rifle rounds into one of the regular rifle targets. (Misses on Texas Star Targets do not count)

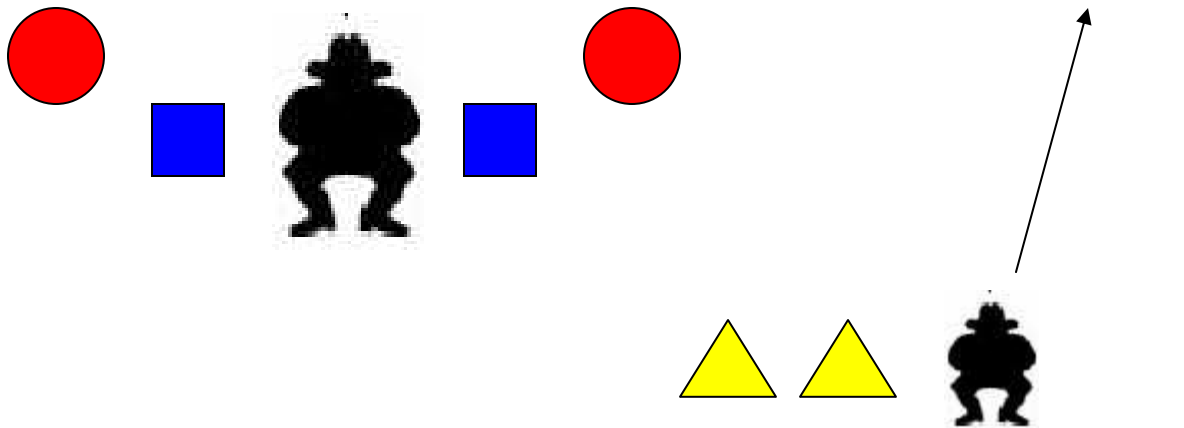
Pick up your **shotgun** knock down the two shotgun targets and any remaining rounds on the Texas Star.

Take your firearms to the unloading table.

# “Pullin’ Teeth”

“Story from Pineywoodsplace.com”

10 Pistol, 10 Rifle and 4 Shotgun



Position “B”

Pony

**Story:** You're Doc “Keep ‘um” Holliday, hung over and in a foul mood as the saloonkeeper lays in your dental chair with a bad tooth in dire need of extracting. You've got him good and drunk so he's feelin' no pain while you go to work on him.

The feller you cleaned out in a poker game last night had sworn revenge for your questionable dealing and he spots you working in your office from across the street. Now he wants his money back. Being a typical frontier dentist, you carry a revolver and keep a shotgun by the door. The sore loser starts shooting at you and running toward your office. You shoot back through the window with your pistol and then grab your shotgun to clear the street of stray dogs that are yappin' at all the ruckus.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged on the pony, with at least 4 rounds on your person. A rifle loaded with 10 rounds on the pony.

**Directions:** Start with both hands on your pistols and when ready say, “Sore Loser!”

**At the Signal:** Pick up your shotgun and engage the little cowboy then the bird, then knock down the two remaining shotgun targets. Safely stage the shotgun on the pony and...

Pick up your rifle and sweep the targets, from left to right, twice. Safely stage the rifle on the pony and...

Move to position “B” and with your pistols, per your shooting style, sweep the targets, from left to right, twice.

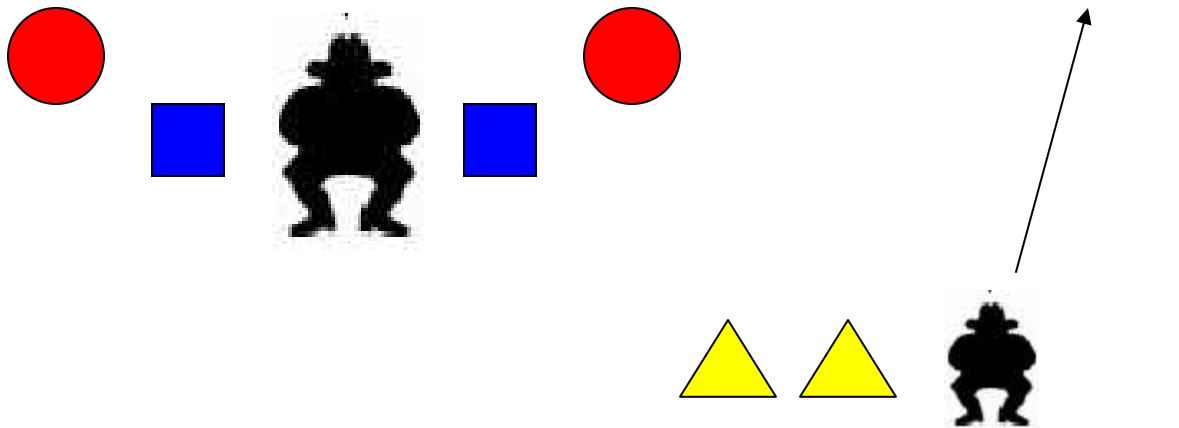
Take your firearms to the unloading table.

# “Real Close Shave”

“Story from Pineywoodsplace.com”

10 Pistol, 10 Rifle and 4 Shotgun

## Stage 4



Position “B”

Pony

**Story:** You've just gotten settled in the barber chair, face all lathered up for a real good shave, when in walks "Stump-Leg Joe" and his gang of no-accounts. Thinkin' they got you cold-turkey, old Joe pulls iron and starts to flap his jaws. Seems as though Joe is still carrying a grudge cause you shot his leg off with a Greener a few years back when you was a lawman out in the Nations.

After listenin' to about all you can stand, you up and shoot old Joe with the six-gun you had drawn all the while under the barber cloth.

Things get right lively in the barber shop for a time!

When the dust settles and the smoke clears old Joe and his gang won't be botherin' you or anybody else, cause you've done shot them all graveyard dead.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged on the pony, with at least 4 rounds on your person. A rifle loaded with 10 rounds on the pony.

**Directions:** Start in the surrender position and when ready say, “If you’re gonna shoot, shoot! Don’t talk.”

**At the Signal:** Pick up your shotgun and engage the little cowboy then the bird, then knock down the two remaining shotgun targets. Safely stage the shotgun on the pony and...

Pick up your rifle and double tap the targets from left to right. Safely stage the rifle on the pony and...

Move to position “B” and with your pistols, per your shooting style, double tap the targets from left to right.

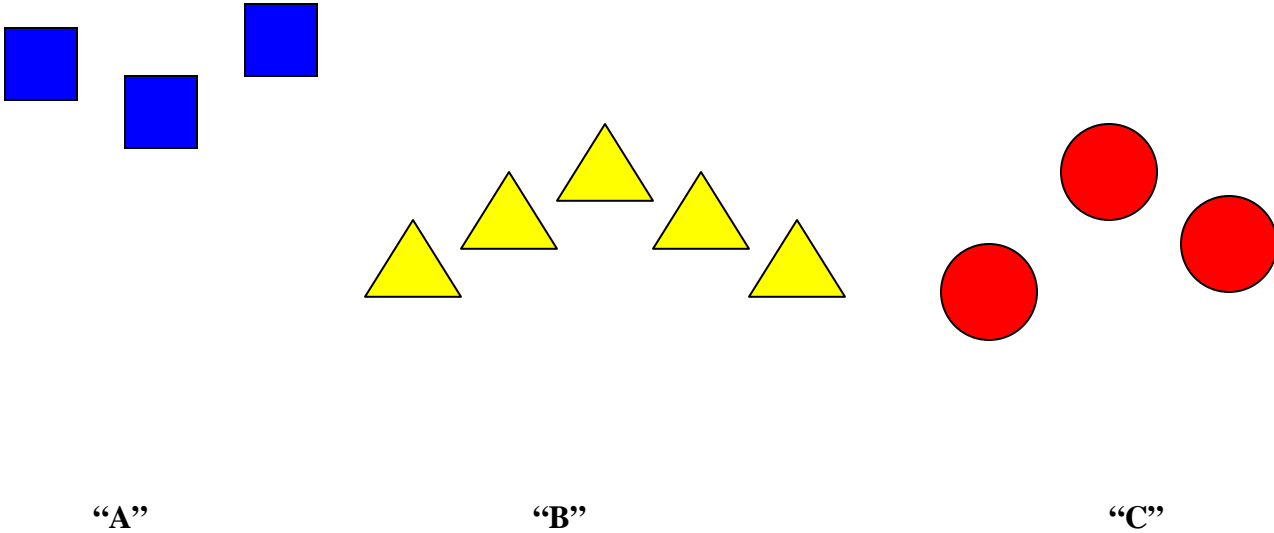
Take your firearms to the unloading table.

# “Mikey’s Story”

“Story from Pineywoodsplace.com”

## Stage 5

10 Pistol, 10 Rifle and 5 Shotgun



**Story:** After killing the man most responsible for his father's attempted assassination, Mikey is sent to the Wyoming Territory to hide until it's safe for his return. While there, he falls in love with a local girl and marries her. All seems well until the Tattle family learns of his whereabouts and bribes one his bodyguards to kill him.

A buckboard is rigged with TNT but only Mikey's bride is killed in the blast. This sends Mikey into a murderous rage and he is out for revenge. Starting with his now former bodyguard and working his way back to Texas; Mikey leaves a trail of blood and bodies behind him.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged at “B”, with at least 5 rounds on your person. A rifle loaded with 10 rounds staged at “A”.

**Directions:** Start at “B” with both hands flat on the table, when ready say, “**You Missed**”.

**At the Signal:** Pick up your shotgun and engage some, but not all, of the shotgun targets. Set the shotgun down and move to “A”.

Pick up your rifle engage the rifle targets with a continuous Nevada sweep starting on the left. Safely stage the rifle on the table and

Move to position “B” and pick up your shotgun and knock down the remaining shotgun targets. Safely stage the shotgun and move to “C”.

With your pistols, per your shooting style, engage the pistol targets with 2 separate Nevada Sweeps, starting on the left.

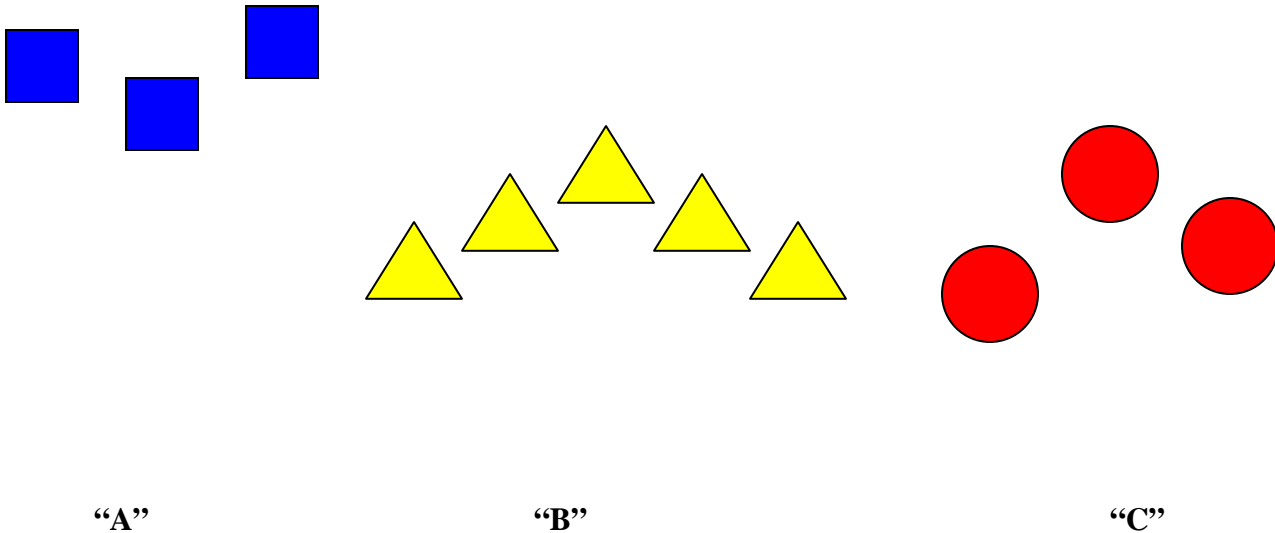
Take your firearms to the unloading table.

# “Duck and Cover”

“Story from Pineywoodsplace.com”

## Stage 6

10 Pistol, 10 Rifle and 5 Shotgun



**Story:** You've been trackin' the Jim Jesse Gang for several days. Plumb tuckered out, you decide to camp in the adobe ruins of the old San Teclaus pueblo.

When you wake up at dawn, you find that the gang's also camped there - just across the plaza! That's when the shootin' starts!

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged at “B”, with at least 5 rounds on your person. A rifle loaded with 10 rounds staged at “A”.

**Directions:** Start at “C” with both hands on your guns, when ready say, “**Look Who’s Here**”.

**At the Signal:** With your pistols, per your shooting style, engage the pistol targets in this order: one in the left, three in the center, one in the right and repeat. Holster and move to “B”...

Pick up the shotgun and knock down some, but not all, of the shotgun targets. Safely stage the shotgun and move to “A”.

Pick up your rifle and engage the rifle targets in the same order as the pistol targets. Safely stage the rifle and move to “B”

Pick up your shotgun and knock down the remaining shotgun targets.

Take your firearms to the unloading table.