

**Pick it up. Put it in.
Die like a Man!**

Or,

Sorry you're out of bullets!!

Stage 1

**10 Pistol
10 Rifle
2+ Shotgun**

Sponsored By:

Laser Hound

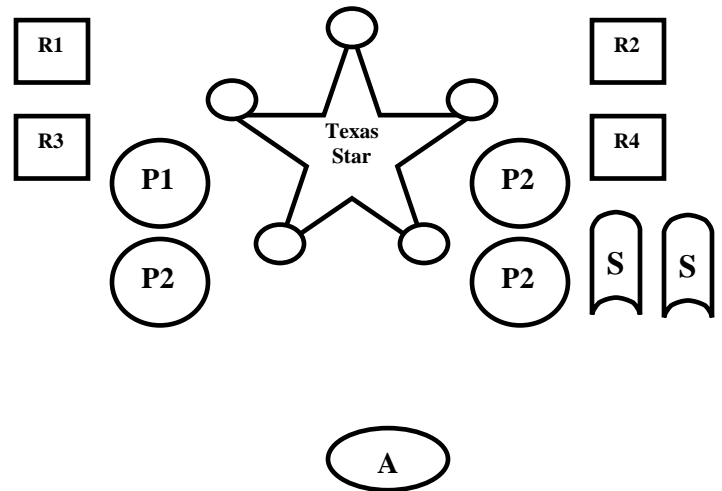
**Laser Engraving
Milford, OH 45150**

513-831-3881

www.CowboyandCowgirl.com

Story:

You had to kill Colonel Clayborn for getting a little too rough with Anita. Now the Pinkertons are hot on your trail. Kid Jarrett takes your \$12,000 stake and whips you nearly to death when you try to get it back. Then Kid kidnaps Lilly and Josh McCoy has to break her out, only to be captured himself. You try to trade a gatling gun for Josh, but Kid shoots him in the back after the trade. When Ned gets smart with Lilly, she can't take it anymore and shoots Ned to begin the gunfight!



Starting Position:

Standing at "A" with both hands on your pistols.

Staging:

Two pistols loaded and holstered.

Rifle on the rest at A

Shotgun on the rest at A

Procedure:

When ready yell, "**Pick it up. Put it in. Die like a Man!**"

At buzzer pick up your rifle and, beginning with one of the regular rifle targets, alternate between the regular target and the targets on the Texas Star.

Safely stage the rifle and with your pistols, per your shooting style, engage the pistol targets by double tapping the top targets and triple tapping the bottom in any order. Holster, and...

Pick up the shotgun, load and knock down the two shotgun targets and any remaining targets on the Texas Star.

Note: Rifle misses are the targets left on the Texas Star and/or any misses on regular rifle targets.

Captain Jake Always Gets His Man!

Stage 2

10 Pistol
10 Rifle
2+ Shotgun

Or,
Grab a Box of Bullets and
Keep Shooting!

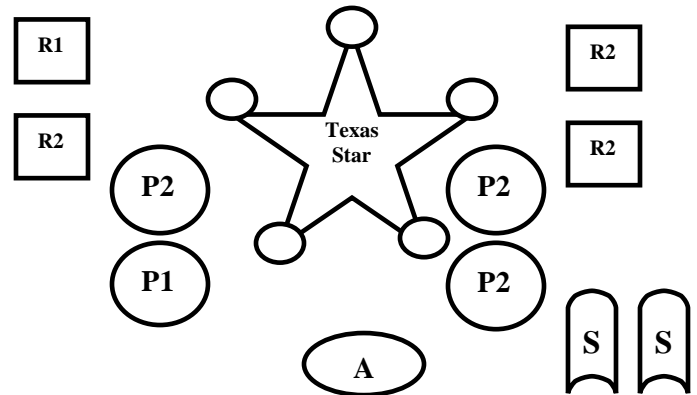
Sponsored By:

The Blue Ridge Regulators

www.brrcowboy.com

Story:

Major Henry and the rest of the rangers have left you and Tobe to help guard the ranch. You just unshackled “Mon-Sewer” Paul Regret from the anvil and have sit down to supper when Martha Schofield screams. It seems the Comanche are riding in for a raid. You give “Mon-Sewer” a pistol and grab a rifle and ammo and head out to defend the ranch!



Starting Position:

Standing at “A” with both hands on your hat.

Staging:

Two pistols loaded and holstered.

Rifle on the rest at A.

Shotgun on the rest at A.

Procedure:

When ready yell, “Ya got any rifles?”

At buzzer, with your pistols, per your shooting style and beginning on one of the regular pistol targets, alternate between the regular target and the targets on the Texas Star. Holster...

Pick up the rifle and double tap the left pair of rifle targets then triple tap the right pair. Safely stage the rifle, and..

Pick up the shotgun, load and knock down the two shotgun targets and any remaining targets on the Texas Star.

Note: Pistol misses are the targets left on the Texas Star and/or any misses on the regular pistol target.

For Whom the Bell Tolls? Or, What's This Ringing in My Ears?

Stage 3

10 Pistol
10 Rifle
4 Shotgun

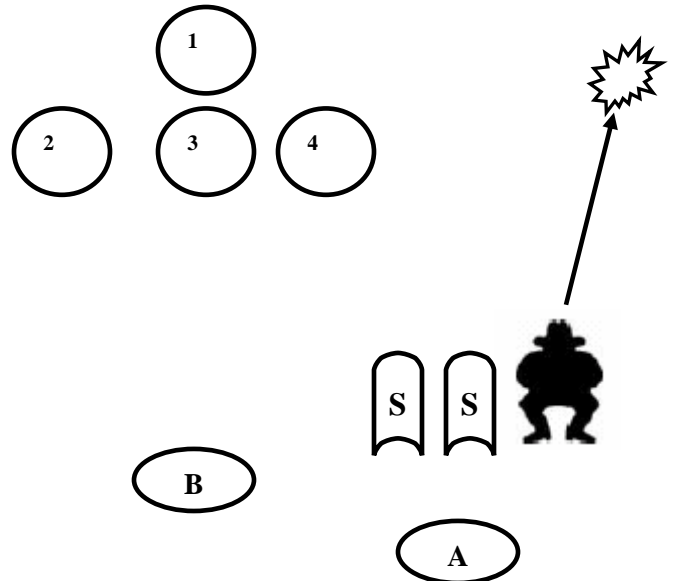
Sponsored By:



www.mgmtargets.com

Story:

Some of Bart Jason's men have just ambushed and killed one of the McDonald boys in the middle of town. Bull saw 'em run down the street like they wanted to be followed. You, Mississippi, J. P. and Bull make your way slowly down the street. As you near the church, a shot rings out from the bell tower. Bull makes the bells ring like playing "Marching Through Georgia". You tell Mississippi to watch the door and you and J.P. make a run for the church while ringing the bells with your rifle. You and J. P. bust through the door with guns a blazin'!



Starting Position:

Standing at "A" with rifle in your hands held at Cowboy Port Arms.

Staging:

Two pistols loaded and holstered.
Rifle in hands
Shotgun on the rest.

Procedure:

When ready say, "**Let's make some music**".

At buzzer, with your rifle, engage the targets in this order, 1, 2, 1, 3, 1, 4, 1, 3, 1, 2. Safely stage the rifle and...

Pick up the shotgun and engage the cowboy target and the aerial bird. Then knock down the other two shotgun targets. Safely stage the shotgun and move to B

With your pistols per your shooting category, engage the pistol targets as described for the rifle.

Wyatt gets the drop on Ike

Or,
Ike's near splitting headache

Stage 4

10 Pistol
10 Rifle
4 Shotgun

Sponsored By:

O'Neil Enterprises, Inc.

Steel Shooting Targets

“Virginia Raider” & “Aimless Miss”

P.O. Box 492

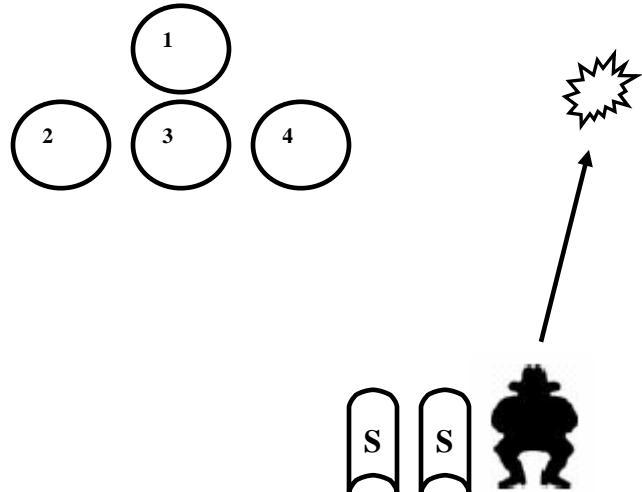
Amherst, VA 24521

434-401-5950

www.oneilenterprisesinc.com

Story:

After too much opium, Curly Bill goes out into Allen Street and begins shooting up the town. Sheriff White goes out and attempts to take Curly Bill's pistols, and is shot with the infamous Road Agent Spin. You run into the street from the Oriental and club Curly Bill on the head with your pistol. When you are surrounded by the Cowboys, you place your Colt on Ike Clanton's head and tell him – “They may get me in a rush, but not before I turn your head into a canoe”.



Starting Position:

Standing at “A” with your hands on your pistols.

Staging:

Two pistols loaded and holstered.

Rifle on rest at A

Shotgun on rest at A

Procedure:

When ready say, “**Not before I turn your head into a canoe**”.

Pick up shotgun and knock down the cowboy and then engage the aerial bird. Then knock down the other two shotgun targets. Safely stage the shotgun and...

Pick up your rifle and engage the four targets with 10 rounds beginning with the top target, no double taps. Safely stage the rifle and...

Draw your pistols and per your shooting category, engage the pistol targets as described for the rifle.

For a Few Bullets More

Or,

Shoot for the Heart

Ramone!!

Stage 5

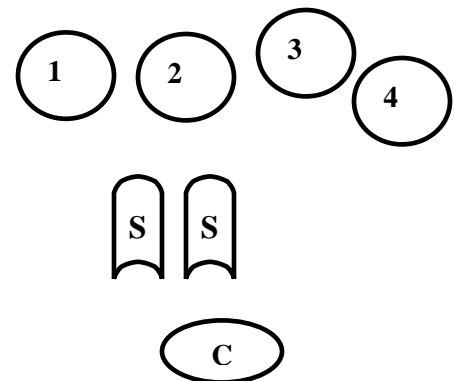
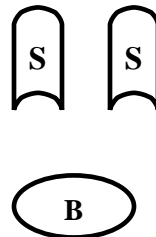
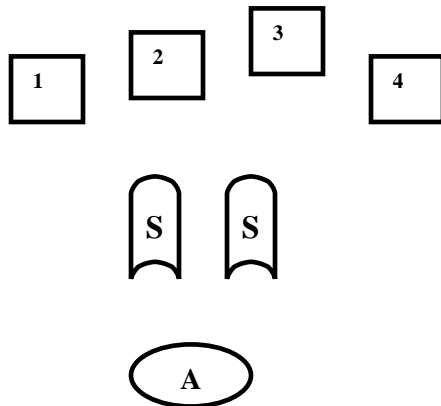
10 Pistol
10 Rifle
6 Shotgun

Sponsored By:

Story:



You try to do the Coffin Maker a favor by telling him he'll need two coffins for the soon to be stiffs at the end of the street. One more hombre decides to die from lead poisoning by stepping in to help his poor misguided friends; his last mistake above grass. You stop by the lumberyard to update the count.



Starting Position:

Standing at A with Rifle at Cowboy Port Arms.

Staging:

Two pistols loaded and holstered.

Shotgun on the rest at A

Procedure:

When ready yell, "Make that three boxes!"

Engage the rifle targets in this order, R1,R1,R1,R1,R2,R2,R2,R3,R3,R4...

Pick up the shotgun knock down the two shotgun targets at A, move to B and knock down the two targets there, move to C and knock down the two targets there.

With your pistols, per your shooting style, engage the pistol targets in the same manner as the rifle targets.

Note: Basketball rule applies on all movement and loading.

The Sun is High in the Sky
 Or,
Where is Everyone and Why am I in the Middle of the Street with Armed Convicts Looking for Me????

Stage 6

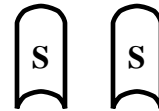
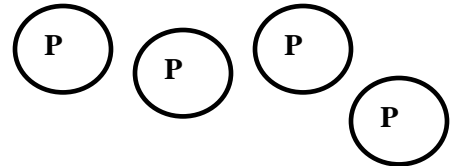
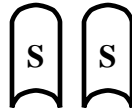
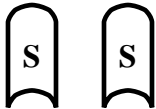
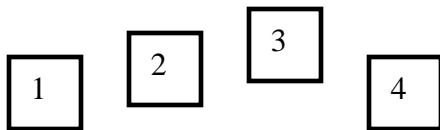
10 Pistol 10 Rifle 6 Shotgun

Sponsored By:

Texas Jack's
Wild West Outfitter
 1-800-TEXJACK
 www.texasjacks.com

Story:

You have been cajoled and urged and begged to ride out of town before the revenge seeking Cons ride in for your hide. You figure the town folks went too dang far when they beat you down in the Livery and try to send you out of town against your will. Your resolve is tested to the deepest depths when your last deputy weasels out on you in your office. Tired of his cowardly whining you tell him to go home. Faced with overwhelming odds you write out your last wishes and walk into the street. One man left to stand for something or die trying



Starting Position:

Standing at A with your shotgun at cowboy port arms.

Staging:

Two pistols loaded and holstered.
 Rifle on the rest at A.

Procedure:

When ready yell, "Go home Will!"

At buzzer, knock down the two shotgun targets at A. Safely stage the shotgun and pick up the rifle and engage the four targets with 10 rounds, no double taps.

Safely stage the rifle and pick up the shotgun and move to B and knock down the two targets there.

Move to C and safely stage the shotgun. With your pistols, per your shooting style, engage the four pistol targets with 10 rounds, no double taps. Holster and pick up the shotgun and knock down the two shotgun targets.

Note: Basketball rule applies on pistol and rifle movement. Shotgun is a move and engage with maximum care and safety determined by your skill level.