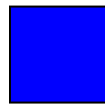


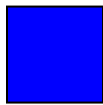
# Ambush!

# Stage 1

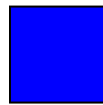
10 Pistol, 9 Rifle, 4 Shotgun



R-1



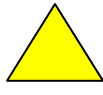
R-2



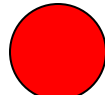
R-3



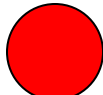
S-1



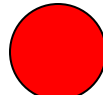
S2



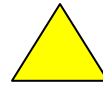
P1



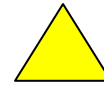
P2



P3



S3



S4

## Fence

**Story:** You are headed north, toward the town of Big Lick. You stop just south of town to water you and your horse at a spring flowing from a small cave. Little do you know that Confederate Dan and his gang are hiding in the rocks waiting for a thirsty cowboy to come along. Lucky for you, they aren't the best of shots and you return fire!

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 9 rounds, with hammer down over an empty chamber on the rest. A shotgun, empty with action open, on the rest, with at least 4 rounds on your person.

**Directions:** Start with both hands on the dipper as if you were getting ready to drink. When ready, shout out in surprise!

**At the Signal:** Draw your first pistol and engage the pistol targets in a Nevada sweep starting on the left (P1,P2,P3,P2,P1). Holster and draw your second pistol and do it again. Holster...

Pick up your rifle and engage the rifle targets in a continuous Nevada sweep starting on the left (R1,R2,R3,R2,R1,R2,R3,R2,R1). Set down the rifle and...

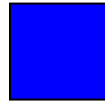
Pick up your shotgun and knock down the four shotgun targets.

Take your firearms to the unloading table, muzzle up.

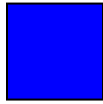
# After my Coffee!

## Stage 2

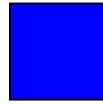
10 Pistol, 9 Rifle, 4 Shotgun



R-1



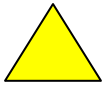
R-2



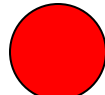
R-3



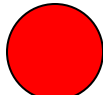
S-1



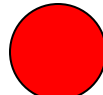
S2



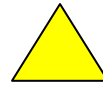
P1



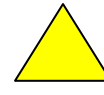
P2



P3



S3



S4

### Fence

**Story:** As you ride into Big Lick, you stop by the saloon to get a drink of something stronger than water. When you ask the barkeep for a cup of coffee, The Hawpatch Kid calls you yellow. You can take just about any kind of verbal abuse except for being called yellow. You tell Hawpatch that you will deal with him, **after** you finish your coffee!

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 9 rounds, with hammer down over an empty chamber on the rest. A shotgun, empty with action open, on the rest, with at least 4 rounds on your person.

**Directions:** Start with both hands on the coffee cup as if you were getting ready to drink. When ready, say “I deal with you, AFTER I finish my coffee!”.

**At the Signal:** Set down the coffee cup and draw your first pistol and engage the pistol targets in the following order P1,P1,P2,P3,P3. Holster and draw your second pistol and do it again. Holster...

Pick up your rifle and engage the rifle targets with a double tap sweep starting on the left, then sweep ‘em again starting from the left. Set down the rifle, and...

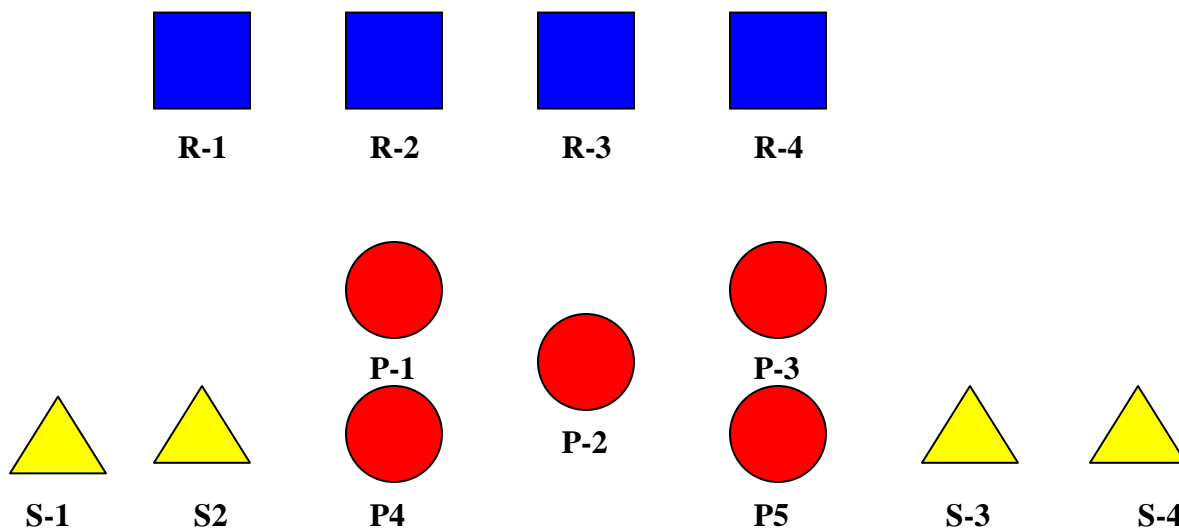
Pick up your shotgun and knock down the four shotgun targets.

Take your firearms to the unloading table, muzzle up.

# Big Lick Too Small!

# Stage 3

10 Pistol, 8 Rifle, 4 Shotgun



## Table

**Story:** The ruffian, Doc Mcwane, has been going around town bad mouthing you to anyone who will listen. He told the folks in the saloon that you cheat at cards. He told the preacher you took money from the collection plate. He told the Sheriff that you are “wanted” back east. But when he told the stable owner that you beat your horse, that was the last straw. You track him down and call him out!

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 8 rounds, with hammer down over an empty chamber on the rest. A shotgun, empty with action open, staged on the rest, with at least 4 rounds on your person.

**Directions:** Start with both hands flat on the table. When ready, shout “Doc Mcwane! Big Lick ‘aint big enough for the both of us!”

**At the Signal:** Draw your first pistol and engage the pistol targets in the following order P1, P2, P3, P4, P5 (Top Left, Middle, Top Right, Bottom Left, Bottom Right) Holster and draw your second pistol and do it again. Holster,

Pick up your **Rifle** and double tap the rifle targets from left to right R1,R1,R2,R2,R3,R3,R4,R4. Set down the rifle...

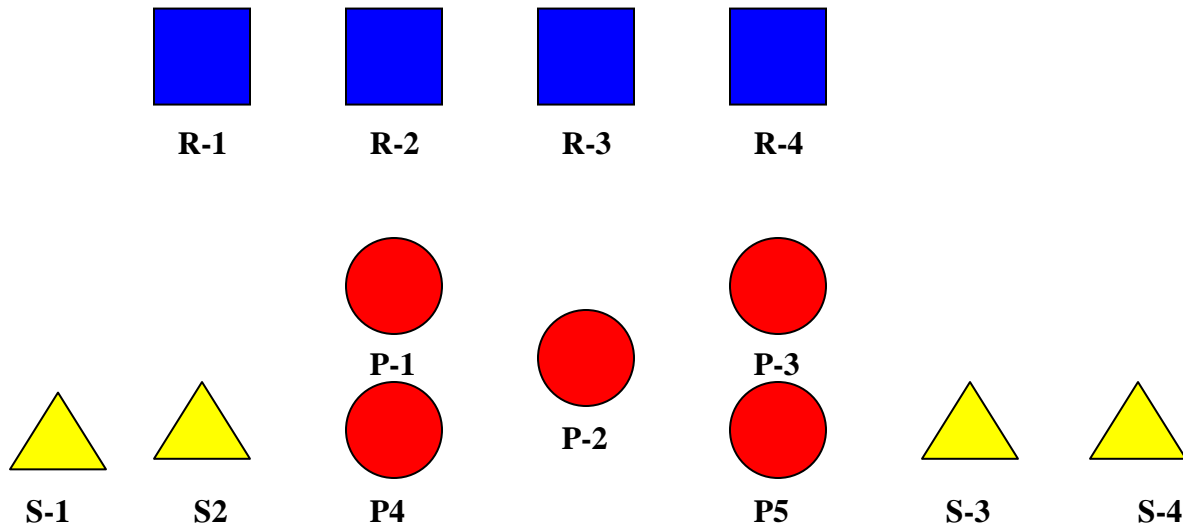
Pick up your **shotgun** and knock down the shotgun targets.

Take your firearms to the unloading table, muzzle up.

# Bandits!

# Stage 4

10 Pistol, 10 Rifle, 4 Shotgun



## Table

**Story:** After taking care of Doc Mcwane, you decide to leave town before the townsfolk find you that you really have been cheating at cards, stealing from the church collection plate and worst of all, beating your horse. Just as you ride past Hanging Rock, you are jumped by a bunch of bandits. You scatter them with your scattergun before using your rifle and pistols to finish them off!

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

**Directions:** Start with both hands on your shotgun held at port arms. When ready, yell "Banditos!"

**At the Signal:** Load your shotgun and knock down the four shotgun targets. Set down the shotgun,

Pick up your rifle and double tap R-1, Triple tap R-2, Double tap R-3, and Triple tap R-4. Set down the rifle,

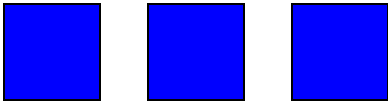
Draw your first pistol and engage the pistol targets in the following order P1, P4, P2, P3, P5 (Top Left, Bottom Left, Middle, Top Right, Bottom Right) Holster and draw your second pistol and do it again. Holster.

Take your firearms to the unloading table, muzzle up.

# Why is it so Quiet?

## Stage 5

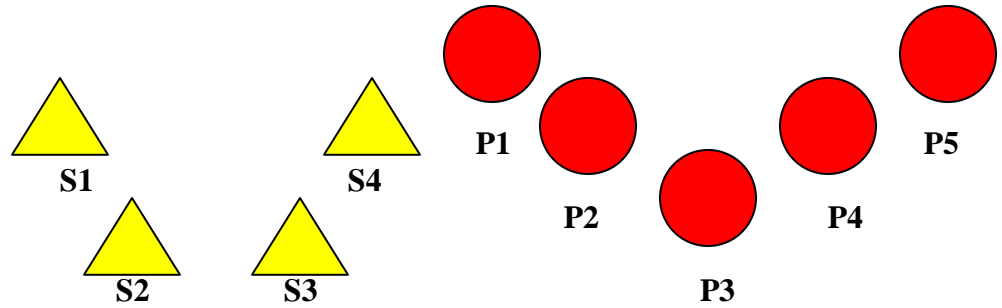
10 Pistol, 9 Rifle, 4 Shotgun



R1

R2

R3



Position A

Position B

Position C

**Story:** You are out trying to rustle up some grub for the gang back at camp. As you are trying to find some meat, you notice that it has become very, very quiet. The hair stands up on the back of your neck as you sense danger. Something tells you to duck and just as you do an arrow flies by your head! Injuns! You return fire, then make for cover.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 9 rounds, with hammer down over an empty in your hands. A shotgun, empty with action open, on the rest, with at least 4 rounds on your person.

**Directions:** Start holding your rifle at port arms at Position A. When ready, yell "Injuns!".

**At the Signal:** Sweep the rifle targets from left to right three times. Safely carry your EAO rifle to position B and set it on the rest...

Pick up your shotgun and knock down the four shotgun targets. Set the shotgun on the rest and move to Position C....

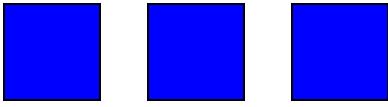
Draw your first pistol and sweep the pistol targets from left to right. Holster and draw your second pistol and do it again. Holster.

Take your firearms to the unloading table, muzzle up.

# Whistle While you Shoot!

## Stage 6

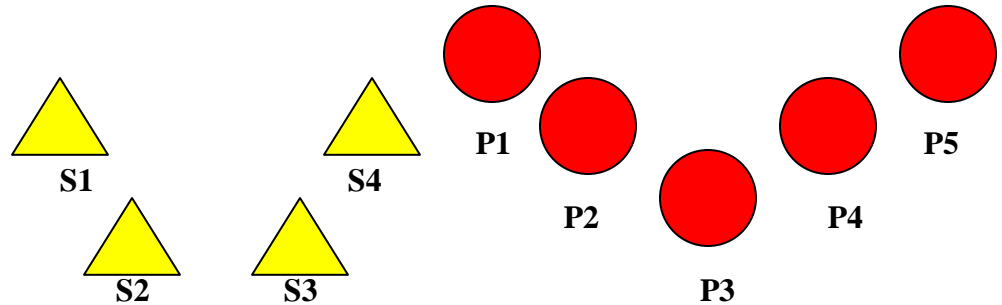
10 Pistol, 9 Rifle, 4 Shotgun



R1

R2

R3



Position A

Position B

Position C

**Story:** You are out picking wild black berries to bake a pie. You are just tickled pink to be outside enjoying the fresh air. In fact you are so happy that you are whistling your favorite tune. As you make your way back to the ranch you notice things are not right. You notice strangers hiding in the shadows all around. You make your way to the outhouse where you have a shotgun stashed. You grab it and open fire. You work your way around the compound, shooting it out with the bad guys as you find them.

**You will need:** Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 9 rounds, with hammer down over an empty chamber on the rest at position A. A shotgun, empty with action open, on the rest at position B, with at least 4 rounds on your person.

**Directions:** Start holding the bucket in both hands at Position B. When ready whistle a favorite tune (or hum if you are pucker challenged).

**At the Signal:** Pick up the shotgun and knock down 2 shotgun targets. Set the shotgun down. And move to Position A.

Pick up your rifle and triple tap the rifle targets from left to right. Set the rifle down and move to position C.

Draw your first pistol and engage P1 twice, P2 twice and P3 once. Holster and draw your second pistol and engage P3 once, P4 twice and P5 twice. Holster and move back to Position B.

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

Take your firearms to the unloading table, muzzle up.