

Scenario # 1

10 Pistol, 9 Rifle, 2 Shotgun

Being raised in the backwoods, you understand "A mans word is his bond". After leaving home, to see the rest of the world, you spent time in Cody, Abilene, Virginia City and a couple other large cities, but finally put down roots in the little town of Barboursville. It's Saturday evening and Marshal Beer Slinger is gone to check on some fences that were cut, down in the valley. You promised the Marshal to keep the peace and that you wouldn't shoot anybody while he was gone. You soon find out that's a hard promise to keep. The Saloon is busy with the usual trail hands when a fight breaks out between the Bar K and the Lazy H ranch hands. Seems, each is accusing the other of rustling. As Deputy, you try to cool things down and take their guns till they sober up. It'll take some fancy shooting to do that and not shoot anybody.

DIRECTIONS

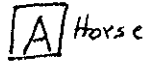
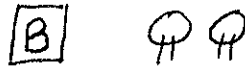
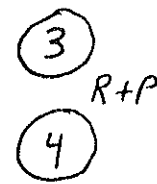
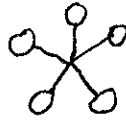
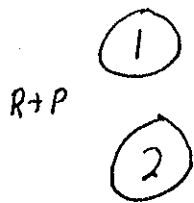
Both pistols loaded with 5 rounds each and holstered. Shotgun is staged on horse. Rifle is loaded with 9 rounds and held at port-arms.

Start behind the horse at position A. When ready say "DROP YOUR GUNS OR I'LL DROP THEM FOR YOU". At the buzzer, put 1 round on R1, 1 on R2, 1 on R3 1 on R4 and 5 on the Star. Any order is O K. Make rifle safe. With your shotgun, knock down the 2 shotgun targets. Make shotgun safe on the horse and move to position B. With your pistols, knock any remaining targets off the star. Then alternate remaining rounds on #3 and #4 targets.

NOTE: ONLY 9 rifle rounds.

NOTE: Misses on the star don't count. { Even if targets are left on star }.

BONUS: A 5 second bonus if the star is cleaned with the 5 rifle rounds.



Scenario #1 *ALTERNATE - HARDER*

10 Pistol, 9 Rifle, 2 Shotgun

Being raised in the backwoods, you understand "A man's word is his bond". After leaving home, to see the rest of the world, you spent time in Abilene, Cody, Virginia City but finally put roots down in the little town of Barboursville. It's Saturday evening and Marshal Beer Slinger is gone to check on some fences that were cut down in the valley. The saloon is busy with the usual trail hands when a fight breaks out between the Bar K and the Lazy H ranch hands. Seems each is accusing the other of rustling. As deputy, you try to cool things down and take their guns till they sober up. It'll take some fancy shooting to do this.

DIRECTIONS

Both pistols loaded with 5 rounds each and holstered. Shotgun is staged on horse. Rifle is loaded with 9 rounds and held at Port-arms.

Start behind the horse at position A. When ready say "DROP YOUR GUNS OR I'LL DROP THEM FOR YOU". At the buzzer, put 1 round on R1, 1 round on R2, 5 rounds on the Star, then 1 on R3 and 1 on R4. Make rifle safe. With your shotgun, knock down the 2 shotgun targets. Make shotgun safe on horse and move to position "B". With your pistols, knock any remaining targets off the Star. Then alternate remaining rounds on targets 3 and 4.

NOTE: ONLY 9 rifle rounds.

NOTE: Misses on star don't count. {Even if targets are left on Star.}

BONUS: A 5 second bonus if the Star is cleaned with the 5 rifle rounds.

R+P

①

②



③

④

□ B



□ A Horse

Scenario # 2

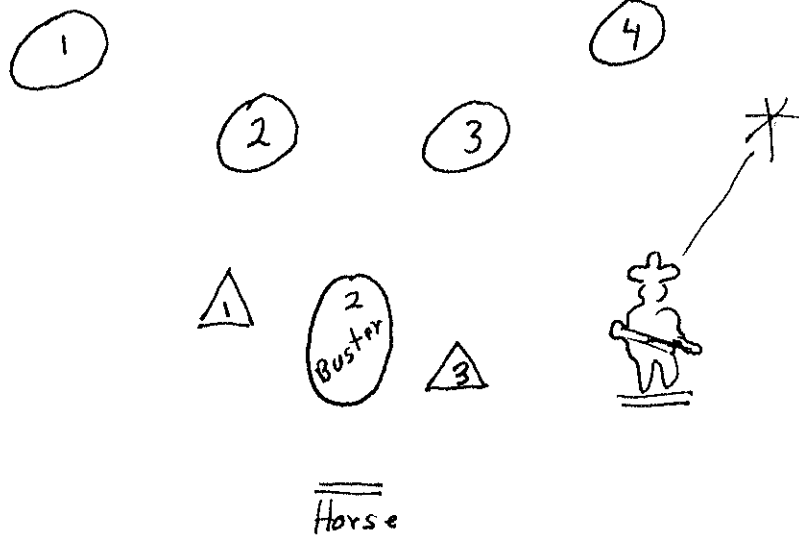
10 Pistol, 10 Rifle, 2 Shotgun

After calming down the Bar K and Lazy H ranch hands, you take time to hear each side's story about the rustling going on. Early next morning, you decide to go look for the Sheriff. He should have been back by now. Down in the valley, it's evident that a small herd just passed through. Following the trail, it looks like 4 or 5 riders moving the cattle and 1 more following behind. By afternoon, you have spotted their camp. The Sheriff is tied to a wagon wheel just incase someone like you shows up. You figure to shoot the ropes loose to free the Sheriff, then keep the rustlers occupied while the Sheriff escapes.

DIRECTIONS

Rifle loaded with 10 rounds, and shotgun, action open, are staged on the horse at position A. Both pistols loaded with 5 rounds each and holstered.

Start behind the horse at position A with hands by your side.(no line) At the buzzer, pick up the rifle and knock the targets off the Star. Alternate any remaining rounds on R1 & R2. Make rifle safe, then pick up your shotgun and knock off any remaining targets on the star and the 2 knockdown targets in any order. Make shotgun safe on the horse and move to position B. With your pistols, put 5 rounds total on targets 3 & 4, then put 5 rounds total on targets 1 & 2.



Scenario # 3

10 Pistol, 6 Rifle plus 2 reloads, 4 Shotgun

Back at the ranch, things seem to be looking good this spring. You head up to the North 40 to do some fence mending. Sun's bright, air is crisp, everything is just right till you smell smoke. This is your land and there ain't no cabins around here. You dismount and move cautiously to the top of the ridge. Down below is the Younger gang. There's a price on their heads and the reward would sure help out after the long winter. As you ponder the odds, you see they have killed a steer but just used the best parts, leaving the rest to the buzzards. Now you're mad, throw caution to the wind and approach the camp.

DIRECTIONS

Both pistols loaded with 5 rounds each and holstered. Rifle loaded with 6 rounds and staged on the horse. 2 spare rounds on your person. Shotgun, action open, is staged on the horse also.

Start, either behind or beside the horse, with hands on your pistols. When ready say, "WHO WANTS TO DIE, FIRST?" At the buzzer, draw your pistols and triple tap sweep the pistol targets from either direction, then put 1 round on the center target. Holster pistols and pick up your rifle. Double tap sweep the rifle targets from either direction. You may reload the additional 2 rounds at any time, during the sweep. Make rifle safe. With the shotgun, knock down the 2 targets, popper, and engage the bird, in any order.

NOTE: The bird is a 5 second bonus.

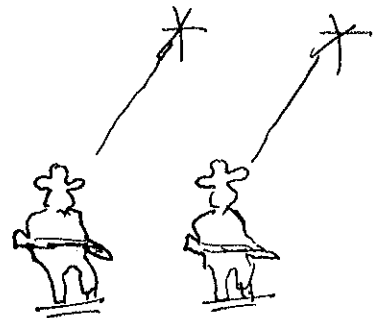
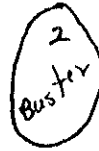
NOTE: Use only 1 popper on this stage.

1

2

3

4



Horse

Scenario # 4

10 Pistol, 10 Rifle, 6 Shotgun

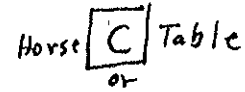
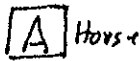
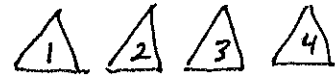
Life's hard, trying to homestead out here in Wyoming. The summers are short and hot. The winters are cold and long. Poachers, rustlers and renegades are a way of life that must be dealt with. As you awoke this morning, you noticed how quiet and peaceful it was. Too, quiet. Something ain't right. You dress quickly, check your guns and ease out the back door. As you creep by the shed and look to the barn, you see them. They're helping themselves to your horses, chickens and the pig you are raising for Thanksgiving. You attack with no warning.

DIRECTIONS

Both pistols loaded with 5 rounds each and holstered. Shotgun staged on the horse. The rifle is loaded with 10 rounds and held at port-arms.

Start behind the horse. At the buzzer, start on the right rifle target. Put 2 rounds on R4, 3 rounds on R3, 2 rounds on R2 and 3 rounds on R1. Make rifle safe. With your pistols, start on the right. Put 2 rounds on P3, 5 rounds on P2, and 3 rounds on P1. Holster pistols and with your shotgun, knock the 2 shotgun targets down, the 2 poppers and engage the 2 birds in any order.

NOTE: Each bird is a 5 second bonus.



Scenario # 5

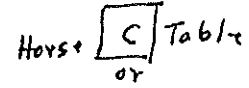
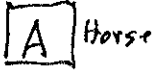
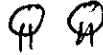
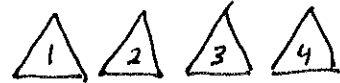
10 Pistol, 10 Rifle, 4- Shotgun

There's talk of the railroad coming, but until then, you must drive the cattle to market. Two weeks on the trail and things have gone smooth. You're crossing Indian territory so you keep your eyes open. You've seen a few tracks. As you make your way back to camp, one evening, you hear shots. Renegades have attacked the camp.

DIRECTIONS

Both pistols loaded with 5 rounds each and holstered. Rifle is loaded with 10 rounds and staged on the horse at position A, along with your shotgun.

Start at position A with your hands shielding your eyes from the sun. At the buzzer, pick up your rifle and starting on the left target, do a Nevada sweep, double tapping the center target each time. Make rifle safe. With your shotgun, knock down the 2 shotgun targets, then move to position B, with your shotgun and knockdown 2 more shotgun targets. Take shotgun with you to position C and make it safe on the horse. Draw your pistols and put 1 round on P1, 4 rounds on P2, 1 on P3 and 4 on P4.



Scenario # 6

10 Pistol, 9 Rifle, 4 Shotgun

It seems to be a peaceful spring morning in Daltonville. The Sheriff was snakebit last week and you have been helping out while he recuperates. You notice there's a couple of unfamiliar horses tied out back of the livery stable with just 1 rough looking character looking after them. As you take a second look up Main Street, you notice the shades still drawn on the Bank windows. But the Bank should be open by now. A few quick steps and you're back at the Sheriff's Office. You grab what guns you can and load them up. Just across the street, the robbers come out of the Bank as you step to the middle of the street.

DIRECTIONS

Both pistols loaded with 5 rounds each and holstered. Shotgun staged at position A. Rifle loaded with 9 rounds and held at port-arms.

Start at position A. When ready say, "HANDS UP". At the buzzer, triple tap the rifle targets from either direction. Make rifle safe on horse. Knock the 2 shotgun targets down then carry shotgun to position B and knock down the 2 other targets. Carry shotgun to position C and make it safe on the horse. Draw your pistols and put 1 round on P1, 2 rounds on P2, 1 round on P3, 2 on P4, 1 on P3, 2 on P2 and 1 on P1.

NOTE: Rifle only has 9 rounds.