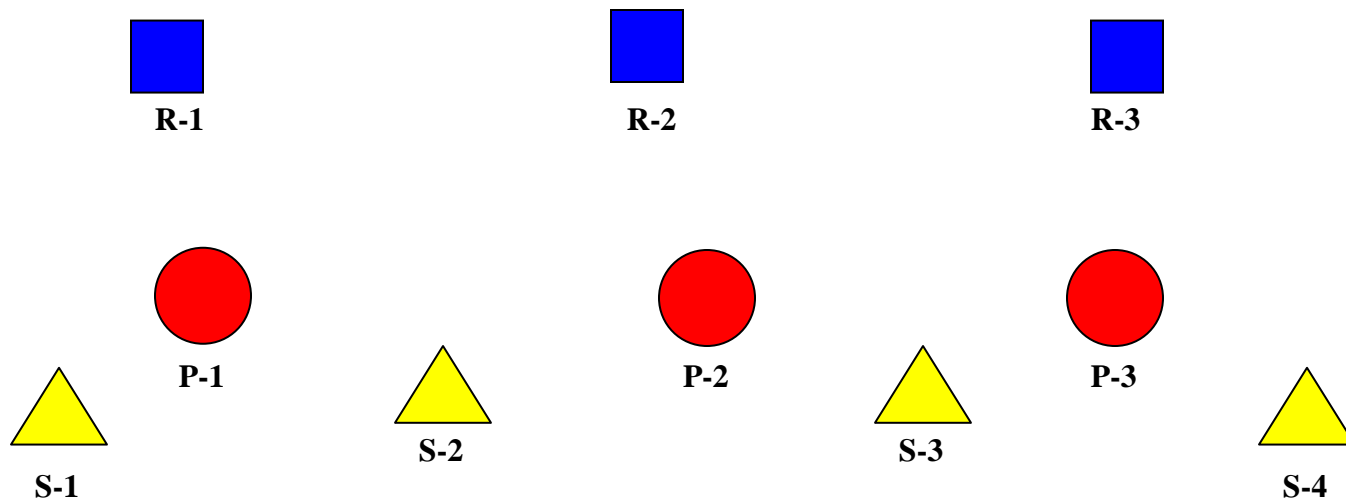


“Rough Winter!”

Stage 1

10 Pistol, 10 Rifle, 4 Shotgun



Table

Story: It has been a long, cold winter. You are out in a cold rain tending to the new calves. You know that it is at this young age when the calves are most vulnerable. Just as you begin counting the calves, a pack of wolves attack and you let the lead fly.

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 rest, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber staged on the rest.

Directions: Start standing on the firing line with your hands on your guns. When ready, count out loud (if you can) “One...Two...Three...”

At the Signal: Drop the rope and draw your **first pistol** and engage the three 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 in the following order P1, P1, P2, P3, P3, P1, P1, P2, P3, P3. Set the rifle down and...

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

Take your firearms to the unloading table.

“War Party”

Stage 2

10 Pistol, 10 Rifle, 4 Shotgun



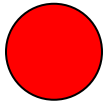
R-1



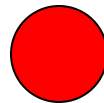
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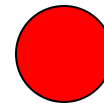
R-3



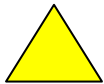
P-1



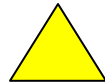
P-2



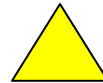
P-3



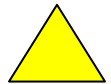
S-1



S-2



S-3



S-4

Table

Story: All your shooting has scattered the herd. You spend the rest of the day trying to get all the cattle back into the sheltered canyon where they will be safe from the winter storms. As you gather the last of the calves, you are ambushed by an Injun war party. You have tried to keep the peace with the Injuns, but the hard, cold winter has them looking toward your cattle for food. As you defend yourself, you think, “if they would have just asked...”.

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 table, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber in your hands.

Directions: Start standing on the firing line with your rifle at port arms. When ready, yell “Injuns!”

At the Signal: Engage the **rifle** targets in a continuous Nevada Sweep starting on the left. Set the rifle down...

Draw your **first pistol** and engage the pistol targets with a Nevada Sweep starting on the left. Now do the same with your second pistol.

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

Take your firearms to the unloading table.

“War Party”

Stage 3

10 Pistol, 10 Rifle, 4 Shotgun



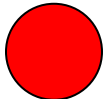
R-1



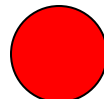
R-2



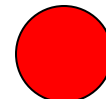
R-3



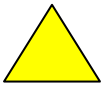
P-1



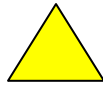
P-2



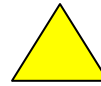
P-3



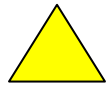
S-1



S-2



S-3



S-4

Table

Story: You are enjoying a nice breakfast when your deputy comes in and tells you that Sheriff McCrae has captured Bad Bill Barton. You have to ride to Big Lick and bring Bad Bill Barton back for trial. As you finish your breakfast, you get your hat and all hell breaks out. It's the Grafton Brothers (another story). You have to deal with them first....

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 table, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber in your hands.

Directions: Start standing on the firing line with your hands on your hat. When ready, yell “Now where did I put my Hat?”

At the Signal: With your pistols, per your shooting style, engage the pistol targets in this order P1, P2,P2,P2,P3,P1,P2,P2,P2,P3. Holster...

Pick up your rifle and engage the rifle targets in the same manner as the pistol targets.

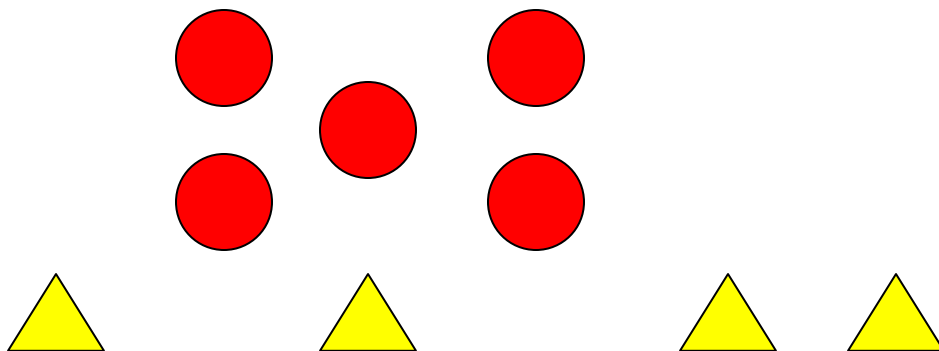
Pick up your **shotgun** and knock down the four shotgun targets. Set the shotgun down and...

Take your firearms to the unloading table.

“It sure is Quiet!?”

Stage 4

10 Pistol, 10 Rifle, 4 Shotgun



Pony 2

Pony 1

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 shotgun, empty with action open, staged on the table, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber in your hands.

Directions: Start standing at Pony 1 with the rifle at Cowboy Port Arms. When ready, yell “Why is it so quiet?”

At the Signal: Double tap the rifle targets. Safely stage the rifle at Pony 1 and move to Pony 2.

With your pistols, per your shooting style, double tap the pistol targets (same ones as the rifle). Holster and...

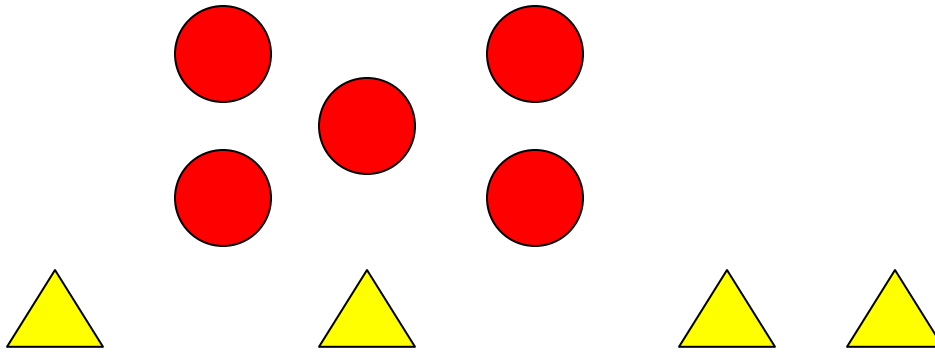
Pick up your **shotgun** and knock down the four shotgun targets.

Take your firearms to the unloading table.

“How Beer Slinger Lost His Bar 3”

Stage 5

10 Pistol, 10 Rifle, 4 Shotgun



Pony 2

Pony 1

Story: It all started when my “buddie” Irv came in and asked to use one of my rooms for some “Business”. Knowing Irv, I didn’t have to ask what kind of business. The next thing I know the sheriff came in and started bustin’ up the joint. Having had no problems with Sheriff Birch, I asked why. It turns out that the “business” that Irv was doing had something to do with the chief’s daughter, Barbie. Sheriff Birch was so mad he set fire to the bar and then tried to kill us. We had to shoot our way out and get the heck out of town.

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 table, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber on the rest.

Directions: Start standing at Pony 1 in the surrender position (hands at shoulders or above). When ready, yell “I didn’t know she was your daughter!”

At the Signal: Pick up the rifle and engage each target twice, no double taps. Safely stage the rifle at Pony 1 and move to Pony 2.

With your pistols, per your shooting style, engage the targets in the same manner as the rifle (same ones as the rifle). Holster and...

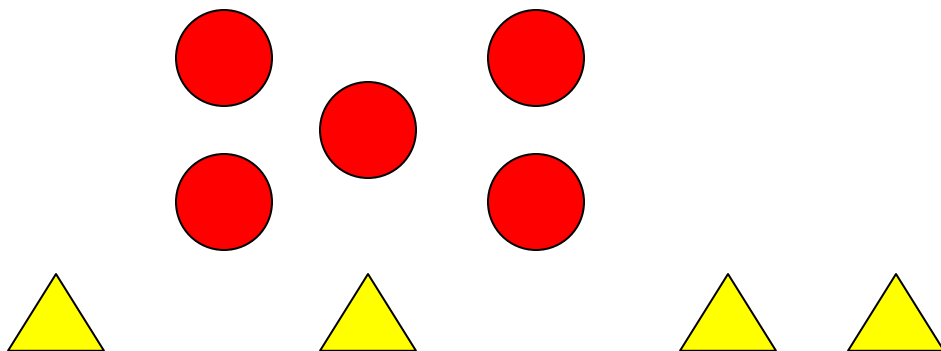
Pick up your **shotgun** and knock down the four shotgun targets.

Take your firearms to the unloading table.

“Jumpin’ Jellybeans!”

Stage 6

10 Pistol, 10 Rifle, 4 Shotgun



Pony 2

Pony 1

Story: With the demise of Pistol Pete Peterson and the stories of your dispatching of the Blasted Blaylock Brothers, and the Cursed Callahan Clan, and the Dastardly Devious Divas followed by Hostile Hank Harper it seems that every mischievous malcontent is out to get you. As you travel through the wooded wilderness, you are ambushed by Jovial Joe Johansen. All joking aside, you find that ole Joe Johansen is anything but Jovial. He is a rough, rowdy, renegade of the rail yards of Richmond. As luck would have it you are holding your righteous repeating rifle and repel the attack.

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 table, with at least four rounds on your person. A rifle loaded with 10 rounds with hammer down over an empty chamber in your hands.

Directions: Start standing at Pony 1 with your rifle pointed safety down range. When ready, say, “Jumpin’ Jellybeans! It’s Jovial Joel Johansen!”

At the Signal: Engage the 4 outside targets with one round each the dump the remaining rounds into the center target. Safely stage the rifle at Pony 1 and move to Pony 2.

With your pistols, per your shooting style, engage the targets in the same manner as the rifle (same ones as the rifle). Holster and...

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

Take your firearms to the unloading table.