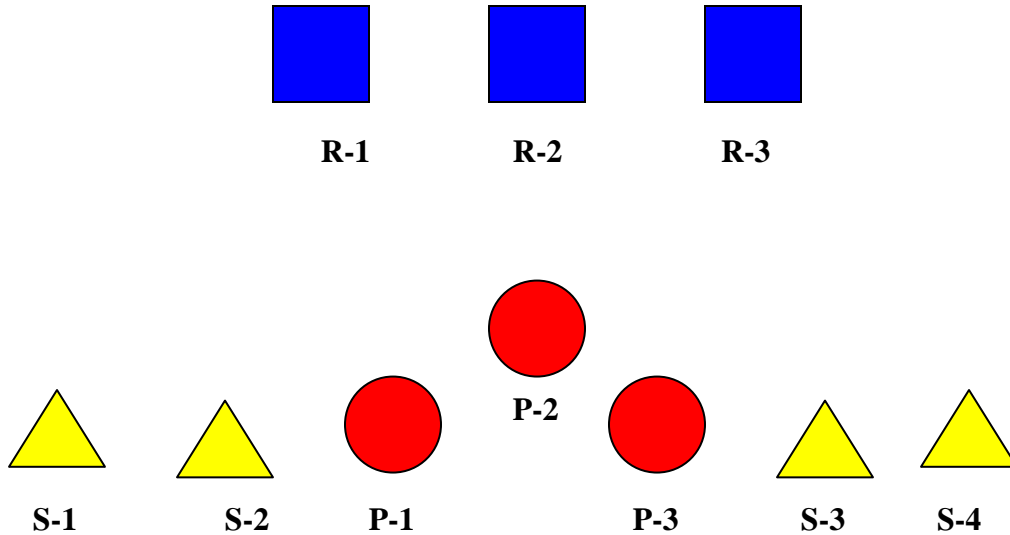


# One Twitch...

# Stage 1

10 Pistol, 10 Rifle, 4 Shotgun



## Rest

**Story:** You have heard that a local cattle baron has sent his men to stampede your herd and take your cattle. You leave Mose and Button to guard the wagon and you and Boss ride out to take to battle to the evildoers.

**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, staged on the rest. A shotgun, empty with action open, staged on the rest, with at least 4 rounds on your person.

**Directions:** Start with your rifle at port arms and when ready say **“One twitch and your in hell!”** ...

**At the Signal:** With your first pistols per your shooting style engage the pistol targets by sweeping them from left to right, two in the left, two in the middle and one in the right. Then sweep ‘em from right to left, two in the right, two in the middle, and one in the left. Holster, and...

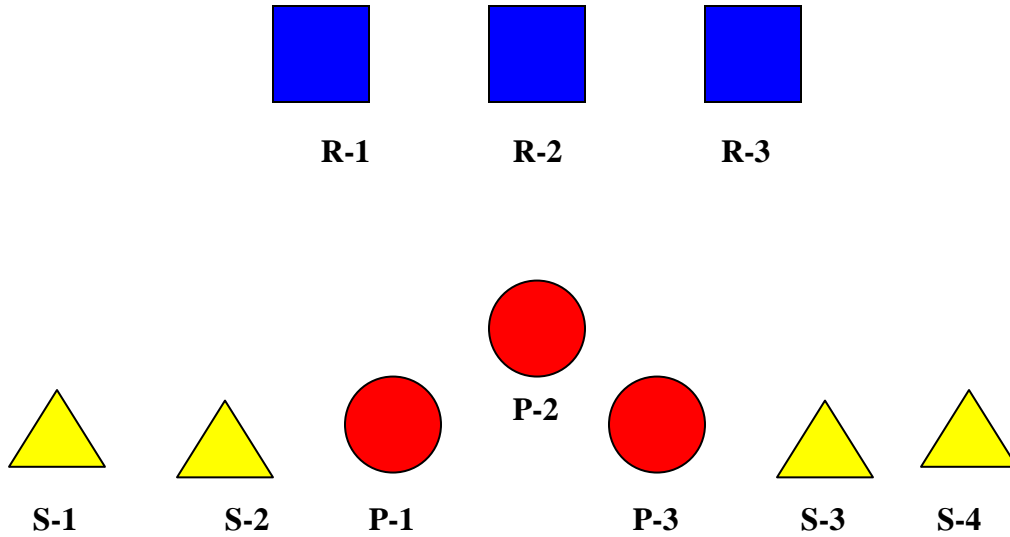
With your rifle, engage the rifle targets in the same manner as described for the pistols. Safely stage the rifle and...

Pick up your shotgun and knock down the 4 shotgun targets.

# They Kilt Mose!

## Stage 2

10+1 Pistol, 10+1 Rifle, 4 Shotgun



### Rest

**Story:** After taking out several of the cattle baron's men, you ride back to the wagon only to find it is under attack! You ride in to help Mose and Button, only to find Mose dead and Button severely injured.

**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, staged on the rest. A shotgun, empty with action open, in your hands, with at least 4 rounds on your person.

**Directions:** Start with your shotgun in both hands held waist high, when ready holler "They Kilt Mose!" ...

**At the Signal:** Knock down the four shotgun targets. Safely stage the shotgun and...

Pick up your **rifle** and single tap R-1, double tap R-2 and triple tap R-3, double tap R-2, then single tap R-1, R-2 and R-3. Yup, you gotta load that last round. Safely stage the rifle and

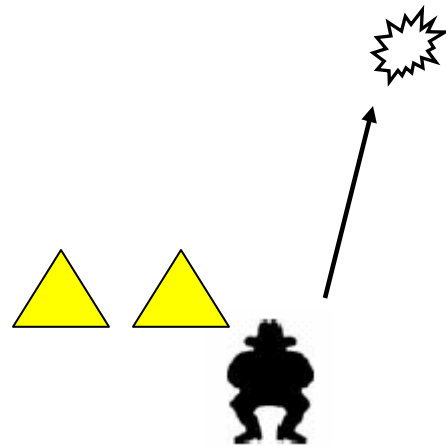
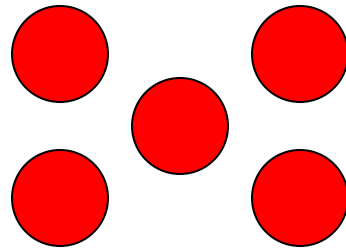
With your pistols, per your shooting style, engage the pistols as described for the rifle, including the reload!

Take your firearms to the unloading table.

# Help Doc!

# Stage 3

10 Pistol, 10 Rifle, 4 Shotgun



**B**

**A**

**Story:** As you break for camp on the first day, you go out and gather some wood for the fire. You hear a commotion coming from over a hill and decide to investigate. You find your good friend Doc Mcwane surrounded by a gang of murderous horse thieves. Doc's doin' a fair job holding his own until he shoots his guns dry and must reload. You lay down some serious cover fire until he can get back into the fight.

**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 at A. A shotgun, empty with action open, on the rest at A with at least 4 rounds on your person.

**Directions:** Start with both hands on your pistols. When ready, yell "I'll get 'em Doc!!"

**At the Signal:** With **your rifle**, engage the rifle targets in the following order Top Left, Middle, Bottom Right, Middle, Top Left, Bottom Left, Middle, Top Right, Middle, Bottom Left. (Two crossing Nevada Sweeps).

Safely stage the rifle and with your **shotgun** knock down the two shotgun targets then engage the cowboy and the aerial bird. You must engage the bird. Breaking the bird in the air is a bonus.

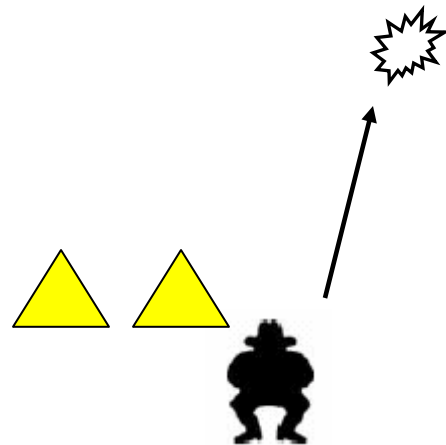
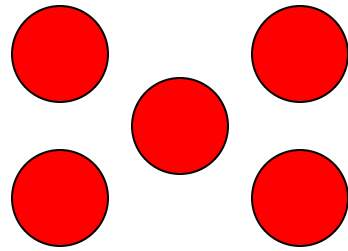
Safely stage the shotgun and move to B and with your **pistols** per your shooting style, engage the targets as described for the rifle.

Take your firearms to the unloading table, muzzle up.

# Doc's Hanging Around

## Stage 4

10 Pistol, 10 Rifle, 4 Shotgun



**B**

**A**

**Story:** You have stocked up on supplies and meat for the winter. As you make your way home, you come around a bend in the trail and find your friend Doc in a real fix. It seems that the last of the Doolan gang finally got the drop on ole Doc and are fixin' to hang him. Can you save ole Doc?

**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 at A. A shotgun, empty with action open, on the rest at A with at least 4 rounds on your person.

**Directions:** Start with both hands on your pistols. When ready, yell “**Hang in There Doc!!**”

**At the Signal:** With **your rifle** and starting with the center target, double tap each target.

Safely stage the rifle and with your **shotgun** knock down the two shotgun targets then engage the cowboy and the aerial bird. You must engage the bird. Breaking the bird in the air is a bonus.

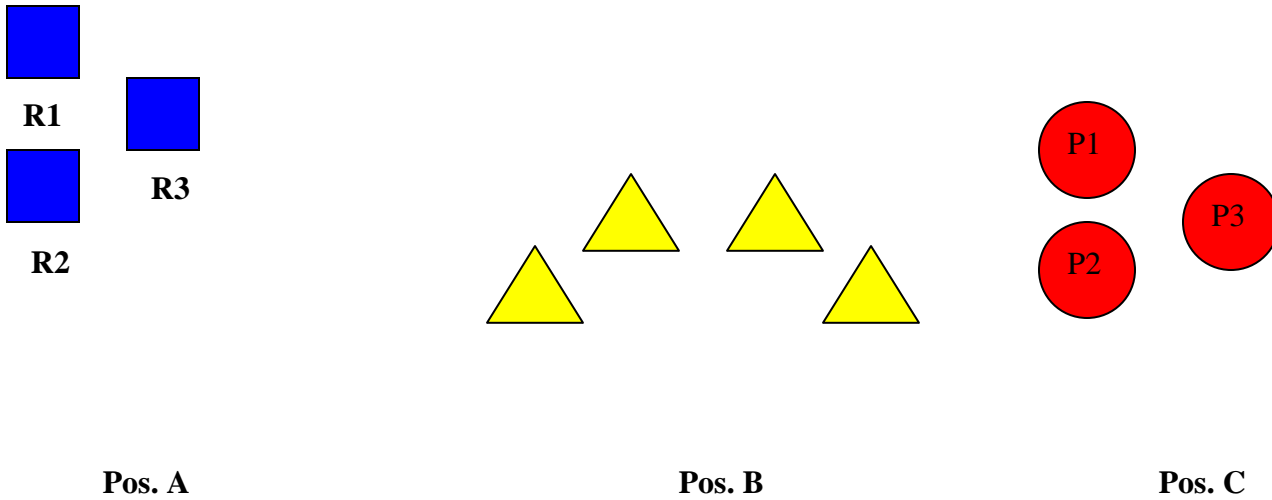
Safely stage the shotgun and move to **B** and with your **pistols** per your shooting style, engage the targets as described for the rifle.

Take your firearms to the unloading table, muzzle up.

# “10 to 1!”

## Stage 5

10 Pistol, 9 Rifle, 4 Shotgun



**Story:** As you stand in front of the livery stable, you get to thinkin' that maybe takin' that Deputy Marshal's job wasn't such a great idea. You're all alone and the entire Group W Gang that you've been trailin' is facin' you from down the street. They're wanted for rustlin', horse theft, robbery, mother-rapin', father-stabbin', and litterin' (and creatin' a nuisance). It's your job to bring 'em in, dead or alive. Of course, when you call out to them to surrender, they kinda see it as a joke. After all, there's one of you and ten of them... That's when Arlo, the gang's leader, starts the ball rollin' by pullin' his gun.

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

**Directions:** Begin at Position A with your hands by your side, When Ready say something appropriate like, “Freeze”, “Stop” or “I’ve got you now”.

**At the Signal:** Pick up your rifle and engage R1 with 2 rounds, R2 with 3 rounds and R3 with 5 rounds. Safely stage the rifle and move to position B.

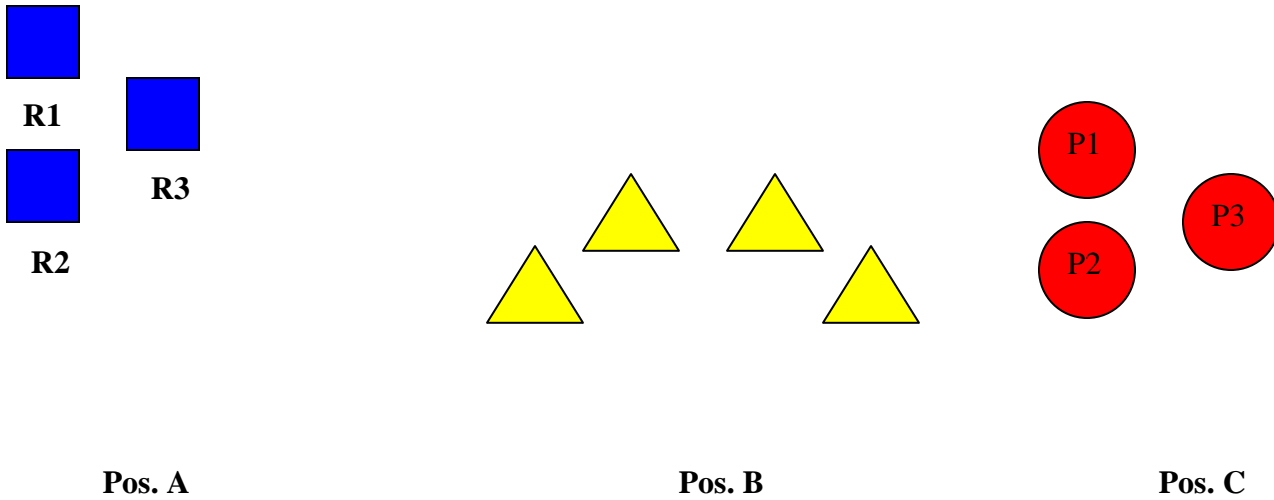
Load and knock down the 4 shotgun targets. Set the shotgun down, and move to Position C and..

Draw with your pistols, per your shooting style, engage the pistol targets as described for the rifle.

# WW

# Stage 6

10 Pistol, 10 Rifle, 4 Shotgun



**Story:** Spillin' the spittoon on Big Bart has given you quite the reputation. Some people say you are dumb and others say you are crazy. But you haven't had any problems with you tips lately! At least not until Black Bart's brother White Willie storms into Big Lick. And guess what, White Willie has a gang too! As you draw your guns, you say to yourself "I got to get me gang!"

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

**Directions:** Begin at Position A with your hands in the low surrender position, When Ready say, "I've got to get me a gang!"

**At the Signal:** Pick up your rifle and double tap the single target, then single tap the bottom and top targets, double tap the single target again, then single tap the bottom and top targets and finish by double tapping the single target. Safely stage the rifle and move to position B.

Load and knock down the 4 shotgun targets. Safely stage the shotgun, move to Position C and..

Draw with your pistols, per your shooting style, engage the pistol targets as described for the rifle.