**Upper Pistol Bay – stage 1 & 2**

**Stage 1 – Gunsmoke**

**10 pistol 0 rifle 8(+) shotgun**

**An assortment of card sharps, grifters and general undesirables are trying to take over Dodge City and it’s time to clean ‘em all out.**

**START seated behind table at either end of stage, one foot up on table, open-empty shotgun staged on table, both pistols loaded w/5 and holstered (stage may be run in either direction).**

**ON SIGNAL stand and with first pistol engage P2 w/3 and P1 & P3 w/I each. Holster, retrieve shotgun and engage 2 SG targets any order. Proceed across stage engaging pairs of SG targets from appropriate openings. At far end, after engaging all SG targets, make shotgun safe on table, and with second pistol engage P targets same as first pistol.**

**R1 R2 R3**

**S1 S2 S3 S4 S5 S6 S7 S8**

**P1 P2 P3 P1 P2 P3**

 **table bldg 1 alt table (stage 2) bldg 2 bldg 3 table**

**Stage 2 – Maverick**

**10 pistol 10 rifle 2(+) shotgun**

**You’ve played a hand or two of poker in your time and you can tell when there’s more than luck involved.**

**START seated at table by building 1, cards in both hands, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged on alt table. Signify ready by saying: “These cards are marked!”**

**ON SIGNAL stand and engage P1-P3 using 3-4-3 sweep. Move to alt table and with rifle engage R1-R3 same as pistols. Make rifle safe on table and with shotgun engage any two SG targets.**

**Bay 2 – stage 3 & 4**

**Stage 3 – The Cisco Kid**

**10 pistol 10 rifle 4 (+) shotgun**

**The banditos think they have you and Pancho cornered in the hacienda but you have a trick or two up your sleeve.**

**START standing between tables, shotgun in hand, rifle loaded w/10 staged on table 1, both pistols loaded w/5 and holstered. Signify ready by saying: “Oh ho Pancho!”**

**ON SIGNAL engage S1-S4 any order. Make shotgun safe on table 1 and with rifle engage R1-R4 inside-inside, outside-outside, inside-inside, outside-outside, inside-inside. Make rifle safe on table 1, advance to square, and engage P1-P4 same as rifle.**

**R1 R2 R3 R4**

 **S1 S2 S3 S4**

 **P1 P2 P3 P4**

 **Table 1 Table 2**

**Stage 4 – Wanted Dead or Alive**

**10 pistol 10 rifle 4 (+) shotgun**

**The wanted desperados took you from behind and relieved you of the mare’s leg. You’re gonna have to take ‘em out with their own guns.**

**START standing at low surrender both feet behind either table, pistols loaded w/5 staged on table 2, rifle loaded w/10 and open-empty shotgun staged anywhere safely. Guns may be run in any order as long as rifle is not last.**

**ON SIGNAL engage targets as specified: Rifle from behind table 1 – Nevada sweep. Shotgun from between tables – any order. Pistols from behind table 2 – continuous Nevada sweep. At conclusion of pistol string pistols may be holstered or replaced on table.**

**Bay 3 – stage 5 & 6**

**Stage 5 – The Rifleman**

**10 pistol 15 rifle 0 shotgun**

**This stage requires the use of a second rifle loaded w/5 rounds staged down range.**

**Even the fastest of us can’t match Lucas McCain (we have to do mundane stuff like aim) and sometimes we need extra rounds to get the job done.**

**START standing at the upside down cross, rifle loaded w/10 in hand, 2nd rifle loaded w/5 staged down range on table, both pistols loaded w/5 and holstered.**

**ON SIGNAL double tap T1-T5 any order. Move to table, making rifle safe on table. With second rifle sweep T1-T5. Move to coffin making 2nd rifle safe on table or coffin, and with pistols sweep T1-T5 twice, no double taps.**

**T1 T2 T3 T4 T5**

**coffin**

**S3 S4**

**S1 S2**

**Table**

**START**

**Stage 6 – Wild Wild West**

**10 pistol 10 rifle 4 (+) shotgun**

**Another mad scientist has turned up in the wild, wild west. He’s cooking up trouble at Boot Hill and must be stopped before his nefarious scheme is complete.**

**START standing at upside down cross, arms crossed on chest, scratching your chin, rifle loaded w/10 leaning on cross, open-empty shotgun staged down range on table, both pistils loaded w/5 and holstered.**

**ON SIGNAL with rifle engage T1-T5 w/1 round on 1, 2 on 2, 4 on 3, 2 on 4, 1 on 5. Move to table, making rifle safe on table. With shotgun engage S1-S4 any order as you move to coffin (must be engaged in down range direction). Make shotgun safe on coffin and with pistols engage T1-T5 same as rifle.**

**Benchrest Bay – stage 7 & 8**

**Stage 7 – Bonanza**

**10 pistol 10 rifle 4 (+) shotgun**

**Ben, Adam, Hoss and Little Joe might be the four nicest men in the West. Here’s a situation where nice is not enough and you have to supply some “nasty” to clean it up.**

**START standing behind horse at table1 or 2, hands on hips, open-empty shotgun staged on horse in front of you, rifle loaded w/10 staged on opposite horse, pistols loaded w/5 and holstered. Stage may be run in either direction. Signify ready by saying: “We need some mean!”**

**ON SIGNAL retrieve shotgun and engage two SG targets in front of you. Move to other table and engage two SG targets. Make shotgun safe on table, retrieve rifle and engage R1-R5**

**with 3 rounds on R3, 1@ on R1 & R2, 3 on R3, 1@ on R4 & R5. Make rifle safe on table, move between tables and engage P1-P5 same as rifle.**

**R1 R2 R3 R4 R5**

**S1 S2 S3 S4**

**P1 P2 P3 P4 P5**

 **horse table 1 bath tub table 2 horse**

**Stage 8 – Rawhide**

**10 pistol 10 rifle 4 (+) shotgun**

**You got the herd to Dodge and took a little time for a bath and a drink (or two, or…) Before you can close the sale, the cattle broker and some rustlers do a double-cross on you. Rowdy is already passing out drunk so you have to settle this yourself.**

**START standing at bath tub, holding “Rowdy” with both hands, rifle loaded w/10 staged on either horse, open-empty shotgun on other horse, both pistols loaded w/5 and holstered.**

**ON SIGNAL drop rowdy (hopefully in the tub) and sweep P1-P5 in either direction then dump5 on P3. Move to rifle and engage R1-R5 same as pistol. Move to shotgun and engage S1-S4 any order.**

**Silhouette Bay – stage 9 &10**

 **Stage 9 – Roy Rodgers**

**10 pistol 10 rifle 6 (+) shotgun**

**While Roy and Dale are off joy-riding Nelly Belle some horse thieving miscreants are about to make off with Trigger and Buttermilk. Good thing you’re there to save the day.**

**START standing behind table 2 both hands on table (Spidey fingers OK), rifle loaded w/10 on table 2, open-empty shotgun on table 1 or 3, both pistols loaded w/5 and holstered.**

**ON SIGNAL engage R1-R3 w/5 rounds (all must be engaged, no double taps), repeat on R4-R6. Make rifle safe, move to shotgun, engage SG targets in front of you, move across stage engaging 2 SG targets from each table. Make shotgun safe, move to table 2 and engage P1-P3 and P4-P6 same as rifle.**

 **R3 R4**

 **R2 R5**

 **R1 R6**

 **S1 S2 S2 S4 S5 S6**

 **P3 P4**

 **P2 P5**

 **P1 P6**

 **table 1 horse table 2 table 3**

**Stage 10 – The Lone Ranger**

**10pistol 10 rifle 4 (+) shotgun**

**As the Ranger and Tonto ride off into the sunset you discover more bad guys hiding out until they’re gone. Signify ready by saying: “Who was that masked man?”**

**START standing both feet behind table 2, one hand raised in a farewell salute, both pistols loaded/5 and holstered, rifle loaded w/10 on table 2, shotgun staged on any table.**

**ON SIGNAL with pistols engage P1-P6 in pairs: P3-P4, P2-P5, P1-P6, P2-P5, P3-P4.**

**Engage R1-R6 same as pistols (rifle & pistols may be engaged in either order). Retrieve shotgun and engage S1-S2 from table 1 and S5-S6 from table 3.**

**South Bay – stages 11 & 12**

**Stage 11 – Wagon Train**

**10pistol 10 rifle 4 (+) shotgun**

**Can you have a wagon train without an Indian attack? Not today!**

**START standing at wagon, rifle loaded w/10 in hand, open-empty shotgun in wagon, both pistols loaded w/5 and holstered. Signify ready by saying: “Circle the wagons”**

**ON SIGNAL engage R/P1-R/P5 with 3 rounds on R3, 1@on R1, R2, R4, R5, 3 on R3, make rifle safe in wagon, retrieve shotgun and engage S1-S4 any order. Advance to box (shotgun maybe made safe in wagon or on box). Using pistols engage R/P targets same as rifle.**

**R/P1 R/P2 R/P3 R/P4 R/P5**

 **S4**

 **box S3**

 **S2**

 **S1**

**Wagon**

 **Stage 12 – Have Gun Will Travel**

**10 pistol 10 rifle 2 (+) shotgun**

**The pay wagon has been robbed too many times and you’ve hired all the way from San Fracisco to come and put an end to the depredations.**

**START standing at strong box with hand(s) on pistol(s), rifle loaded w/10 and open-empty shotgun staged in wagon, pistols loaded w/5 and holstered, two bags of gold on strong box.**

**ON SIGNAL engage R/P1-R/P5 with 2 rounds on P1, 1@ on P2, P3, P4, 2 on P5, 1@ on P4, P3, P2. Holster, retrieve gold, move to wagon, and using rifle engage R/P 1-R/P5 same as pistols. Retrieve shotgun and engage any two SG targets.**