

Stage 1 Upper Pistol Bay

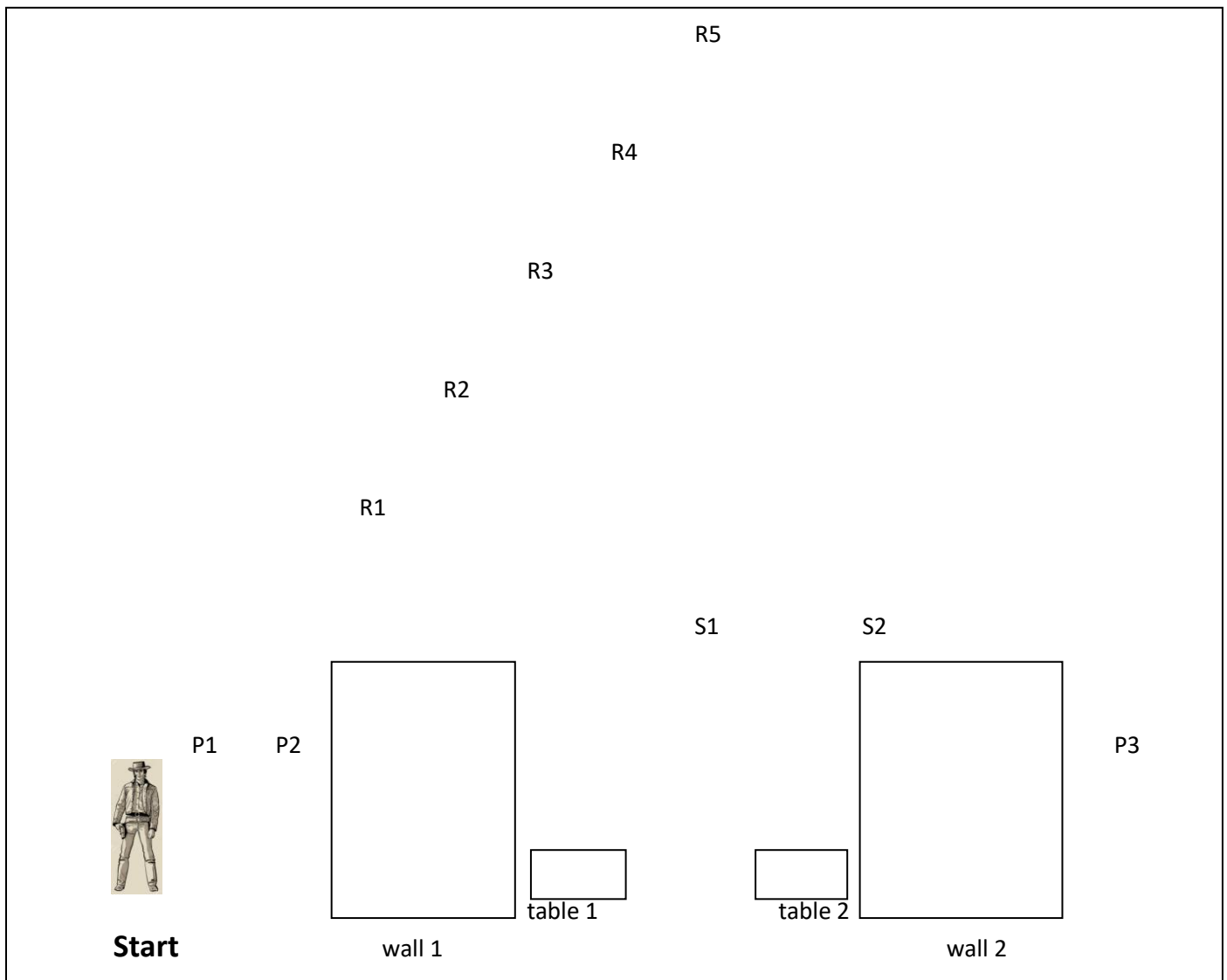
Open Range

10 pistol, 10 rifle, 2(+) shotgun

Time to have it out, once and for all. They have you outnumbered, but if you take out the most dangerous one first, you can handle the rest...

Start: standing in front of gunfighter, hand(s) on pistol(s), both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 1, open-empty shotgun staged on table 1 or 2. Signify ready by saying: "You the one that shot our friend?" **NOTE: the first target will be the balloon you blew up yourself so no excuses about "too small"!**

On signal: with first pistol shoot gunfighter in head (break the balloon) then double tap P1 & P2. Move to table 1 and with rifle double tap R1-R5 near to far. Move to table 2 and with shotgun engage S1 & S2 any order. Move to other end of wall and dump 5 on P3.



Stage 2 Upper Pistol Bay

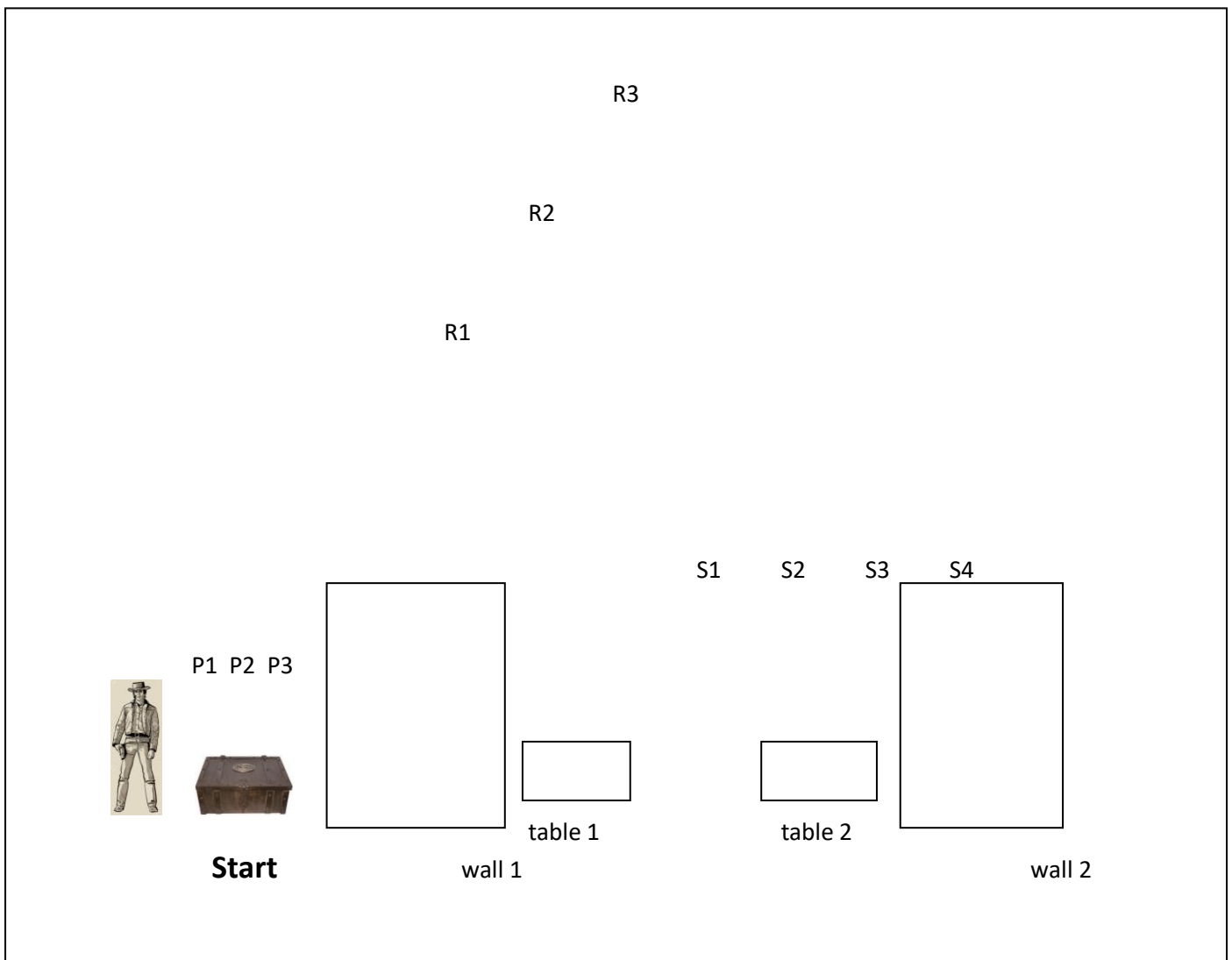
Big Jake

10 pistol, 10 rifle, 4(+) shotgun

They kidnapped Little Jake and skedaddled into Mexico. It's time to pay the ransom but you and Martha decided to pay the ransom in lead!

Start: standing at strongbox, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 1, open-empty shotgun staged on table 1 or 2. Signify ready by saying: "This is the stuff dreams are made of".

On signal: engage P1-P3 using a triple tap sweep with 10th round on P2. Move to table 1 and with rifle repeat pistol instructions on R1-R3. Move to table 2 and engage S1-S4 any order.



Stage 3
Bay 2

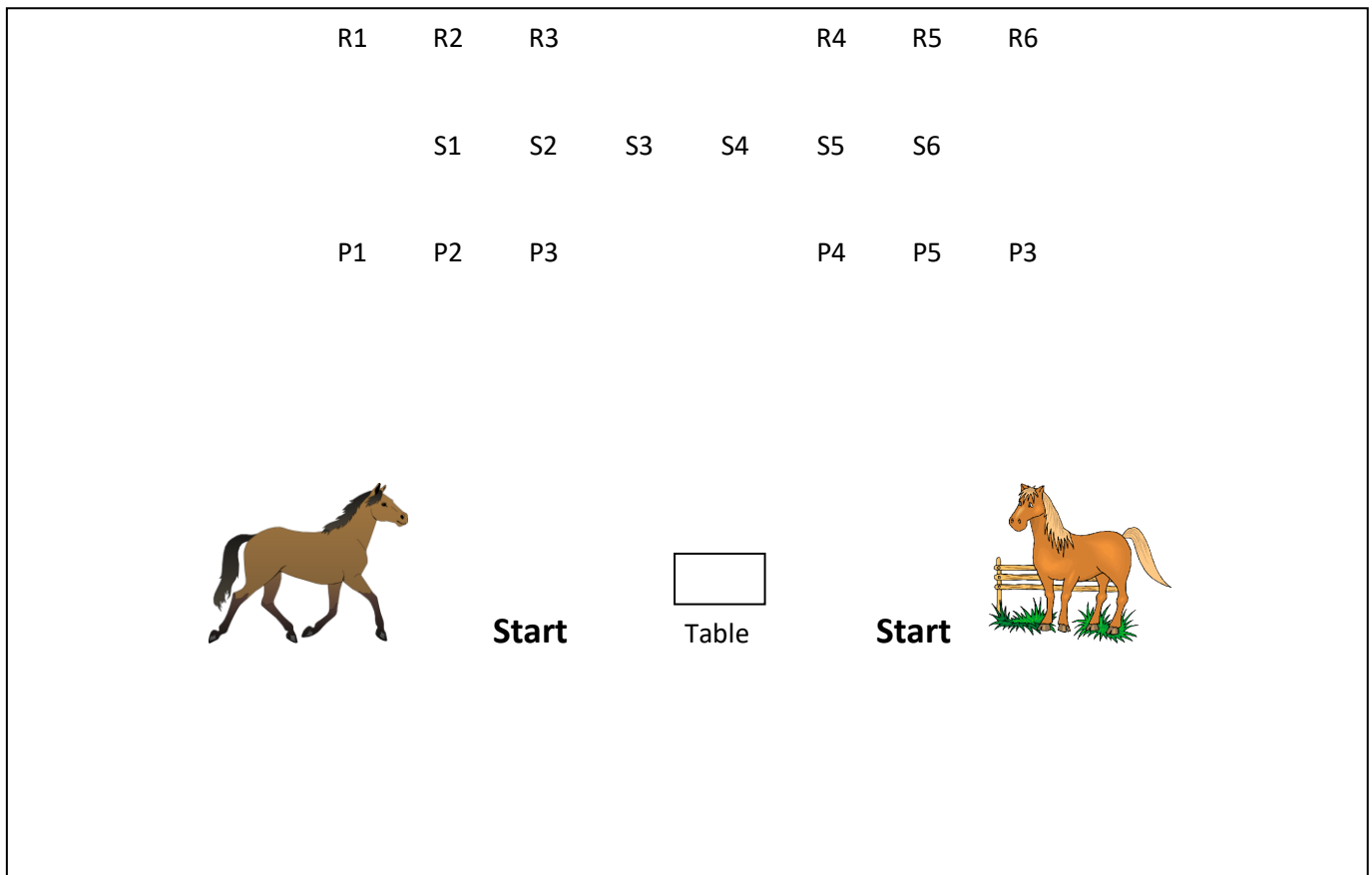
A Fist Full of Dollars

10 pistol, 10 rifle, 6(+) shotgun

As you rode into town the Baxters (or was it Rojos) made disparaging remarks about your mount. Now it's time to straighten out the misunderstanding.

Start: standing between either horse and the table, open-empty shotgun in hand, rifle loaded w/10 staged on table, both pistols loaded w/5 and holstered. Stage may be run in either direction. Signify ready by saying: "I know you didn't mean to insult my mule..."

On signal: engage two SG targets in front of you, move to table and engage S3 & S4, move between table and other horse and engage final two SG targets. Move behind table, make shotgun safe and engage R1-R6 using a 1-1-3-3-1-1 sweep. Make rifle safe on table and engage P1-P6 same as rifle.



Stage 4
Bay 2

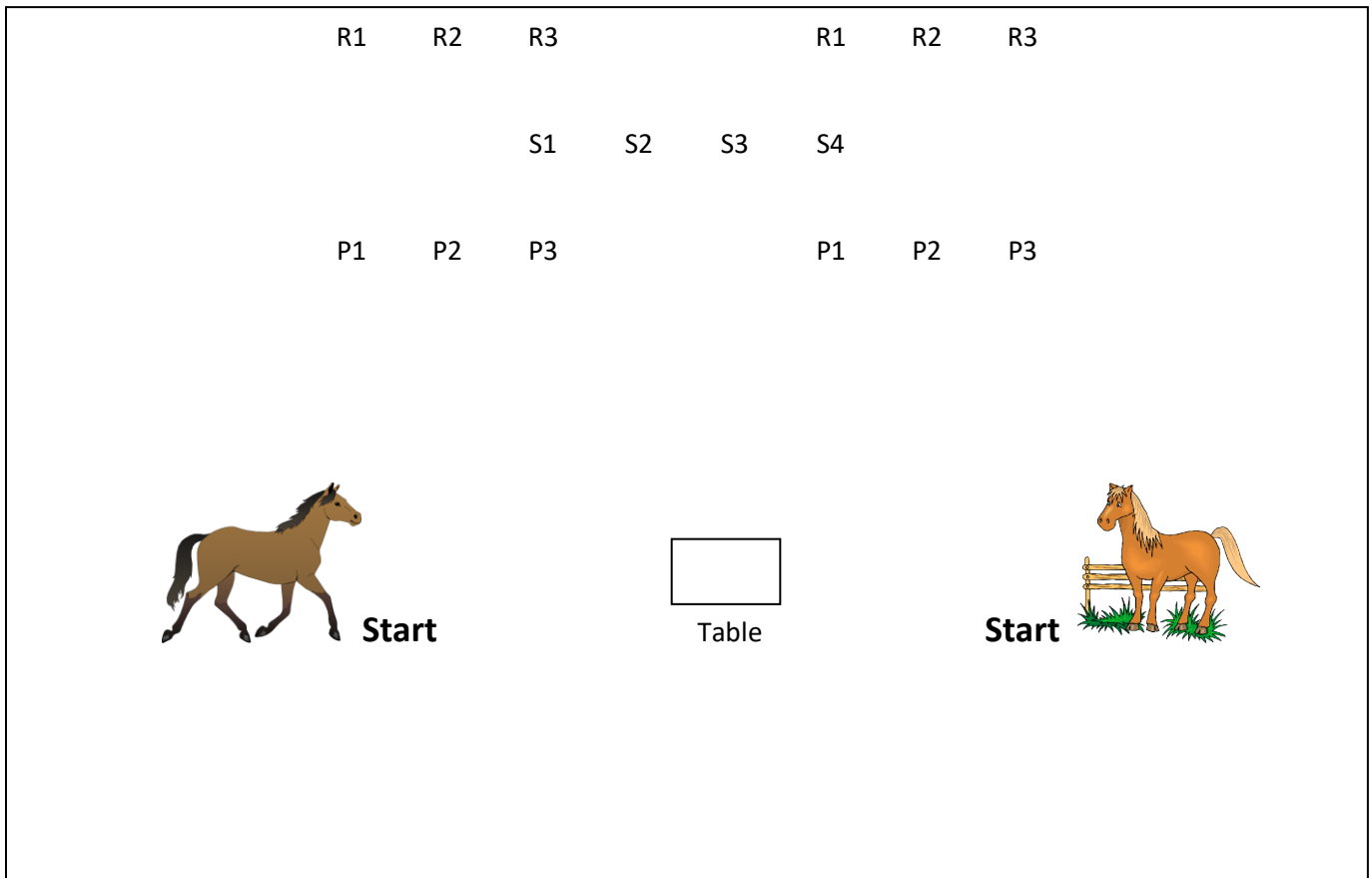
True Grit

10 pistol, 10 rifle, 4(+) shotgun

Ned Pepper says “That’s big talk for a one-eyed fat man” and now it’s up to you to back him down with lead...

Start: standing at either horse, rifle loaded w/10 in hand, both pistols loaded w/5 and holstered, open-empty shotgun staged on table. Stage may be run in either direction. Signify ready by saying: “Fill your hands...”

On signal: engage R1-R3 with 1 on R1, 2 on R2, 4 on R3, 2 on R2, and 1 on R1. Move to table making rifle safe on table, and with shotgun engage S1-S4 any order. Make shotgun safe on table, move to other horse and engage P1-P3 same as rifle.



Stage 5 Bay 3

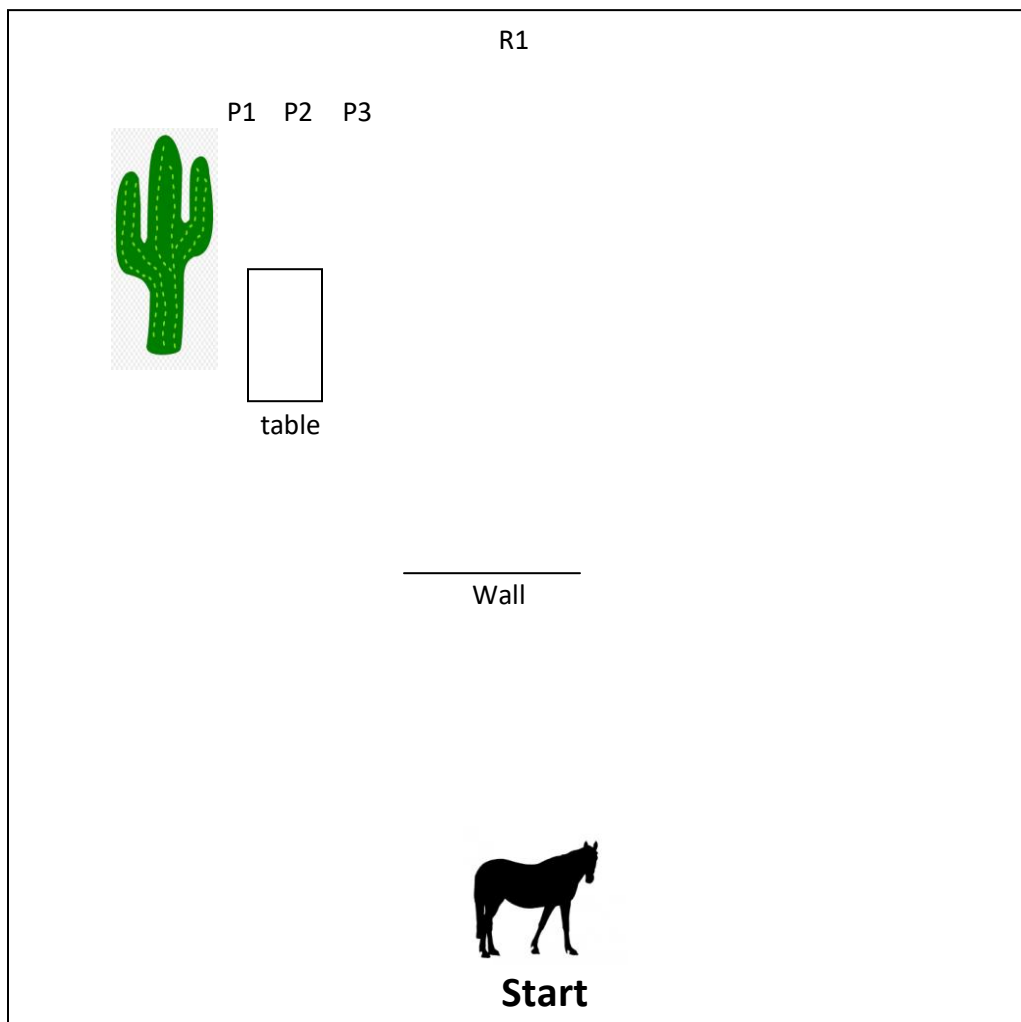
Joe Kidd

10 pistol, 11(+) rifle

Mingo, a deadly sniper, has you pinned down. If you can't eliminate him you're in a serious bind...

Start: standing behind horse, both pistols loaded w/5 and holstered, rifle loaded w/10 in hand, braced on horses back for the long shot

On signal: engage R1. If hit, advance to rock wall, if missed keep trying. If missed three times, advance to rock wall and try again. At rock wall (after R1 is hit or missed) reload rifle as needed and engage P2 w/3 rounds, P1 w/2, P2 w/3 and P3 w/2. Move to table, make rifle safe and with pistols repeat rifle instructions. Initial rifle shot(s) count as (1) miss only if missed from wall before reload



Stage 6
Bay 3

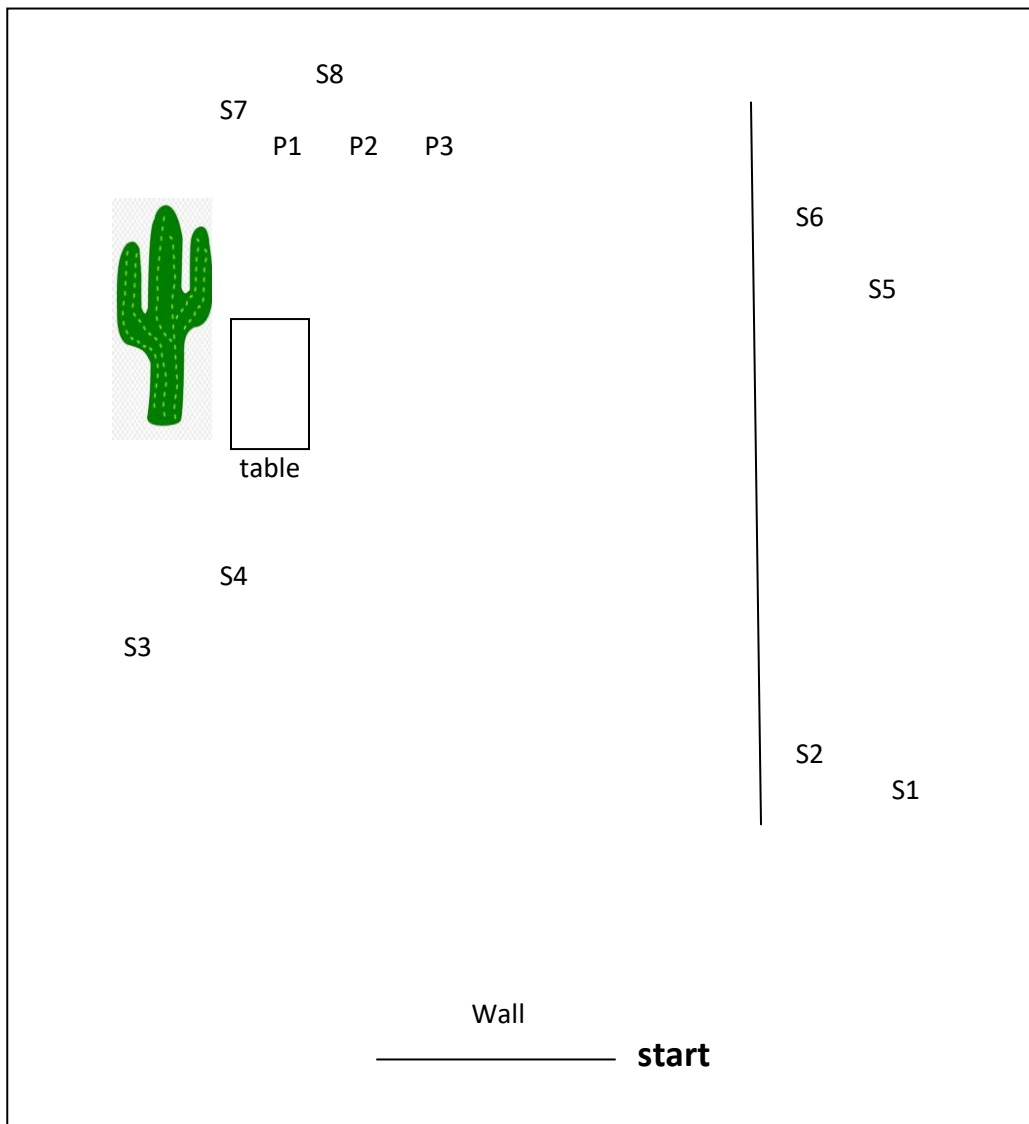
Valdez is Coming

10 pistol, 8(+) shotgun

As you approach the ranch for a final showdown, the henchman asks what you're carrying

Start: standing at end of rock wall, both pistols loaded w/5 and holstered, shotgun in hand.
On TO command load two and close shotgun. Signify ready by saying: "Something for rabbits"

On signal: while moving from rock wall to cactus engage S1 – S8 as you approach them (traveling rule applies); at cactus make shotgun safe on table and engage P1 – P3 using two consecutive 2-1-2 sweeps both in the same direction



Stage 7 Bench Rest Bay

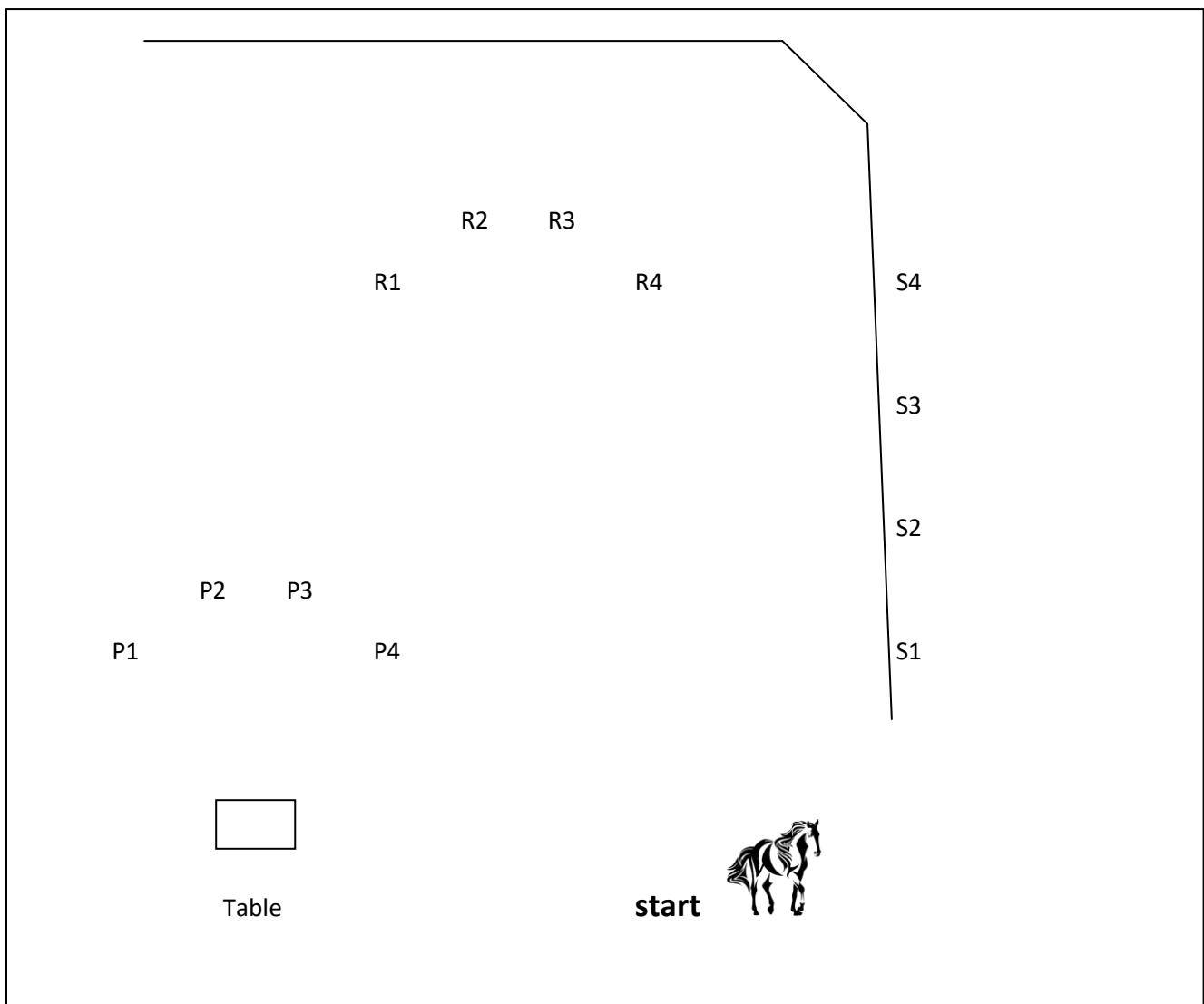
The Professionals

10 pistol, 10 rifle, 4(+) shotgun

You've entered into a "professional" contract with Joe Grant to rescue his kidnapped wife Maria. It turns out that he wasn't playing it straight with you and you turn the tables on him. When he tells you what he thinks of your parentage, you respond appropriately...

Start: standing at rear of horse, both hands on horse's rump, rifle loaded w/10 staged on horse, open-empty shotgun staged on table, both pistols loaded w/5 and holstered. Signify ready by saying: "You, Sir, are a self made man."

On signal: with rifle engage R1-R4 using a Nevada sweep double tapping R1 & R4. Return rifle to horse, move to table and with pistols engage P1-P4 same as rifle. Retrieve shotgun and as you move forward engage S1-S4 (traveling rule applies).



Stage 8 Bench Rest Bay

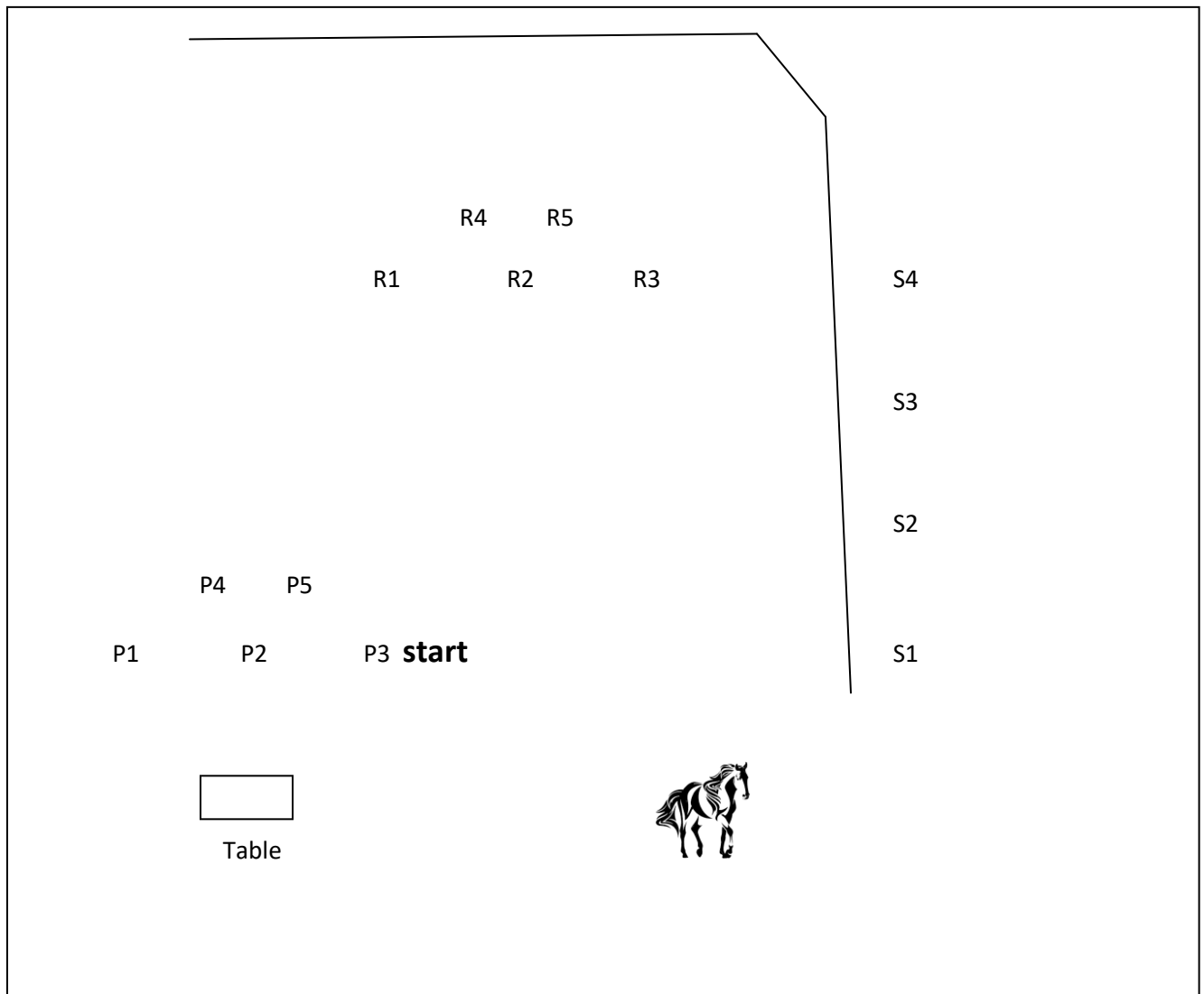
High Plains Drifter

10 pistol, 10 rifle, 4(+) shotgun

Now that Stacy and the Carlin boys have torn Lago apart and terrorized everybody left alive, it's time to return and exact your final revenge...

Start: standing at P3 open-empty shotgun in hand, rifle loaded w/10 staged at table, both pistols loaded w/5 and holstered. **NOTE: stage rifle pointed away from down-range movement**

On signal: engage S1-S4 any order. Move to table, make SG safe, retrieve rifle and engage R1-R5 by sweeping each row twice, all in the same direction. Make rifle safe on table and engage P1-P5 using rifle instructions.



Stage 9 Silhouette Bay

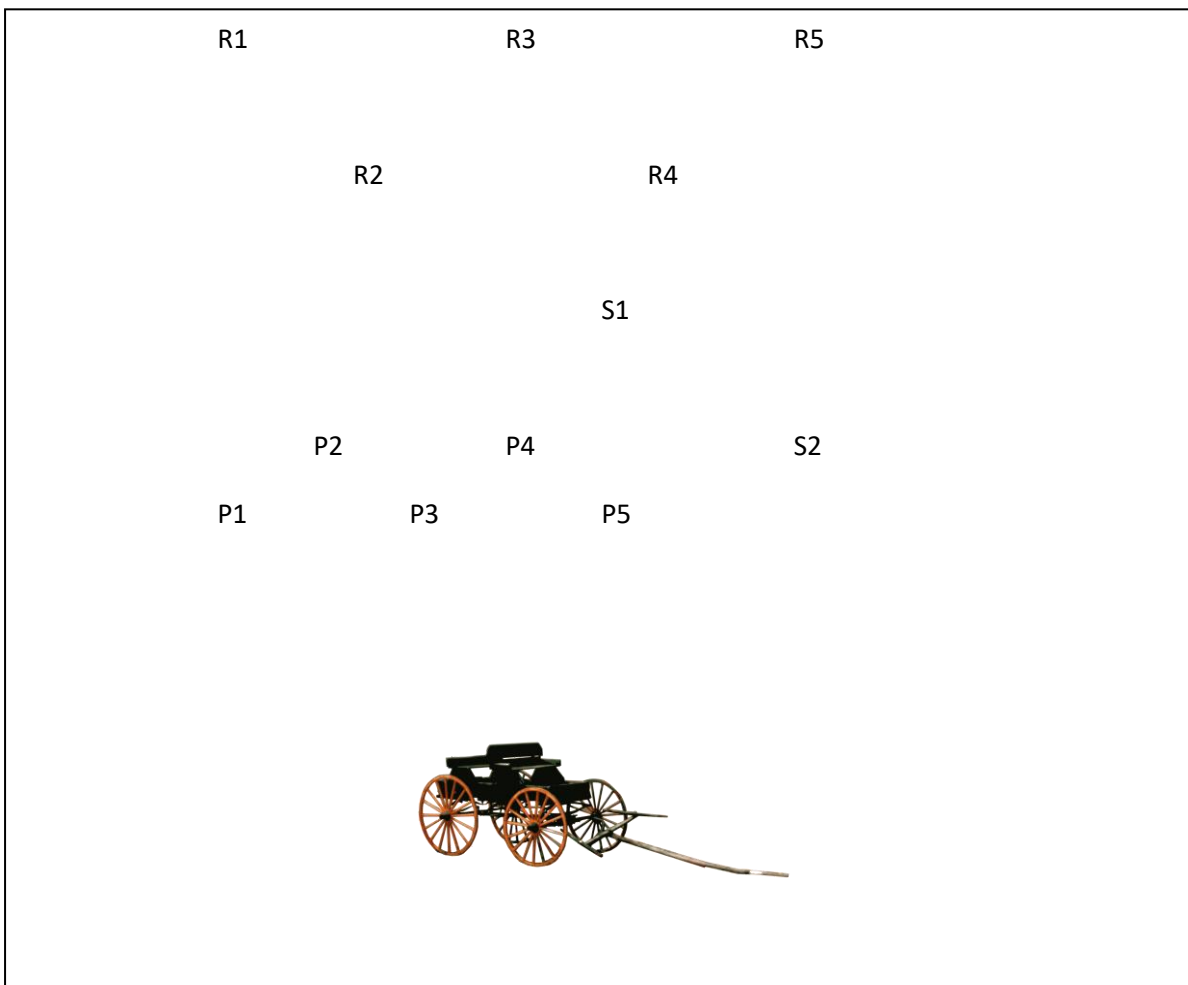
The Magnificent Seven

10 pistol, 10 rifle, 2 (+) shotgun

When no one else will drive the hearse to boot hill, you take the reins in hand...

Start: standing at front of wagon between wheels, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged vertically in rack, reins (shotgun ropes) in hand. Signify ready by saying: "I got nominated real good"

On signal: pull reins to reset shotgun targets (failure to reset will be counted as misses), retrieve shotgun and engage S1 & S2 any order. Make shotgun safe in rack, retrieve rifle and engage R1-R5 twice each, any order, no double taps. Make rifle safe in rack and engage P1-P5 same as rifle



Stage 10 Silhouette Bay

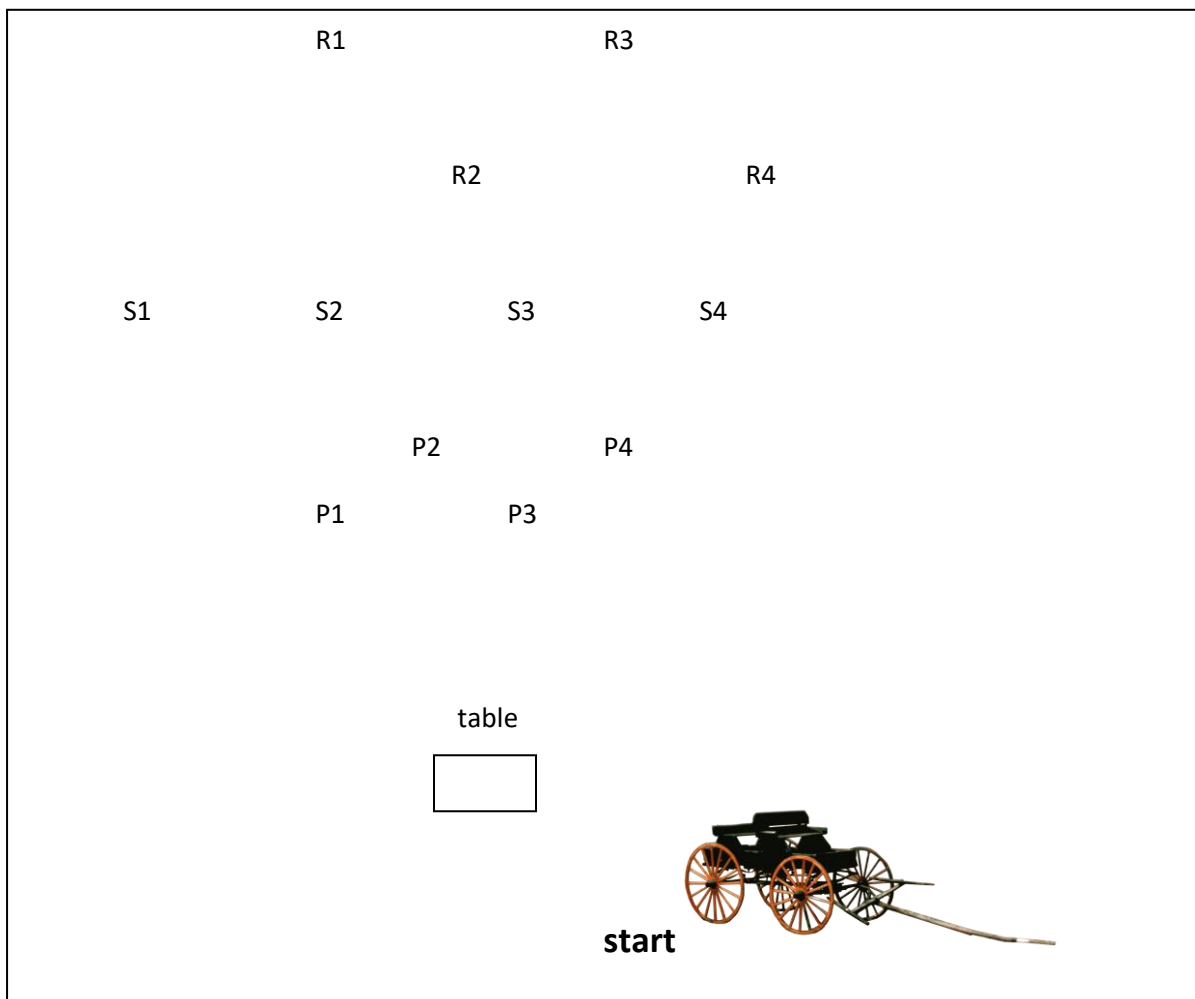
Hondo

10 pistol, 10 rifle, 4(+) shotgun

You and the cavalry are collecting the last of the settlers and bringing them in to safety when Vittorio and his Apache braves attack

Start: standing at back of wagon, both hands flat on wagon bed, both pistols loaded w/5 and holstered, rifle loaded w/10 on wagon bed, open-empty shotgun on table

On signal: retrieve rifle and engage R1-R4 at least twice each, any order. Move to table making rifle safe on wagon or table and engage P1-P4 same as rifle. Retrieve shotgun and engage S1-S4 any order.



Stage 11 South Bay

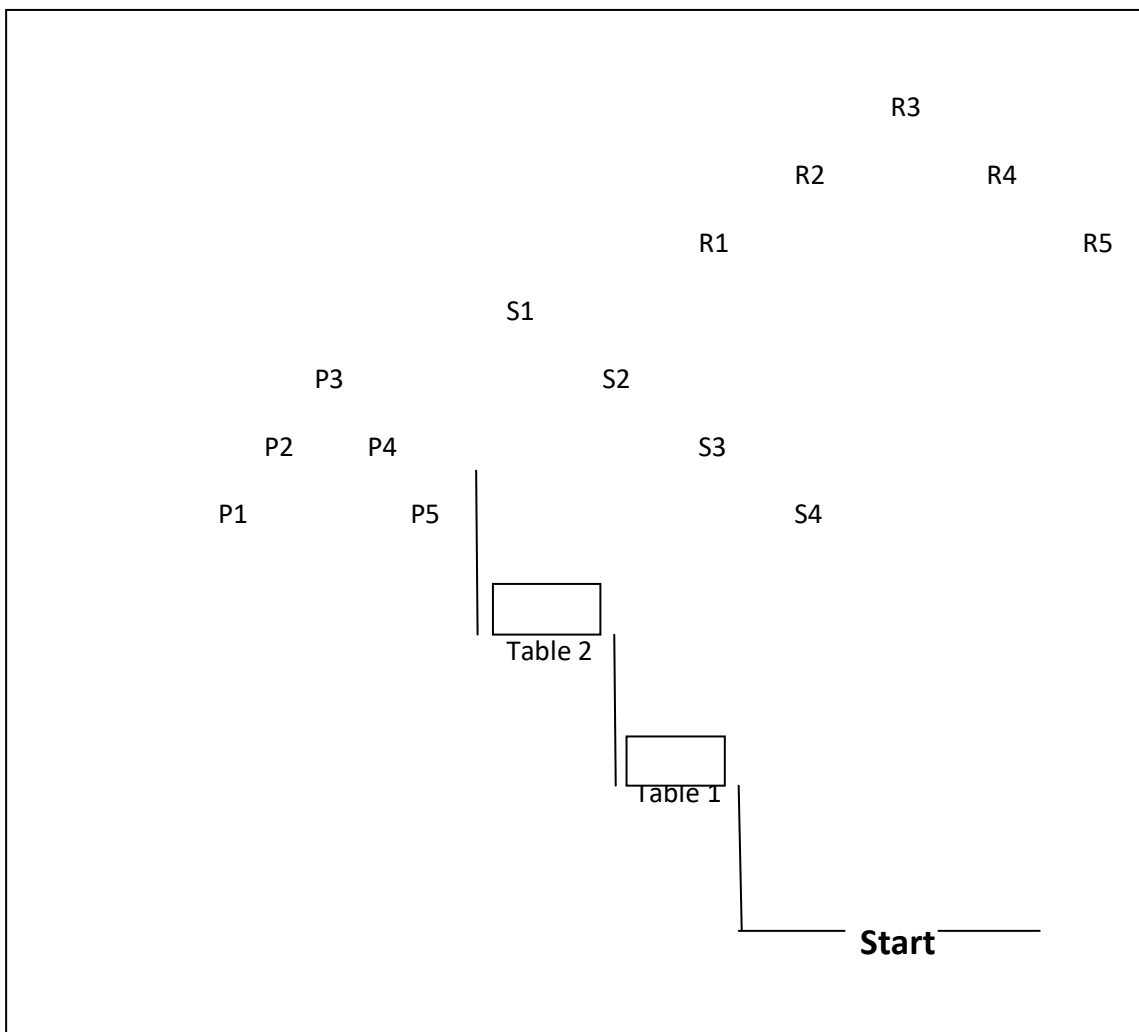
The Wild Bunch

10 pistol, 10 rifle, 4 (+) shotgun

It was gonna be your final job, but somebody was tipped off and the posse is waiting ...

Start: standing at bank door, rifle loaded w/10 in hand, open-empty shotgun staged on table 2, both pistols loaded w/5 and holstered

On signal: sweep R1-R5 3-1-2-1-3 either direction. Move to table 2, make rifle safe (**pointed away from down range movement**) and engage S1-S4 any order. Move to left and engage P1-P5 same as rifle.



Stage 12 South Bay

High Noon

10 pistol, 10 rifle, 3(+) shotgun

Will Kane faced down the three bad guys with only one revolver. You're smarter than that and come prepared to face all eventualities!

Start: standing in saloon door, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 1, open-empty shotgun staged on table 1 or 2

On signal: using first pistol engage P1-P3 triple tapping P2 and engaging P1 & P3 once each. Move to table 1 and with rifle engage R1-R3 same as first pistol. Repeat. Make rifle safe (pointed away from down range movement), move to table 2 and engage S1-S3 any order. Make shotgun safe, step to left and engage P4-P6 same as first pistol

