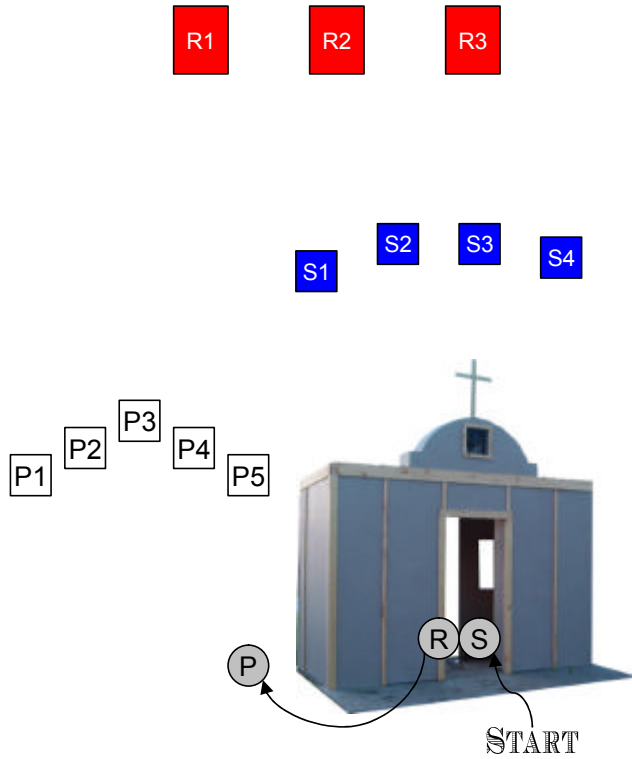


STAGE 1

“Forever Hold Your Peace”



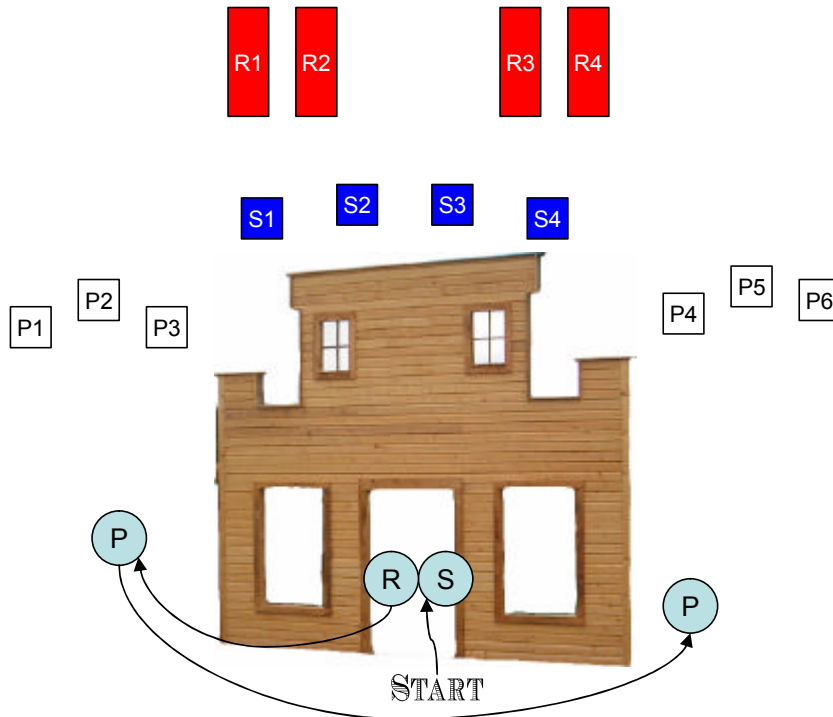
Required: Two pistols loaded with five rounds each, holstered. Rifle loaded with nine rounds staged on hay bale next to the pulpit. Shotgun also staged on hay bale next to the pulpit, with four rounds on your person.

Scenario: This is the most important day of young Martha Adams life. It's her wedding day. You, as the town preacher, want this day to be perfect. So when Chip Johnson, the mentally unstable son of Bartholomew Johnson, (the town mayor) barges into the church with a gun in his hand, you step into action. Chip has never been bashful about letting the locals know he intends on marrying Martha. (Martha is not in the least bit impressed with Chip.) He's sworn to kill anyone that stands between him & her. So when you ask the audience to speak now, or forever hold their peace, ol' Chip just has to speak up. You feel compelled to see to it that Chip is "forever peaceful."

Procedure: Start standing behind the pulpit with both hands on the pulpit. Shooter will start the stage by saying, "Except for you Johnson!" Wait for the beep. Pick up the shotgun off the hay bale and shoot the four shotgun targets in any order, once each. Carefully place the shotgun back on the hay bale. Pick up the rifle off the same hay bale and triple tap the three rifle targets in any order. Carefully set the rifle back on the hay bale. Move outside to the left side of the building, stopping in the painted circle. Draw your first revolver and shoot the five handgun targets in any order. Holster. Draw your second revolver and shoot the same handgun targets in the same order as the first revolver. Holster. Stage complete.

STAGE 2

“After this Drink!”



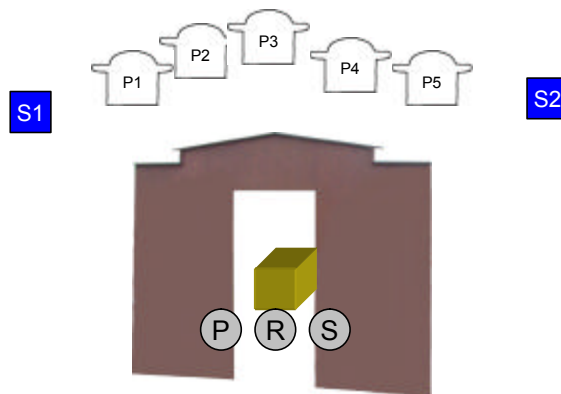
Required: 2 Revolvers with 5 rounds each, hammers on empty chambers and holstered. Rifle loaded with 10 rounds and staged on bar. Shotgun staged empty on the bar with 4 rounds on your person.

Scenario: You ran out of whiskey two months ago, and have been forced to hole up in the line shack all winter due to bad weather. The snow has finally cleared enough for you to make it into town. You're ornery, and very thirsty for that long anticipated first drink. The barkeep wisely serves you a drink, and leaves you the bottle per your request. Just as you're about to take that first sip, you're interrupted by four drunken cowpokes that take exception to the way you smell. You warn them to leave you alone, but they insist on prodding you. You've had enough; you give them an ultimatum...

Procedure: Standing at the bar in the center of the saloon, shooter starts the stage by calmly stating, "I'll deal with you boys after this drink!" Simulate drinking the shot, and set the shot glass on the bar. Do not take your hand off the shot glass until the timer sounds. After the beep, pick up the rifle off the bar, and single tap the four tall cowboy targets, then double tap the three square red rifle targets, all in any order. Place the rifle back on the bar. Pick up the shotgun off the bar, and sweep the two shotgun targets twice, left to right. Set the shotgun back on the bar. Move to the left window; draw your first revolver and Nevada sweep the three handgun targets starting on the left. Holster. Move to the right window. Draw your second revolver and shoot the five handgun targets left to right. Holster. Stage complete.

STAGE 3

“Spring Cleaning”



START

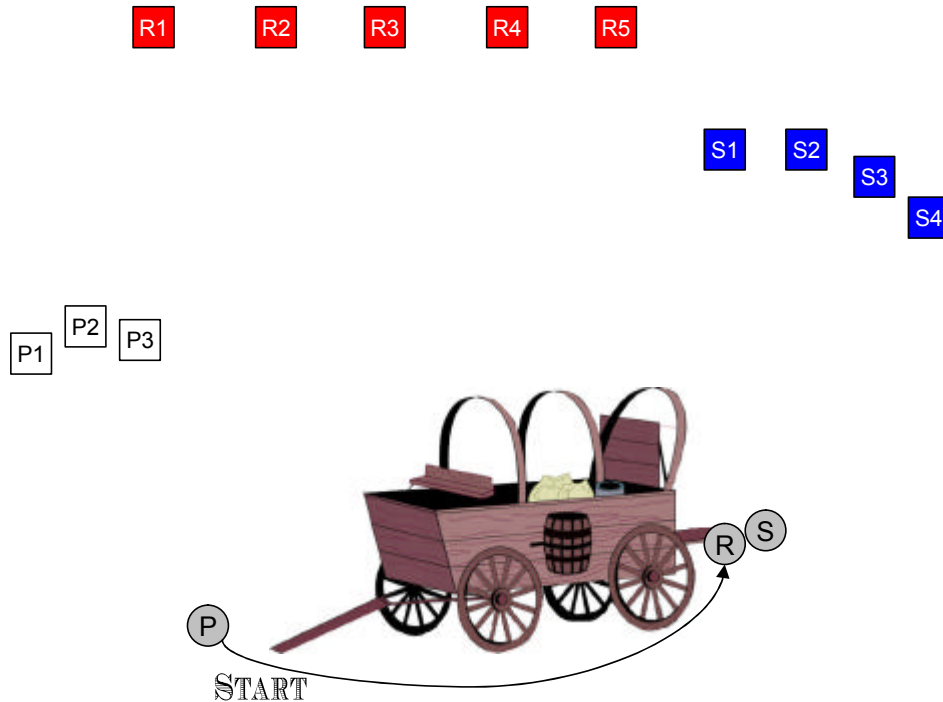
Required: Two Revolvers loaded with 5 rounds each, hammers on empty chambers and holstered. Rifle loaded with 10 rounds and staged in the doorway on hay bale. Shotgun staged in the doorway on hay bale, action open with muzzle pointed downrange and 4 rounds on your person.

Scenario: The weather has cleared, the sun is out, and you feel the time is right to saddle up ol' Betsy and ride into town for a long overdue drink. When you walk into the stable, you discover there are rats everywhere...including the five banditos that have chosen to hideout in your barn! Time to clean out the stalls.

Procedure: Standing inside the doorway of the stable with both hands shoulder high, resting on each door jamb; the shooter starts the stage by saying, “You dirty rats!” Wait for the beep. Draw your first revolver and shoot the five handgun targets left to right. Holster. Pick up your rifle off the hay bale and shoot the ten rifle targets from left to right. Carefully set the rifle back on the hay bale. Pick up your shotgun off the hay bale and double sweep the two shotgun targets twice, left to right. Set the shotgun back on the hay bale. Draw your second revolver and shoot the five handgun targets again, this time right to left. Holster. Stage complete.

STAGE 4

“Take Cover!”

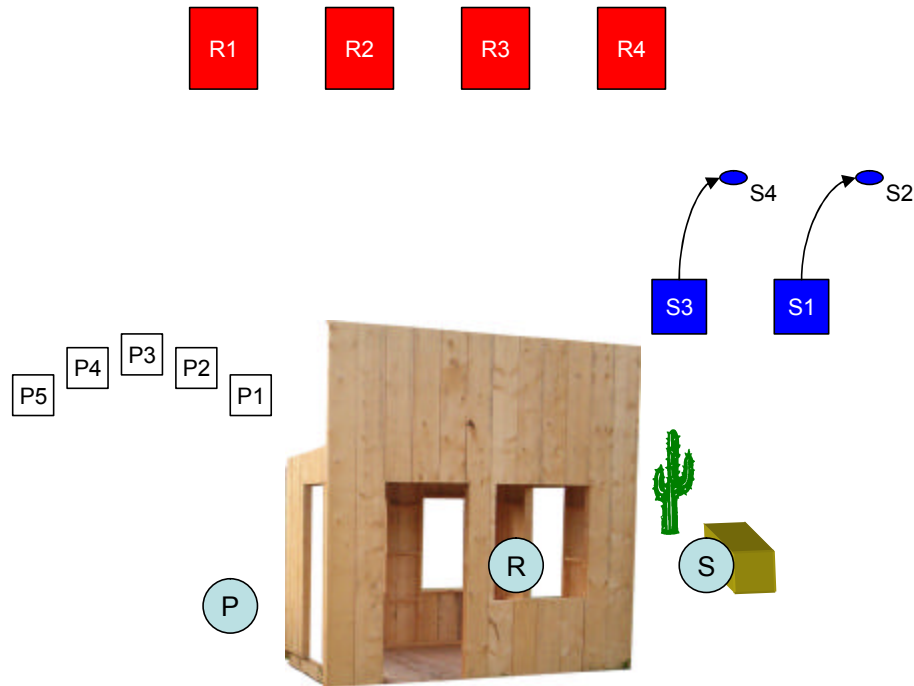


Required: 2 Revolvers with 5 rounds each, hammers on empty chambers. Shotgun staged open and empty on tailgate of the wagon, with minimum of 4 rounds on person. Rifle staged on the tailgate of the wagon, loaded with 10 rounds.

Scenario: Traveling down the mountain, on your way to town, you come across a family with wagon troubles. Being the good Samaritan you are, you offer to help out. Just as you get down off your horse to lend a hand, the wagon is attacked by a roving band of Comancheros. Fixing the wagon was gonna have to wait! As the attackers bullets whine past your ears, instinct takes over and you respond the only way you know how...you palm your six-shooter.

Procedure: Standing at the tongue of the wagon with both hands touching your hat brim, the shooter starts the stage by yelling out; "Take cover!" The beep will sound. Draw your first revolver and Nevada sweep the three handgun targets left to right. Holster, draw your second revolver and shoot the same three targets in the same order. Holster. Move to the rear of the wagon, pick up your rifle off the tailgate and double tap R1 – R5, left to right. Carefully set the rifle back on the tailgate. Pick up your shotgun and loading one or two at a time, engage the four shotgun targets once each in any order. Stage complete.

STAGE 5
“Dirty Laundry”



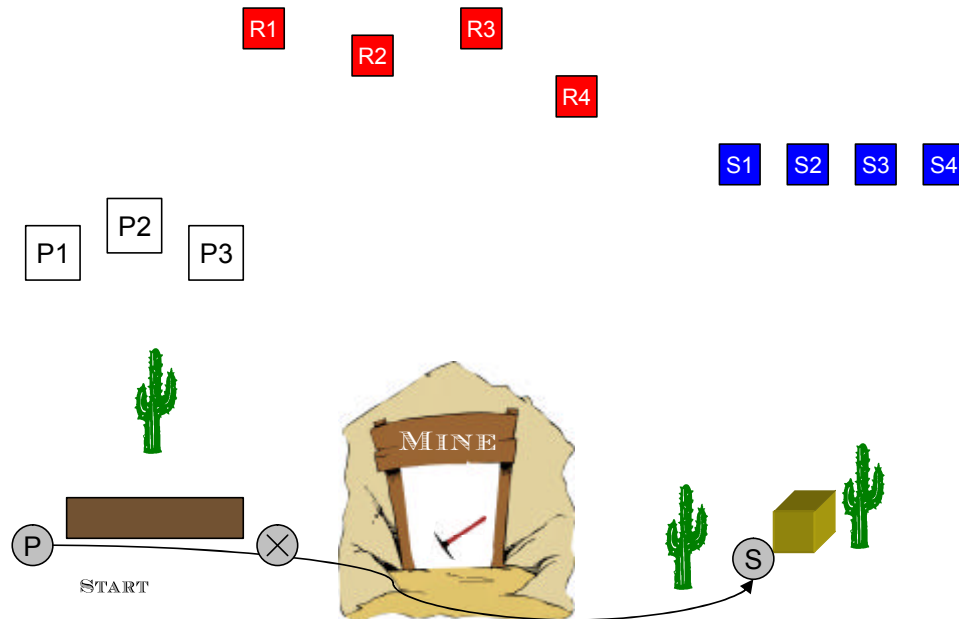
Required: 2 Revolvers with 5 rounds each, hammers on empty chambers, staged on the countertop. Rifle loaded with 10 rounds and staged on countertop. Shotgun staged empty on countertop with 6 rounds on your person.

Scenario: After the unfortunate incident at the bar earlier, you decide that a bath and clean clothes might not be a bad idea. Having just gotten cleaned up, and sporting new threads, you decide to take your old range clothes to Woo Fat for some much needed attention. Little did you realize that Woo Fat was gonna refuse you service on a the basis that he felt your old clothes were an environmental disaster waiting to happen. You in turn, took offense to Woo Fat's tone. Mr. Fat made one last fatal mistake...he pulled iron.

Procedure: Standing inside building with both hands on the countertop, the shooter starts the stage you saying; "Don't do it Woo Fat!" The timer will sound. Pick up the rifle from the right corner and shoot the four rifle targets in the following order: R1, R2, R2, R3, R3, R3, R4, R4, R4, and R4. Place the rifle back on the countertop. Pick up your first revolver and shoot Woo Fat five times. (Five second bonus for each "hand" hit) Holster. Pick up the shotgun off the countertop and double sweep the three shotgun targets. Place the shotgun back on the countertop. Pick up your second revolver and shoot Woo Fat five more times. Holster. Stage complete. (Note; maximum bonus on the stage is 20 seconds, a miss carries the normal 5 second penalty.)

STAGE 6

“Panning for Lead”



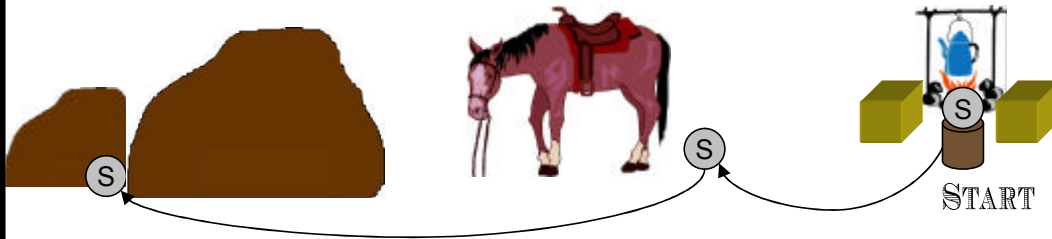
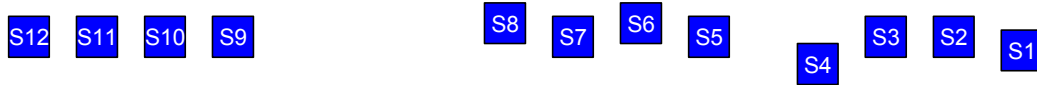
Required: Shotgun, staged empty on hay-bale to the right of gold mine, with 4 rounds on person. Rifle, staged on hay-bale to the right of the sluice box loaded with 8 rounds. Two revolvers 5 rounds each in holsters.

Scenario: You've been mining in the hills for months now, and your sluice mine has been showing some color. Pretty soon you figure you'll have enough gold to start your own cattle ranch. The only problem you foresee is keeping your claim a secret. Many years of hard living in the west has taught you to trust no one, and always keep your gold, and guns close at hand, because you never know when you'll need them. As it turns out, in order to keep your gold today, your gonna need to use those guns of yours...hope they're close enough to you!

Procedure: Shooter starts on the left side of the sluice box, kneeling on one knee, swishing the pan around looking for gold. Shooter starts the stage by saying; "**Boys...the only precious metal here is lead...help yourself!**" (Stand up while saying your line) Wait for the beep. Draw your first revolver and Nevada sweep the three handgun targets P1, P2, P3, P2, P1. Holster. Move to the other end of the sluice box, pick up your rifle off the hay bale and double tap the four rifle targets, R1 – R4. Carefully place the rifle back on the hay bale. Draw your second revolver and Nevada sweep the three handgun targets again, P1, P2, P3, P2, P1. Holster. Move to the right of the gold mine and pick up your shotgun off the hay bale and knock down the four shotgun targets in any order. Stage complete.

STAGE 7

“Just in Time for Coffee”



Required: Shotgun staged empty on hay bale with minimum of 12 rounds on your person.

Scenario: After a very eventful weekend in town, you decide to make the long journey to your cabin. Halfway home, you decide to stop for the night. In camp, while making coffee, your horse suddenly whinnies, alerting you that someone, or something is approaching. A bullet zings by your left ear. Looks like your gonna have to wait a little bit longer for that hot cup of coffee!

Procedure: The stage starts with the shooter seated by the fire, with a coffee pot in one hand, and a coffee cup in the other. The shooter states; “I hope this coffee stays hot!” Wait for the beep. Set the pot and cup on the grate, and pick up your shotgun, located on either hay bale. Stand and engage S1, S2, S3 and S4. Move to the rear end of the horse, stop and engage S5, S6, S7, S8. Move around the boulder, stop and engage S9, S10, S11, and S12. Stage complete.