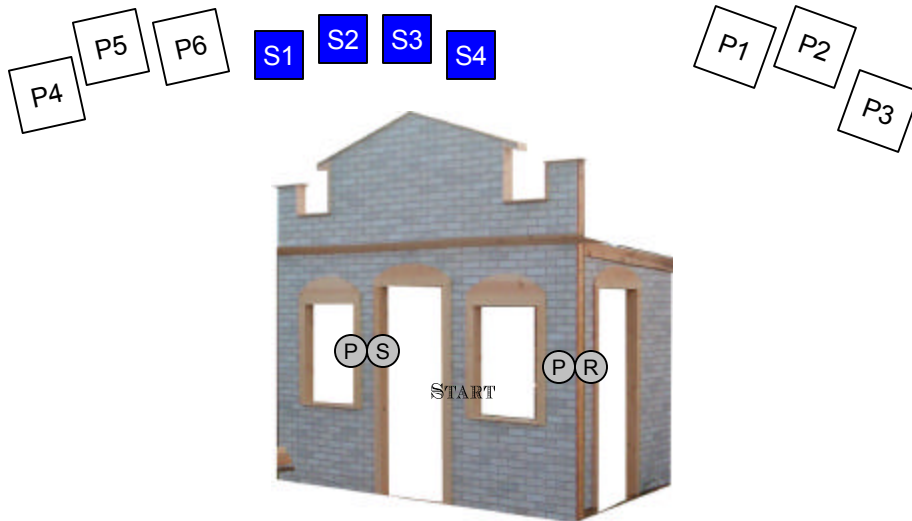


C O M S T O C K L O D E '0 5

STAGE 1

“Money in the Bank”



Ammo:

10 Revolver

10 Rifle

4+ Shotgun

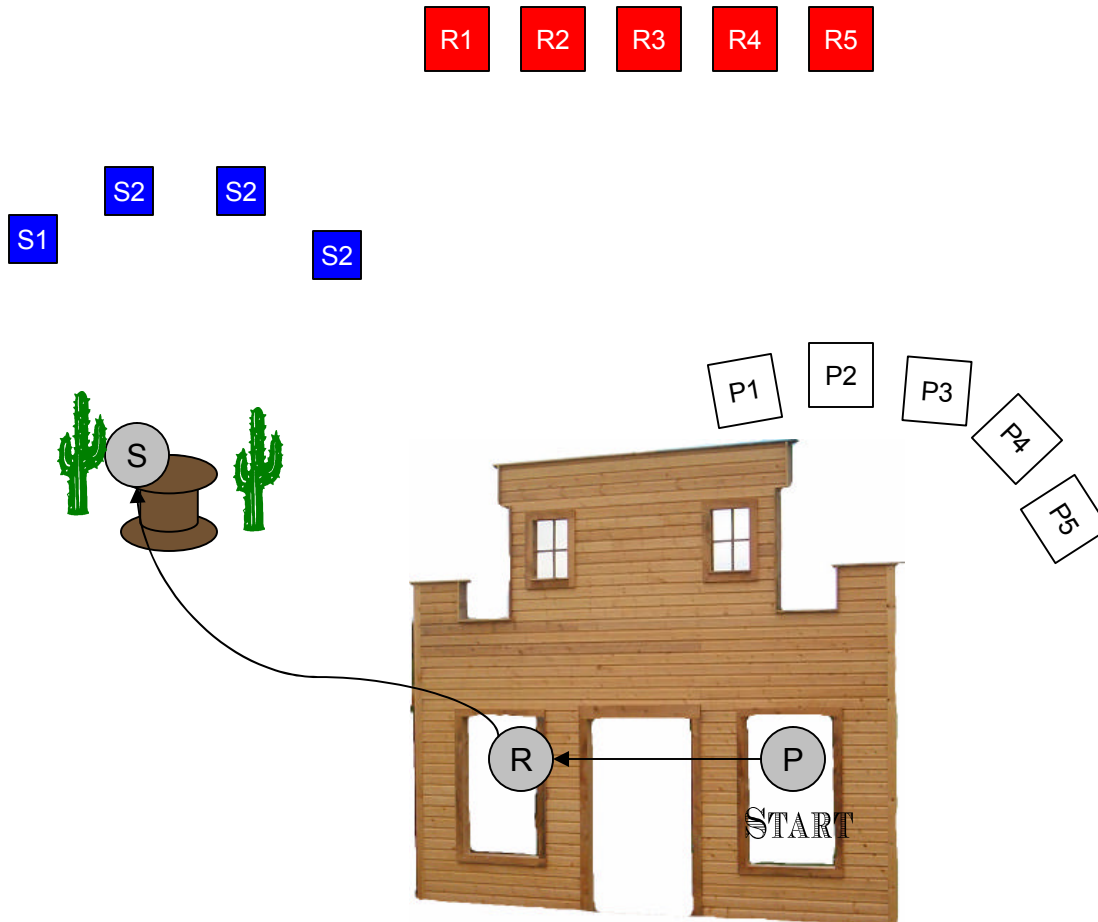
Sequence: P – R – P – S

Staging: Two pistols loaded with 5 rounds each, hammer on empty chamber and holstered. Rifle loaded with 10 rounds, staged on the table to the right of the teller window. Shotgun staged empty on the table to the left of the teller window, with at least 4 rounds on your person.

Procedure: Start standing in front of the teller window, with both hands grasped completely around teller bars. Shooter starts the stage by saying; **“Your gonna pay for this!”** Wait for the beep. Move to the right rear opening, draw your first revolver and Nevada sweep the three handgun targets, any order. Holster. Pick up your rifle off the table and Nevada sweep the four rifle targets any order. Carefully return rifle to table, then move to left rear opening. Draw your second revolver and Nevada sweep the three revolver targets, in any order. Pick up your shotgun off the table and engage the four knock down targets in any order. Stage complete.

STAGE 2

“Silver Palace Showdown”



Ammo: 10 Revolver 10 Rifle 4+ Shotgun

Sequence: P – P – R – S

Staging: Two revolvers loaded with 5 rounds each, hammers on empty chambers and holstered. Rifle loaded with 10 rounds and staged on the counter to the left side of the center post. Shotgun staged empty, on the table downrange to the left, with a minimum of 4 rounds on your person.

Procedure: Start in front of the counter to the right of the center post, with both hands **flat** on the bar. Shooter starts the stage by saying; **“Time for a showdown!”** Wait for the beep. Draw your first revolver sweep the five handgun targets in any order. (P1- P5) Repeat in the same order with your second revolver. Holster. Step to the left side of the center post, pick up your rifle and double sweep the five rifle targets any order, no double taps. (R1-R5) Taking your rifle with you, move downrange to the table. Place the open and empty rifle on the table, with the muzzle pointed downrange. Pick up your shotgun off the same table, and loading one or two at a time, engage the four knock-down targets in any order. (S1-S4) Stage complete.

STAGE 3

“Keys Please”

R1

R2

R2

S1

S2

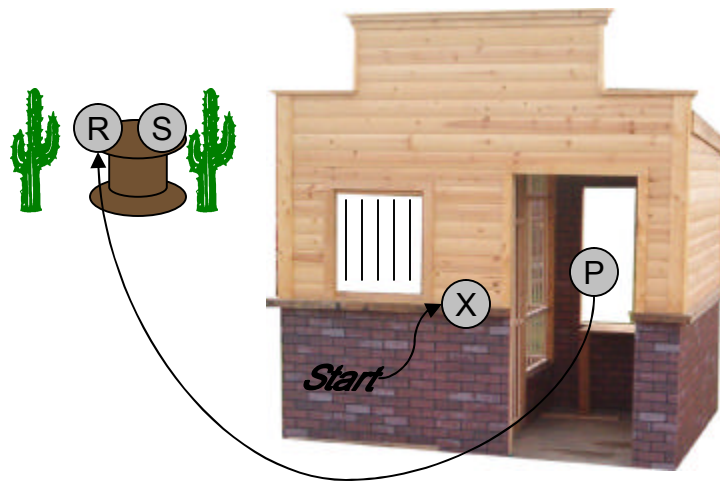
S3

S4

P1

P2

P3



Ammo:

10 Revolver

10 Rifle

4+ Shotgun

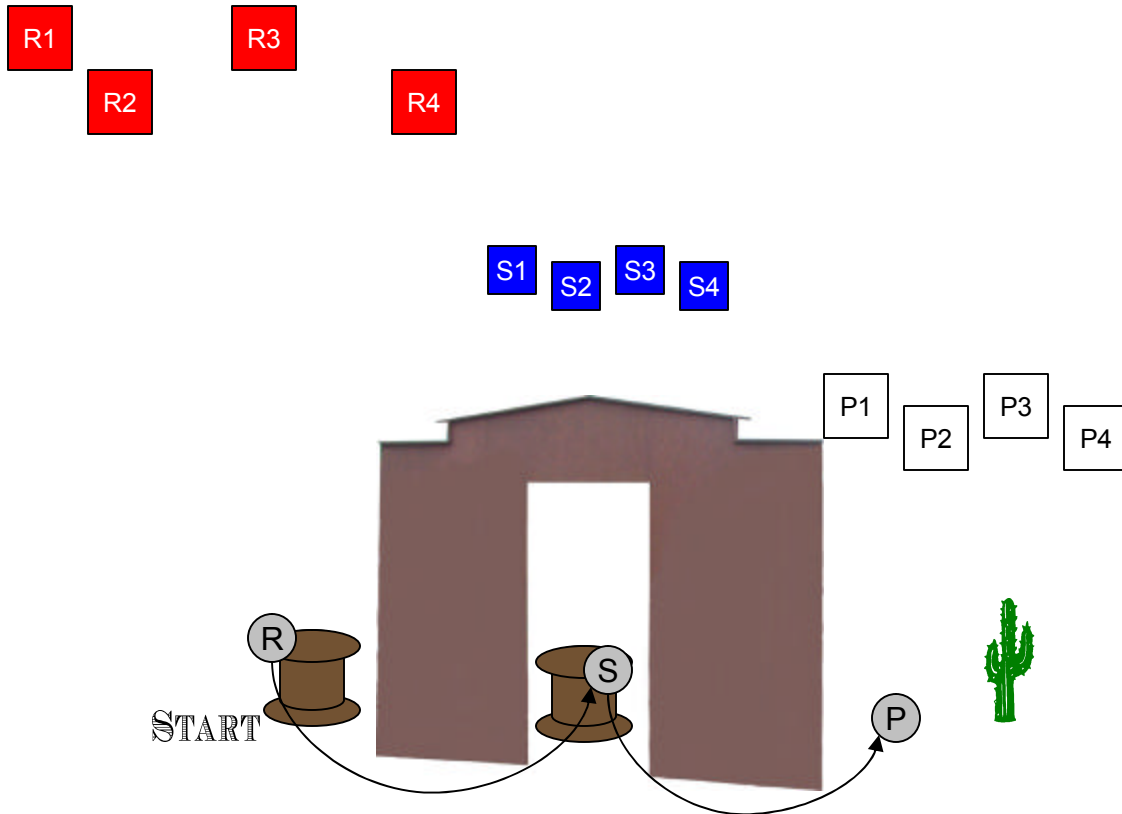
Sequence: P – P – R – S

Staging: Two revolvers loaded with 5 rounds each, staged on the rear windowsill. Rifle loaded with 9 rounds staged on table outside to the left of jail. Shotgun staged same table as rifle, with at least 4 rounds on your person.

Procedure: Start standing inside the closed jail cell door with both hands holding broomstick through the bars, close to but not touching the keys. Shooter will start the stage by saying; **“If I could just reach those keys.”** Wait for the beep. With the broomstick handle, remove the keys off the nail on the right wall outside of the jail cell and slide them towards you on the broomstick. Take the keys off the handle, hang them on the nail to the left of the jail door, discard the broomstick and move out of the cell to the rear windowsill. Pick up staged revolvers and engage the three handgun targets in any order with triple taps. (Must be engage three times in a row.) With the last round, engage the center target. **With holstered handguns,** exit out of the jail to the table on the left. Pick up the rifle off the table, and engage the three rifle targets with triple taps, any order. Set the open and empty rifle back on the table. Pick up your shotgun and engage the four knock-down targets in any order. Stage complete.

STAGE 4

“Get Out!”



Ammo: 10 Revolver 10 Rifle 4+ Shotgun

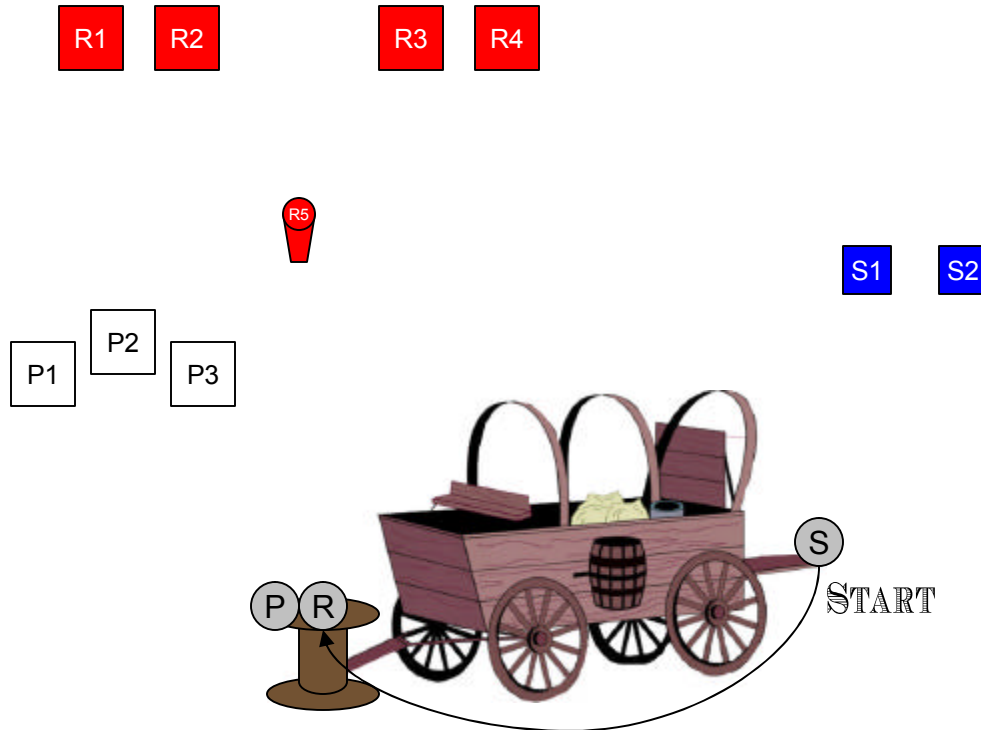
Sequence: R – S – P – P

Staging: Two pistols loaded with 5 rounds each, holstered. Rifle loaded with 8 rounds held at port arms. Shotgun staged on table inside doorway, with at least 4 rounds on your person.

Procedure: Start standing to the left of the livery stable building, with rifle held at port arms. Shooter will start the stage by saying; ***“This barn ain’t big enough for the both of us!”*** Wait for the beep. Engage the four rifle targets in the following order, left to right; quadruple tap, triple tap, double tap, single tap. Place the open and empty rifle on the table, muzzle pointed downrange, with the action open. Move to the doorway of the livery stable, pick up the shotgun and engage the four shotgun knock-down targets. Place the open and empty shotgun back on the table, then move to the right of the livery stable. Engage the four handgun targets in the following order, left to right; quadruple tap, triple tap, double tap, and single tap. Holster. Stage complete.

STAGE 5

“Quick...Re-Load!”



Ammo: 9 Rifle 6 Revolver 2+ Shotgun

Sequence: S – R – P

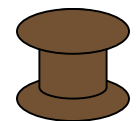
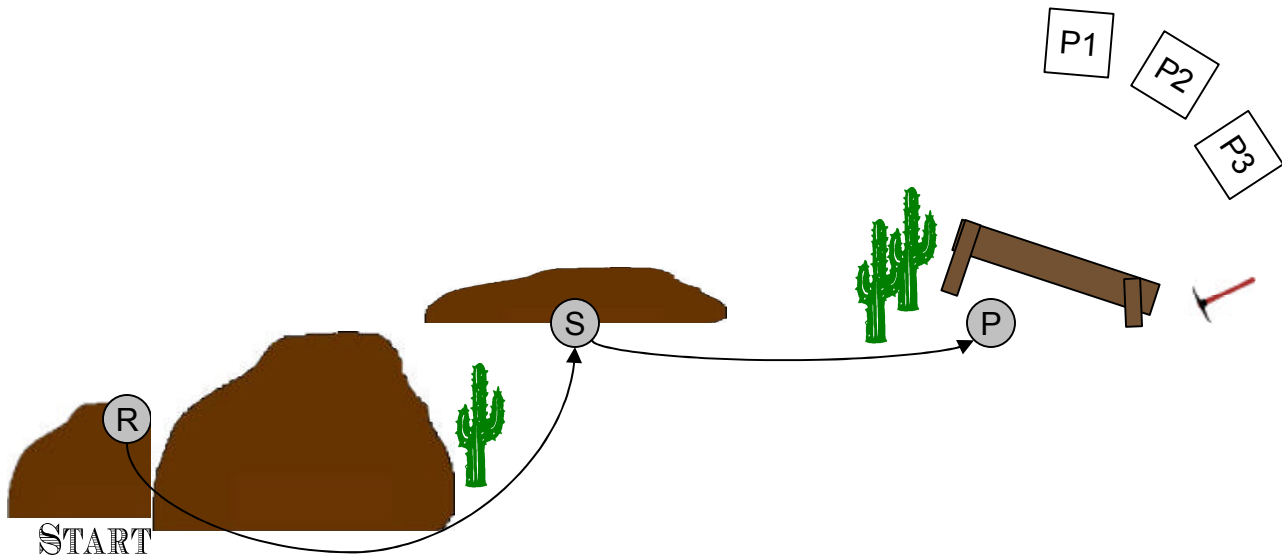
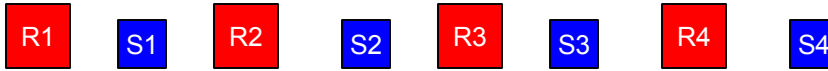
Staging: One revolver loaded with 5 rounds, hammer on empty chamber, one extra round on person. Rifle loaded with 8 rounds and one extra round on your person, and staged on table by tongue of wagon, Shotgun loaded with two rounds and shouldered, cocked, and pointing at the targets. (Load shotgun at the line when instructed to do so by the R.O.)

Procedure: Shooter starts standing at the rear of the wagon with the shotgun loaded, shouldered, cocked and aimed. The shooter will start the stage by yelling out; “**Hope we have enough ammo!**” Wait for the beep. Engage the two shotgun knock-downs in any order. Place the open and empty shotgun on the tail-gate, muzzle pointed safely downrange. Move to the front of the wagon, pick up your rifle off the table and starting on the left, engage the four rifle targets twice each, any order. After your last shot, load one round off your person, and engage the bonus target, (R5) for a 10 second bonus. Carefully set your open and empty rifle back on the table with the muzzle pointed safely downrange. Draw your revolver and engage the three handgun targets at least once each, any order. (P1, P2, P3.) Load one round off your person, and engage the bonus target, (R5) for another 10 second bonus. Holster. Stage complete.

Note: If you miss the bonus target with either gun, it does not count as a miss.

STAGE 6

“Shafted”



Ammo: **9 Rifle** **4+ Shotgun** **10 Revolver**

Sequence: R – S – P – P

Staging: Two revolvers loaded with 5 rounds each, holstered. Shotgun staged on low rock, with at least 4 rounds on your person, rifle held at port arms, loaded with 9 rounds.

Procedure: Start standing at the large rock, with rifle held at port arms. Shooter will start the stage by saying; ***“I’m not getting shafted again!”*** Wait for the beep. Engage the four rifle targets twice each, no double taps, any order. With your last rifle round, engage the small rifle target in the mine shaft. (Ten second bonus if hit, no penalty if missed.) Carefully move around the big rock to the low rock, taking your rifle with you. Set your rifle down on the rock with the muzzle safely pointed downrange. Pick up your shotgun and engage the four shotgun knock down targets in any order. Carefully set your shotgun back on the low rock, and move to the sluice box. Engage the three handgun targets twice each, no double taps, in any order, for a total of ten shots. (P1-P3) Holster. Stage complete.