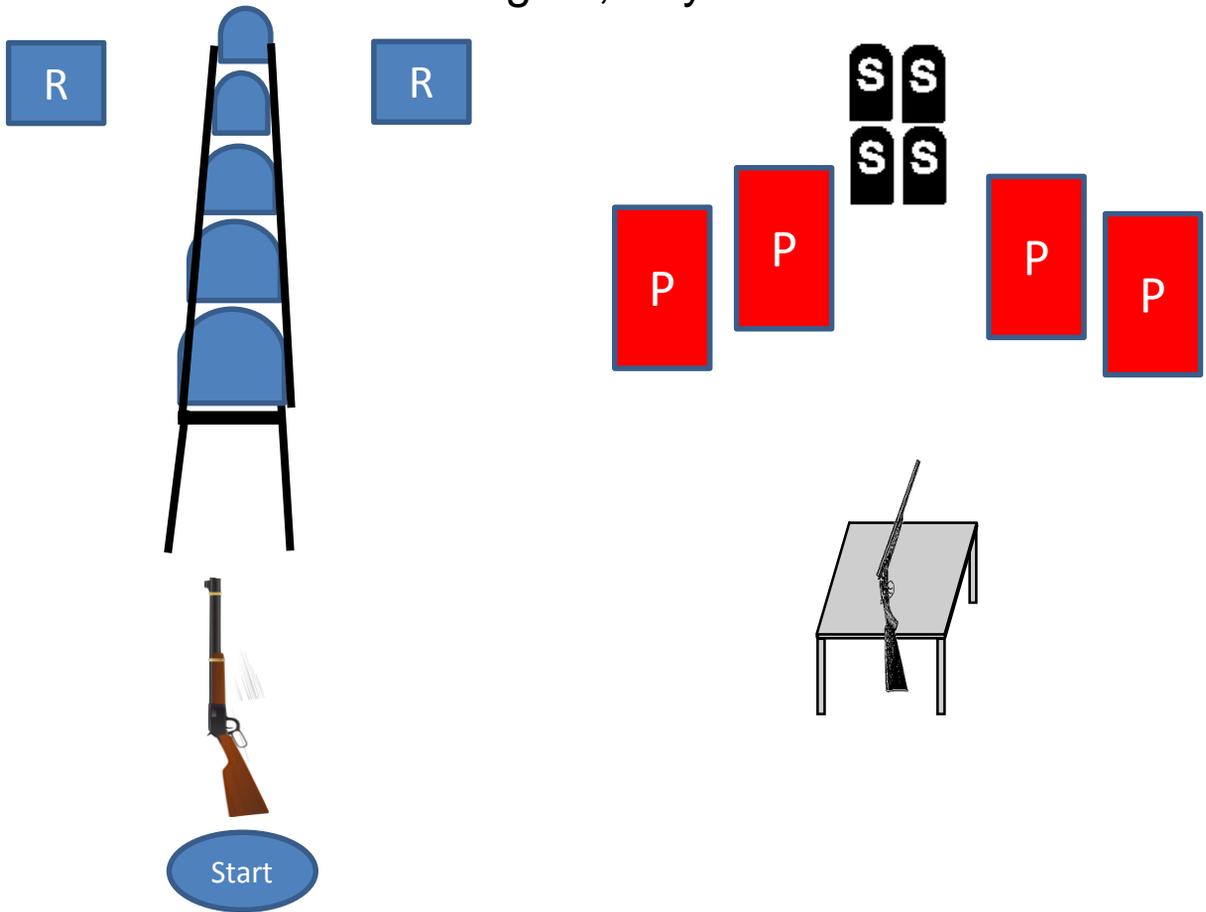


Stage 1, Bay 8



Dang, lots of nasty folks have been trespassing on your ranch and making themselves at home. They have been killing your cows and bothering the sheep; this just isn't right. You think it's time to build a nice wall.

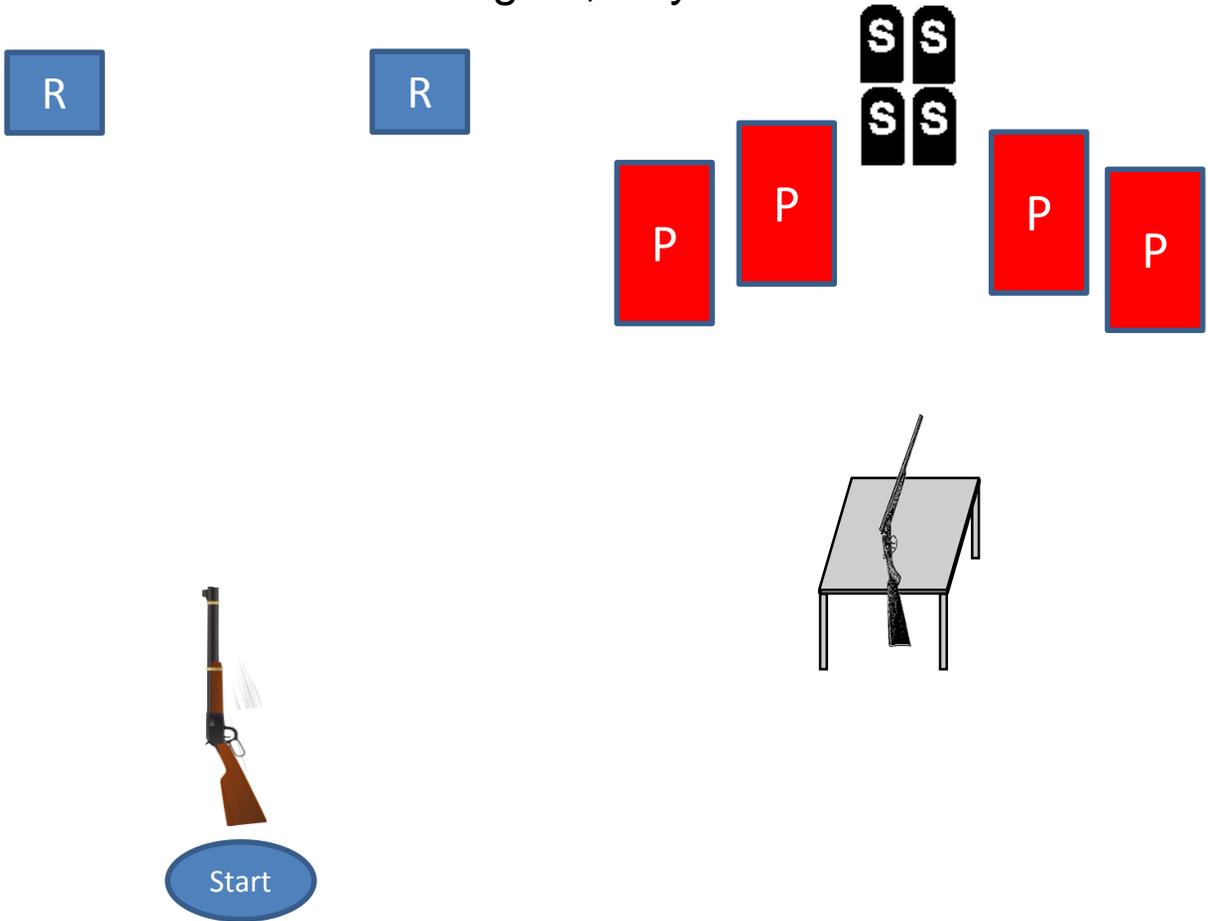
Round Count: Rifle: 10, Pistols: 10, Shotgun: 1+

Staging: Rifle in hands, shotgun staged on the table. Pistols are holstered. Start standing with one foot touching start plate.

Line: Build the wall!

ATB: Knock down the plates on the plate rack and place any spare rounds on either static rifle target (only plates left standing and misses on static targets will count as misses). Move to table and make rifle safe. Shooter's choice which gun to use next. With pistols, place at least one round on each pistol target for 10 rounds. With shotgun knock down the four shotgun targets in any order, all at once works.

Stage 2, Bay 8



Some of your unwelcomed visitors have taken upon themselves to rustle your cattle, this really pisses you off!

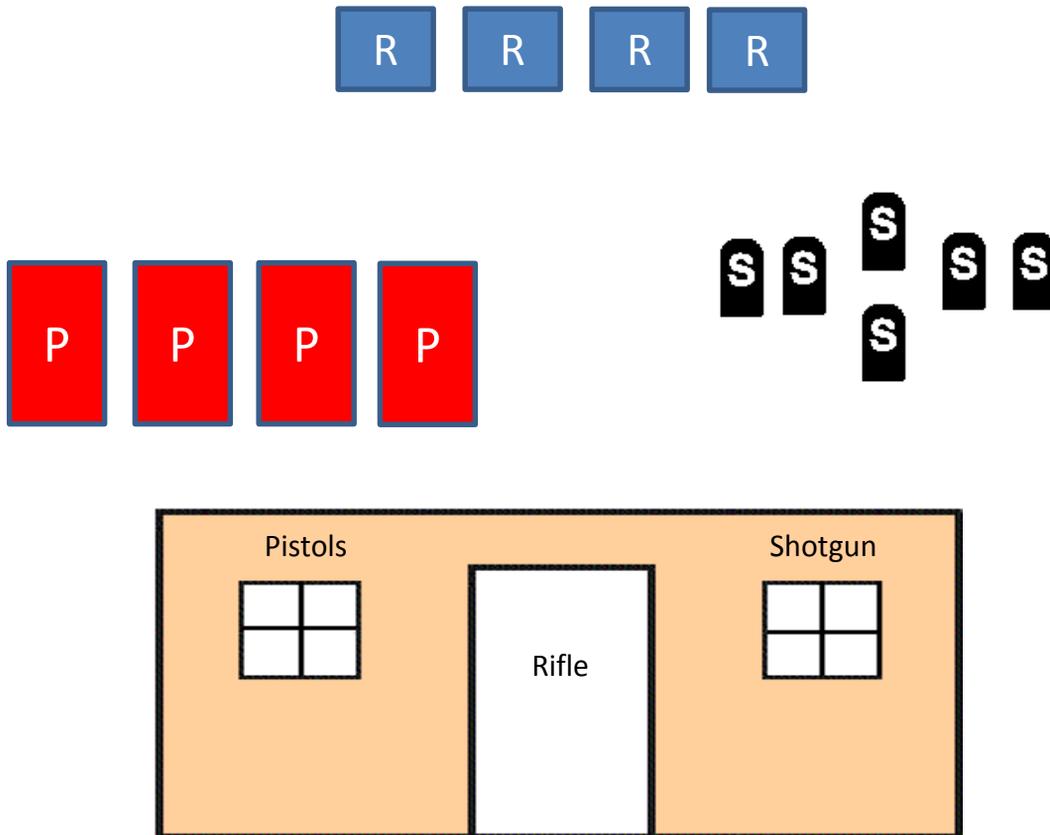
Round Count: Rifle: 10, Pistols: 10, Shotgun: 1+

Staging: Rifle in hands, shotgun staged on the table. Pistols are holstered. Start standing with one foot touching start plate.

Line: Time for shooting!

ATB: Engage the two rifle targets in a 2, 3, 3, 2 sweep. Move to table and make rifle safe. Shooter's choice which gun to use next. With pistols, starting on either end, engage the pistol targets in 2, 3, 3, 2 sweep. With shotgun knock down the four shotgun targets in any order, including all at once.

Stage 3, Bay 7



Someone has been watering down the whiskey at the local saloon, this isn't acceptable!

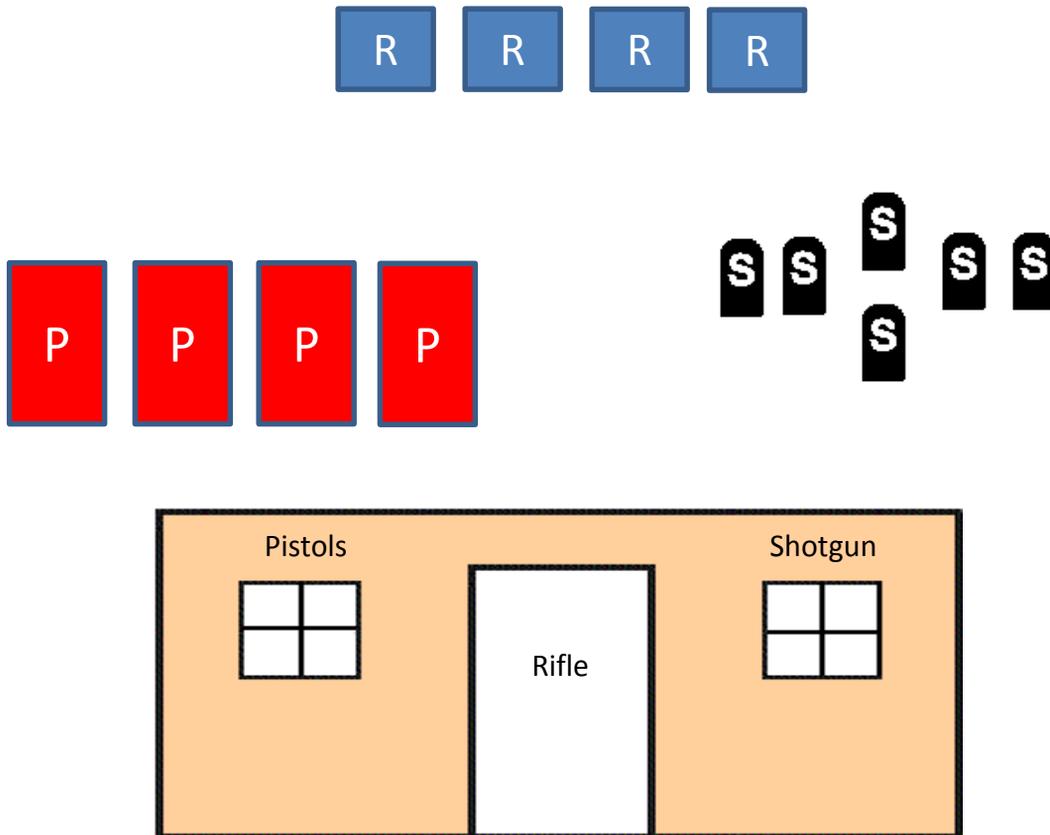
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Pistols holstered, rifle staged on table in doorway, shotgun on table in right hand window. Start standing behind window of choice, both hands holding the whiskey bottle.

Line: Don't drown the whiskey!

ATB: If starting in left window, with pistols, starting on either end, engage pistol targets in a progressive sweep, i.e. 1 on 1, 2 on 2, 3 on 3, and 4 on 4. Go to door way, and with rifle engage the rifle targets per the pistol instructions. Go to the right window and with shotgun knock down the shotgun targets in any order.

Stage 4, Bay 7



A newcomer to town has made a bad mistake when he decides try a purse snatching. He discovers the hard way that Shamrock Sadie is a pretty good shot!

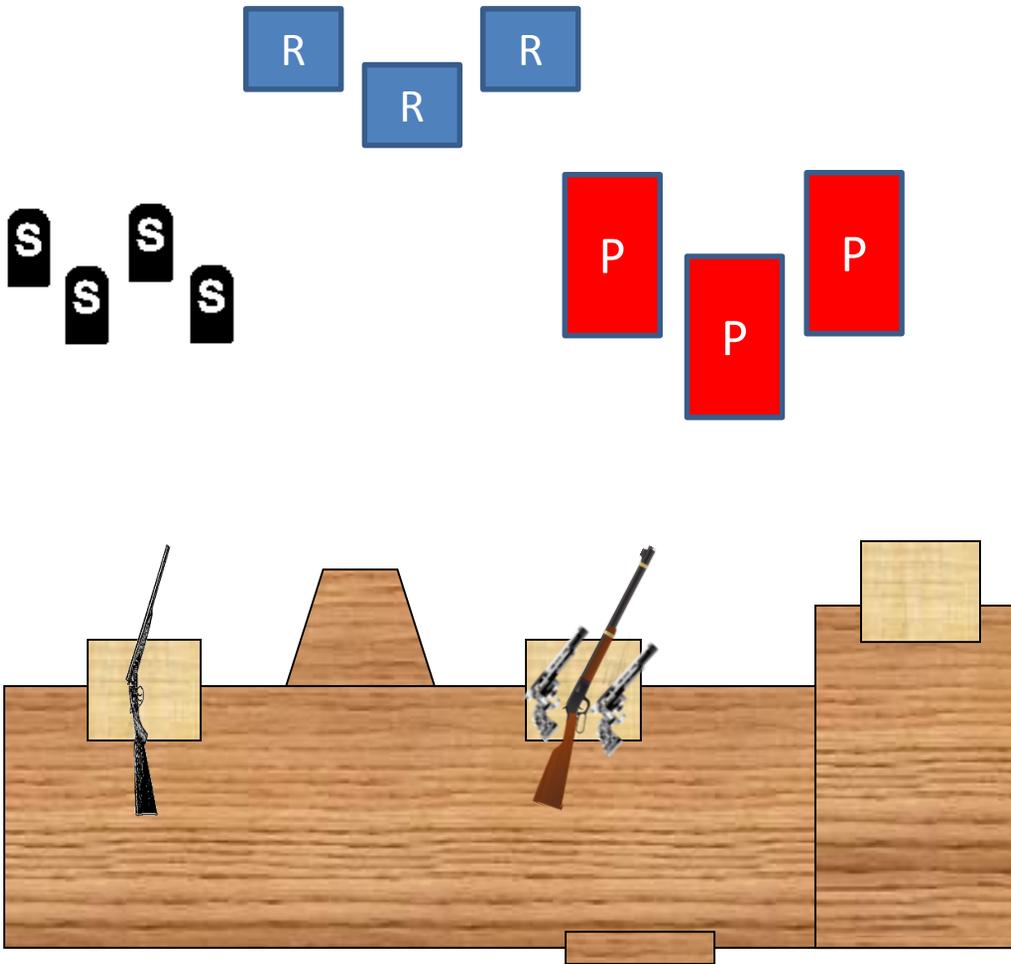
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Pistols holstered, rifle staged on table in doorway, shotgun on table in right hand window. Start standing on the ramp at either end of saloon.

Line: A shot in the butt, that's got to hurt!

ATB: If starting at left window, with pistols, alternate between either the outer or inner pair of pistol targets for 5 rounds, then between the other pair of targets for 5 rounds. Go to door way, and with rifle engage the rifle targets per the pistol instructions. Go to the right window and with shotgun knock down the shotgun targets in any order.

Stage 5, Bay 6



Knot Hardly Dunn has been elected town sheriff. He is pretty straight forward with law enforcement: you can go to jail, or to your grave, your choice!

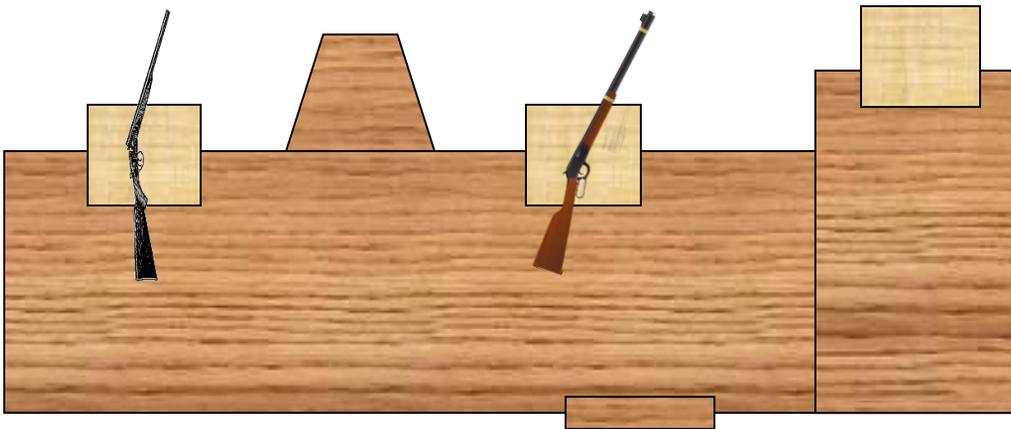
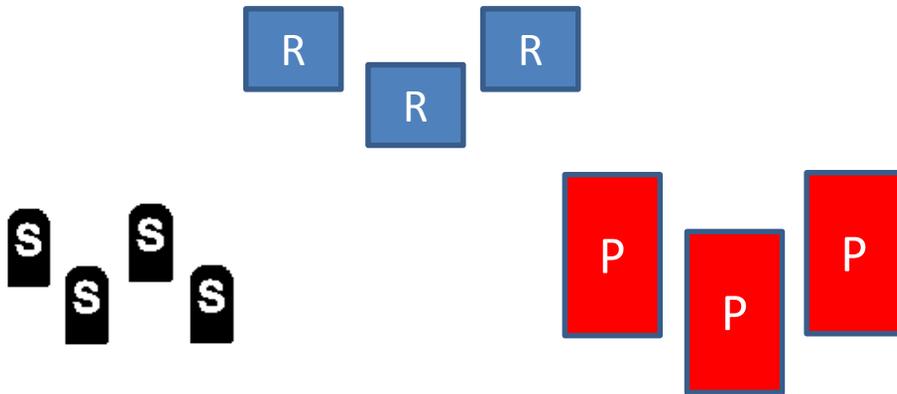
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols and rifle staged on right table, shotgun on left table. Start standing in office looking out the window facing the posse, one hand pointing out window.

Line: Choose wisely!

ATB: Move to table of choice, if starting at left table, with shotgun knock down the four shotgun targets in any order. Move to right table and with rifle engage the rifle targets in a double tap Nevada sweep for ten rounds. Next with pistols engage the pistol targets per the rifle instruction. After use, pistols may be returned to table or holstered. Reverse gun order if starting at right table.

Stage 6, Bay 6



After a few days in jail, you realize jail isn't as much fun as the fun you had getting into trouble. You figure it's time to get out and have fun again.

Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle staged on right table, shotgun on left table. Start standing behind either left or right table, hands at full surrender.

Line: Jail Break!

ATB: If starting at left table, with shotgun knock down the four shotgun targets in any order. Move to right table and with rifle engage the rifle targets by placing 3 rounds on each end target then 4 rounds on middle target. Next with pistols engage the pistol targets per the rifle instruction. Reverse gun order if starting at right table