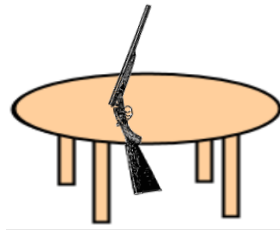


Stage 1



There is a problem on the range, a gang of Indians have just kidnapped some local girls. You don't take kindly to this!

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

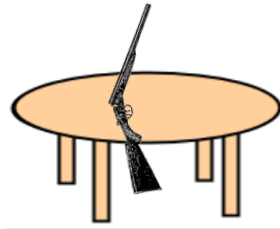
Staging: Shotgun staged on the table; pistols holstered.

Starting standing with rifle in hands, on foot touching the start plate.

Line: **LET THE GIRLS GO OR IT WILL GET UGLY !**

ATB: With rifle first double tap the round target then place 3 rounds on each of the rectangular targets, finish by double tapping the round target. Move to table and make rifle safe. Shooter's choice of which guns to shoot next. With pistol engage the targets per the rifle instructions. With shotgun knock down the four shotgun targets in any order.

Stage 2



You and your pards have come upon a bunch of scalawags who seem to be attempting to abscond with your cattle! When you apprehend them they ask to see your badges.

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

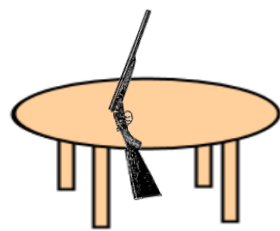
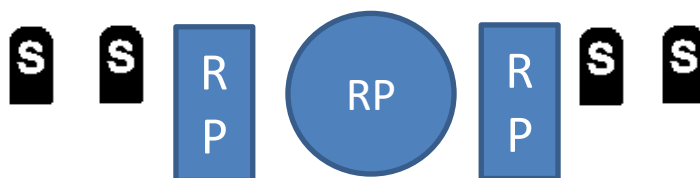
Staging: Shotgun and pistols staged on the table.

Starting with rifle at port arms, one foot touching the start plate.

Line: **WE DON'T NEED NO STINKING BADGES !**

ATB: With rifle, starting on either end, Nevada sweep the three rifle/pistol targets for 10 rounds, double tapping the round target each time. Move to the table and make rifle safe. Shooter's choice of which guns to shoot next. With pistol engage the targets per the rifle instructions. After use, pistols may be holstered or returned to the table. With shotgun knock down the four shotgun targets in any order.

Stage 3



Your mine claim in Ridgeville has paid off, you have a nice sack of gold nuggets to show for your efforts.

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

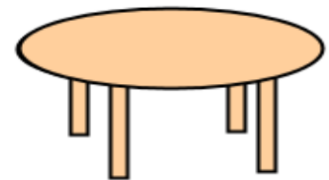
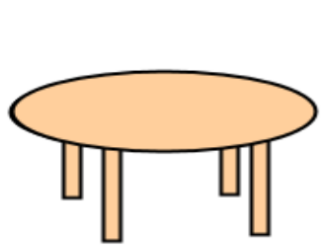
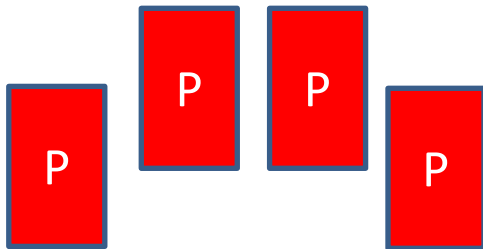
Staging: Pistols are holstered, shotgun staged on the table.

Starting with rifle with rifle in hands, one foot touching the start plate.

Line: **YOU AREN'T GETTING MY GOLD !**

ATB: With rifle, place six rounds on the round target and two rounds on each rectangular target. Move to the table and make rifle safe. Shooter's choice of which guns to shoot next. With pistol engage the targets per the rifle instructions. With shotgun knock down the four shotgun targets in any order.

Stage 4



You are facing off against some ornery cowboys. They seem to like to cheat at cards!

Round Count: Rifle: 10, Pistols: 10, Shotgun: 0

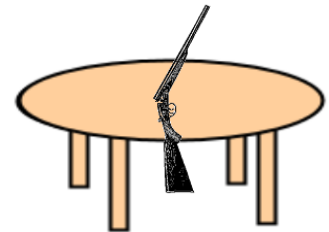
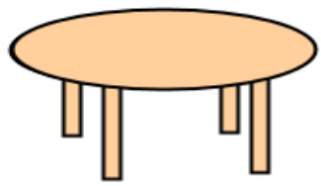
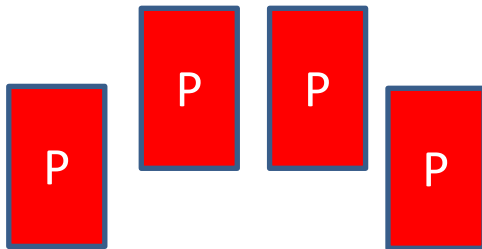
Staging: Rifle staged on middle table; pistols holstered.

Start standing behind middle table, hands on hat.

Line: **PILGRIM, YOU HAVE ONE TO MANY ACES !**

ATB: With rifle engage rifle targets in a Lawrence Welk sweep (1-2-3-4) starting from either end. Move to left table and with pistols engage pistol targets per rifle instructions.

Stage 5



The Ridgeville stockyard has been overstocked with assorted livestock; they need to do something to move some out.

Round Count: Rifle: 10, Pistols: 0, Shotgun: 4+

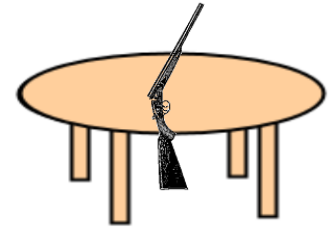
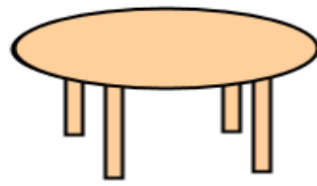
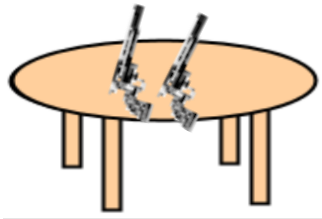
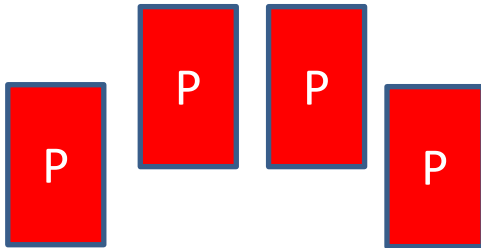
Staging: Rifle staged on middle table and shotgun staged on right table
Start standing behind middle table, hands on table not touching the rifle.

Line: **YES, WE RENT PIGS !**

ATB: With rifle engage rifle targets in the following order: 1,2,3 - 2,3,4 - 1,2,3, 4.

Move to right table, with shotgun to knock down the four shotgun targets in any order.

Stage 6



The local gunslinger has been putting the move on your honey, you know its time to settle this issue.

Round Count: Rifle: 0, Pistols: 10, Shotgun: 4+

Staging: Pistols staged on left table and shotgun staged on right table.
Start standing behind either left or right table, hands a low surrender.

Line: **FILL YOUR HANDS, YOU SOB !**

ATB: With pistols engage pistol targets by first double tapping the two outside targets, then triple tap the two inside targets. With the shotgun knock down the four shotgun targets in any order