

Lone Rider Crockpot Or, Take a bullet for Davey

Stage 1

10 Pistol
8 Rifle
2 Shotgun

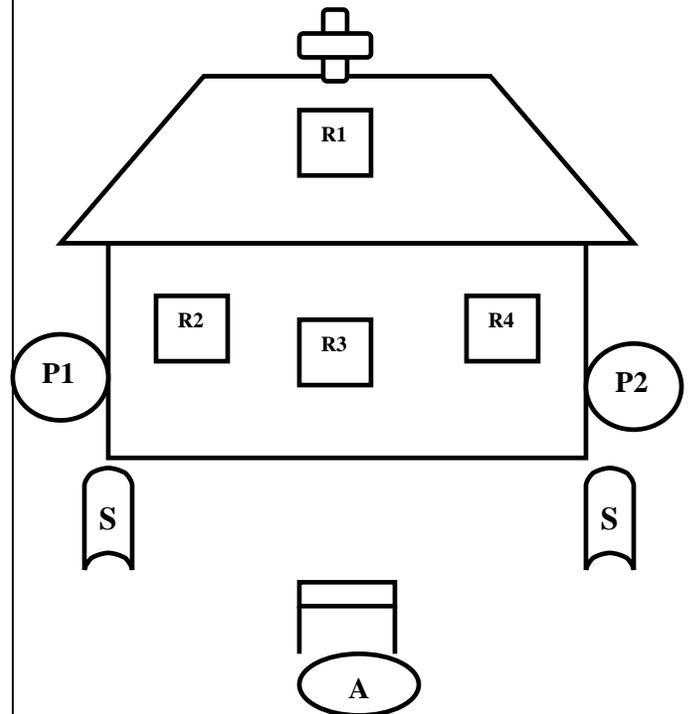
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S.C. Rossi & Co., Inc.

Civil Contractors
1410 16th Street, S.E.
Roanoke, VA 24014
540-342-6600
www.scrossi.com

Story:

You have to get an urgent message to the Alamo, only to ride up on the remainder of Santa Anna's pillaging troops. One Texican against 20 Mexican troops – odds seem about right. You see a soon to be dead soul wearing Davey's coon skin hat and ride in with guns blazing!



Starting Position:

Start standing at "A" with rifle at port arms. (Butt of rifle held at the level of the cylinder of holstered pistol)

Staging:

Two pistols loaded and holstered.
Rifle in both hands.
Shotgun on the rest.

Procedure:

When ready yell, "**King of the wild frontier!**"

At buzzer engage the rifle targets 2 times each.
Set down the rifle, and ...

Draw first pistol and alternate 5 rounds on P1 and P2. Holster, draw second pistol and sweep P1, R2, R3, R4, P2. Holster, and...

Pick up the shotgun, load and knock down the 2 shotgun targets.

Hand Over the Hay, Hayseed

Or,
Hand Over the Grips, Bad
Company

Stage 2

10 Pistol
9 Rifle
4 Shotgun

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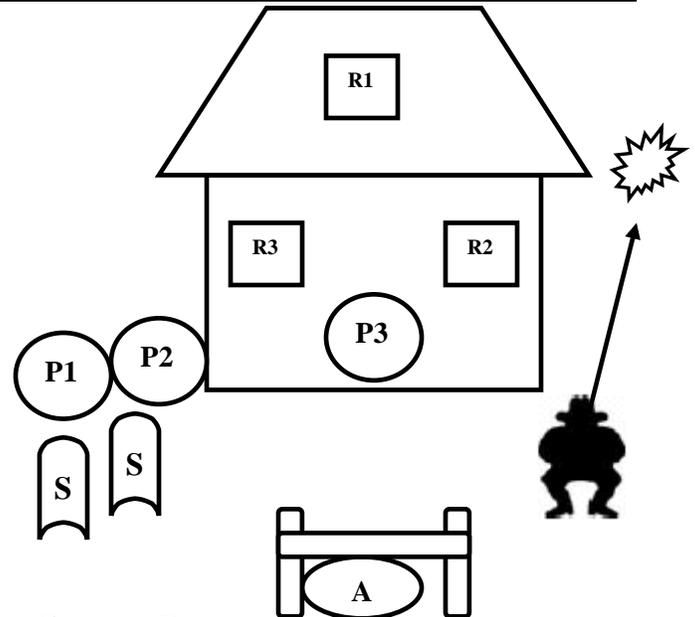


www.mgmtargets.com

Story:

J. B. Books has been long gone but you have not forgotten him. As you make your rounds, you walk up to Mose's Livery just before dawn. As your eyes adjust, you see masked lookouts outside. Then you see Mose with his hands high as several Princeton Gang bandits search Mose's pigeonhole desk looking for J.B.'s old pistols. Since they want those old Colts so badly, you oblige them, with bullets and all!

("Over the Berm" rule does not apply to the aerial shotgun target on this stage)



Starting Position:

Standing at "A" with shotgun in your hands.

Staging:

Two pistols loaded and holstered.

Rifle on rest.

Shotgun in your hands

Procedure:

When ready, load two rounds into your shotgun and say, "I got some Colt's for 'ya!'"

At buzzer engage the cowboy shotgun target, and then break the aerial target for a bonus. Then load and knock down the other two shotgun targets. Set down the shotgun, and...

Pick up the rifle and engage the rifle targets in a clockwise fashion, starting on the top (R1, R2, R3, R1, R2, R3, R1, R2, R3). Set down the rifle, and...

Draw your first pistol and engage the pistol targets in the following order: P1, P1, P2, P3, P3. Holster and draw second pistol and do it again.

The Llano, Estacado, Northwest Texas

Stage 3

10 Pistol
10 Rifle
2 Shotgun

Or,

Chicken Ain't Chicken til licking Good and Fried, er, Fired!

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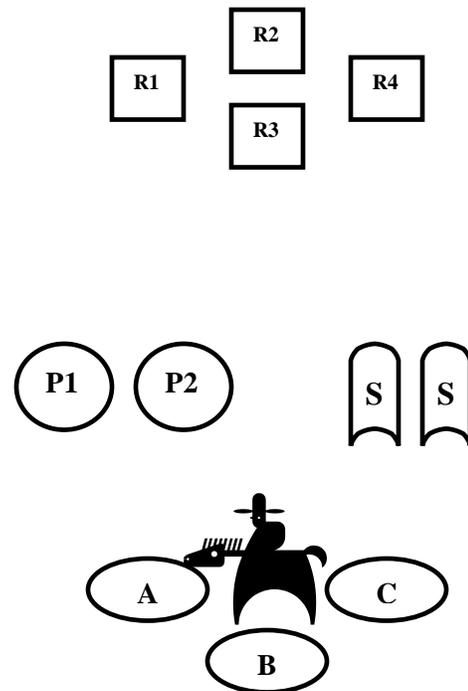
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Steel Shooting Targets
"Virginia Raider" & "Aimless Miss"
P.O. Box 492
Amherst, VA 24521
434-401-5950
www.oneilenterprisesinc.com

Story:

You have sought Blue Duck for days when the low down, no accounts he was with catch you in the open. You kill your horse to use him for cover and are forced to listen to taunts from just out of range: "He ain't got no where to go, has he?"; "He can't hit anybody from there. He's just wasting bullets"; "Maybe that old man needs a better target"; "Cluck! Cluck! Cluck!"

That is enough! You adjust the sights on your trusty Henry and prepare to ruin a big Prairie Chicken's Day.



Starting Position:

Standing at front of horse "A" with knife in one hand and reins in the other.

Staging:

Two pistols loaded and holstered.
Rifle on rest at "B".
Shotgun on rest at "C".

Procedure:

When ready say, "**That is enough!**"

At buzzer, drop the knife and reins and draw first pistol and engage the two pistol targets with 5 rounds at least twice each. Holster, draw your second pistol and do it again. Holster, and...

Move behind the horse "B" and pick up the rifle and engage the rifle targets with 2 rounds each. Set down the rifle, and ...

Move to rear of horse and pick up the shotgun, load and knock down the 2 shotgun targets.

Can You Make That Gun Wail, Wales?

Or,

Mr. Chained Blue Lightening

Stage 4

10 Pistol
10 Rifle
4 Shotgun

Sponsored By:

Starline Brass

1300 West Henry

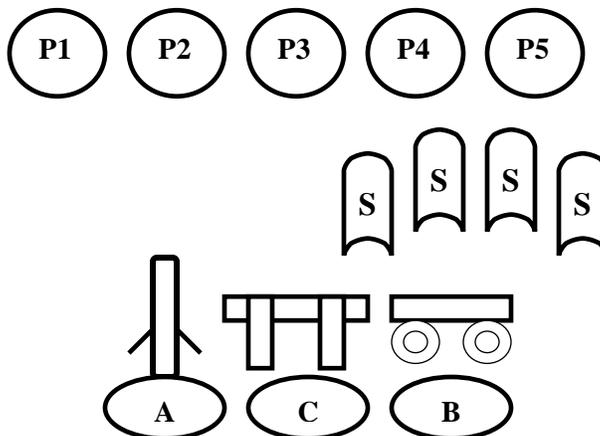
Sedilia, MO 65301

800-280-6660

www.starlinebrass.com

Story:

Being Josey Wales and all that, you ride in full tilt to save your fellow Rebels from Yankee treachery. When the gatlin' gun runs dry the kid brings you a horse for your escape – taking a bullet in the process. As he rides up, the kid asks, “Josey, why are you doing this?” “I got nothing better to do” you reply. The kid tells you, “Fletcher was in on it Josey! It was a trap!” You notice the kids wound and say quietly, “Dumb Kid.” Then louder add, “Fletcher, huh? Never would have figured him for that...”



Starting Position:

Start standing at “A” with one hand on the crank and the other on the gun as if firing down range.

Staging:

Two pistols loaded and holstered.
Rifle in the wagon.
Shotgun in the wagon.

Procedure:

When ready yell, “**Dumb Kid!**”

At buzzer move to wagon “B” and pick up your rifle and engage the rifle targets in this order: R1, R2 R2, R3 R3 R3, R4 R4 R4 R4. Set down the rifle and...

Move to center of fence “C” and draw first pistol and engage the pistol targets: outside, other outside, inside, other inside, center. (ex. P1, P5, P2, P4, P3). Holster and draw second pistol and repeat, same as first. Holster...

Move to wagon “B” and pick up the shotgun, load and knock down the 4 shotgun targets.

You the One?
Or,
You the One!!!!

Stage 5

10 Pistol
10 Rifle
1 Shotgun

Sponsored By:

Laser Hound

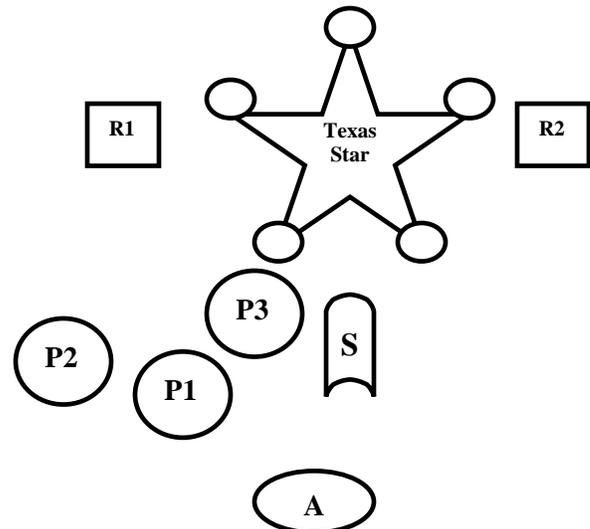
Laser Engraving
Milford, OH 45150

513-831-3881

www.CowboyandCowgirl.com

Story:

You had to take Button into town to the doctor. It is dark and you know that the cattle baron and his hired guns from Bluefield are going to be coming for you at first light. The townsfolk are headed to the hills when the shooting starts.



Starting Position:

Standing at "A" with hands on both your pistols.

Staging:

Two pistols loaded and holstered.

Rifle on the rest.

Shotgun on the rest.

Procedure:

When ready yell, "**You the one who killed our friend?**"

At buzzer draw your first pistol and shoot P1, a knock down pistol target. You can shoot it up to 5 times if necessary, but don't shoot it after it is down. If it falls before all 5 rounds are used, alternate between P2 and P3 until empty. Holster and draw second pistol and alternate between P2 and P3 until empty. Holster, and...

Pick up the rifle and engage the targets on the Texas Star. If all fall before empty, alternate the remaining rounds on R1 and R2. Set down the rifle, and...

Pick up the shotgun, load and knock down the shotgun target

Note: Rifle misses are the targets left on the Texas Star and/or any misses on R-1 or R-2.

The Unforgiven

Or,

Ned's Dead in the Shed, Red

Stage 6

10 Pistol
9 Rifle
8 Shotgun

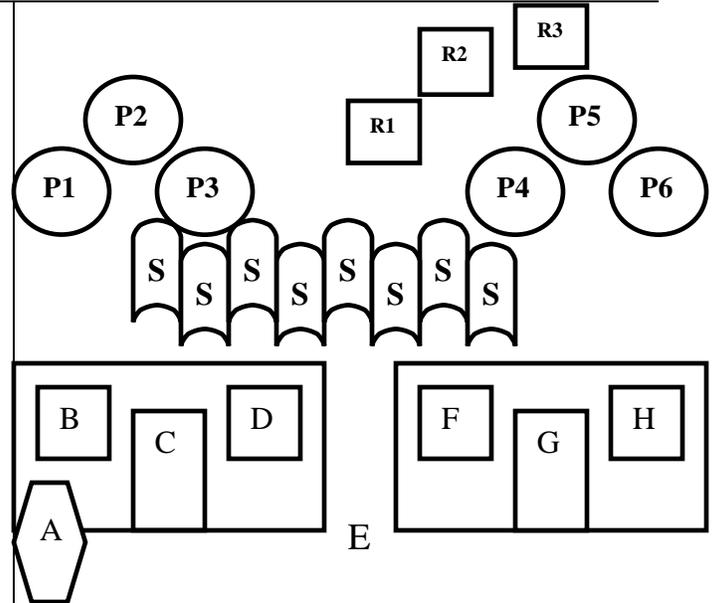
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Steel Services, Inc.

Richmond, VA – Roanoke, VA
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www.steelservicesinc.com

Story:

Your best friend deserved a proper burial. However, the townfolk decided to put Ned on display in front of Greely's Billard Parlor and Saloon. You warned them and now your words and hot lead have come back to haunt them.



Starting Position:

Standing at "A" with your hat held against your chest with one hand and the other hand on the coffin.

Staging:

Two pistols loaded and holstered.

Rifle on table at Door "G".

Shotgun on table at Door "C".

Procedure:

When ready say, "**Bury Ned proper!**"

At buzzer Move to window "B" and draw first pistol and engage P1, P2 and P3 with a Nevada Sweep, starting on the left. Holster, and ...

Move to door "C" and pick up shotgun and knock down two shotgun targets, move to window "D" and knock down two shotgun targets, move to alley "E" and knock down two shotgun targets, move to window "F" and knock down the last two shotgun targets. Move to Door "G" and set shotgun down and...

Pick up rifle and engage the rifle targets with a continuous Nevada sweep, starting on the left. Set down the rifle, and...

Move to window "H" and draw second pistol and engage P4, P5 and P6 in a Nevada sweep starting on the left.

San Antonio Storm Or, Wack a Barkeep for Augustus

Stage 7

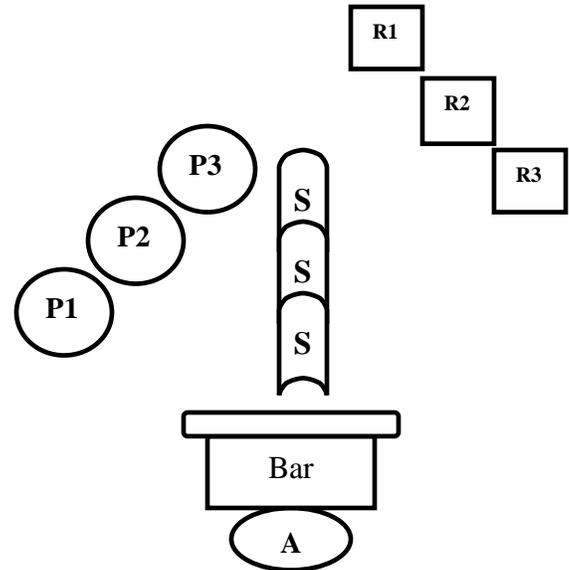
10 Pistol
10 Rifle
3 Shotgun

Sponsored By:



Story:

You and Captin' Call go into one of your old saloon haunts only to find a surly, slow bartender who doesn't even recognize you. You take immediate action, slamming the bartender into the bar and then pistol whip him for good measure. As you turn to leave, the barkeep's Lynchburg cousins call you to task.



Starting Position:

Standing at "A" with both hands **flat** on the bar.

Staging:

Two pistols loaded and holstered.

Rifle on bar at "A".

Shotgun on bar at "A".

Procedure:

When ready say, "**We don't tolerate surly bartenders!**"

At buzzer, draw first pistol and Nevada sweep the pistol targets starting on the left (P1,P2,P3,P2,P1). Holster and draw second pistol and do it again. Holster, and...

Pick up your rifle and, starting on the left, engage the rifle targets with a continuous Nevada sweep (R1, R2, R3, R2, R1, R2, R3, R2, R1, R2). Set down the rifle, and...

Pick up the shotgun and knock down the three shotgun targets. (Must fire at least 3 shots. If all three targets are knocked down before firing 3 shots, shoot any remaining rounds in the general direction of the 3rd target)

The Shootist Extent Or, Birthday Bullet Blues

Stage 8

10 Pistol
8 Rifle
3 Shotgun

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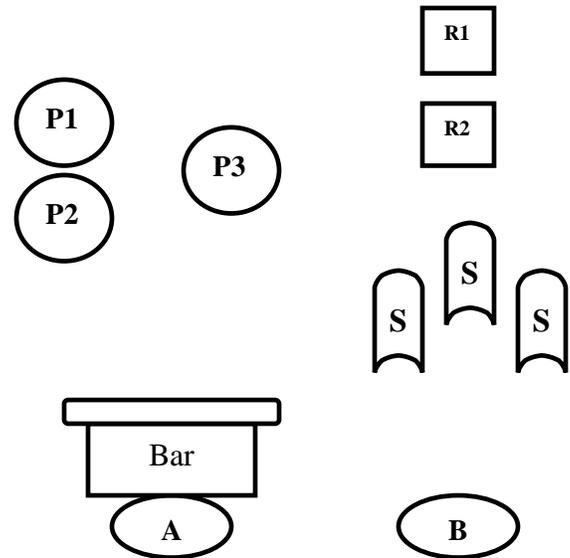
The Carver Custom Holsters

By Russ

29 Years of Experience
159 Hutchison Road
West Grove, PA 19390
610-869-9216

Story:

You enter the Acme Saloon on your birthday to down a little “Who Shot John” and hope your third eye doesn’t let you down because of it. Especially since the Hinton Gang was seen entering the Saloon a little earlier. The bullet that tears through your shoulder reminds you to return fire with hot lead!



Starting Position:

Standing at “A” with both hands **flat** on the bar.

Staging:

Two pistols on bar.

Rifle on rest at “B”

Shotgun on rest at “B”.

Procedure:

When ready say, “**Who shot John?**”

At buzzer pick up first pistol and engage P1 & P2 with 5 rounds, at least once each. Holster and pick up your second pistol and engage P3 with all 5 rounds. Holster...

Move to “B” and pick up the rifle and alternate shots on R1 and R2 until empty. Set the rifle down, and...

Pick up the shotgun, load and knock down the three shotgun targets.

Pedro Flores' Revenge

Or,
Gemstone Minds Her Mine

Stage 9

10 Pistol
10 Rifle
2 Shotgun

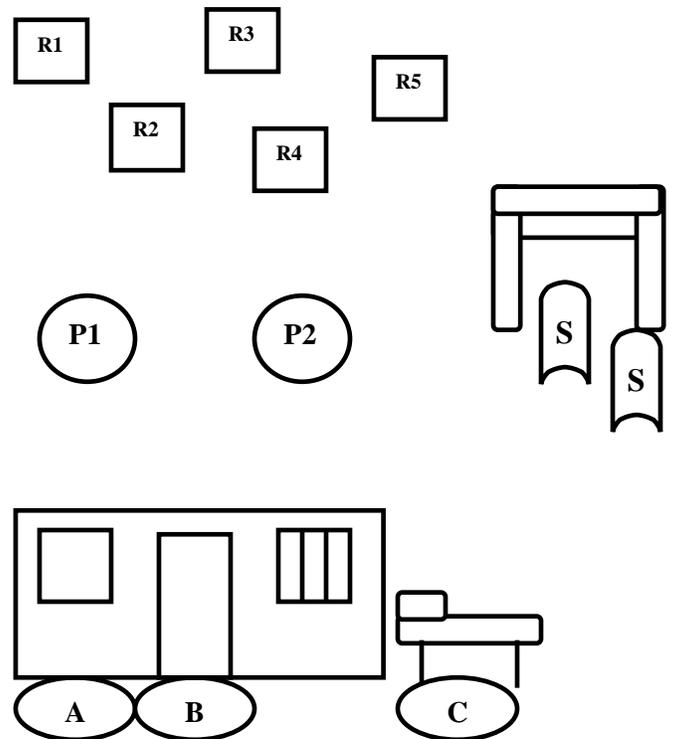
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Texas Jack's
Wild West Outfitter
1-800-TEXJACK
www.texasjacks.com

Story:

You pretend to be Pedro Flores taking a well deserved siesta – after stealing Capt'n Call's horses, again. But you have just been hired by Gemstone Jamie to guard her mine; really. No, really, really!

As you expected, the Lexington Gang is out to rob and pillage, starting at the mine. You decide to earn your pay and stop their play with some no joke smoke, fire and lead.



Starting Position:

Seated in chair at "A" with hat in both hands.

Staging:

Two pistols loaded and holstered.

Rifle on rest at door "B".

Shotgun in sluce box "C".

Procedure:

When ready say, "No really, really!"

At buzzer, place your hat on your head and draw first pistol and, thru the window, engage the two pistol targets with 5 rounds, at least two rounds each. Holster and draw second pistol and do it again. Holster, and...

Move to door "B" and pick up rifle and engage the 5 rifle targets with 10 rounds, at least two rounds each. Set down the rifle and...

Move to sluce box "C" and pick up the shotgun, load and knock down the two shotgun targets.

Hanging Out in Nebraska Or... Man Burners Swing and Sway

Stage 10

10 Pistol
8 Rifle
4 Shotgun

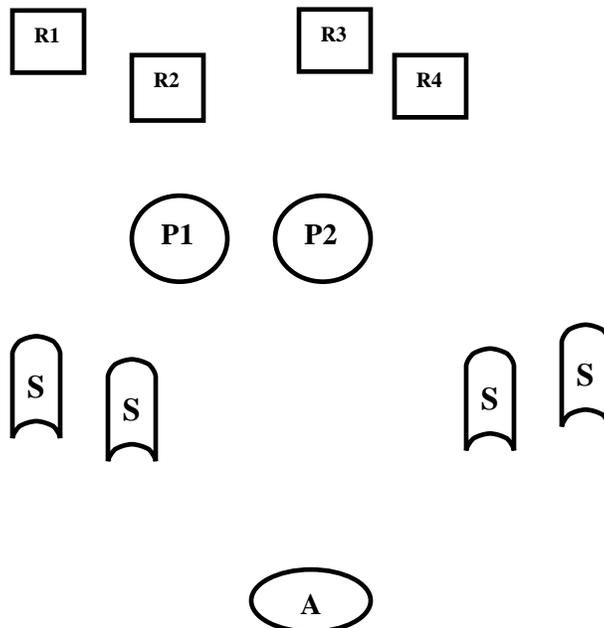
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Story:

Gambler, friend, liar, hero and coward. Jake Spoon was all that and more. His protests that he was “no horse thief, no man burner” fall on deaf ears. “You ride with an outlaw, you die with an outlaw”, states Gus with no trace of emotion.

As the hangings progress, one particular horse thief makes it a pleasure to hang him, foul mouth and all. “If all you can talk is guff, go tell it to the devil” yells Augustus as he slaps the outlaw’s horse to send him to an unmarked grave.



Starting Position:

Standing at “A” with noose in both hands.

Staging:

Two pistols loaded and holstered.

Rifle staged on rest.

Shotgun staged on rest.

Procedure:

When ready say, “Go tell it to the Devil!”

At buzzer, draw first pistol and engage the left pistol target with all 5 rounds. Holster and draw second pistol and alternate shots on the two pistol targets until empty. Holster, and...

Pick up rifle and engage the rifle targets in the following order: outside, outside, inside, inside, outside, outside, inside, inside (ex. R1,R4,R2,R3,R1,R4,R2,R3) . Set down rifle, and...

Pick up shotgun and knock down all shotgun targets.