

**Pick it up. Put it in.
Die like a Man!**

Or,

Sorry you're out of bullets!!

Stage 1

**10 Pistol
10 Rifle
2 Shotgun**

Sponsored By:

Laser Hound

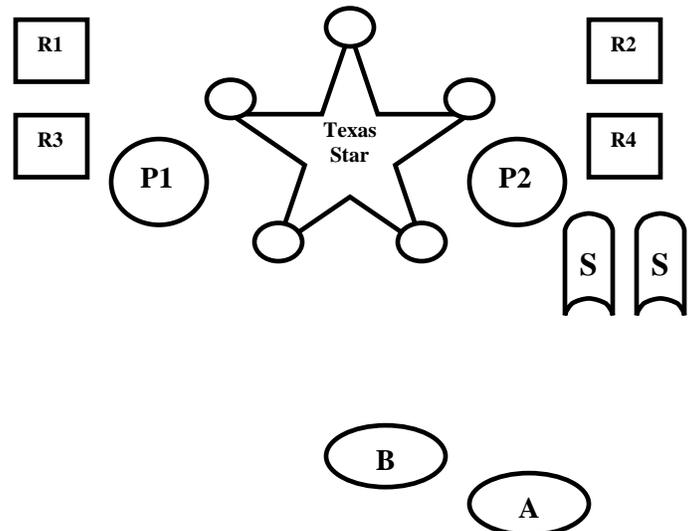
Laser Engraving
Milford, OH 45150

513-831-3881

www.CowboyandCowgirl.com

Story:

You had to kill Colonel Clayborn for getting a little too rough with Anita. Now the Pinkertons are hot on your trail. Kid Jarrett takes your life savings while robbing the bank and whips you nearly to death when you try to get it back. Then Kid kidnaps Lilly and Josh McCoy has to break her out, only to be captured himself. You trade a gattling gun for Josh, but Kid shoots him in the back after the trade. When Ned gets smart with Lilly, she can't take it anymore and shoots ol' Ned to begin the gunfight!



Starting Position:

Standing at "A" with both hands on the gattling gun, turning the crank.

Staging:

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

Procedure:

When ready yell, "**Pick it up. Put it in. Die like a Man!**"

At buzzer, move to B and, with your pistols, per your shooting style, knock off the 5 Texas Star targets. Alternate any remaining rounds between P1 and P2. Holster, and...

Pick up the rifle and double tap the top two rifle targets then triple tap the bottom two rifle targets. Safely stage the rifle, and...

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

Note: Pistol misses are the targets left on the Texas Star and/or any misses on P1 or P2.

Captain Jake Always Gets His Man.

Or,
Grab a Box of Bullets and Keep Shooting!

Stage 2

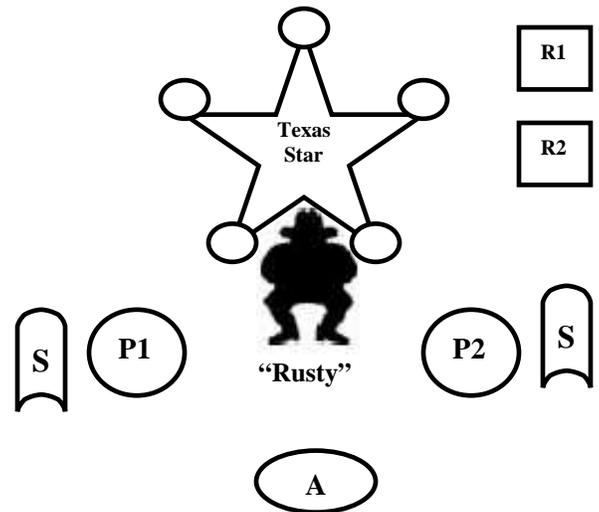
10 Pistol
10 Rifle
2 Shotgun

Sponsored By:

**The Blue Ridge
Regulators**
www.brrcowboy.com

Story:

Major Henry and the rest of the rangers have left you and Tobe to help guard the ranch. You just unshackled “Mon-Sewer” Paul Regret from the anvil and sit down to supper when Martha Schofield screams. It seems the Comanche are riding in for a raid. You give “Mon-Sewer” a pistol and grab a rifle and ammo and head out to defend the ranch!



Starting Position:

Standing at “A” with both hands on your pistols.

Staging:

Two pistols loaded and holstered.

Rifle on the rest at A.

Shotgun on the rest at A.

Procedure:

When ready yell, “Ya’ got any rifles?”

At buzzer, pick up the rifle and engage the targets on the Texas Star. After all star targets are down; alternate any remaining rifle rounds between the two rifle targets. Do not hit “Rusty”! Safely stage the rifle, and...

Draw your first pistol and engage the three pistol targets (Rusty is the middle pistol target) with 5 rounds, any order. Holster and do it again with your second pistol. Holster...

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

Note: Rifle misses are the targets left on the Texas Star and/or any misses on R1 or R2 and any hits on “Rusty”.

For Whom the Bell Tolls? Or, What's This Ringing in My Ears?

Stage 3

10 Pistol
10 Rifle
4 Shotgun

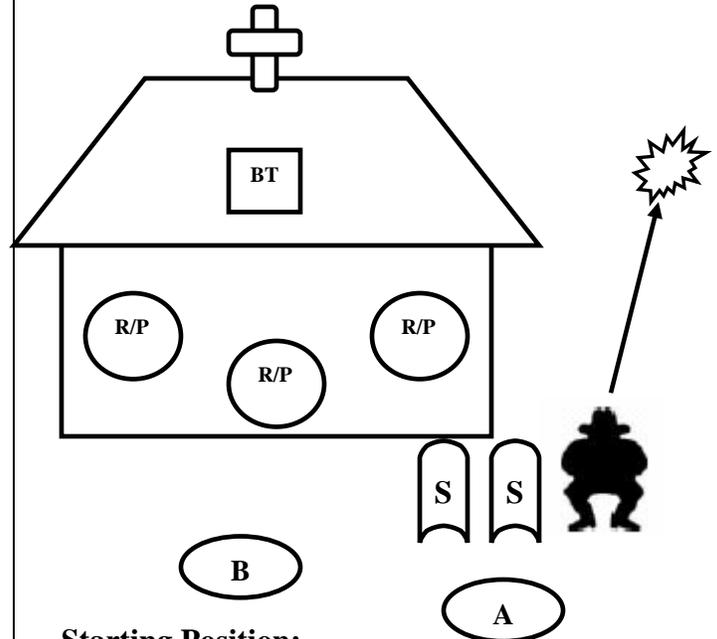
Sponsored By:



www.mgmtargets.com

Story:

Some of Bart Jason's men have just ambushed and killed one of the McDonald boys in the middle of town. Bull saw 'em run down the street like they wanted to be followed. You, Mississippi, J. P. and Bull make your way slowly down the street. As you near the church, a shot rings out from the bell tower. Bull makes the bells ring like playing "Marching Through Georgia". You tell Mississippi to watch the door and you and J.P. make a run for the church while ringing the bells with your rifle. You and J. P. bust through the door with guns a blazin'!



Starting Position:

Standing at "A" with rifle in your hands held at Cowboy Port Arms.

Staging:

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

Procedure:

When ready say, "Let's make some music".

At buzzer, with your rifle, engage the target in the bell tower 4 times then engage the other three targets with 2 rounds each. Safely stage the rifle on the rest. Pick up shotgun, and...

Engage the knock down shotgun target then the aerial bird. Breaking the bird in the air is a bonus (you must engage the bird). Then knock down the other two shotgun targets. Safely stage the shotgun on the rest and move to position B.

With your pistols per your shooting category, engage the pistol targets as described for the rifle.

For a Few Bullets More Or, Shoot for the Heart Ramone!!

Stage 4

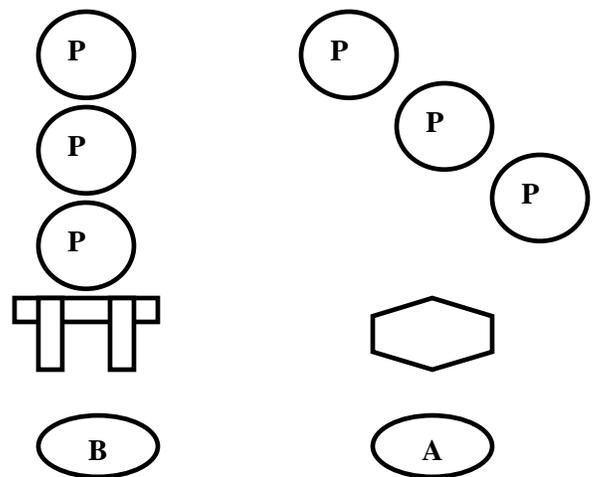
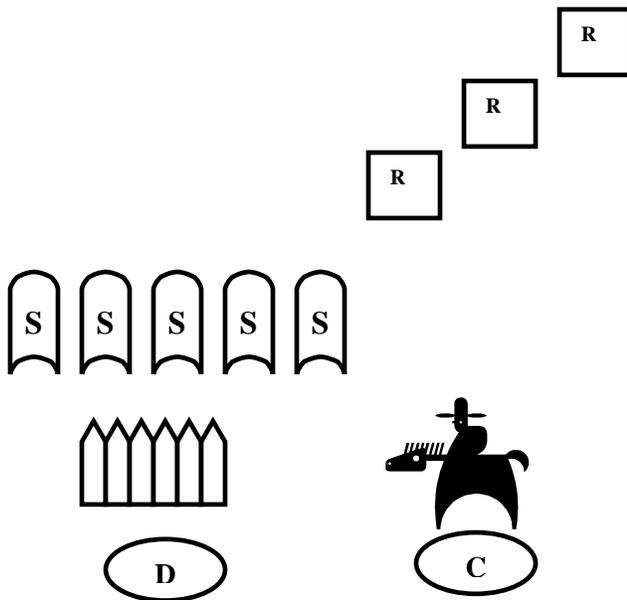
| |
|-----------|
| 10 Pistol |
| 9 Rifle |
| 5 Shotgun |

Sponsored By:

Story:



You try to do the Coffin Maker a favor by telling him he'll need three coffins for the soon to be stiffs at the end of the street. One more hombre decides to die from lead poisoning by stepping in to help his poor misguided friends; his last mistake above grass. You stop by the lumberyard to update the count.



Starting Position:

Standing at "coffin" (A) with the nail in one hand and the hammer in the other.

Staging:

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

Procedure:

When ready yell, "My Mistake. Four coffins."

At buzzer with your first pistol, per your shooting style, shoot the three pistol targets at least once each, no double taps. Holster, and

move to B and do the same thing with your second pistol. Holster and move to C, and...

Pick up the rifle and shoot the three rifle targets in a Nevada sweep starting on either end...Safely stage the rifle, and...

Pick up the shotgun, move to D then load and knock down the five shotgun targets.

Note: Basketball rule applies to movement. Remember it is a Stage DQ to change locations with a cocked, loaded firearm.

The Sun is High in the Sky

Or,

Where is Everyone and Why am I in the Middle of the Street with Armed Convicts Looking for Me????

Stage 5

**10 Pistol
8 Rifle
8 Shotgun**

Sponsored By:

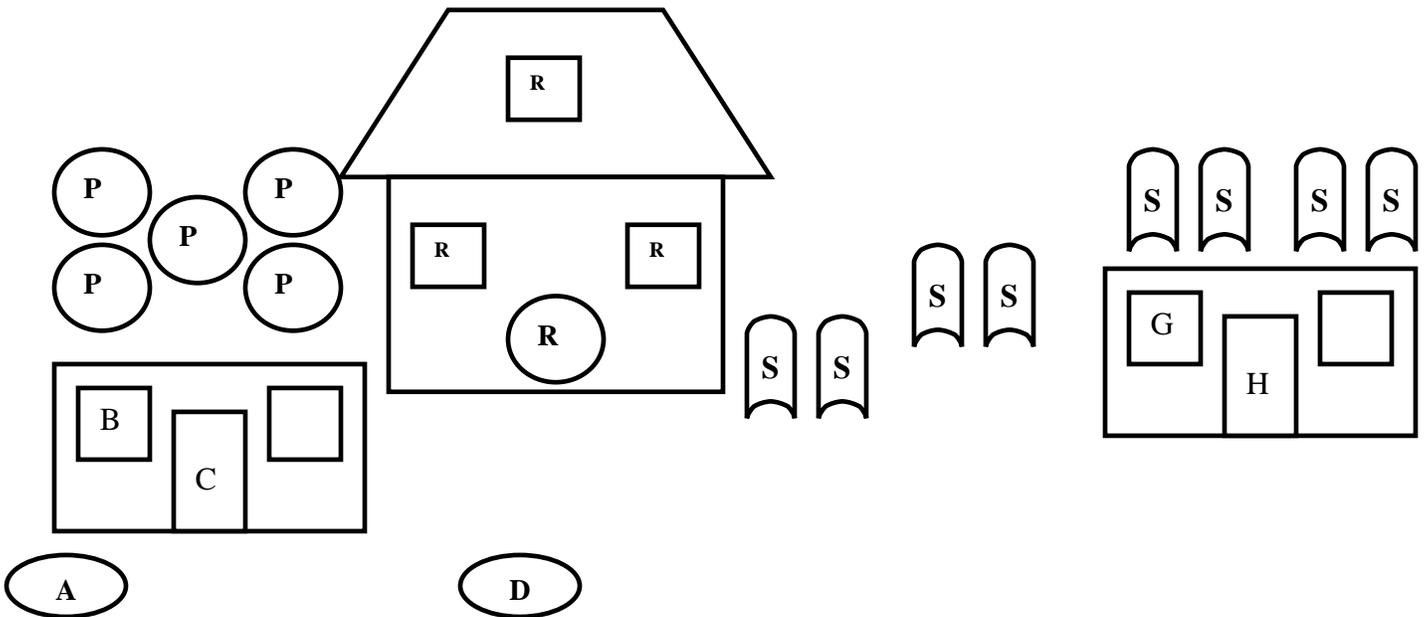
Texas Jack's Wild West Outfitter

1-800-TEXJACK

www.texasjacks.com

Story:

You have been cajoled and urged and begged to ride out of town before the revenge seeking Cons ride in for your hide. You figure the town folks went too dang far when they beat you down in the Livery and try to send you out of town against your will. Your resolve is tested to the deepest depths when your last deputy weasels out on you in your office. Tired of his cowardly whining you tell him to go home. Faced with overwhelming odds you write out your last wishes and walk into the street. One man left to stand for something or die trying



Starting Position:

Standing at A with reins in both hands.

Staging:

Two pistols loaded and holstered.

Rifle on the rest at D

Shotgun on the rest at D

Procedure:

When ready yell, "Go home Will!"

At buzzer, move to B with your first pistol, per your shooting style, shoot the five pistol targets at least one time each. Holster, and move to C and do the same thing with your second pistol.

After you holster, move to D and pick up the rifle and shoot the four rifle targets two times each no double taps; safely stage the rifle, and... Pick up the shotgun, move toward the last building shooting the four shotgun targets in the street as you come to them. At the building, shoot two shotgun targets through the left window then move to doorway to shoot the last two shotgun targets

Note: Basketball rule applies to movement. Remember it is a Stage DQ to change locations with a cocked, loaded firearm.

We need Uncle Jack's Help Stage 6

Or,
Just Another Jail Break

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| 10 Pistol |
| 10 Rifle |
| 6 Shotgun |

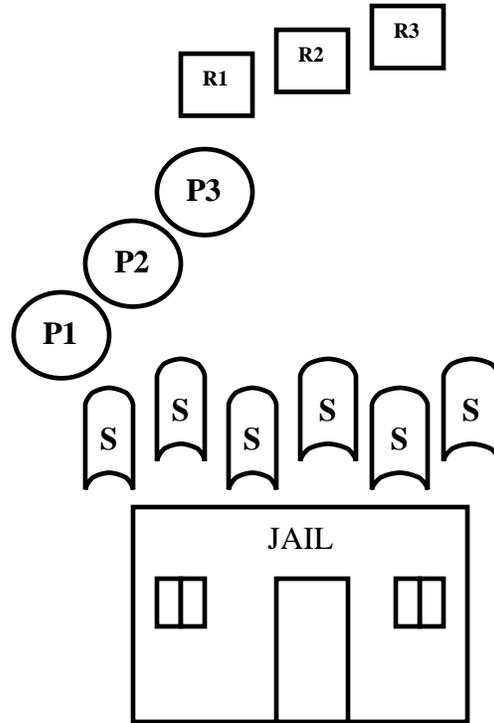
Sponsored By:

Bryansteens Gun & Archery

2840 Peters Creek Rd
Roanoke, VA 24019
(540) 562-4867

Story:

Col. Hammond, the rogue arms dealer, has sailed for Chihuahua with Heather and Sissy on board. You need someone who can lead you into Mexico, so you decide to break Uncle Black Jack Traven out of the Converse County jail. You find him and make a plan. You blow the doors off of the jail and get away with guns blazing. Uncle Jack says, "Did you have to use 2 sticks of dynamite"?



Starting Position:

Standing at door with dynamite in both hands.

Staging:

Two pistols loaded and holstered.

Rifle on rest in door

Shotgun on rest in door

Procedure:

When ready say, "**Did you have to use 2 sticks of dynamite**"?

At buzzer, drop dynamite and pick up shotgun and knock down the 6 shotgun targets. Safely stage the shotgun, and...

Pick up the rifle and engage the rifle targets in this order R1, R2, R2, R3, R2, R2, R1, R2, R2, R3. Safely stage the rifle, and...

Move to the right window, draw your pistols per your shooting category and engage the pistol targets in the same order as the rifle: P1, P2, P2, P3, P2, P2, P1, P2, P2, P3

Wyatt gets the drop on Ike

Or,
Ike's near splitting headache

Stage 7

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|-----------|
| 10 Pistol |
| 10 Rifle |
| 4 Shotgun |

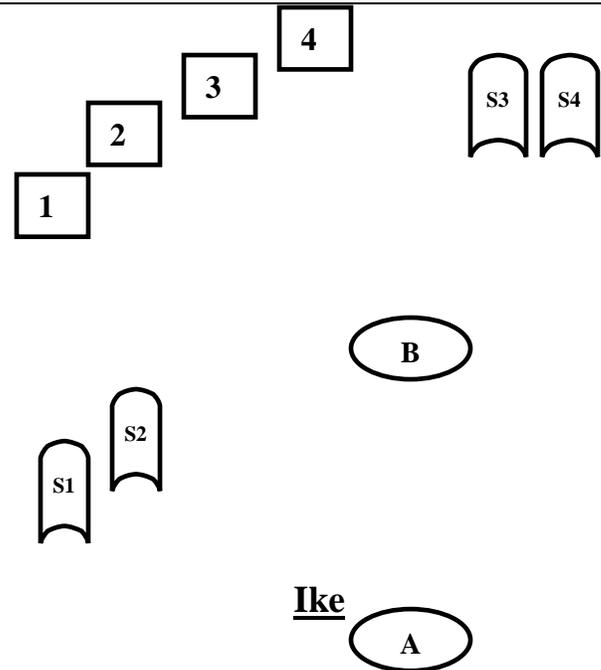
Sponsored By:

O'Neil Enterprises, Inc.

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

Story:

After too much opium, Curly Bill goes out into Allen Street and begins shooting up the town. Sheriff White goes out and attempts to take Curly Bill's pistols, and is shot with the infamous Road Agent Spin. You run into the street from the Oriental and club Curly Bill on the head with your pistol. When you are surrounded by the Cowboys, you place your Colt on Ike Clanton's head and tell him – "They may get me in a rush, but not before I turn your head into a canoe".



Starting Position:

Standing at "A" with strong hand holding the pistol on Ike's forehead

Staging:

Two pistols loaded and holstered.
Rifle on rest at A
Shotgun on rest at A

Procedure:

When ready say, "Not before I turn your head into a canoe".

At buzzer, let go of the pistol on Ike's head and Pick up the rifle and engage the rifle targets in this order R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Safely stage the rifle, and...

Pick up shotgun and knock down the 2 shotgun targets (S1 & S2). Move to position "B" and knock down the other 2 shotgun targets (S3 & S4). Safely stage the shotgun, and...

Draw your pistols per your shooting category and engage the pistol targets in the same order as the rifle: P1, P2, P3, P4, P1, P2, P3, P1, P2, P1

Paden, it could've been great Stage 8

Or,
You still mad about that dog?

| |
|-----------|
| 10 Pistol |
| 10 Rifle |
| 4 Shotgun |

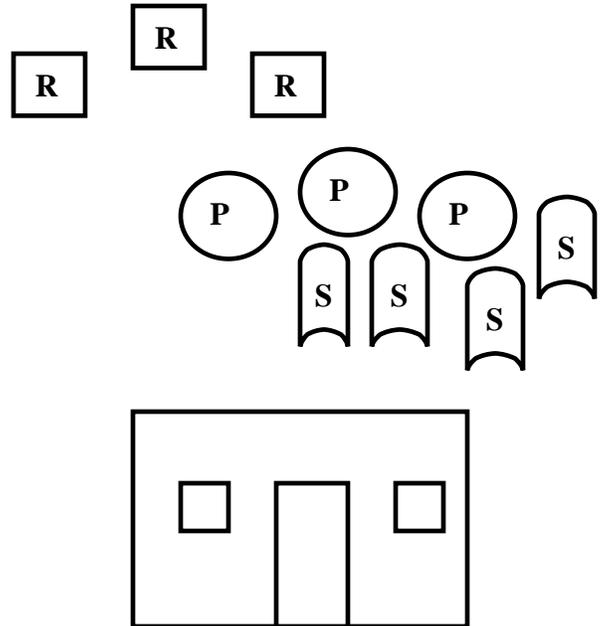
Sponsored By:

Miz Annie's Fine Things

lbarc@comcast.net

Story:

Just outside of town, Emmett, Jake, Paden, and you, split up in order to enter town from different directions. You already know that Cobb and his posse are waiting for you. It doesn't take long for the shooting to start, and the gunfight spreads in all directions. Finally you meet Cobb and tell him goodbye.



Starting Position:

Standing at door with both hands on the door frame above your shoulders.

Staging:

Two pistols loaded and holstered.
Rifle on rest at left window.
Shotgun on rest at right window.

Procedure:

When ready say, “**Goodbye Cobb**”.

At buzzer, draw your first pistol and engage the three pistol targets with 5 rounds, at least one round each, with the last round on the middle target. Holster.

Move to the left window, pick up the rifle and engage the three rifle targets with 10 rounds, at least three rounds each, with the last round on the middle target. Safely stage the rifle.

Move to the door, Draw 2nd pistol and engage the pistol targets as before. Holster.

Move to the right window, pick up the shotgun and knock down the four shotgun targets.

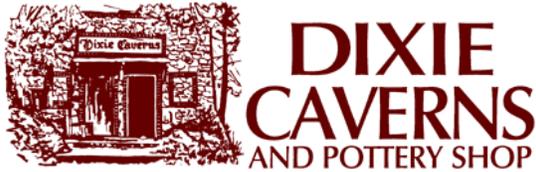
Quigley's Revenge

Or,
Born in the wrong movie

Stage 9

10 Pistol
9+1 Rifle
4 Shotgun

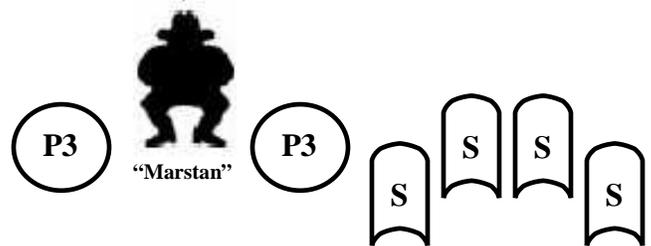
Sponsored By:



“Cavern Bill”

Story:

You are finally caught by Marstan's men and drug behind a horse to the station. Once there, Marstan has you stood in front of his old pistol targets and laments that he was not born in the wrong century, but on the wrong continent. You get ready by proclaiming, “This ain't Dodge City and you ain't Bill Hickock”.



Starting Position:

Standing at “A” with thumbs in your gun belt.

Staging:

Two pistols loaded and holstered.

Rifle on rest at A.

Shotgun on rest at A.

Procedure:

When ready say, “**You ain't Bill Hickock**”.

At buzzer Draw first pistol and shoot Marstan once, then alternate on the two outside targets. Holster, draw second pistol and engage Marstan with five rounds. Holster, and...

Pick up the rifle and engage the rifle targets three times each, reload one more rifle round for Marstan (big pistol target) OR the Bonus target. Set down the rifle, and...

Pick up shotgun and knock down the four shotgun targets.

Bonus is 5 seconds. A miss on either target is a miss (5 seconds).

You are quick and he is dead Stage 10

Or,

Justice is a Lady

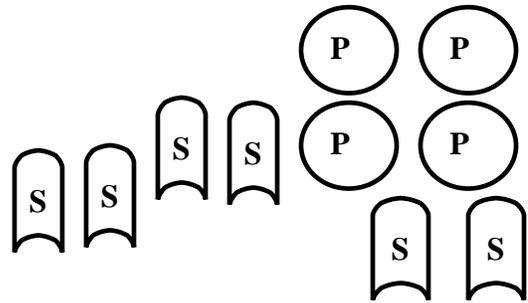
10 Pistol
10 Rifle
6 Shotgun

Sponsored By:



Story:

After blowing up half of the town, you step out of the flames to face Herod. Herod demands to know who you are. You simply answer “You stole my life”. Herod replies with “you’re not fast enough for me”. You reply “Today I am”.



Starting Position:

Standing at “A” with both hands by your sides, not touching pistols.

Staging:

Two pistols loaded and holstered.

Rifle on rest at A.

Shotgun on rest at A

Procedure:

When ready say, “**Today I am**”!

At buzzer, Draw your pistols per your shooting category and engage the four pistol targets with 10 rounds, at least 2 each. Holster

Pick up your rifle and engage the four rifle targets with 10 rounds, at least 2 each. Safely stage the rifle.

Pick up shotgun and knock down the 6 shotgun targets.