

Stage 1-Saloon-Paint Your Wagon

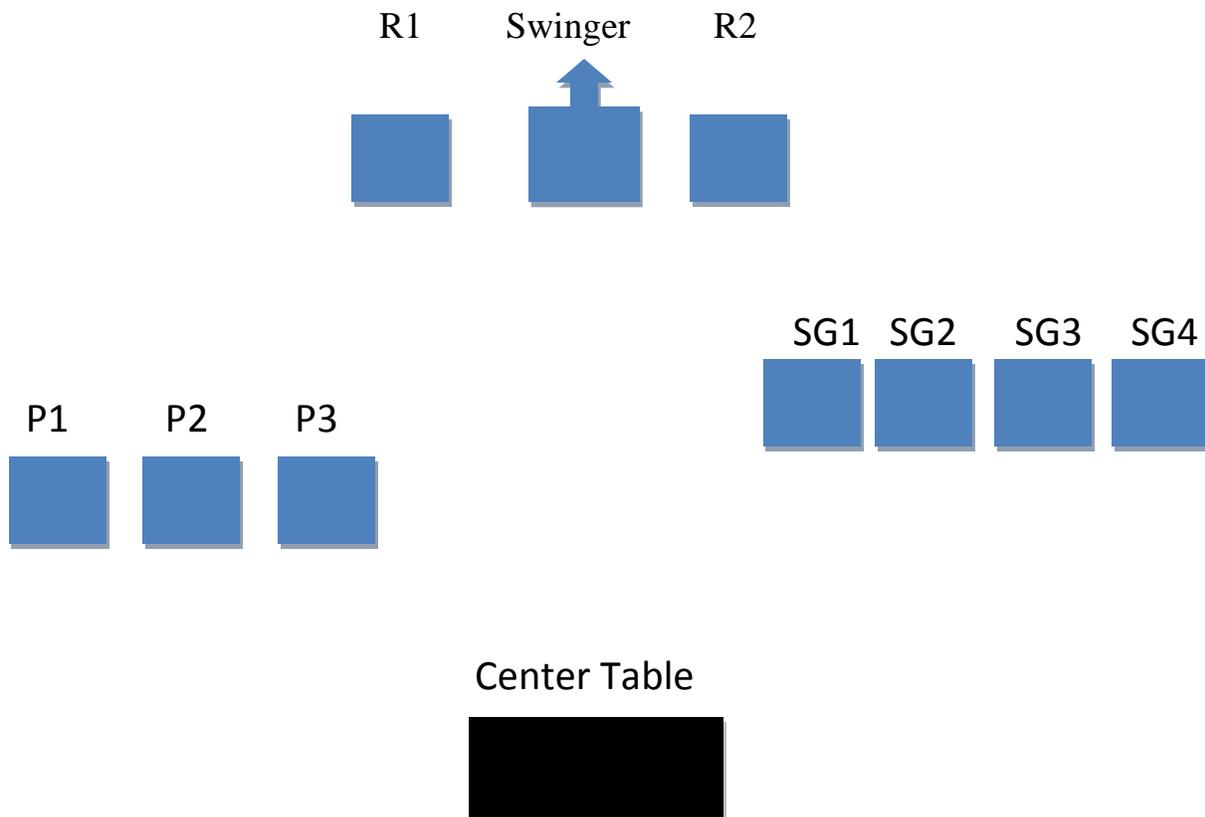
Ben Rumson wakes up after being drunk and thinks he sees a beautiful, young woman nursing a baby. He goes out and jumps into the river to sober up. He goes back to the hotel and she's still there. He goes out and tells Partner that there's a woman in Atwell's Hotel nursing a baby. Partner replies, "Yes, we're bidding on her now." Ben says, "Look, there's another one." Partner says, "That man is a Mormon, he has two wives." Ben says, "I'll kill him."

Round Count: 10R-10P-4+SG

Shooting Order: PP-R-SG

Staging: 2P 5 rounds each Holstered; R 10 rounds on center table; SG open empty on right table.

Shooter starts on left deck, hands on pistols. Indicate ready by saying the line, "I'll kill him." At the beep, shoot a double tap Nevada sweep from either direction. Move to center table; activate swinger. Repeat pistol instructions with rifle. Make rifle safe. Move to right table; shoot SG targets any order.



Stage 2-Well-Two Mules for Sister Sara

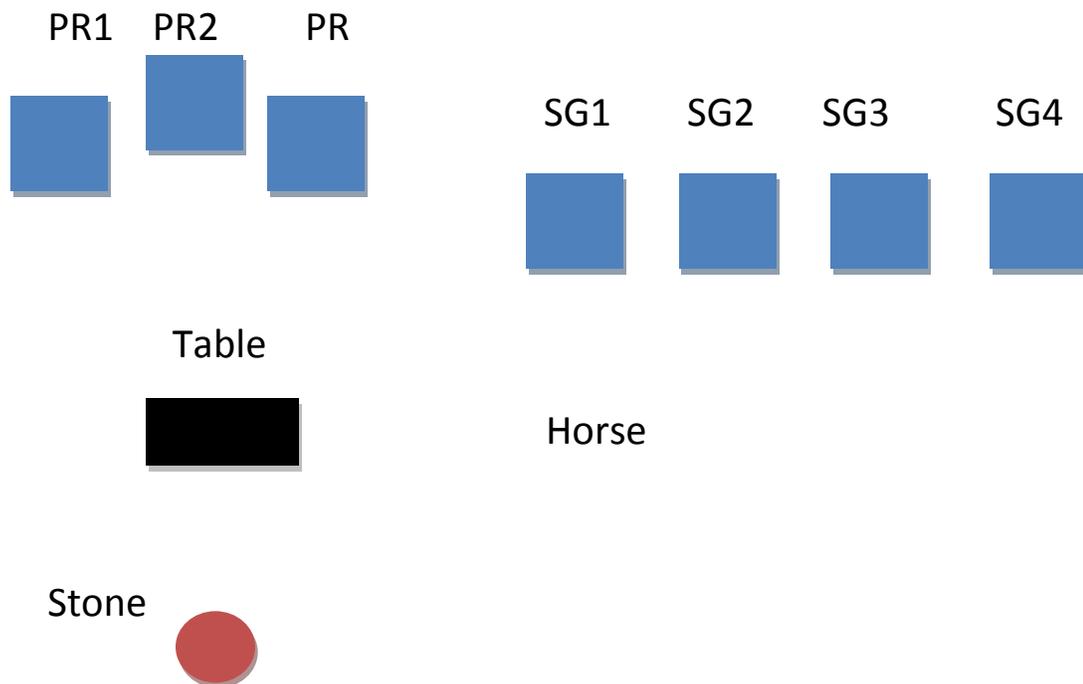
Hogan rides up on three men molesting a woman. After the shootout, the woman turns out to be a nun. Sister Sara asks Hogan to bury the dead men. Hogan replies, "Sister, I don't mind shooting them for you, but I'm not going to sweat over them for you. Just look up to the heavens. You don't want to rob those buzzards all that free nourishment, do you Sister?"

Round Count: 10R-10p-4+SG

Shooting Order: R-PP-SG

Staging: Rifle 10R in both hands; 2P 5 rounds holstered; SG open empty on horse.

Shooter starts one foot touching starting stone. Indicate ready by saying the line, "Sister I don't mind shooting them for you." At the beep, shoot 2 Indiana sweeps which is 2-2, 1-2-3. Move down range to table; make rifle safe. Repeat rifle instructions with pistols. Move to horse; shoot SG targets any order.



Stage 3-Fort-Hang 'EM High

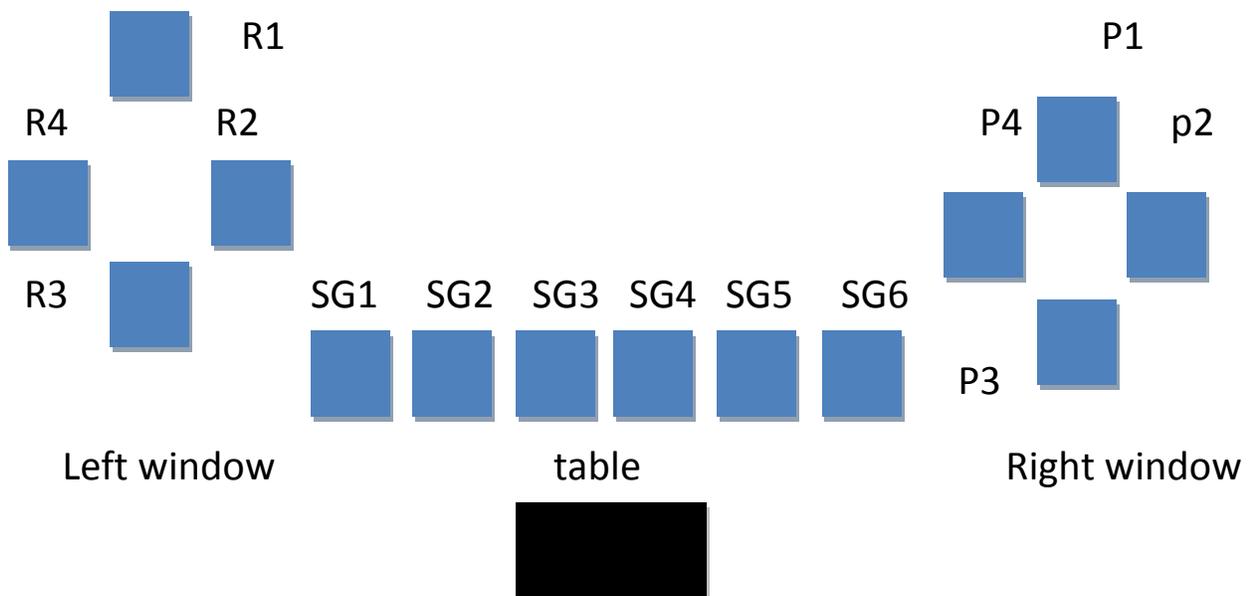
Jed cooper was wrongly accused of murder and cattle rustling and hanged. A U.S. marshal came along and cut him down before he died. After being cleared of all charges, he was released from jail. He hired on as a U.S. marshal to legally track down the men that hanged him. His first assignment was to transport a prisoner for trial. Riding into town he sees a horse in front of the saloon with his saddle on it. He goes into the saloon and tells Reno he's under arrest. Reno says, "Why, I haven't done anything." Cooper says, "You don't remember me." Reno says, "No." Cooper says, "The next time you hang a man, look at his face."

Round Count 10R-10P-6+SG

Shooting order R-SG-PP

Staging: 2P 5 each holstered; rifle 10 rounds in left window; SG open empty on center table.

Shooter starts at left window hands on pistols. Indicate ready by saying the line, "Next time you hang a man, look at his face." At the beep, with rifle, shoot a continuous double tap clock wise rotation starting on any target. Make rifle safe. Move to center table; shoot SG targets any order. Make SG safe. Move to right window; repeat rifle instructions with pistols.



Stage 4-Jail-Outlaw Josey Wales

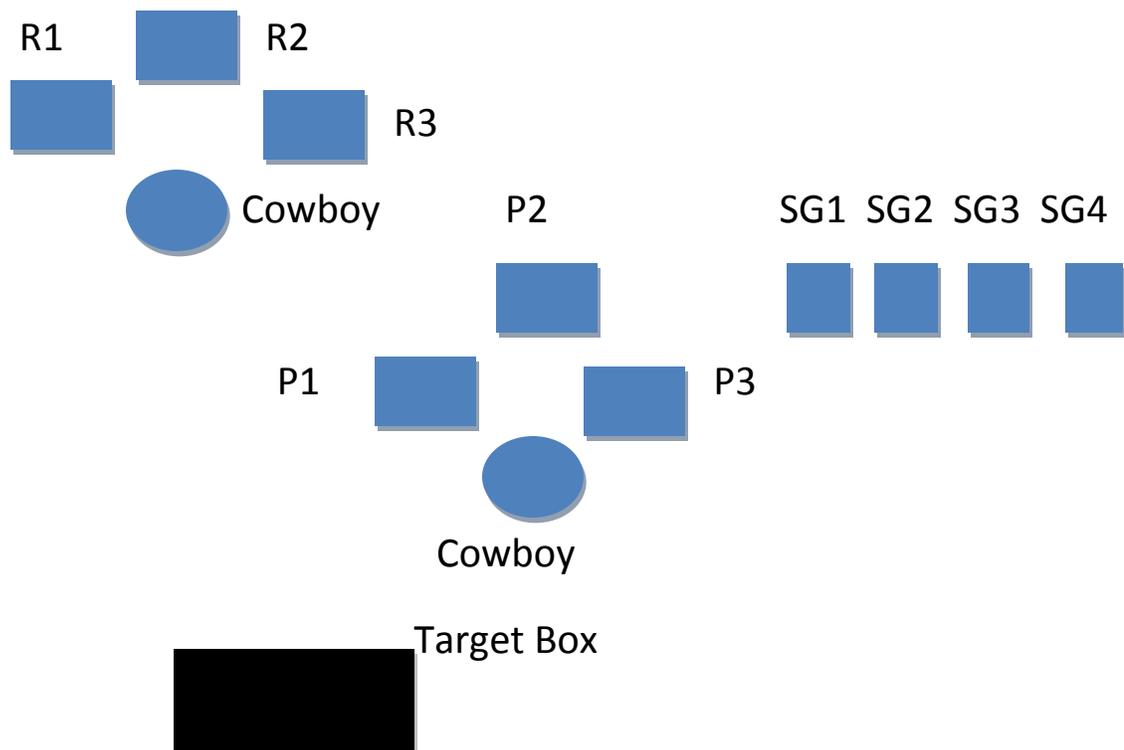
After the War of Northern Aggression is over, Josey refuses to surrender. After learning General Joe Shelby and some of his men had fled to Mexico, Josey plans to join them. He stops for supplies at a small town in Texas. After leaving the general store, he runs into four yankee horse soldiers. Josey asks them, "Are you going to pull those pistols or whistle Dixie?"

Round Count: 10R-10P-4+SG

Shooting Order: PP-R-SG

Staging: 2 P 5each holstered; Rifle 10 Rounds on target box; SG open empty in right window.

Shooter starts next to target box hands on pistols. Indicate ready by saying the line, "Are you going to pull them pistols or whistle Dixie?" At the beep, triple tap the pistols targets any order; place the 10th round on the cowboy. Then, repeat pistol instructions with rifle. Make rifle safe. Move to right window; shoot SG targets any order.



Stage 5-Boot Hill-High Plans Drifter

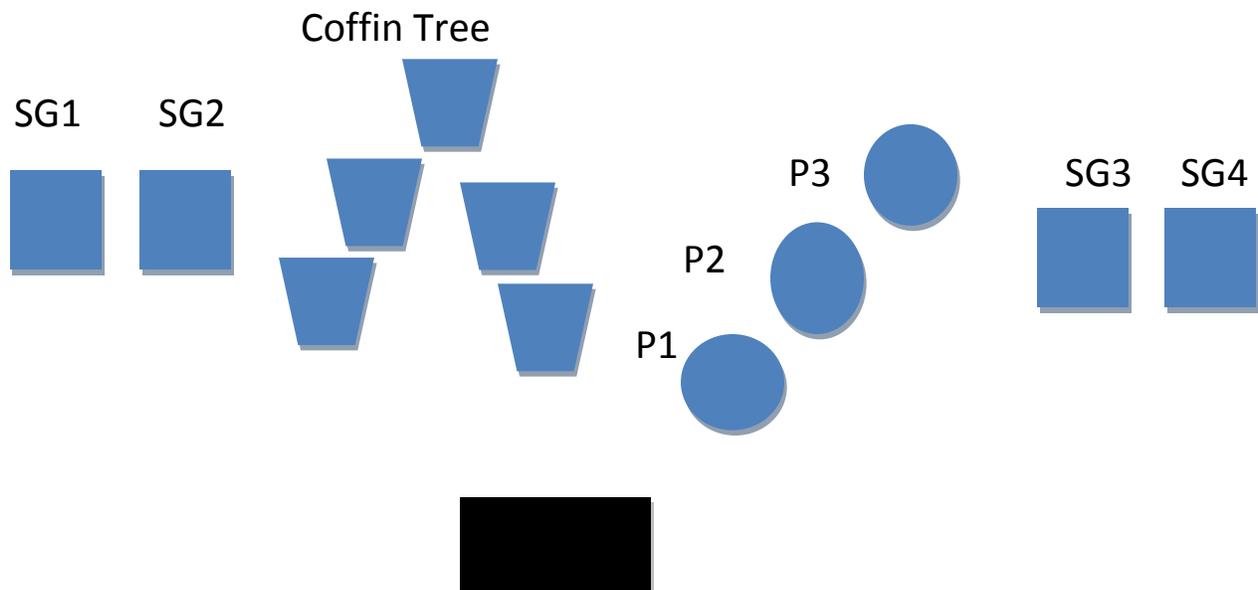
A mysterious stranger rides into Lago to find the townspeople terrified. They tell him three ex-mine guards are due to be released from prison in a few days. The guards plan to take revenge on the town for being sent to prison. He agrees to help only if he has free run of the town. He kills the three men, along with all the townspeople that helped them kill Marshal Jim Duncan. On the way out of town, the stranger stops at the graveyard where Mordecai is placing a tombstone on an unmarked grave. Mordecai looks up at the stranger and says, "I'm almost finished here. By the way, I never did know your name." The Stranger looks down at the tombstone and says, "You know my name."

Round Count: 10R-10P-4+SG

Shooting Order: SG-R-PP-SG

Staging: 2P 5 round each holstered; Rifle 10 rounds on center table; SG open empty in both hands.

Stage can be shot left to right or right to left. Shooter starts on either side of gate post SG in both hands. Indicate ready by saying the line, "You know my name." At the beep, shoot the 2 SG targets. Move to center table; place open empty SG on table. With rifle, starting on either bottom target, shoot a vertical Nevada sweep then repeat on the other side. Make rifle safe. With pistol, shoot a Nevada sweep then repeat with second pistol. Sweep can be shot from either direction either time. Take SG to other side of gate post; shoot last 2 SG targets.



Stage 6-Livery-Unforgiven

After learning Little Bill had killed his partner, Ned, William Munny goes back to town to even the score. He finds Little Bill and his deputies in the saloon making plans to track him down. Munny walks in with a sawed off shotgun and demands to know who the owner is. The owner steps forward and Munny shoots him. Little Bill says, "You just shot an unarmed man." Munny says, "He should have armed himself if he was going to decorate his saloon with my friend."

Staging: 2P 5each holstered; Rifle 10 rounds on table; SG open empty in both hands.

Shooter starts at the table SG in both hands. Indicate ready by saying the line, "He should have armed himself." At the beep, shoot SG targets any order. Place open empty SG on table safely pointed at the berm. With rifle, shoot rifle targets 1-5-2-4-3 which is outside, outside, inside, inside, center, then repeat. Can be shot from either direction either time. Make rifle safe on either move down range table. Repeat rifle instructions with pistols.

