

Stage 1 - Saloon

The Comancheros

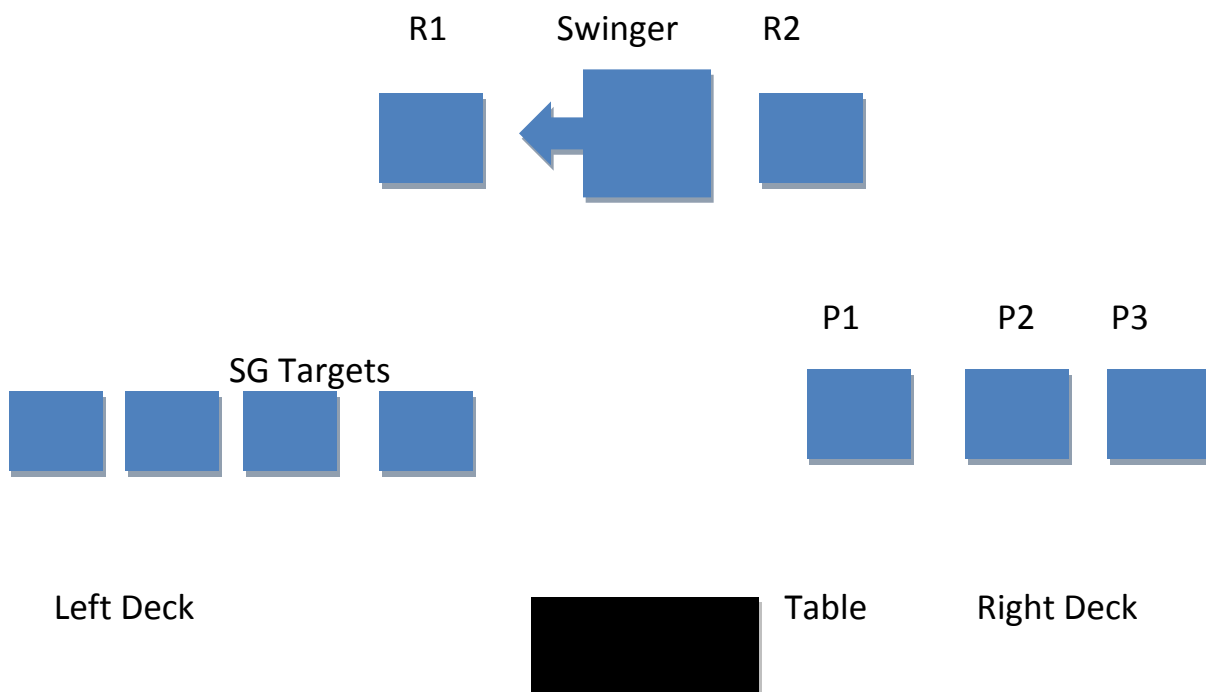
Captain Jake Cutter arrested Mon-sewer Paul Regret on a murder charge. He is to be extradited back to Louisiana. Regret tells him they have never enforced laws on dueling before. Jake replies, "That's because no one ever killed the governor's son before. Now don't you try any of them big city tricks on this old country boy?"

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

Shooting Order: SG-R-PP

Staging: 2 P 5 each holstered; R 10 rounds on table; SG open empty in both hands at the left window.

Shooter starts on left deck SG in both hands. Indicate ready by saying the line: "Now don't you try any of them big city tricks." ATB, shoot SG targets any order; make SG safe in window or table. Move to table; activate the swinger, then starting on the swinger, shoot a continuous Nevada sweep in either direction. Make rifle safe on table or right window. Move to right window; shoot a continuous Nevada sweep starting on P2.



Stage 2 - Well

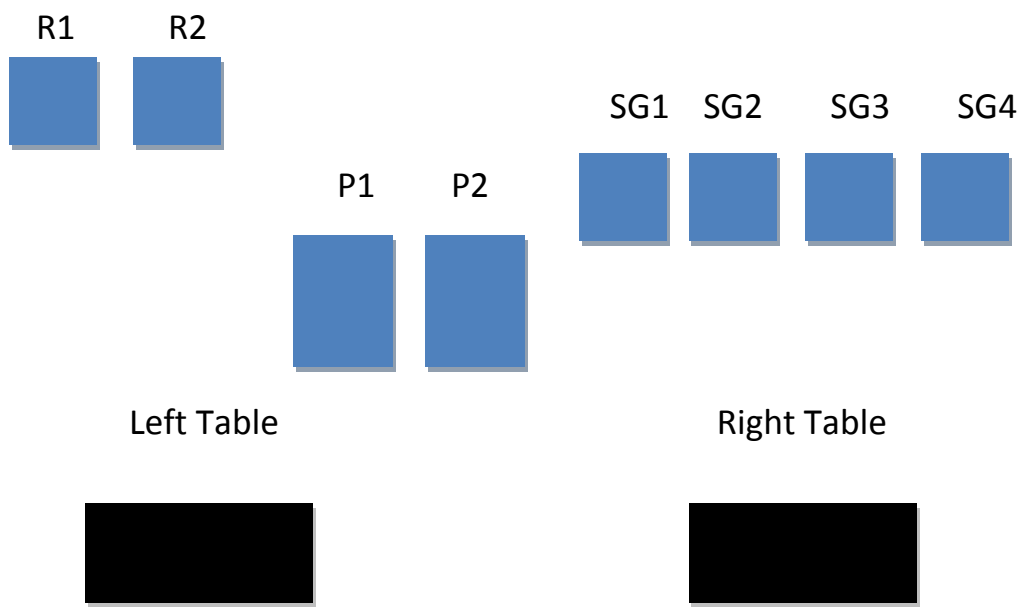
On the way back to Ranger headquarters, Captain Jake makes camp, and then tells Regret to get some bacon out of the saddle bags. Regret finds a derringer in the saddle bags and goes over and tells Jake to take off the hand cuffs. Jake hits Regret in the jaw knocking him down. Regret says, "You're a brave man." Jake shows him the gun is not loaded, then says, "Mon-sewer, you are a lulu."

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

Shooting Order: R-PP-SG

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

Shooter starts at left table Rifle in both hands. Indicate ready by saying the line, "Mon-sewer you are a lulu." ATB, with Rifle, engage targets with a progressive sweep: 1on1- 2on2-3on1-4on2. Then repeat Rifle instructions with Pistols. Move to right table; shoot SG targets any order.



Stage 3 - Fort

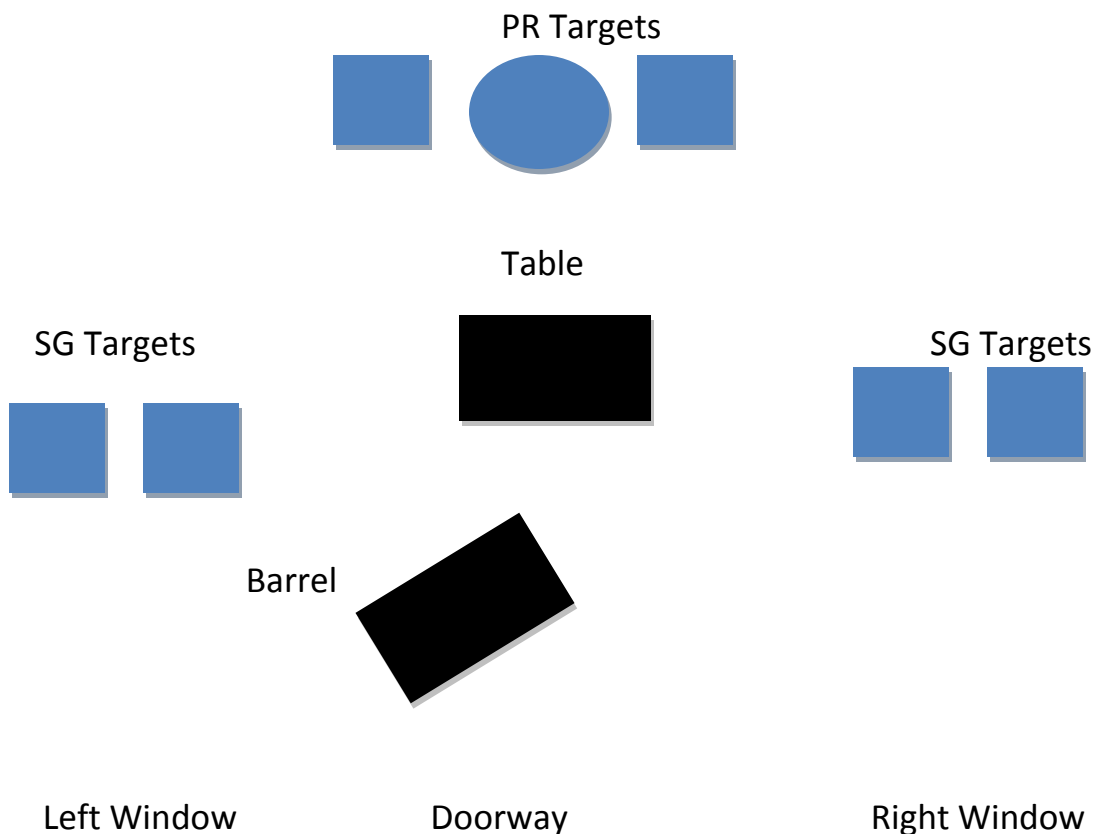
Captain Jake tells Regret if he tries to escape, "It would break my heart if I had to put a bullet in your back." Regret replies, "It would make me sad also."

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

Shooting Order: SG-R-PP

Staging: 2P 5 each holstered; Rifle 10 rounds on barrel; SG open empty in both hands at left window.

Shooter starts at the left window SG in both hands. Indicate ready by saying the line, "It would make me sad also." ATB, shoot SG targets any order; move to right window; repeat. Move to the barrel; make SG safe on barrel. With rifle, place 2 rounds on PR2, then sweep the targets either direction, and then repeat. Make Rifle safe on barrel or down range table. Move to down range table; repeat Rifle instructions with pistols.



Stage 4 - Jail

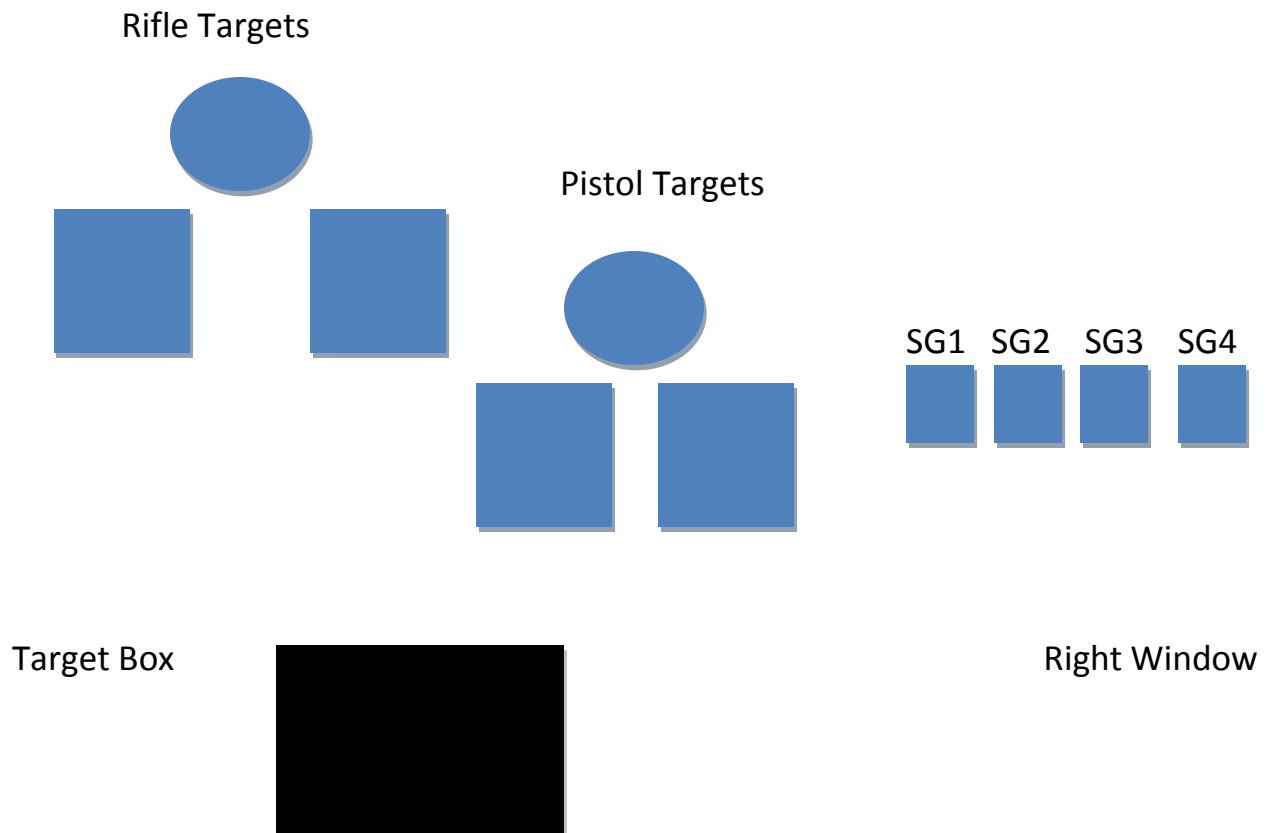
Major Henry and Captain Jake go to the jail to interrogate gun runner Ed McBain. He tells them, "I can't remember who I bought them guns from. If I could only find the receipt. I didn't know them guns were stolen. Looking back on it I see how bad it was. That's how I come to give myself up." Major Henry tells Jake, "Yep, after breaking one ranger's jaw and carving up two others with a Bowie knife." McBain replies, "I feel real bad about that. I wasn't using my head." Major Henry tells him, "You used everything else."

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

Shooting Order: PP-R-SG

Staging: 2P 5each holstered; R10 rounds on target box; SG open empty in right window.

Shooter starts at jail cell, outside the door, hands on bars. Indicate ready by saying the line, "You used everything else." ATB, move to target box; with Pistols, engage center round target 3 times then each outside target 1 time: 3-1-1, then repeat. With Rifle, repeat Pistol instructions. Make Rifle safe on target box or right window. Move to right window; shoot SG targets any order.



Stage 5 - Boot Hill

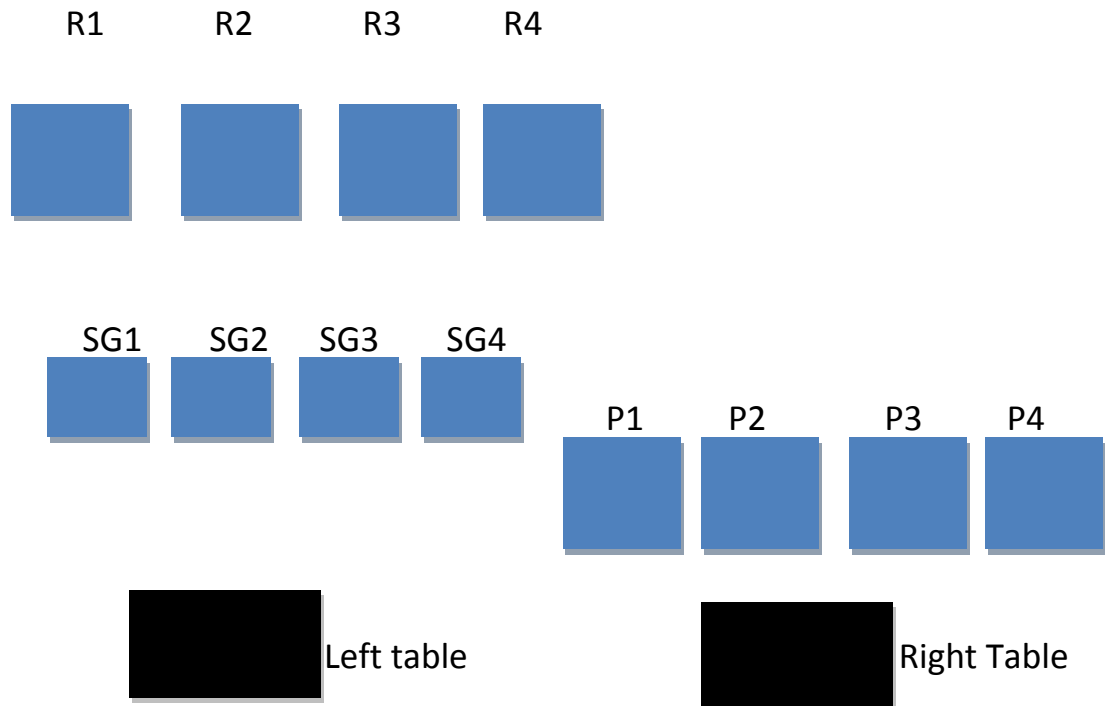
After assuming Ed McBain's identity, Captain Jake travels to Sweet Water to meet the Comancheros' front man. There he meets Tully Crowe. Crowe tells Jake he wants to see the guns. Jake shows him one of the guns with the firing pin removed. Crow asks, "Where are the rest?" Jake replies, "I buried them." Crow replies, "That's pretty smart partner." Jake says, "Well partner, let's dig them up and sell them." Crow says, "Not yet. We need to grow on each other a little before we do business."

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

Shooting Order: R-SG-PP

Staging: 2P 5 Rounds each holstered; Rifle 10 rounds on left table; SG open empty on left table.

Shooter starts at left table hands flat on table. Indicate ready by saying the line, "That's pretty smart partner." ATB, with rifle, shoot a double tap sweep from either direction then single tap R 2 and 3 any order. Place open empty rifle on table; shoot SG targets any order. Make SG safe on either table. Move to right table; repeat rifle instructions with pistols.



Stage 6 - Livery

After a night of drinking, Crow and Jake end up in a poker game. After Jake wins almost every hand, Crow accuses him of cheating. After having words, Crow goes for his gun. Jake beats him to the draw. The escaped fugitive Paul Regret goes over to check on him. Jake tells him, "There's no use in that." Regret asks, "How do you know you killed him?" Jake replies, "There wasn't time not to."

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

Shooting Order: PP-R-SG

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

Shooter starts at left window hands on pistols. Indicate ready by saying the line, "There wasn't time not to." ATB, with pistols, place 2 rounds on each target any order. Move to table; repeat pistol instructions with rifle. Make rifle safe on table or right window. Move to right window; shoot SG targets any order.

