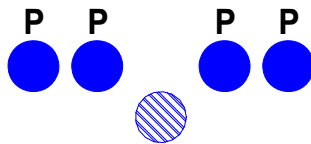
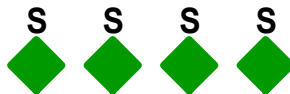
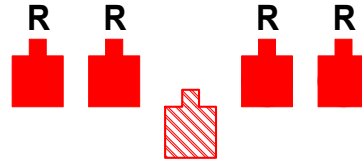


## Stage 1 – Bay 3 – Cops Undercover

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest as Position 3. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 3. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3.



You knew it would eventually happen. You would arrive on the scene and find your undercover partner right in the middle of the trouble. Somehow, you need to let your backup know which one *Not To Shoot!* Then it comes to you...

**Shooter starts** at Position 1, one hand on their pistol butt, the other hand pointing at the center target.

When ready say *“Nice Hat Partner!”*

**At the Buzzer**, starting on either outside target, place one round on the outside target, then two rounds on the adjacent inside target, then place one round on the other inside target then one round on the other outside target for a round count sweep of 1,2,1,1. Repeat the instructions with the second pistol (mag), starting from the opposite end. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to re-holster at the end of the stage.

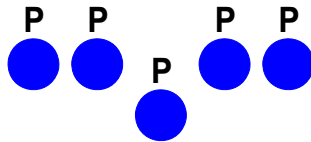
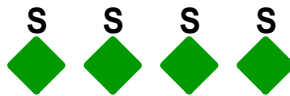
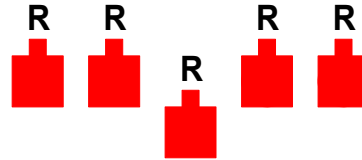
**Note:** *The center target is a No Hit Target and will accrue a 5 second penalty in addition to the miss penalty if hit.*

**Move to Position 3.** Grab your rifle and, using the same instructions as for the pistols, starting on either outside target, place one round on the outside target, then two rounds on the adjacent inside target, then place one round on the other inside target then one round on the other outside target for a round count sweep of 1,2,1,1. Repeat the instructions for the second 5 rounds starting from the opposite end. **Note:** *The center target is a No Hit Target and will accrue a 5 second penalty in addition to the miss.*

Make the rifle safe on the rest at Position 2. **Pick up the shotgun** and **Move to Position 3**, the Milk Can. Take down the 4 shotgun targets in any order, make ups in any order. **Note:** Cops may stage extra rounds on the Milk Can if desired.

## Stage 2 – Bay 3 – Cowboys Mr. Shorty

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 1.



News had traveled fast that the gunslinger known as Mr. Shorty was looking for you. Rumor has it that he was not only fast with a gun, he was deadly accurate too. But you're a Texas Ranger, and Rangers always get their man. Mr. Shorty was going down, even if it's just you...

**Shooter starts** at Position 1, holding their rifle with both hands at Cowboy Port Arms.

When ready, T.O. says *"Where are the others?"*  
Shooter says *"Hell! Ain't I enough?"*

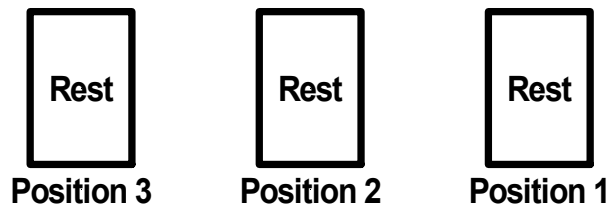
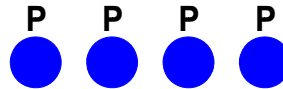
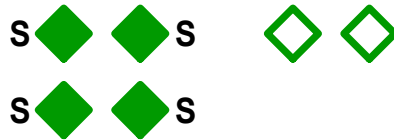
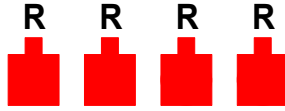
**At the Buzzer**, dump three rounds on the center target, then place one round each on the two targets to either the left or right side. Then again place three rounds on the center target, and then place one round on each on the two targets to other side. Make the rifle safe on the rest at Position 1.

**Pick up the shotgun** and **Move to Position 2**, the Milk Can. Take down the 4 shotgun targets in any order, make ups in any order. **Note:** Cops may stage extra rounds on the Milk Can if desired. **Move to Position 3** and make the shotgun safe on the rest.

**Draw your pistol(s)**, and shoot the pistol targets using the same instructions used for the rifle. Dump three rounds on the center target, then place one round each on the two targets to either the left or right side. Then again place three rounds on the center target, and then place one round on each on the two targets to other side. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to re-holster.

## Stage 3 – Bay 5 – Cops Homicide

- |             |                        |   |
|-------------|------------------------|---|
| 10 Pistol:  | Cowboys:<br>Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.<br>Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person. |
| 10 Rifle:   | Cowboys/1911:<br>Cops: | Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.<br>Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.                                |
| 4+ Shotgun: | Cowboys/1911:<br>Cops: | Shotgun, open and empty, staged on the rest at Position 3.<br>Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3.  |



Just when you were about to go off shift, the call comes of another Homicide. Getting to be a regular event around here, but a call is a call. You arrive to find that the victim was bludgeoned to death with a sock filled with something. You peak in side and see what looks to be breakfast cereal. What The Hell? Then you notice the box of Grapenuts sitting on the counter, complete with bloody fingerprints, and you just can't help yourself....

**Shooter starts** at Position 1, one holding the box of Grapenuts Cereal in both hands.

**When ready yell** *“Looks like we’ve got us a “Cereal” Killer!”*

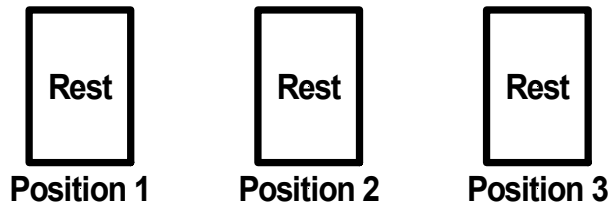
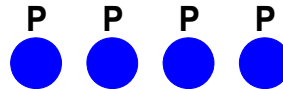
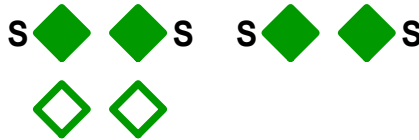
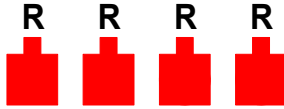
**At the Buzzer, Drop the box and draw your pistol** and, starting on either end, sweep the targets in a progressive sweep by putting one round on the first target, two rounds on the second target, three rounds on the third target, and finish with 4 rounds on the 4th target. Cowboys Holster their pistols. Cops and 1911s make their pistol, open and empty, safe on the rest.

**Move to Position 2, Grab the rifle**, and shoot the rifle targets using the same instruction as for the pistols. Starting on either end, sweep the targets in a progressive sweep by putting one round on the first target, two rounds on the second target, three rounds on the third target, and finish with 4 rounds on the 4th target. Make the rifle safe on the rest.

**Move to Position 3, Grab the Shotgun**, and take down the 4 shotgun targets in any order, with as few rounds as possible, make ups are allowed in any order. Cops: If you don't use all four rounds, you must eject the unused rounds before leaving Position 3.

## Stage 4 – Bay 5 – Cowboys Nevada Time

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
2+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 2 rounds, hammer down on empty chamber, staged on the rest at Position 1.



You've been chasing the rest of Mr. Shorty's gang all over the Territories and it looks like you may finally have finally found them holed up in Nevada Territory. A little bit outside of your jurisdiction, but there is no way you are going to let them get away again. Going to be one heck of a gun fight, but it's time to get this done...

**Shooter starts** at Position 1, shading their eyes with both hands.

When ready say **"It's Nevada Time!"**

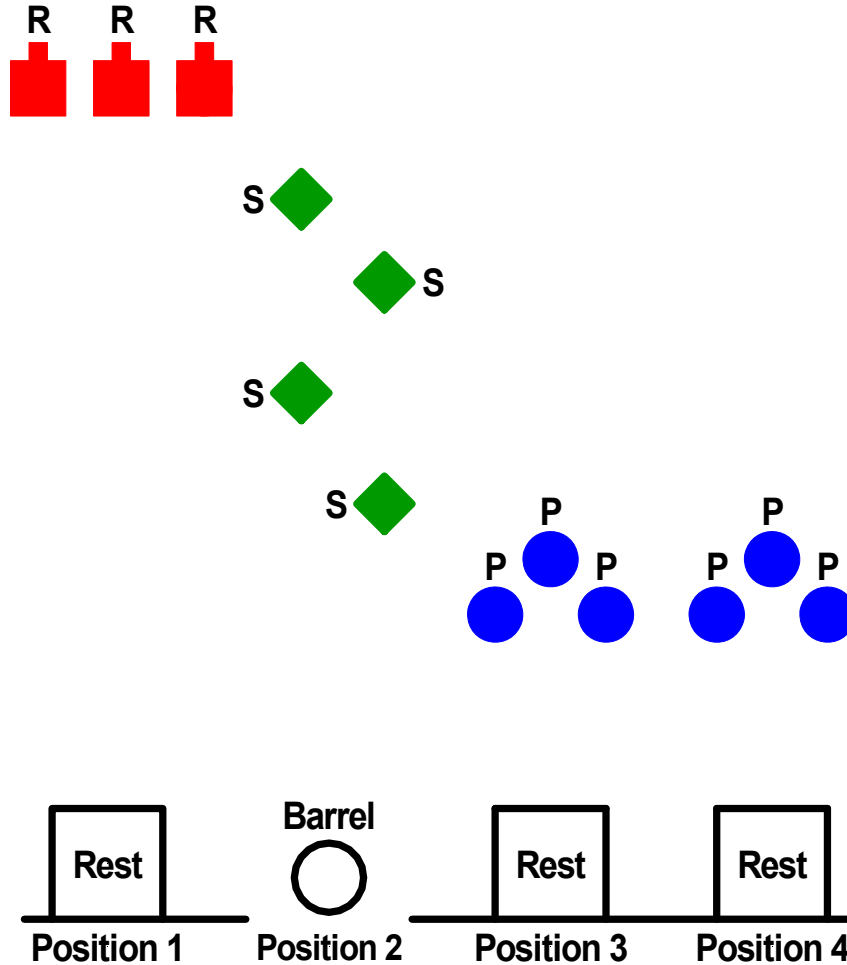
**At the Buzzer**, grab your shotgun and take down the two shotgun targets in front of you in any order, makeups in any order. ***With the shotgun action open***, **Move to Position 2**, reload the shotgun, and take down the remaining two targets in any order, makeups in any order. Make the shotgun safe on the rest at Position 2. Cops may stage additional Shotgun Ammo at either Position 1, Position 2, or both. **Note: Shotgun makeups must be made from the position where they were originally engaged!**

**Grab your Rifle**, and starting on either end, shoot the four targets in a continuous Nevada Sweep for 10 rounds. Make the rifle safe on the rest at Position 2.

**Move to Position 3, Draw your Pistol(s)**, and starting on either end, shoot the four targets in a continuous Nevada Sweep for 10 rounds. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

## Stage 5 – Bay 6 – Cops I Hate Pumpkin Spice!

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 1.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 1.



You almost made it, your shift is almost over, and Halloween at that. It's down to coffee, crullers, some paperwork, and then you are out of here! Quick stop at the 7-11 for that cup of Java and those crullers, but as you approach the store, you can tell the stop won't be quick at all. Through the window you see the entire place is overrun with miscreants, they have the clerk tied up and at gun point, and the whole place smells of Pumpkin Spice! Looks like somebody has been smoking the Pumpkin Spice Muffins....

**Shooter starts** at Position 1, the far left window, hands on either side of the window frame, head high.

**When ready** say *"I hate Pumpkin Spice!"*

**At the buzzer, Grab your rifle** and shoot the rifle targets in three, one round, sweeps, starting on either end. All three sweeps must start on the same end. Place the 10th round in the center target. Make the rifle safe on the rest at Position 1.

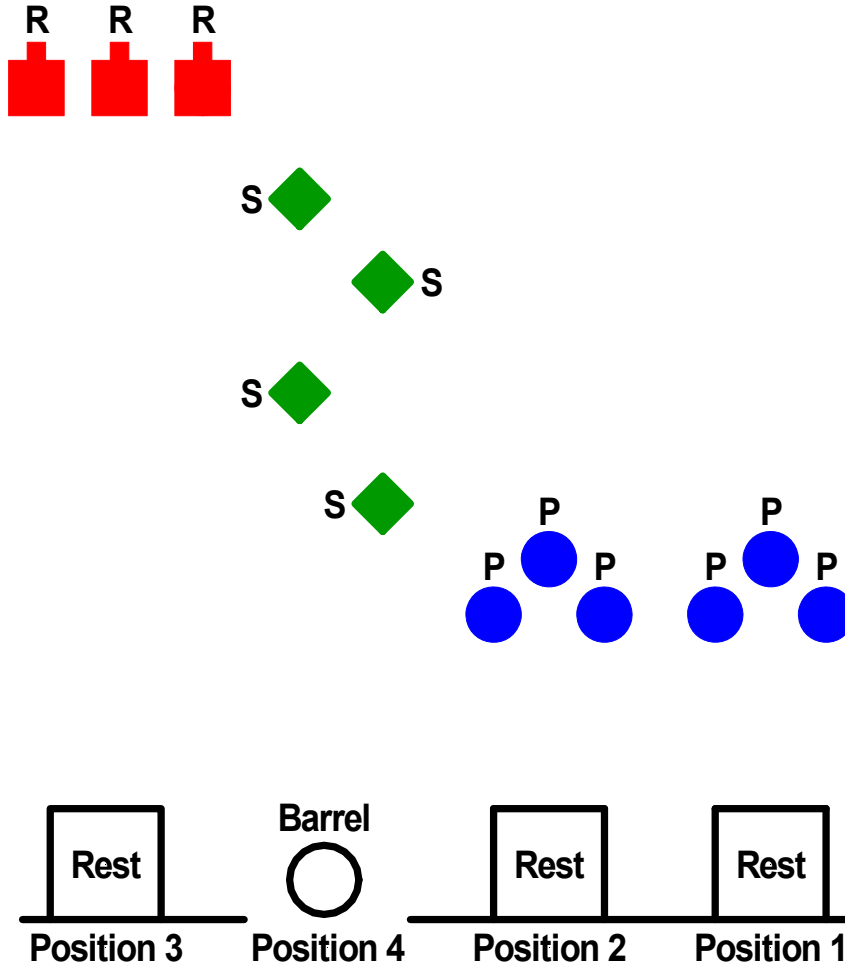
**Pickup the shotgun, and Move to Position 2.** At Position 2, take down the 4 shotgun targets in any order, makeups in any order. **Note:** Cops may stage extra rounds on the barrel rest at Position 2 in the doorway if desired.

**Move to Position 3** and make the shotgun safe on the rest. **Grab your pistol(s)** and with the first 5 rounds, shoot the three targets in front of you with a one round sweep, starting on either end, and then place the next two rounds in the center target.

With the pistol(s) in a safe condition, **Move to Position 4**, and with the second 5 rounds, shoot the three targets in front of you with a one round sweep, starting on either end, and then place the last two rounds in the center target. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to re-holster.

## Stage 6 – Bay 6 – Cowboys Stubby

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 1.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 3. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3.



Been a long ride, but you are finally down to one last member of the Mr. Shorty's gang, his brother Stubby. Some folks say he is even meaner than his brother ever was, but it doesn't matter. You have a job to do, and Texas Rangers never give up, so it's time to end this....

**Shooter starts** at Position 1, the far right window, with hands cupped around mouth like a megaphone.

**When ready** shout *"Nice place for a grave, Stubby."*

**At the buzzer, Draw your pistol(s)** and sweep the three pistol targets in front of you with a 2-1-2 sweep, starting on either end. With the pistol(s) in a safe condition, **Move to Position 2**, and sweep the three pistol targets in front of you with a 2-1-2 sweep, starting on either end. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to re-holster at the conclusion of the stage.

**Move to Position 3 and Grab your rifle.** Starting on either side, sweep the three rifle targets, starting on either end, with a 2-1-2 sweep and then repeat. Use of the Shortcut is permitted for a 2-1-4-1-2 sweep. Make the rifle safe on the rest at Position 3.

**Grab your shotgun and Move to Position 4.** Take down the 4 shotgun targets in any order, makeups in any order.

**Note:** Cops may stage extra rounds on the barrel rest at Position 2 in the doorway if desired.