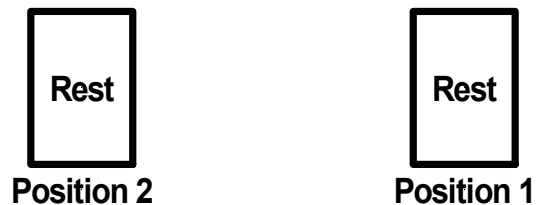
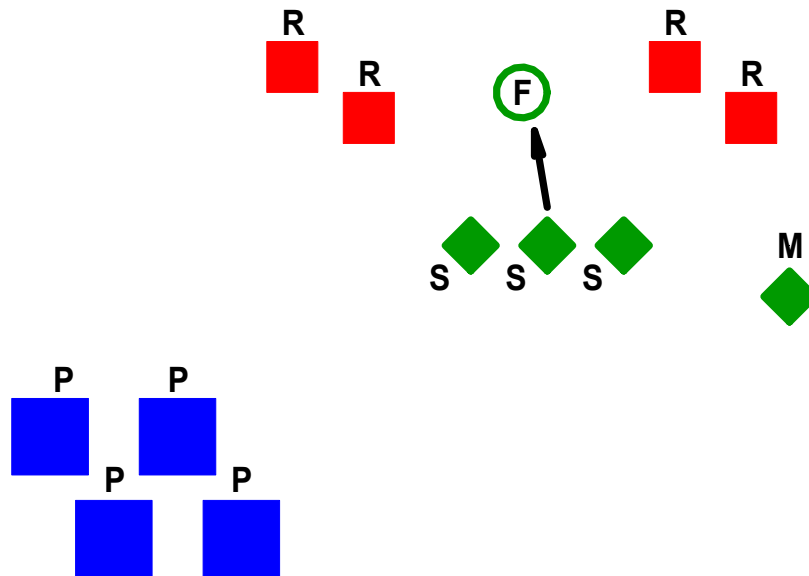


Stage 1 – Bay 3 – Cops “I Think It Might Rain...”

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 or staged on rest at Position 2.
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, held in both hands at Position 1. Shotgun, loaded with 4 rounds, hammer down on empty chamber, held in both hands at Position 1.



The local miscreants have decided to have a gathering, right in the middle of main street. It started peacefully enough but, as traffic got backed up, it didn't stay that way. Looks like things are about to go sideways when you notice they are about to start throwing water bottles. Time to shut that down before it gets out of hand...

Shooter starts at Position 1, shotgun to be held in both hands, ready to fire, pointed at the bird launcher. Cowboys and 1911 may load two rounds under the supervision of the R.O. Cops may rack the slide or cycle their action under the supervision of the R.O.

When ready say “I Think It Might Rain!”

At the Buzzer, with the shotgun, engage the bird launcher and then the flying water bottle. If the launcher does not engage after the first shot, the shooter may either continue or restart. After the second shot, the shooter is committed to the stage. Take down the remaining two shotgun targets in any order, make ups in any order. If the shooter missed the water bottle, they have the option to make up that miss by engaging the makeup target. The shooter must have fired 4 shots prior to engaging the makeup target.

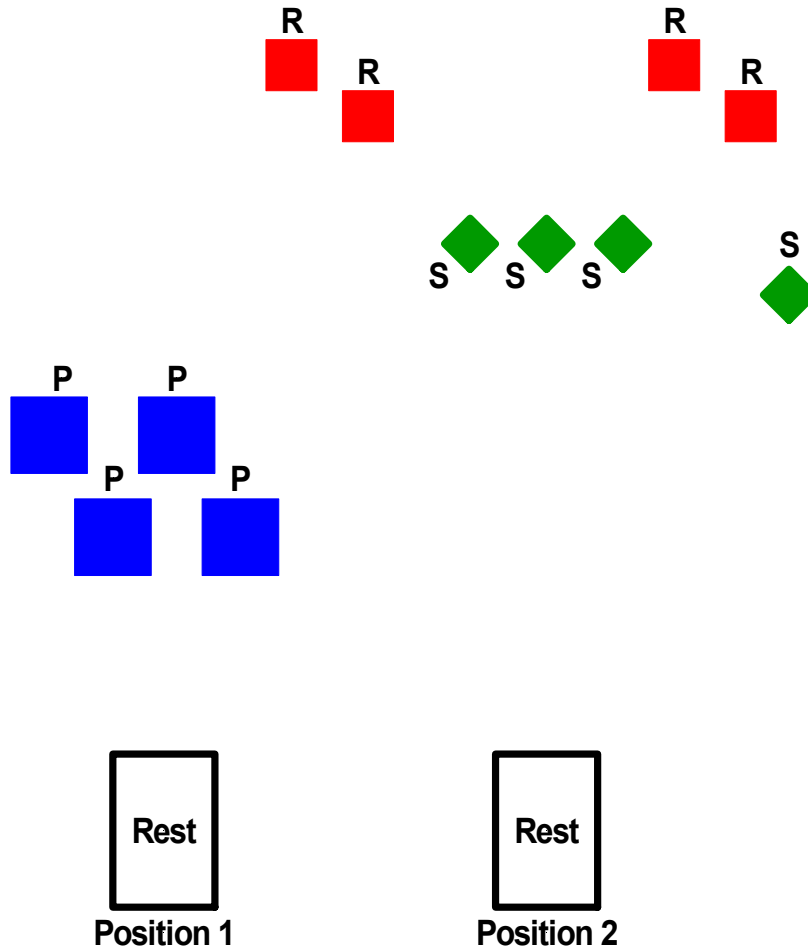
Note: Cops may stage extra rounds on the rest at Position 1 if desired. Make the shotgun safe on the rest at Position 1.

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 1.

Move to Position 2 and Draw your Pistol(s). Starting on either end, shoot the four pistol targets in a continuous Nevada Sweep for 10 rounds. The sweep does not have to start on the same end as the rifle. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 2 – Bay 3 – Cowboys “Can You Dance, Pilgram!”

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



Nothing worse than the streets of Abilene on payday after the cattle drive ends. Been a long, hard, day hauling drunk cowboys to the jailhouse, and now it's full to bursting. Those cowboys will be drunk until they're broke! Ahead you spot the Trail Boss and his Segundo staggering down the street. Time to have some words and sober them up right quick...

Shooter starts at Position 1, holding the liquor bottle in in one hand and pointing at the targets with the other.

When ready say *“Can You Dance, Pilgram?”*

At the Buzzer, drop the bottle and **draw your pistol(s)**. Starting on either side, alternate on the bottom two targets for 5 rounds, then alternate on the top two targets for 5 rounds. Cowboys **Holster** their pistols. Cops and 1911s stage their pistol on the rest, open and empty. It will be cleared by the RO to re-holster at the end of the stage.

Move to Position 2 and grab your rifle. Alternate on any two rifle targets for 5 rounds, then alternate on the other two rifle targets for 5 rounds. Make the rifle safe on the rest at Position 2.

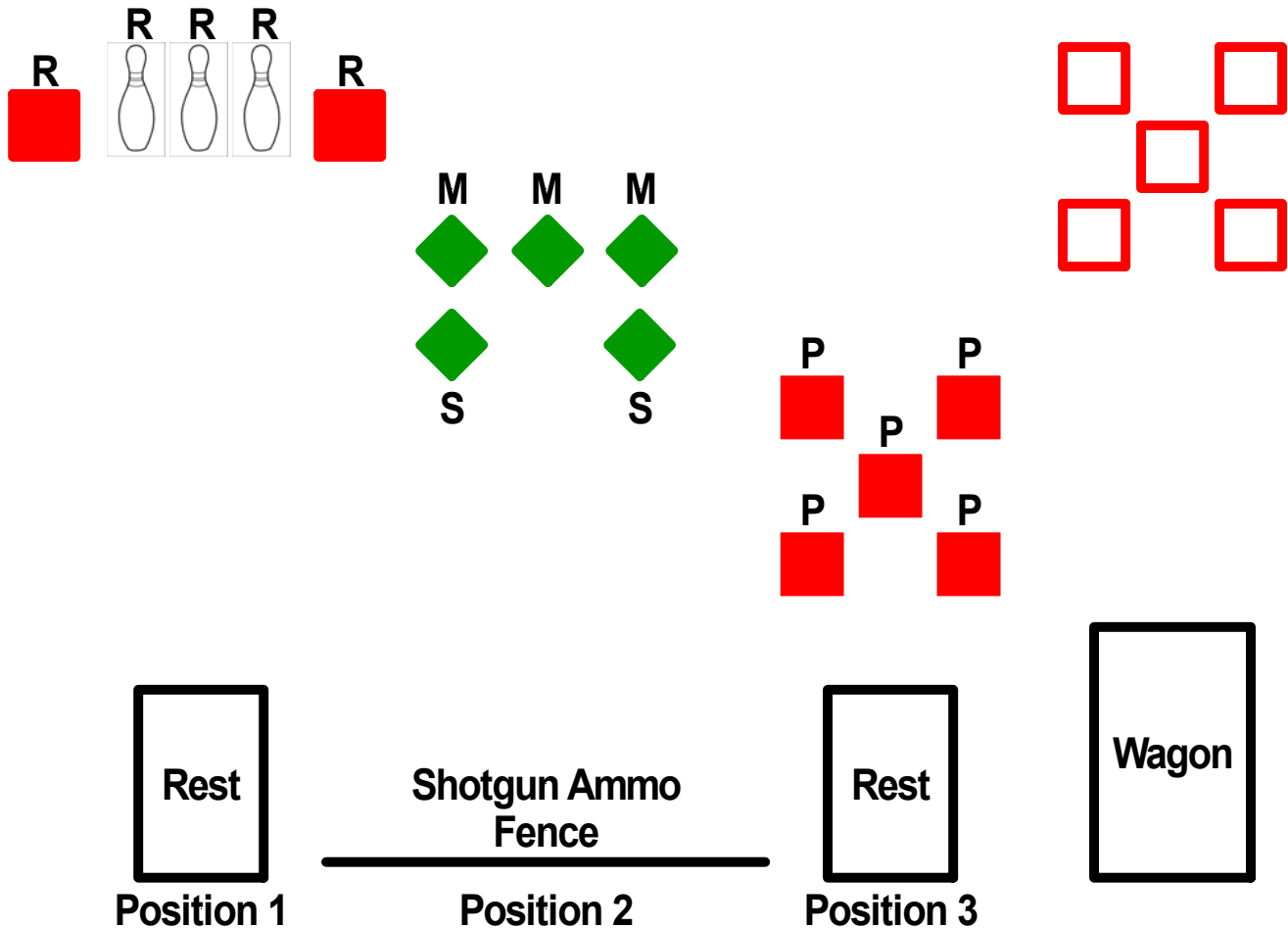
Grab your shotgun and, take down the 4 shotguns targets in any order, makeups in any order.

Note: Cops may stage extra shotgun rounds on the rest at Position 2 if desired.

Note: RO to clear pistols staged on the rest at Positon 1.

Stage 3 – Bay 5 – Cops “He’s In The Alley!”

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



The call just came in. Some guy posing as an agent from the Treasury Department just robbed a bank. You followed his car into the shopping center, but he ditched it and now it's a foot race. Before you can blink, he turns a corner and is gone, but he dropped something. Maybe it's a clue...

Shooter starts at Position 1, one hand on each handle of the bowling ball bag, looking inside.

When ready say “He’s in the Bowling Alley!”

At the Buzzer, starting on either end, sweep the 5 targets with one round each. Then return to the first target and again sweep the remaining targets with 1 round each. If any of the Bowling Pins fell in the first sweep, put the extra rounds into the last target. If any of the Bowling Pins remain standing after the second sweep, you will have the option to make them up at Position 2. Make the rifle safe on the rest at Position 1.

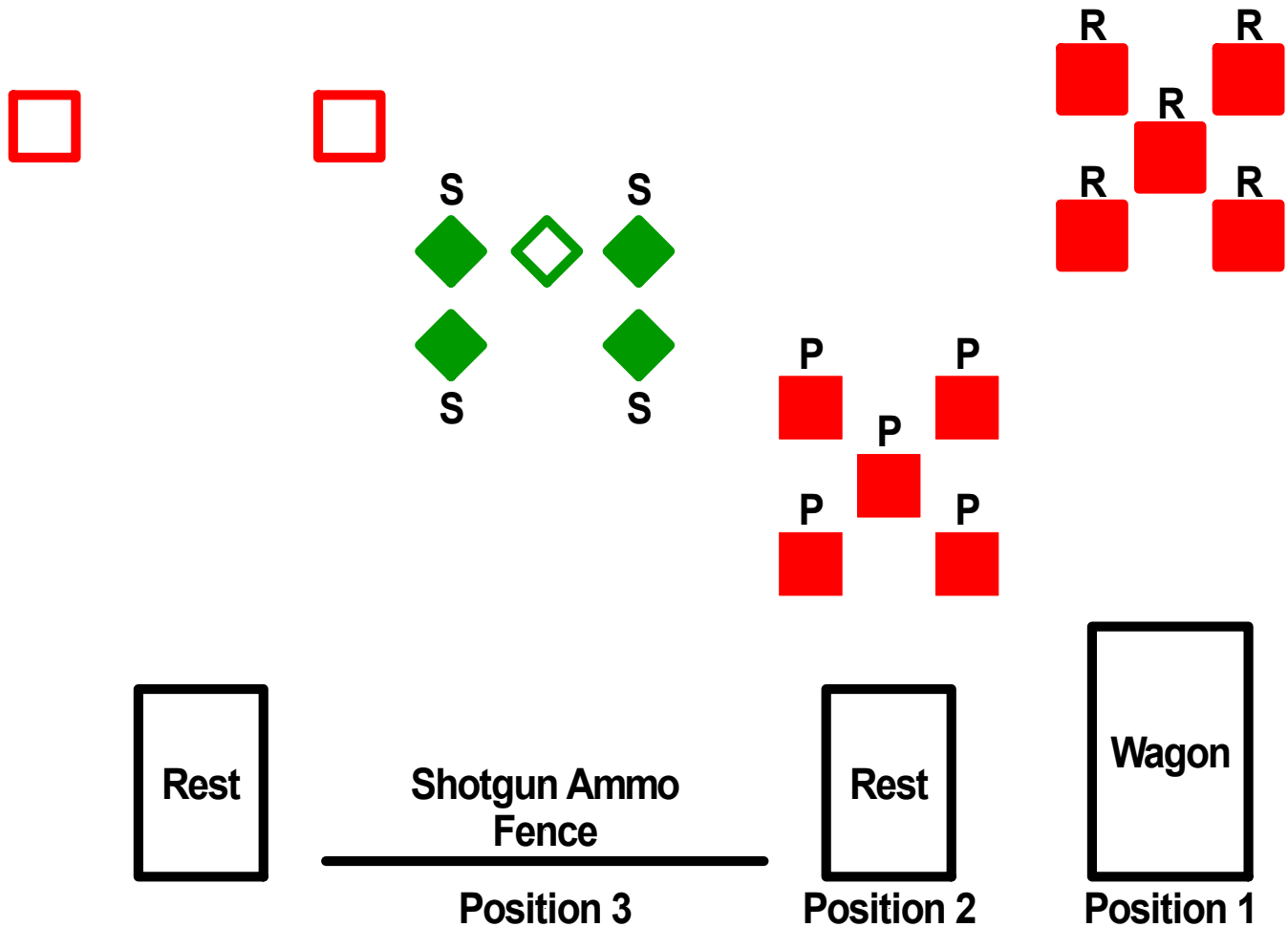
Grab your shotgun and Move to Position 2. With your shotgun, take down the two shotgun targets in any order, makeups in any order. **AFTER** you have taken down both shotgun targets, you may make up any missed Bowling Pins using the makeup targets and the shotgun. **Note:** Cops and Cowboys may stage extra shotgun rounds on the fence if desired.

Note: Cops – Do Not Rack The Slide Or Cycle The Action until you are stopped at Position 2!

Move to Position 3 and make your shotgun safe on the rest. **Draw your Pistol(s)**, and put one round on each target in any order, then repeat. **The first 5 shot pistol sequence and second 5 shot pistol sequence must match.** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 4 – Bay 5 – Cowboys Rustlers!

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



Morning, your favorite time of day, cool, peaceful, and quiet. Nothing a nice hot cup of coffee to start the day. Then, through the chuck-wagon, you spot them off in the distance, sneaking up on the herd...

Shooter starts at Position 1, holding the coffee cup in both hands, chin high, like you are about to take a drink, and looking through the chuck-wagon at the targets.

When ready say "Rustlers!"

At the Buzzer, drop the cup, and **grab your rifle**. Firing through the chuck-wagon, double tap both upper targets, then put 1 round in the center target, then double tap both bottom targets, then finish with 1 round in the center target. Make the rifle safe on the rest at Position 1.

Move to Position 2 and **draw your pistol(s)**. Using the same instructions as for the rifle, double tap both upper targets, then put 1 round in the center target, then double tap both bottom targets, then finish with 1 round 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 reholster.

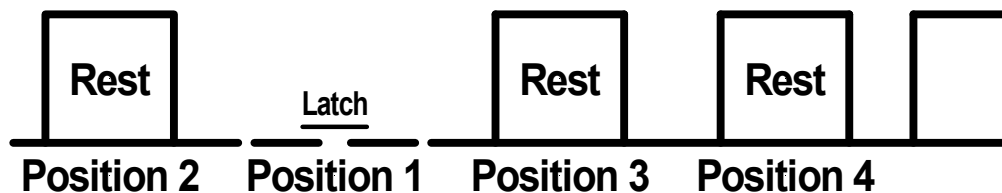
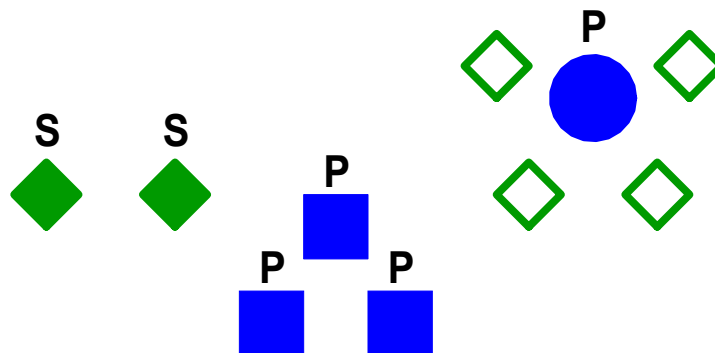
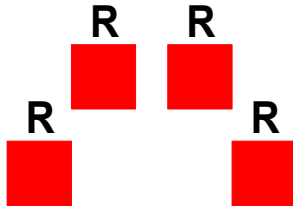
Grab your shotgun and **Move to Position 3**. Take down the 4 shotgun targets in any order, makeups in any order.

Note: Cops – Do Not Rack The Slide Or Cycle The Action until you are stopped at Position 3!

Note: Cops and Cowboys may stage extra shotgun rounds on the fence at Position 3 if desired.

Stage 5 – Bay 6 – Cops Knock, Knock!

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



You have been instructed to serve an arrest warrant but it's not going as planned. You can see the suspects destroying evidence behind the locked door, and then you hear gunfire. Orders are the enter the premises and take them down.

Shooter starts standing at the closed door, shotgun shouldered and ready to fire, and pointing at the latch holding the door closed. One round to be chambered/loaded at the instruction of the T.O. No additional ammo is allowed in hands.

When ready, shooter says "*Knock, Knock!*"

At the buzzer, with the Shotgun, blast the zip-tie holding the doors shut. If the zip-tie does not break, the shooter will get a restart. After the doors swing open, shoot the two shotgun targets in front of you in any order, makeups any order. If the shooter accidentally blasts the door, they will incur a 10 second safety penalty.

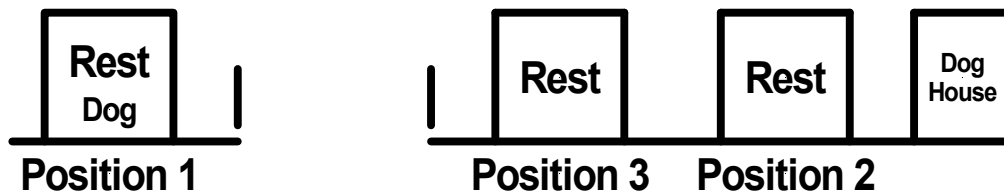
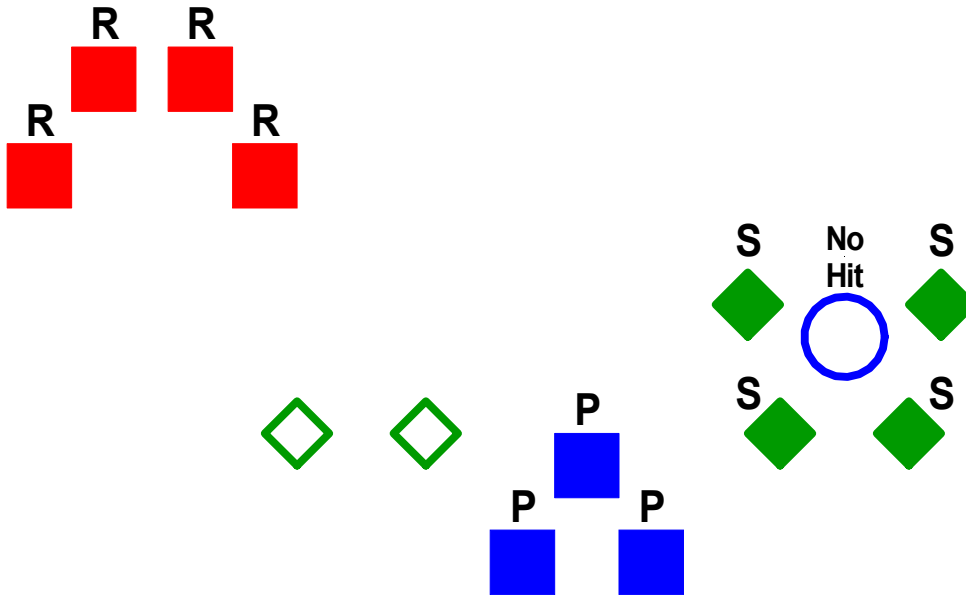
Move to Position 2, make the shotgun safe on the rest, and **Grab your rifle**. With the rifle, put 1 round on both outside targets, then put 3 rounds on either inside target, then again put 1 round on each outside target, and finish with 3 rounds on the other inside target. Make the rifle safe on the rest at Position 2.

Move To Position 3, draw your pistol(s) and put 1 round on each outside targets, then put 3 rounds on the center target.

Move To Position 4, and place your second 5 pistol rounds in the target.

Stage 6 – Bay 6 – Cowboys Saving Ranger!

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



You are here to bring those dirty, low down, thieving Hole In The Wall gang outlaws to justice. You would just as soon blow them all to smithereens and be done with it, but you spot a little dog, Ranger, sitting in the window and just can't do it. Guess you are going to have to do it the hard way, and save the dog to boot.

Shooter starts at Position 1, the doorway, with both hands holding a stick of dynamite.

When ready say "Aw, hell...I got you Ranger!"

At the Buzzer, drop the dynamite, (being careful not to blow yourself up), and grab your rifle. Starting on either end, sweep the 4 targets with 2 rounds on the first target, 1 round on the second target, 1 round on the third target, and 2 rounds on the last target, then starting on the same end, sweep all 4 targets with 1 round each. Make the rifle safe at Position 1.

Pickup Ranger! Move to the Dog House and put Ranger safely inside. Ranger must remain in the Dog House. If he falls out, you may retrieve him and put him in again. If Ranger is not safely in the Dog House before the next gun is fired, it is a procedural.

Move to Position 2, the far right window, and grab your shotgun. Take down the 4 shotgun targets in any order, make ups in any order. Make your shotgun safe on the rest at Position 2.

Move to Position 3, Draw you Pistol(s), and sweep the three targets from either end with 2 rounds on the first target, the 1 round on the center target, then 2 rounds on the last target, then repeat starting on the same end. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.