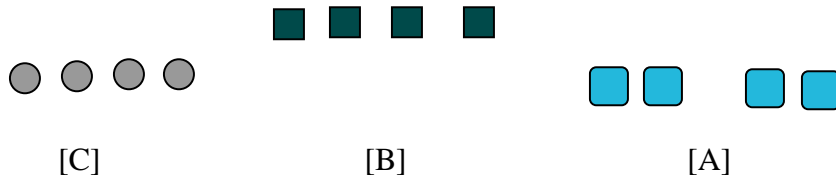


April 22nd, 2012
In the Rain
STAGE 1



10 Pistol, 10 Rifle, 4 Shotgun

The Great North-South War has just ended. You and a few ex-solders have started raising cattle in southern Texas. Rustlers have raided your ranch so you have taken to riding the range to protect what's yours. The spring rains are welcome as they make the feed grasses come to life but it ain't no fun having to be out in the rain. You notice some riders trying to stay in the shadows.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged at [B]. Shotgun action open and empty is staged at [C].

Start at [A], hands on hat. When ready say; "LET'S GET EM ' BOYS". At the buzzer, with your Pistols, alternate 5 rounds on either set of Pistol targets then alternate 5 rounds on the other set. Move to [B] and with your Rifle put 3 rounds on target 1, 3 rounds on target 4, then 2 rounds on target 2 and 2 rounds on target 3. Make Rifle safe. Move to [C] and knock down the 4 Shotgun targets.

STAGE 2

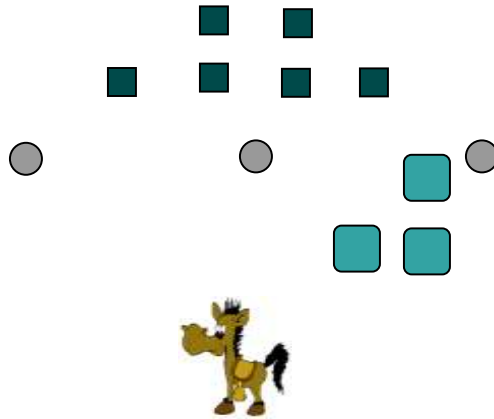
10 Pistol, 10 Rifle, 2 Shotgun

You got the Rustlers on the run or so you thought. But they try to come up behind you . Your men have been separated and you have to be careful who you shoot at.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged at [B]. Shotgun action open and empty is in your hands at [C].

Start at [C] with Shotgun in your hands. When ready say; "CAREFUL WHO YOU SHOOT". At the buzzer, knock down either #1 & #3 OR #2 & #4 Shotgun targets. Make Shotgun safe and with your Rifle at [B] engage the Rifle targets with 1 round on #1, 4 rounds on #4, 2 rounds on #2 and 3 rounds on #3. Make Rifle safe, move to [A] and engage the Pistol targets in the same sequence as you did the Rifle.

STAGE 3



10 Pistol, 10 Rifle, 3 Shotgun

Pedro's Run is a lawless town. But you built your ranch here because of the grazing areas for your cattle and the beautiful plains. And it takes a lot of rain to keep things growing. You are in town to re-supply after chasing the rustlers off. As you come out of the Mercantile with a new slicker in your hand, you see what's left of the rustlers in the street waiting for you. A shotgun blast shreds the new slicker. Damned, it was the last one they had in the store.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on the Horse. Shotgun action open and empty is staged on the Horse also.

Start holding slicker in one hand and the other hand on your hat. When ready say; "AROUND HERE, THAT'S WORSE THAN HORSE STEALING". At the buzzer, with your Pistols, single tap the top target and double tap the bottom targets in any order and repeat. With your Rifle, single tap the top targets and double tap the bottom targets in any order. Make Rifle safe and knock down the 3 Shotgun targets.

STAGE 4

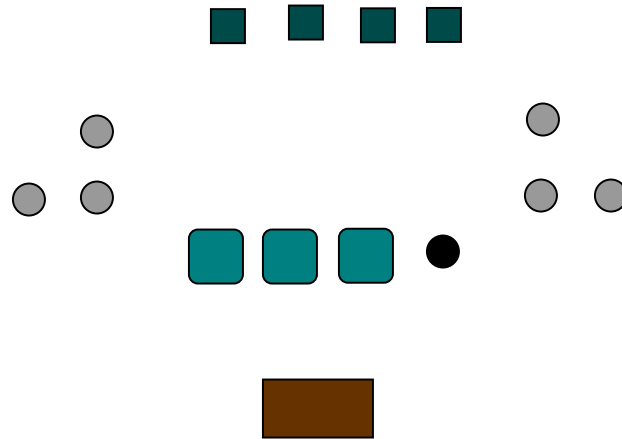
10 Pistol, 10 Rifle, 2 Shotgun

As you head back to the ranch you stop to water your horse and curse the rain. You ponder if Law and Order will ever come to this part of Texas. When you start to re-mount your horse, you are attacked by renegade Indians.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on the Horse. Shotgun action open and empty is staged on the Horse also.

Start with both hands on the horse. When ready say; "WILL IT NEVER END"? At the buzzer, with your Rifle, double tap the top targets and single tap the bottom targets in any order. Make Rifle safe and with your Pistols, double tap the top target and single tap the bottom targets for 5 rounds and repeat. Knock down any 2 Shotgun targets.

STAGE 5



10 Pistol, 10 Rifle, 6 Shotgun.

A carnival comes to town and with it comes a salesman with the latest Colt Pistols and Winchester Rifles. The shootin' gallery has a large crowd watching the towns best go up against the salesman. Them old hoglegs you been carrying around since the war are about wore out but you know how to use them. It's time to have a little fun.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged on the table. Shotgun is staged on the table.

Start with hands on your Pistol(s). When ready say; "WATCH THIS". At the buzzer, it's [Captain's Choice] on the Pistol targets. That means you can Single Tap targets #1 thru #3 for a total of 10 rounds – Or - you can Single Tap targets #1 thru #3 and Double Tap #4 target in any order. Each time #4 target is successfully Double Tapped is a 5 Second Bonus. Pick up Rifle and engage the Rifle targets in the SAME order as you did the Pistol targets. NO Bonus but a Procedural if not the same. Make Rifle safe and knockdown the 6 Shotgun targets.

STAGE 6

10 Pistol, 10 Rifle, Shotgun ?

The salesman ain't too happy with your shootin'. Or maybe he is and has been sand-baggin'. He makes a bet that you just can't resist. Your Old guns against his New Ones. Winner takes all. What he don't know is that you have already decided to get new guns anyway. It's a can't lose situation. You might get them for FREE.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is held at Cowboy Port-arms. Shotgun is staged on the table.

Start with Rifle at Cowboy Port Arms. When ready say; "I'LL TAKE THOSE GUNS, PLEASE" at the buzzer, engage the rifle targets in a Nevada Sweep starting on #1 and Double Tapping #2 & #4 each time. Make Rifle safe. With your Pistols, engage the 6 Knock downs till down. Any remaining rounds are to be put on any Pistol target. If you don't knock all the targets down you must then use your Shotgun.

