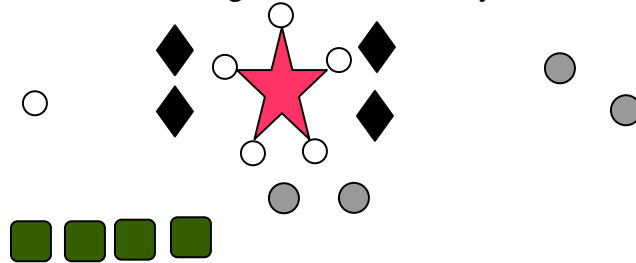


August 2012 – Cowboy



Scenario #1 - Bay 1

You sold some cattle to thin your herd and are in town to put the money in the Bank. The Dalton Gang just happens to try to rob the Bank while you're there. You ain't giving up that hard earned money without a fight.

10 Pistol, 10 Rifle, 2 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged in doorway. Shotgun, action open and empty is staged in doorway, also. Start at doorway holding keys in hands.

When ready say; "IT'S MY MONEY AND I THINK I'LL JUST KEEP IT". At the buzzer, drop keys and draw Pistols per your category and engage the Pistol targets by Single Tapping all of the Pistol targets, in any order, for a total of 10 rounds. Pick up Rifle and engage the 4 Rifle targets by Single tapping all of them for a total of 10 rounds... OR... engage the STAR until all plates are knocked off. All left over rounds may be dumped on the Rifle target of your choice. Make Rifle safe. Pick up Shotgun and knock down the 2 Shotgun targets on the right, in any order.

NOTE: Engaging the STAR is a 5 second Bonus. Any plates left on the STAR will be counted as misses, as well as any misses on the dump target chosen.

---

Scenario #2 - Bay 1

Skip STAR. Add 2 target stands for 4 targets in a row.

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged in doorway. Shotgun, action open and empty is staged in doorway also. Start at ( A ) with both hands on Rifle.

When ready say; " THERE AIN'T ENOUGH MONEY IN THIS BANK WORTH DYING FOR". At the buzzer, draw Pistols and engage the Pistol targets in this order; 1,2,3,4, 2,3,4, 3,4, 4.Holster, Pick up Rifle and engage the Rifle targets in the same order as the Pistol's. Pick up Shotgun and knock down the 4 Shotgun targets in any order



[ A ]

Scenario #3 - Bay 2

It's been a long hot summer and you decide to move the herd to a boxed canyon a little higher up in the mountains. Seems there are a few "Renegade Indians" and "Rustlers" who have joined forces to move your herd elsewhere. You and your men ride into action...

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds , staged on the Rest. Shotgun, action open and empty is staged on the Rest at [ A ]. Start with hands on shotgun.

When ready say; "THESE AIN'T BUFFALO YOU THIEVING INJUNS". At the buzzer, draw your Pistols, per your shooting style, and engage the Pistol targets in this order: P1,P1, P3,P3, Buf, Buf, P1,P1, P3, P3. Pick up Rifle and engage the Rifle targets in the same manner as the Pistol's. Make Rifle safe. Pick up Shotgun and knock down the 4 Shotgun targets in any order.

NOTE: Shooting the eyes out of the Rifle Buffalo target is a bonus of 3 seconds per eye. Hitting OR missing the Rifle Buffalo target any where else is scored as a hit. Pistol Buffalo target is scored hit or miss accordingly

Scenario #4 - Bay 2

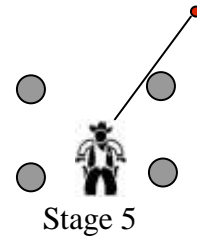
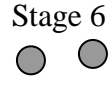
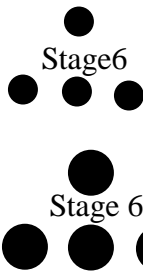
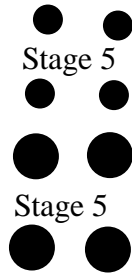
Take down the Buffalo heads and use only the 2 targets at each position.

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged on Rest at [A]. Shotgun, action open and empty is staged on Horse. Start at Horse with both hands on Horse.

When ready say; "LET'S FINISH THE JOB, BOYS". At the buzzer, move to Rest [A] and engage the Pistol targets in this order: P1, P2,P2, P1,P1,P1, P2,P2,P2,P2. Pick up Rifle and engage the Rifle targets in the same order. Make Rifle safe. Move to Horse, pick up Shotgun load and knock down the 4 Shotgun targets in any order.

NOTE: It's a 2 target progressive sweep starting on the left target.



### Scenario #5 - Bay 3

Just spent the weekend in town at the Faro table. Luck was on your side. But it's time to get back to the Ranch. As you enter the stable to get your horse, a few of your fellow card players are there to get their money back. When you say NO, they draw their guns.

10 Pistol, 10 Rifle, 6 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 Rounds is staged in the doorway. Shotgun is staged on Rest in doorway. Start at doorway with hands on Pistols.

When ready say; "DROP THE GUNS OR I'LL DROP YOU". At the buzzer, draw first Pistol and engage the Pistol targets on the left with at-least 2 rounds each for 5 rounds. Holster, pick up Rifle and engage the left Rifle targets with at-least 2 rounds each and then engage the right Rifle targets with at-least 2 rounds each for a total of 10 rounds. Make Rifle safe. Draw second Pistol and engage the right Pistol targets with at-least 2 rounds each for a total of 5 rounds. Pick up Shotgun. Move to fence and Knock down the 4 Shotgun targets, Popper and bird.

NOTE: Hitting bird is a 5 second Bonus. Miss is NOT counted.

### Scenario #6 - Bay 3

Take top left targets and move them to stand on right.

10 Pistols, 10 Rifle, 2 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is held in both hands, pointed down range. Shotgun is staged on rest in doorway.

When ready say; "YOU CAN'T SHOOT NO BETTER THAN YOU PLAY CARDS". At the buzzer with your Rifle, Alternate between the 3 lower targets and the 1 upper target. Start on the lower target of your choice. All targets must be engaged at-least once. Make Rifle safe. Pick up Shotgun and knock down the 2 Shotgun targets. Make Shotgun safe. With your Pistols, per your shooting category, engage the targets as described for the Rifle.