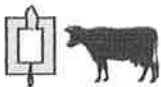
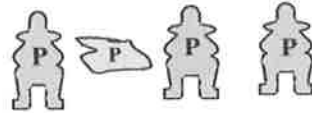
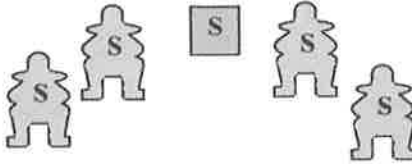
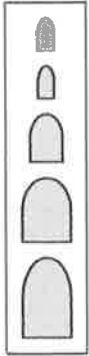
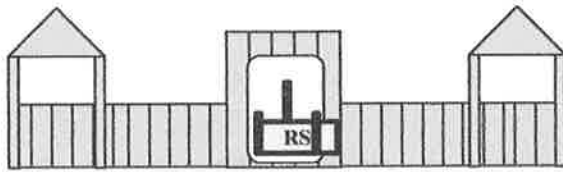


<b>STAGE NAME</b> <b>Cuomo's Gotta Go!!</b>	
<b>FIELD: Fort</b>	<b>STAGE # 1 WB</b>



**A**



**B**

**C**

**D**



## STAGE 1 (Fort Misery) **Cuomo's Gotta Go!!**

### Story

This time it's not Indians or Jayhawkers that have the Fort under siege, it's the China Flu. Commandant Cuomo has the whole place locked down, but the Cowboys aren't buying it and break out. Led by Abe the Crippler, the Cowboys (El Diablo Gringo, Lone Star Jake, Patchogue Mike, Gator Dunn, Dutch Cassidy, Jake Yoes, Slim Chance Chris, Chama Kid and Twelve Bore) decide it's time to take the Commandant down and liberate the State!!

### AMMO REQUIRED

21 Pistol  
7 Rifle  
6 Shotgun

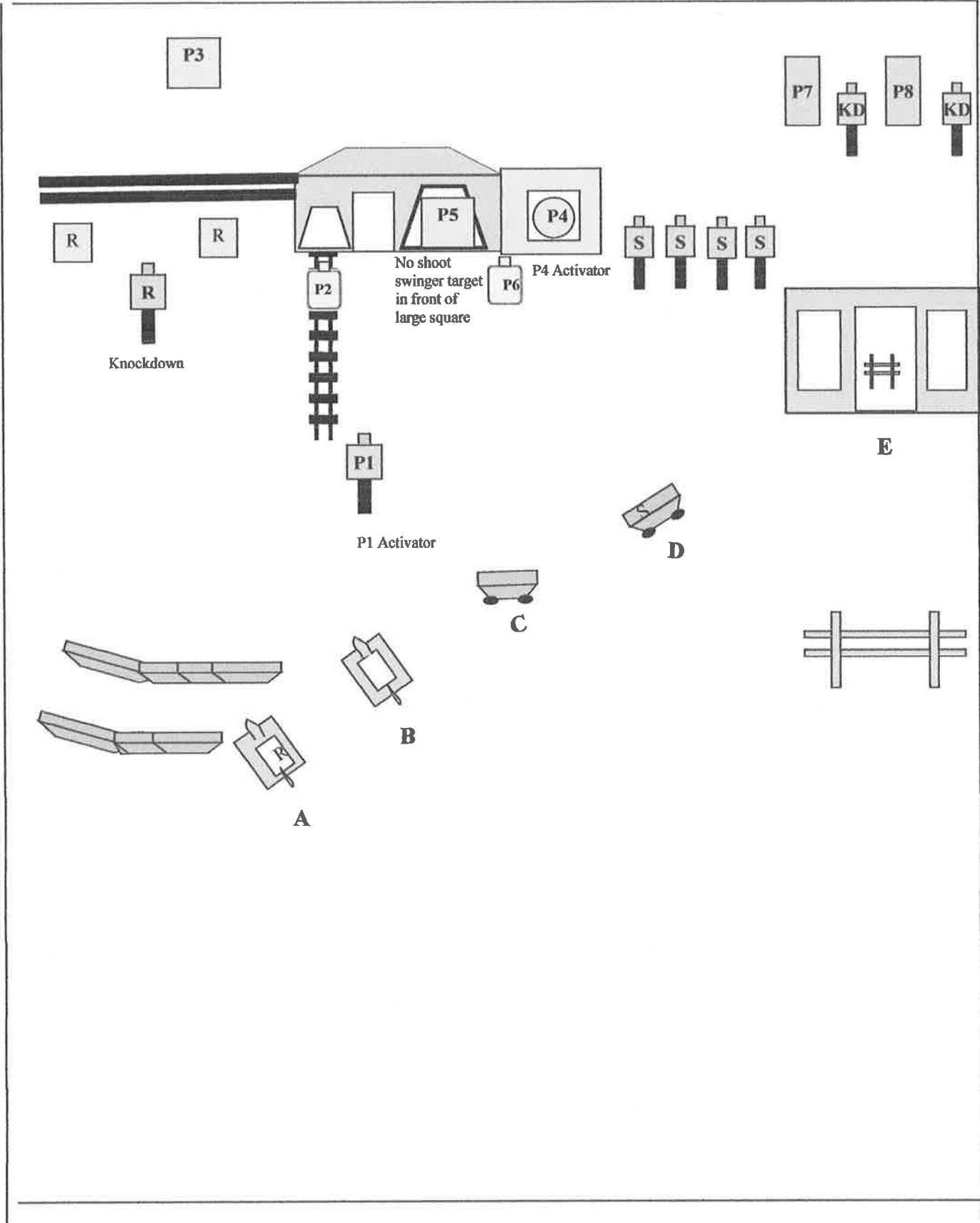
### RO/STAGING INSTRUCTIONS

Stage the rifle and the shotgun on the limber (C)

### HOW TO SHOOT THE STAGE

Start at gun horse (A) or Right Tower shelf (D), and upon RO's command, draw the loaded pistol (not charged with the slide forward, hammer down), and with it in hands, safely pointed down range, when ready, say "Cuomo's Gotta Go!". At the buzzer, if at gun horse (A) with 7 pistol rounds, engage the plate rack for 5 rounds and put one round each on the dueling tree and buzzard, any order. All shots from (A) are to be to the left of the cow. Move to the Left Tower (B) and from inside the tower, with 7 rounds engage the 3 cowboys and the snake in a Nevada sweep, starting on either end. Move to the limber and make the pistol safe. **Then Shooter's Choice of long guns:** With the shotgun, engage the 4 shotgun targets, single bird popper and clay bird, in any order. With the rifle, for 7 rounds engage the 4 IPSC targets in a Nevada sweep starting on either end. Make both long guns safe on the limber. Move to the Right Tower (D) and from inside the tower, with 7 rounds, engage the 3 cowboys and the snake in a Nevada sweep, starting on either end. If starting at Right Tower shelf (D), follow the same instructions in reverse (P, R/S or S/R, P, P).

<b>STAGE NAME</b> Get A Job!!!	
FIELD: Mine	STAGE #2 WB



## STAGE 2 (Mine)

Get A Job!!

### Story

The Dumbocrats need the mine payroll to pay for all their free \$hit but the Cowboys have had enough of paying for all these free loading basement dwellers. Marshall TJ Buckshot and the Band (Rhsty Heatmore, Smilin Pete, James Samuel Pike, Hawkeye Harry, Hondo Harry, Mule Face Mike and Doc Mixx) decide to teach these sorry snowflakes a lesson about working for what you want.

### AMMO REQUIRED

28 Pistol  
7 Rifle  
4 Shotgun

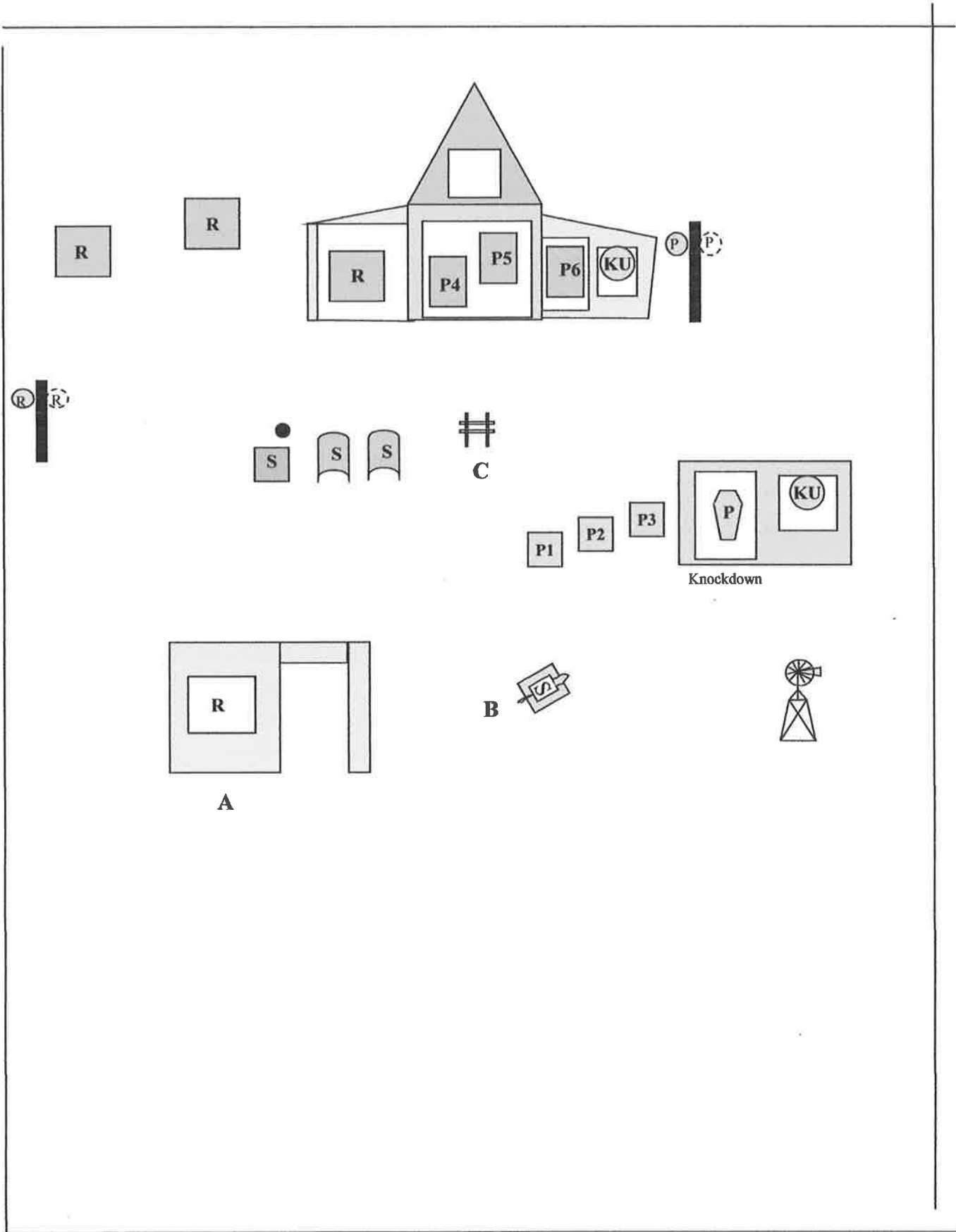
### RO/STAGING INSTRUCTIONS

Stage the shotgun on the ore cart (D)  
Stage the rifle on gun horse (A)

### HOW TO SHOOT THE STAGE

Start holding the stick of dynamite in both hands at gun horse (A) and when ready, say "Get A Job!". At the buzzer, retrieve the rifle and with 7 rounds engage the knockdown and then alternate on the two small squares, starting on either one. Make the rifle safe. Move to gun horse (B) and with the first 7 rounds in the pistol, engage the activator (P1) until down then alternate between the mine cart (P2) and large square (P3), starting on either one. Move to the ore cart (C) and with 7 rounds, engage the circle activator (P4) until down and then alternate on the large square (P5) and the IPSC (P6), starting on either one. Move to the other ore cart (D) and make the pistol safe. Then with the shotgun engage the 4 shotgun targets in any order. With the pistol move to the mine office doorway (E) and with 7 rounds engage one of the knockdowns and then alternate on the 2 rectangles (P7 & P8), starting on either one. Repeat instructions with the next 7 pistol rounds engaging the other knockdown. (Note: The activators must be engaged until down, and any rounds not knocking down the activators are a miss. Any hits on the no-shoot swinger are considered misses.)

STAGE NAME Murderer!	
FIELD: Homestead	STAGE: #3 WB



## **STAGE 3 (Homestead)**

### **Murderer!**

#### **Story**

Commandant Cuomo thought he would dump all of the COVID patients at the Old Homestead Nursing Home. But Suggs Jr., Whiskey Brooks, Roy Cassidy, Feany Valentine, Doc McCoy, Gun E Bear, Nawlins Kid, Loco POCO Lobo and Smoky Scott weren't about to let that happen, not with Homer Suggs living there. Time to expose this lying murderous imbecile for what he really is!

#### **AMMO REQUIRED**

28 Pistol  
7 Rifle  
4 Shotgun

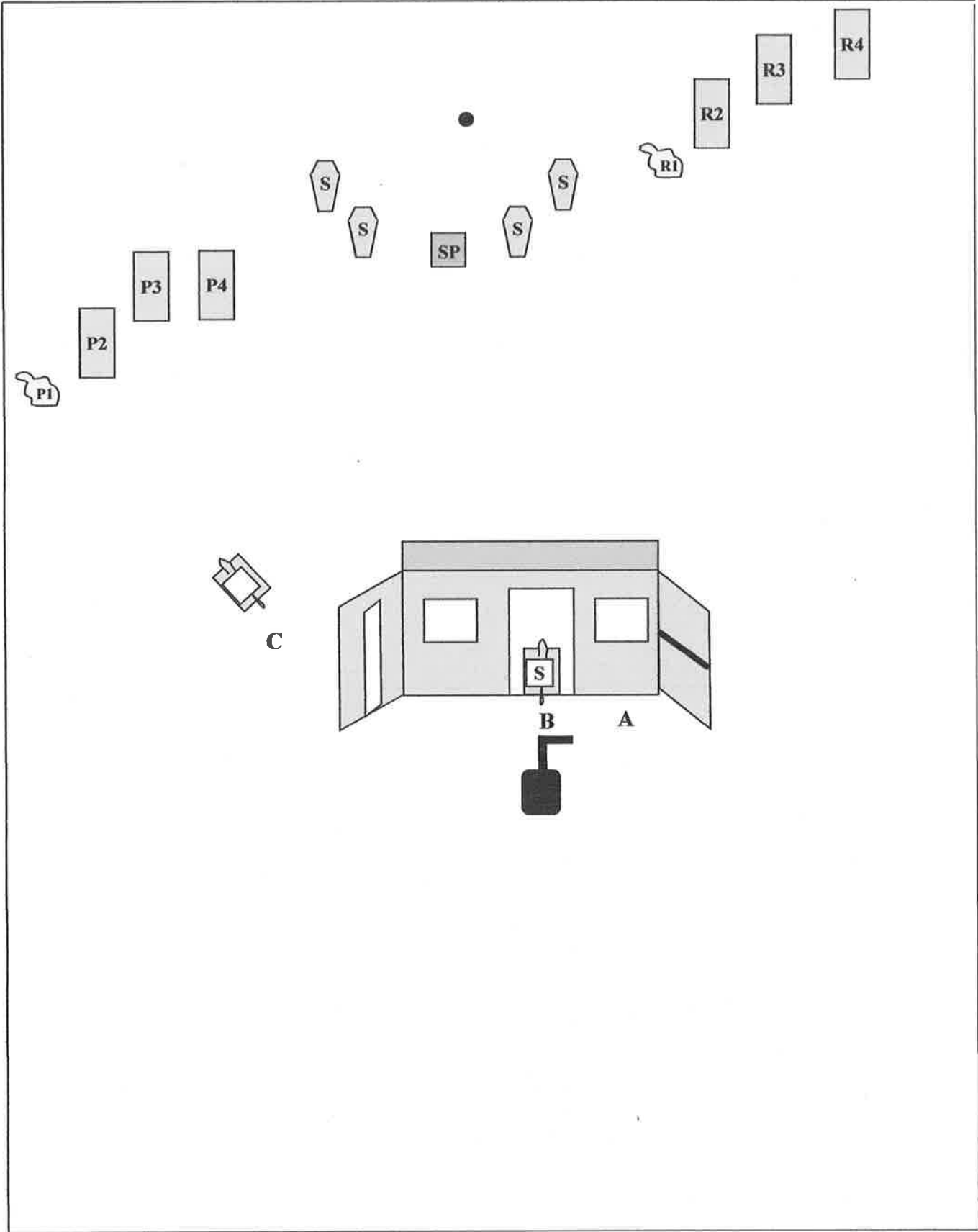
#### **RO/STAGING INSTRUCTIONS**

Stage the rifle on the Farmhouse window shelf (A)  
Stage the shotgun on the gun horse (B)

#### **HOW TO SHOOT THE STAGE**

Start standing facing up-range, both hands on the hitching rail, and when ready say "Not in my nursing home!". At the buzzer, move to the Farmhouse window (A) and with rifle, thru the window put one round on the left dueling tree then double tap sweep the three large squares, starting on either end. Make the rifle safe on the window shelf pointing into the left side berm. Move to gun horse (B) and with the shotgun, engage the single bird popper, 2 shotgun targets and clay bird in any order. Make the shotgun safe pointing into the right side berm. With the pistol with the first 7 rounds, engage either the knockdown or the knock-up in the out building, and then double tap sweep the three small squares (P1-P3), starting on either end. With the next 7 rounds, engage the other knockdown or knock-up target that you did not previously engage, and then double tap sweep the three small squares (P1-P3), starting on either end. From anywhere between gun horse (B) and the pistol fence (C), with 7 rounds engage the knock-up target in the barn window or the right dueling tree, and then double tap sweep the rectangles (P4-P6) starting on either end. With the next 7 rounds, engage the knock-up target or right dueling tree that you did not previously engage and then double tap sweep the three rectangles (P4-P6) starting on either end.

<b>STAGE NAME</b> <b>Let Freedom Ring</b>	
FIELD: Cabin	STAGE #4 WB



**STAGE 4 (Cabin)**  
**Let Freedom Ring**

**Story**

The Dumbocrats are at it again, once more trying to steal the election. But instead of Killary they are trying to get Dopey, Gropey Joe in as their candidate. What they don't realize is that freedom is never free and the Cowboys aren't going to stand for any foul play. So Cholula Mike and the Kid Gang (Montague Kid, Kester Road Kid, Sheffield Kid and Deathwish Kid) are going to show them that 1776 was just the beginning!

**AMMO REQUIRED**

21 Pistol  
10 Rifle  
6 Shotgun

**RO/STAGING INSTRUCTIONS**

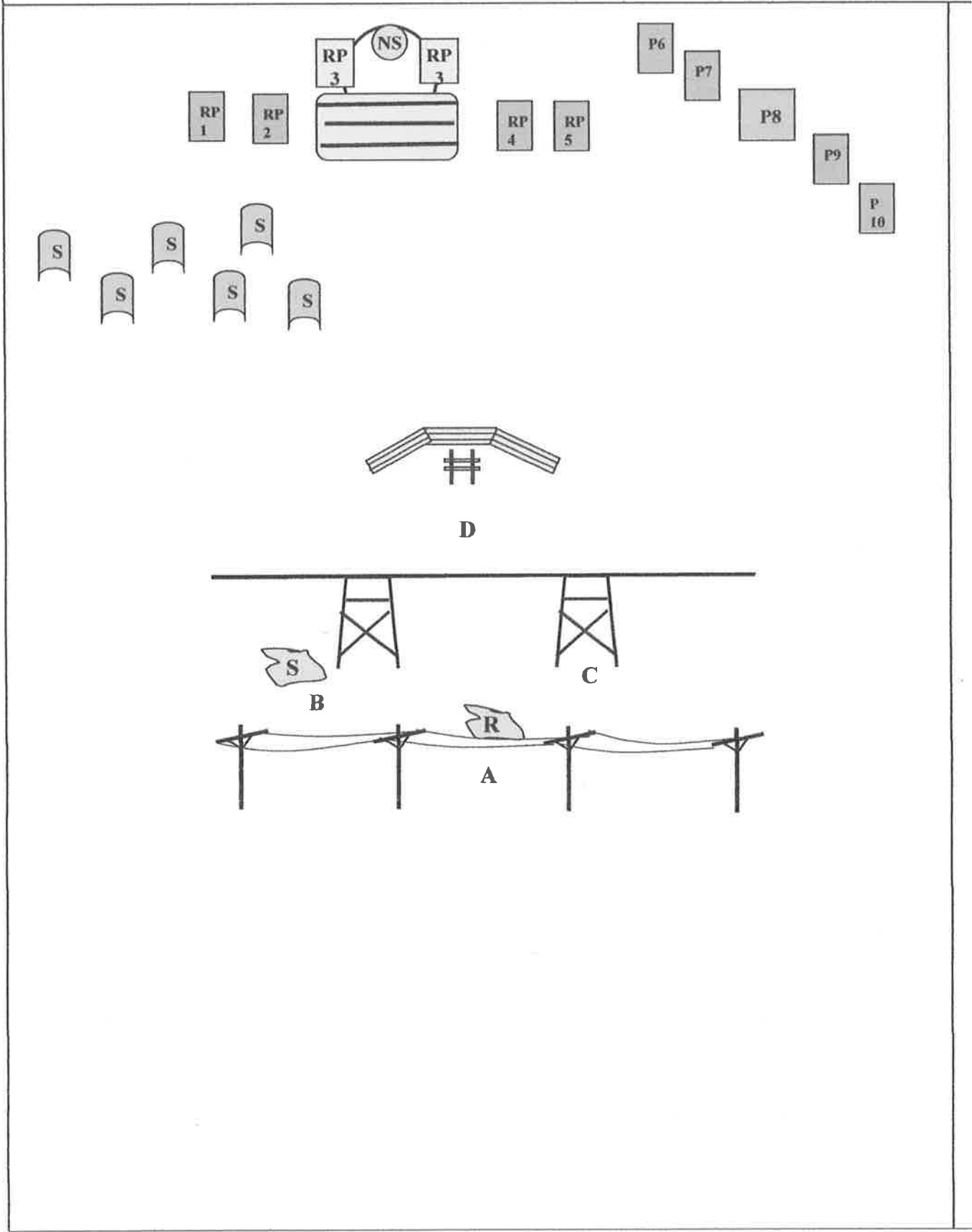
Stage the shotgun on the gun horse in the doorway (B)

**HOW TO SHOOT THE STAGE**

Start standing at the right window (A) with rifle in hand, and when ready, say "Let freedom ring!". At the buzzer, engage R1-R4 in a 1-3-3-3 sweep starting on the buzzard (R1). Move to the gun horse (B), make the rifle safe and retrieve the shotgun, engage the 4 shotgun targets, single bird popper and clay bird in any order. Make the shotgun safe. Exit thru the left doorway and from the gun horse (C), engage P1-P4 in a 1776 sweep, starting on the buzzard (P1). (1 shot on P1, 7 shots each on P2 & P3 and 6 shots on P4.)



STAGE NAME Make America Great Again!	
FIELD: Trestle	STAGE #5 WB



**STAGE 5 (Trestle)**  
**Make America Great Again!!**

**Story**

The Trump Train is rolling across America but the Dumbocrats are trying to stop it, just like they did the booming economy. Pelosi and Schmucker just hate to see America do well and for that they can just go straight to hell! Because Critter, Two Tracks, Willie Misfire, Wheat Lightnin' and I.C. Moose are here to make sure the train keeps on rolling!

**AMMO REQUIRED**

28 Pistol  
7 Rifle  
6 Shotgun

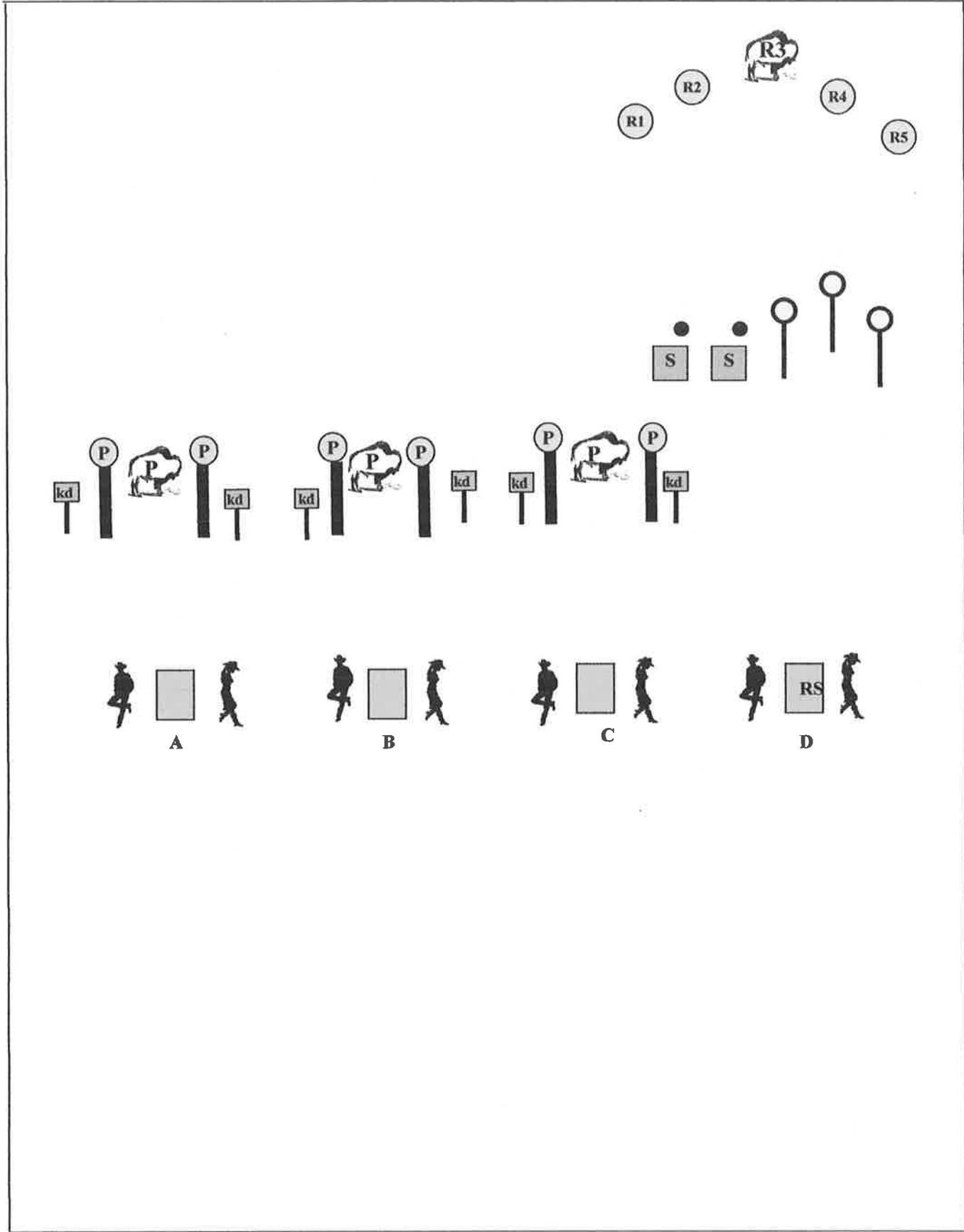
**RO/STAGING INSTRUCTIONS**

Stage the shotgun on the left rock (B)

**HOW TO SHOOT THE STAGE**

Start standing at the right rock (A), with rifle in hand. When ready, say "Trump 2020!". At the buzzer, with the rifle, put 2 shots each on either the left (RP1, RP2) or right (RP4, RP5) side rectangles and then 3 shots on the mover (RP3). (**Note:** you will only be engaging either the left side or right side rectangles with the rifle.) Make the rifle safe on the left rock (B) where the shotgun is. With the shotgun, engage the 6 shotgun targets and make the shotgun safe on the rock. Move to the right Trestle shelf (C) and thru the Trestle, with the first 7 pistol rounds put 2 rounds each on either the left (P6, P7) or right (P9, P10) side rectangles and then 3 shots on the large square (P8). With the next 7 rounds put 2 rounds each on the other set of rectangles and then 3 shots on the large square. From anywhere between the right Trestle shelf (C) and fence (D), with 7 rounds put 2 shots each on either the left (RP1, RP2) or right (RP4, RP5) side rectangles and then 3 shots on the mover (RP3). With the last 7 rounds engage the other set of rectangles with 2 rounds each and then the mover with 3 rounds. (**Note:** Rounds on the mover do not have to be, but can be, on the same square target; hitting a no-shoot white circle target is a miss.)

STAGE NAME Fredo	
FIELD: Trap Field #1	STAGE #6 WB



## STAGE 6 (Trap Field #1)

Fredo

### Story

Commandant Cuomo's little bro Fredo is spouting bull. He claimed to have the China Flu, so he self quarantined for 14 days for the good of me and you. But low and behold it was just a publicity stint. Because half way thru he was ratted out when a neighbor found him out and about. So much for emerging from your hole, you lying self righteous little troll!

### AMMO REQUIRED

21 Pistol  
9 Rifle  
7 Shotgun

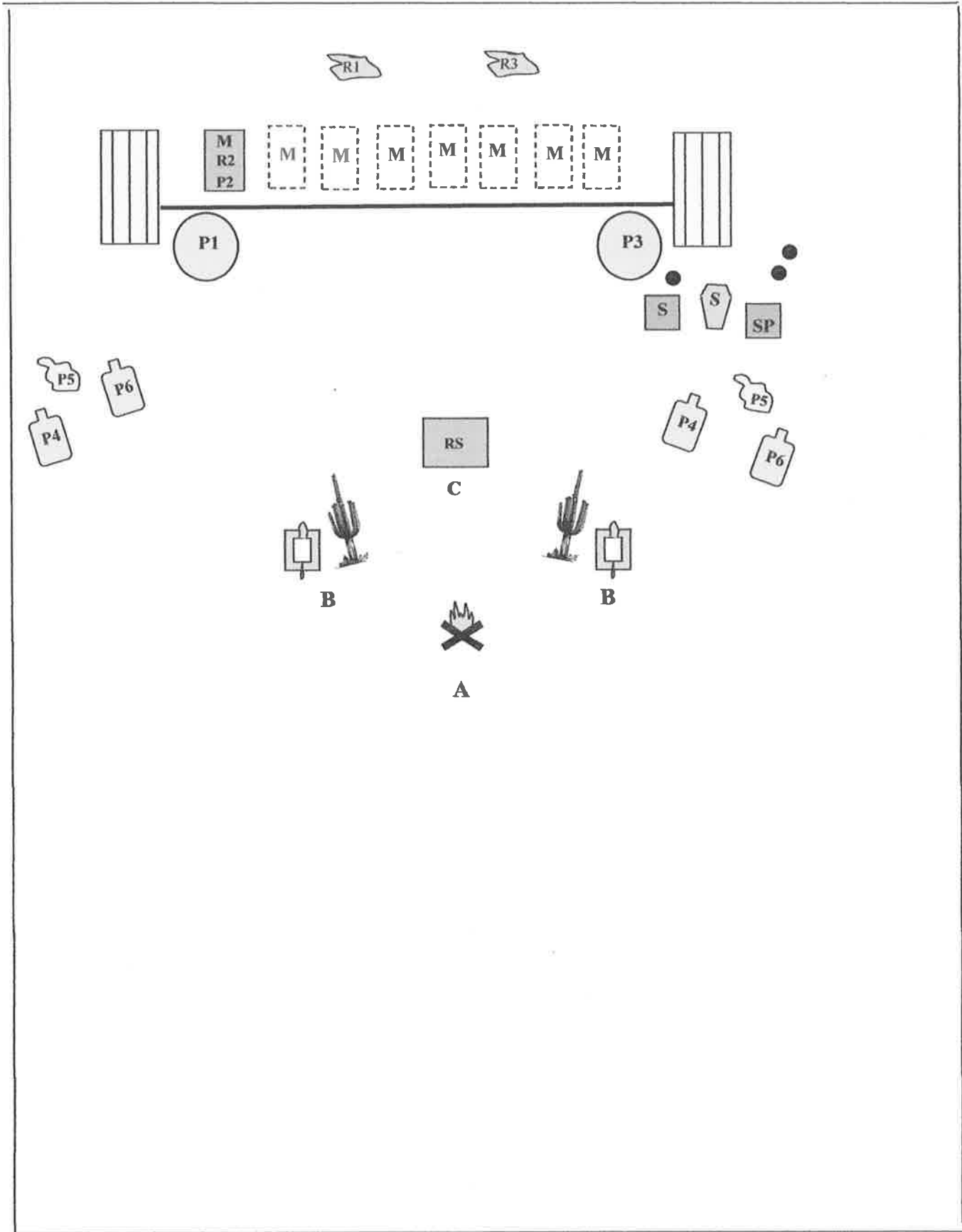
### RO/STAGING INSTRUCTIONS

Stage the shotgun and the rifle on the double hay bale (D)  
Stage the loaded pistol (slide forward, hammer down, empty chamber), flat on hay bale (A)

### HOW TO SHOOT THE STAGE

Start standing at hay bale (A), facing up-range with your hands at surrender (shoulder height). When ready, say "He's so full of bull even his eyes are brown!". At the buzzer, with 7 pistol rounds, sweep the 5 pistol targets (knockdown, circle, buffalo, circle, knockdown) from either end, then put 2 rounds on the buffalo. All shots must be between the cowboy/cowgirl silhouettes. Move to hay bale (B) and sweep the 5 pistol targets (knockdown, circle, buffalo, circle, knockdown) from either end, then put 2 rounds on the buffalo. All shots must be between the cowboy/cowgirl silhouettes. Move to hay bale (C) and with the last 7 pistol rounds sweep the 5 pistol targets (knockdown, circle, buffalo, circle, knockdown) from either end, then put 2 rounds on the buffalo. All shots must be between the cowboy/cowgirl silhouettes. Make the pistol safe at the double hay bale (D) where the rifle and shotgun are. **Shooters Choice:** Use either long gun first, then the other. When shooting the shotgun, engage the 7 shotgun targets (2 single bird poppers, clay birds and 3 clay bird holders), in any order. When shooting the rifle, sweep R1-R5 from either end (circle, circle, buffalo, circle, circle), then put 4 rounds on the buffalo for a total of 9 rounds.

STAGE NAME Traitor!	
FIELD: TRAP FIELD 2	STAGE # #7 WB



## STAGE 7 (Trap Field #2)

### **Traitor!**

#### Story

Well Benedict Arnold rides again but once again he won't win. He's working undercover to rat the Cowboys out for not wearing their masks. But they know what he's all about. He thinks he's being slick but the Cowboys are on to him, laughing behind his back while pretending to be dumb hicks. It's just not how the Cowboys play and soon he'll see the error of his way. He needs to ask himself if his little power play is worth it at the end of the day. For the Cowboys never forget which side of the fence you sit.

#### AMMO REQUIRED

28 Pistol

7 Rifle

6 Shotgun

#### RO/STAGING INSTRUCTIONS

Stage the shotgun and the rifle on the double hay bale (C)  
Stage the unloaded pistol flat on either gun horse (B)

#### HOW TO SHOOT THE STAGE

Start standing with both feet behind the fire (A) with a loaded magazine in hand, and when ready, say "It's just not the cowboy way BA!". At the buzzer, move to either gun horse (B) where the staged pistol is and load it, then with the first 7 pistol rounds, engage the 2 IPSC targets and buzzard (P4-P6) in a 3-1-3 sweep starting on either end. Move to the other gun horse (B) and with 7 rounds engage the 2 IPSC targets and buzzard (P4-P6) in a 3-1-3 sweep starting on either end. (**Note:** All shots from the left gun horse (B) must be to the left of the cactus and all shots from the right gun horse (B) must be to the right of the cactus.) Move to the double hay bale (C) and make the pistol safe. **Shooter's Choice of long guns and then the pistol.** When shooting the shotgun, engage the double bird popper, single bird popper, shotgun target and clay birds in any order. When shooting the rifle, engage the 2 snakes and the mover (R1-R3) in a 3-1-3 sweep starting on either end (the mover is R2). **Then with the pistol**, with 7 rounds engage the 2 large circles and the mover (P1-P3) in a 3-1-3 sweep starting on either end (the mover is P2). Repeat instructions with the next 7 pistol rounds.



## **STAGE 8 (Town)**

### **Auntie Teefa**

#### **Story**

The rioters, looters and Auntie Teefa think they are going to come to Rukus Flats and take over the town. The Cowboys just snicker at the thought and tell them to bring a note from their momma's saying they can be out past dark. The Cowboys led by Jewels Cartwright and Shoulda Married Money decide it's time to send these basement dwellers back to their "safe space" for good.

#### **AMMO REQUIRED**

28 Pistol  
8 Shotgun

#### **RO/STAGING INSTRUCTIONS**

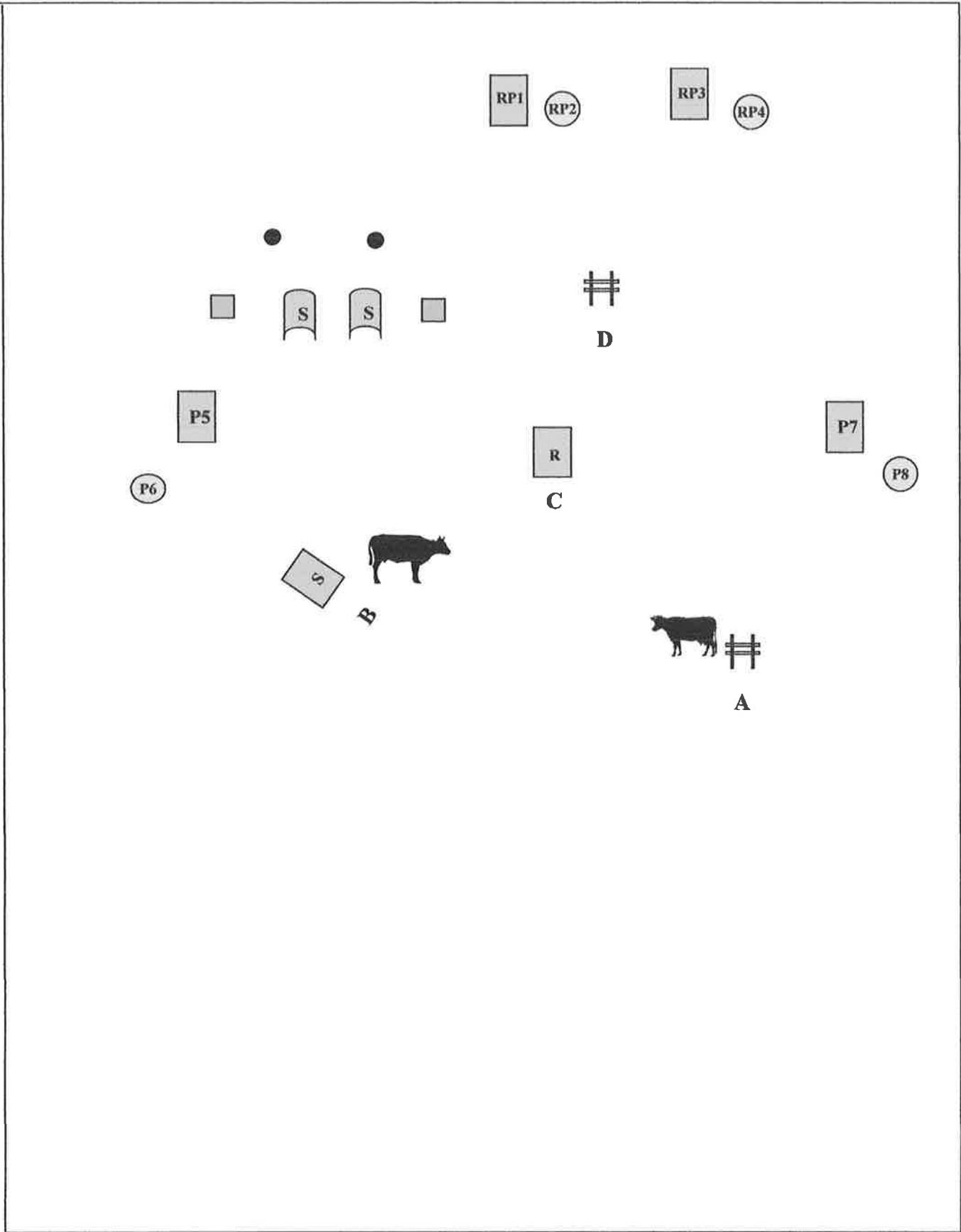
Shotgun in hands loaded with 6 rounds (maximum)

#### **HOW TO SHOOT THE STAGE**

Start standing at PT Litewell's window (A) with shotgun in both hands, and when ready, say "Who's this Auntie Teefa!". At the buzzer, engage the 3 cowboy shotgun targets and 3 clay birds, in any order. Move to PT Litewell's doorway (B) and engage 1 shotgun target. Move to the alley (C) and engage 1 shotgun target. Make the shotgun safe on the wood crate. Move to the Boarding House door (D) and knock it down, and thru the doorway with 7 pistol rounds, engage the 2 knock-ups and 5 knockdowns in any order. Move to the Sheriff's Office (E), and thru the Sheriff's doorway with 7 pistol rounds, engage the 7 knockdowns. Move down the boardwalk to the Barbershop (F), and thru the Barbershop doorway with the next 7 pistol rounds, engage the plate rack and 2 knockdowns any order. Continue down the boardwalk to the alleyway (G), and with the last 7 pistol rounds engage the plate rack and 2 knockdowns in any order. (Note: The shooter may bring extra shotgun rounds and/or pistol mags and stage them on the props appropriately if need be.)



<b>STAGE NAME</b> <b>This Mask Is As Useless As Our Governor!</b>	
FIELD: #9	STAGE # 9 WB



**STAGE 9 (Old 100yd Range)**  
**This Mask Is As Useless As Our Governor!!**

**Story**

After Benedict Arnold turned them in, Commandant Cuomo's henchmen have locked up Luke L. Short and Renegade Roper. They are charged with not wearing their masks, going down the aisle the wrong way at Walmart, only washing their hands for 19.5 seconds and numerous other social distancing policy violations. But, Sixgun Schwaby, Peddler Jack, The Dude Bandit and the Cartwright boys (Marshall and Wheels) are on the way to break them out. It's time to social distance them right out of that jail.

**AMMO REQUIRED**

28 Pistol  
10 Rifle  
6 Shotgun

**RO/STAGING INSTRUCTIONS**

Stage the shotgun on hay bale (B)  
Stage the rifle on Roper's Rest (C)

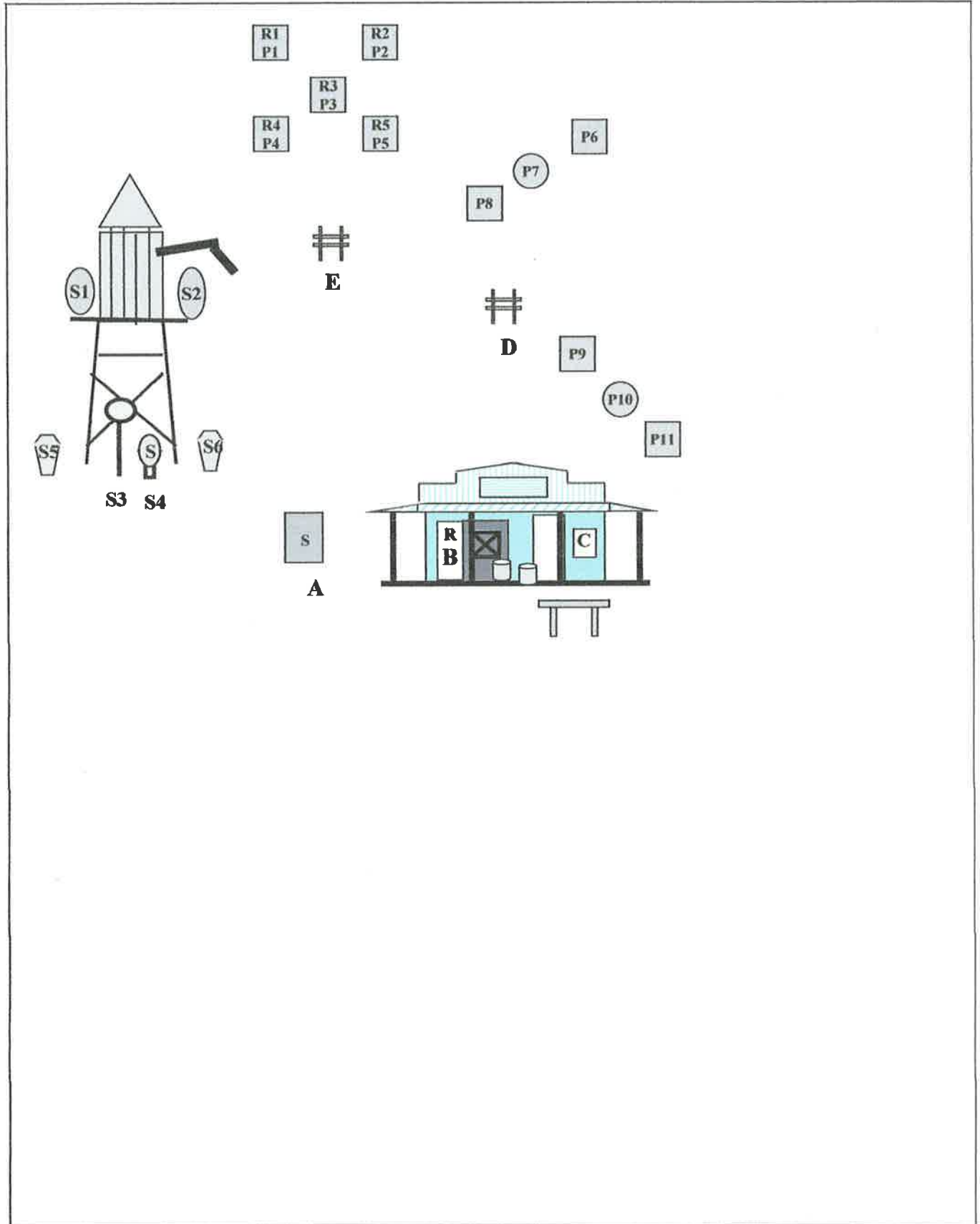
**HOW TO SHOOT THE STAGE**

Start standing at pistol fence (A) with hands at Texas surrender (one hand on your pistol and one hand at your side). When ready, say "This mask is as useless as our governor!". At the buzzer, with the first 7 pistol rounds alternate on P7-P8, starting on either one. (**Note:** All shots must be to the right of the cow.) Move to hay bale (B), and with 7 pistol rounds alternate on P5-P6, starting on either one. (**Note:** All shots must be to the left of the cow.) Make the pistol safe on the hay bale. Then with the shotgun engage the 2 shotgun targets, the 2 aerial rabbit poppers and clay birds in any order. Make the shotgun safe pointed into the berm and bring the pistol to Roper's Rest (C) and make it safe. Then with the rifle with the first 5 rounds alternate on either the left set of targets (RP1-RP2) or the right set of targets (RP3-RP4), starting on either one. Then with the next 5 rounds alternate on the set that you did not previously engage. Make the rifle safe **VERTICALLY**. Move to the pistol fence (D), and with 7 pistol rounds alternate on either the left set of targets (RP1-RP2) or the right set of targets (RP3-RP4), starting on either one. Then with the next 7 rounds alternate on the set that you did not previously engage.

STAGE NAME  
MAGA 2020!!

FIELD: Freight House

STAGE #10 WB



**STAGE 10 (Freight House)**  
**Story**

The Lame Stream Media led by the Crap News Network is out there spreading their lies and false reporting. It's just one last ditch effort to stop the Trump Train and get Dopey, Gropey Joe and Kan't Stop Lying About Kavanaugh Harris elected. The Cowboys aren't falling for it though because they know there's no such thing as an honest politician, lawyer or news reporter.

**AMMO REQUIRED**

28 Pistol  
10 Rifle  
6 Shotgun (**NOTE**: THERE IS A SHOTGUN ORDER)

**RO/STAGING INSTRUCTIONS**

Stage the rifle on the shelf in the left window (B)  
Stage the shotgun on the liquor crate (A)

**HOW TO SHOOT THE STAGE**

Start standing at the liquor crate (A) with hands on the liquor crate. When ready, say "MAGA 2020!". At the buzzer, retrieve the shotgun and engage the 6 shotgun targets in an "X" pattern starting on either top target then a middle target then the **diagonal** bottom target. Repeat starting on the other top target, the other middle target and then the other **diagonal** bottom target to make an "X" pattern. (For example, S1, S3 (or S4), S6, then S2, S4 (or S3), S5). Make the shotgun safe. Retrieve the rifle, and thru the left window (B), with 5 rounds, shoot the squares on the Schwaby rack in a Nevada sweep "X" starting on either top target in a **diagonal** to the bottom target then back to the same top target that you started with. Then with the next 5 rounds repeat the instructions starting on the other top target and using the **other diagonal** bottom target. (For example, RP1, RP3, RP5, RP3, RP1, RP2, RP3, RP4, RP3, RP2). Make the rifle safe **VERTICALLY** in the rack. From the right window (C) with 7 pistol rounds, engage P9-P11 thru the window, starting on either end in a double tap sweep and put the last round on the center target (P10). Exit the freight house through the back doorway, and from anywhere between the back door and fence table (D), engage P6-P8 starting on either end, in a double tap sweep putting the last round on the center target (P7). Then anywhere between fence table (D) and fence table (E), for 14 rounds starting on either top target, engage the Schwaby rack in a double tap sweep "X" pattern putting the 7<sup>th</sup> and 14<sup>th</sup> rounds on the center target (RP3). (For example, RP1, RP1, RP3, RP3, RP5, RP5, RP3, RP2, RP2, RP3, RP3, RP4, RP4, RP3).