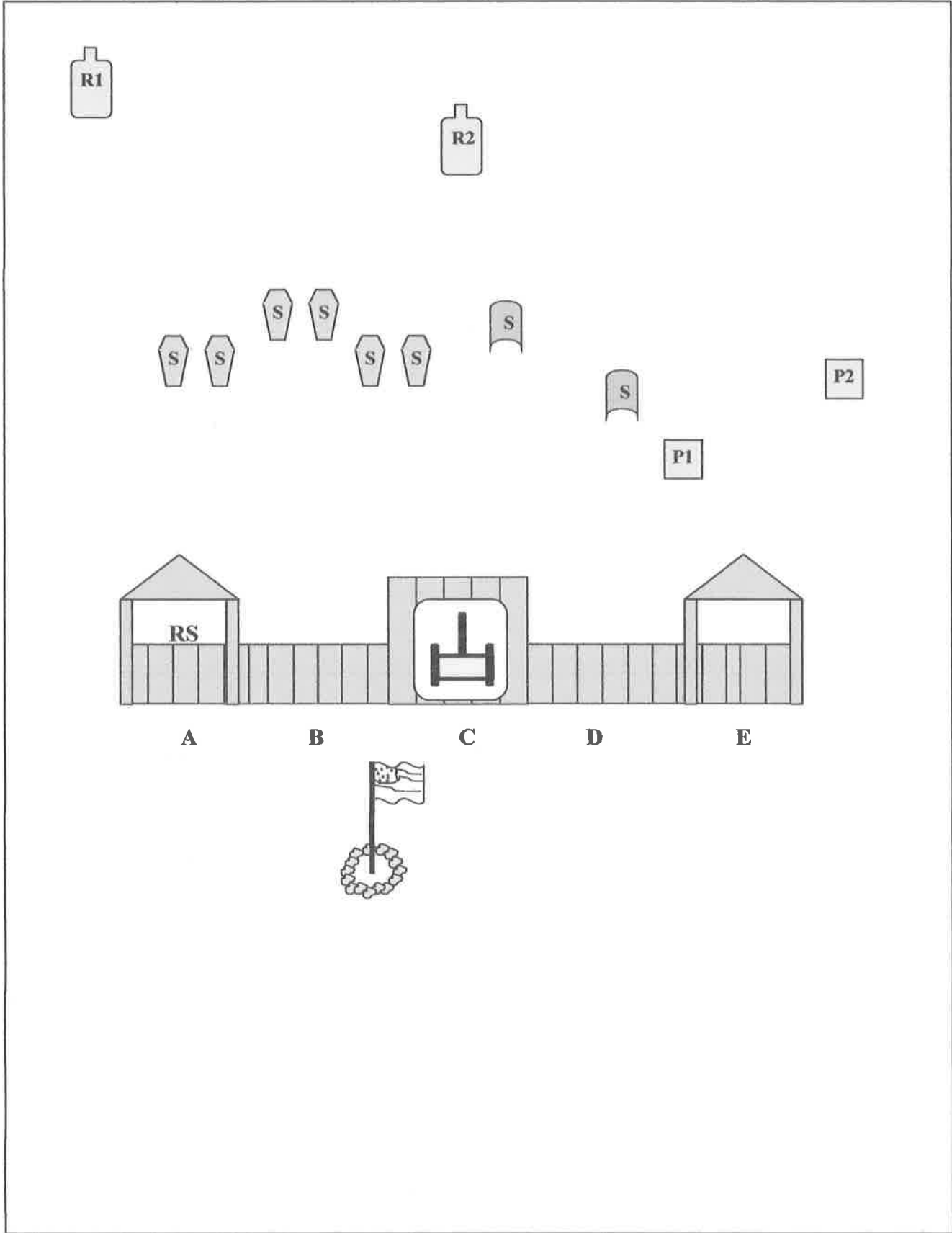


STAGE NAME	
FIELD: Fort	STAGE # 1 WB



STAGE 1 (Fort Misery)

Story

The Fort is under siege again, but this time it's by the Mask Police spouting their "follow the science" bull. They are led by Dr. Fakey who now thinks they should wear three masks, a face shield, goggles and a hazmat suit while social distancing a minimum of 50' apart. But Captain Callous Clyde and the Troopers (Dead Head, Gun E Bear, Dakota Joe, Doc McCoy, Vince Lobo and Dillon Van Cleef) have had enough of this fake science and are gonna show Dr. Fakey where he can take his so-called science and his fake medical degree.

AMMO REQUIRED

14 Pistol
7 Rifle
8 Shotgun

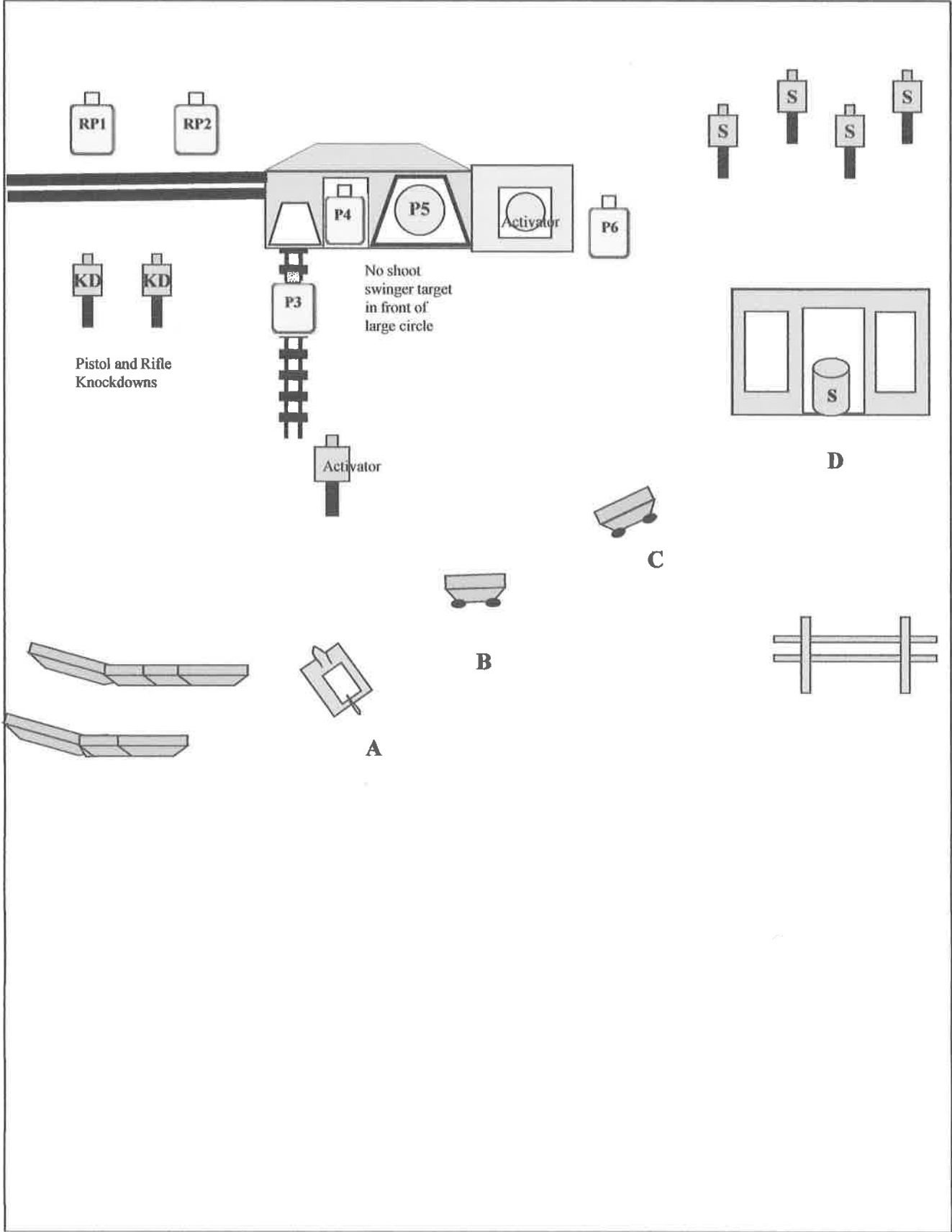
RO/STAGING INSTRUCTIONS

Stage the rifle & shotgun on the left Tower shelf (A)

HOW TO SHOOT THE STAGE

Start in the left Tower (A), facing uprange with both hands on the markers. When ready, say "Anyone can get a degree out of a cracker jack box!". At the buzzer, retrieve the rifle and with 7 rounds, alternate on the two IPSC targets (R1 & R2) starting on either one. Make the rifle safe. Retrieve shotgun. MOVE to the left fort wall (B), and from anywhere between the two posts, engage the 6 coffin shotgun targets, any order. All shots are to be between the right Tower post and left Fort doorway post. Move to the Fort doorway (C) and thru the doorway engage one of the tombstone shotgun targets. Move to the right fort wall (D) and engage the last tombstone shotgun target. The target must be engaged between the right Fort doorway post and the left post of the Right Tower. Make the shotgun safe on the shelf inside the Right Tower (D). From inside the tower, with 14 pistol rounds alternate continuously on the two squares (P1 & P2) starting on either one.

STAGE NAME	
FIELD: Mine	STAGE #2 WB



STAGE 2 (Mine)

Story

The DumbocRATS led by Dopey Gropey Joe, Piglosi and Schmucker think they are coming for our guns. There's a huge stock of them hidden at the MAGA Mine and the RATS just found out about them. The only problem is that mine boss, Roy Cassidy, has been anticipating this and hired a crew of gunslingers (Muleface Mike, Seth Bradford, Gator Dunn, PW McKlintock and Gunsmoke Gus) to send these RATS packin.

AMMO REQUIRED

21 Pistol
7 Rifle
4 Shotgun

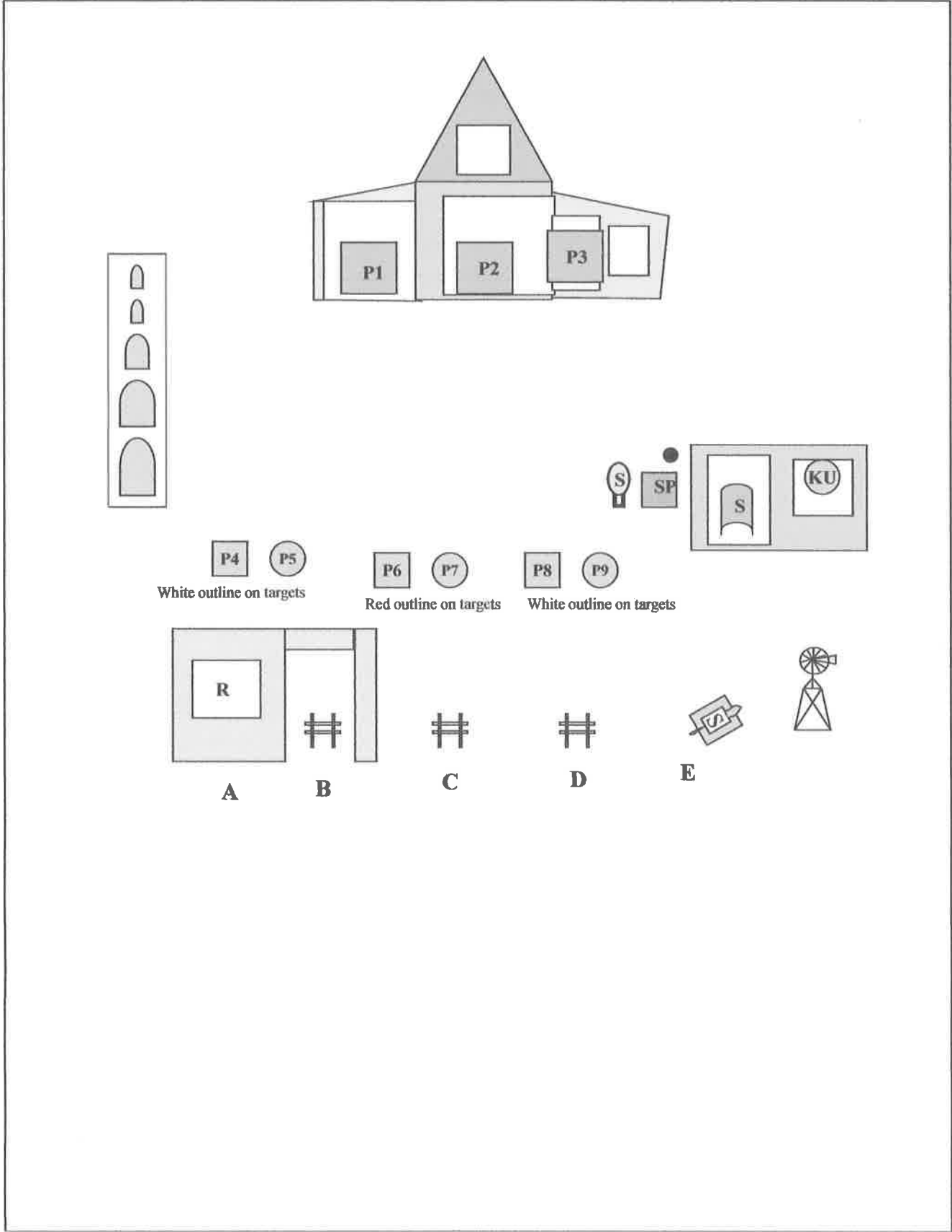
RO/STAGING INSTRUCTIONS

Stage the shotgun on the oil barrel (D)

HOW TO SHOOT THE STAGE

Start with the rifle in hands at gun horse (A). When ready, say "Not on my watch!". At the buzzer, with 7 rounds engage one of the knockdowns and then put 3 rounds on each IPSC target (RP1 & RP2), any order starting on either one. Make the rifle safe. Then with 7 pistol rounds, engage the other knockdown and then put 3 rounds on each IPSC target (RP1 & RP2), any order starting on either one. Move to the left ore cart (B) and with the next 7 pistol rounds, engage the activator until down, then put 3 rounds on the mine cart IPSC (P3) and 3 rounds on the IPSC (P4) in the Mine Office doorway, any order starting on either one. Move to the right ore cart (C) and with 7 pistol rounds, engage the circle activator until down, then put 3 rounds on the large circle (P5) and 3 rounds on the far right IPSC (P6), any order starting on either one. Move to the Dynamite Shack doorway (D). Make the pistol safe. Retrieve shotgun and engage the 4 shotgun targets thru the doorway in any order. (Note: The activators must be engaged until down, any rounds failing to knock down the activators are a miss. Any hits on the no-shoot swinger are considered misses. The rounds on each IPSC and the large circle are a round count.)

STAGE NAME	
FIELD: Homestead	STAGE: #3 WB



STAGE 3 (Homestead)

Story

Killer Cuomo's nursing home debacle is about to catch up to him. Whiskey Brooks, Suggs Jr., Wandering Walter Weatherby, Sky Ryder and the Cartwright boys (Marshall and Wheels) have enough evidence to not only impeach him but to string him up. Time to get a rope.

AMMO REQUIRED

21 Pistol
5 Rifle
5 Shotgun

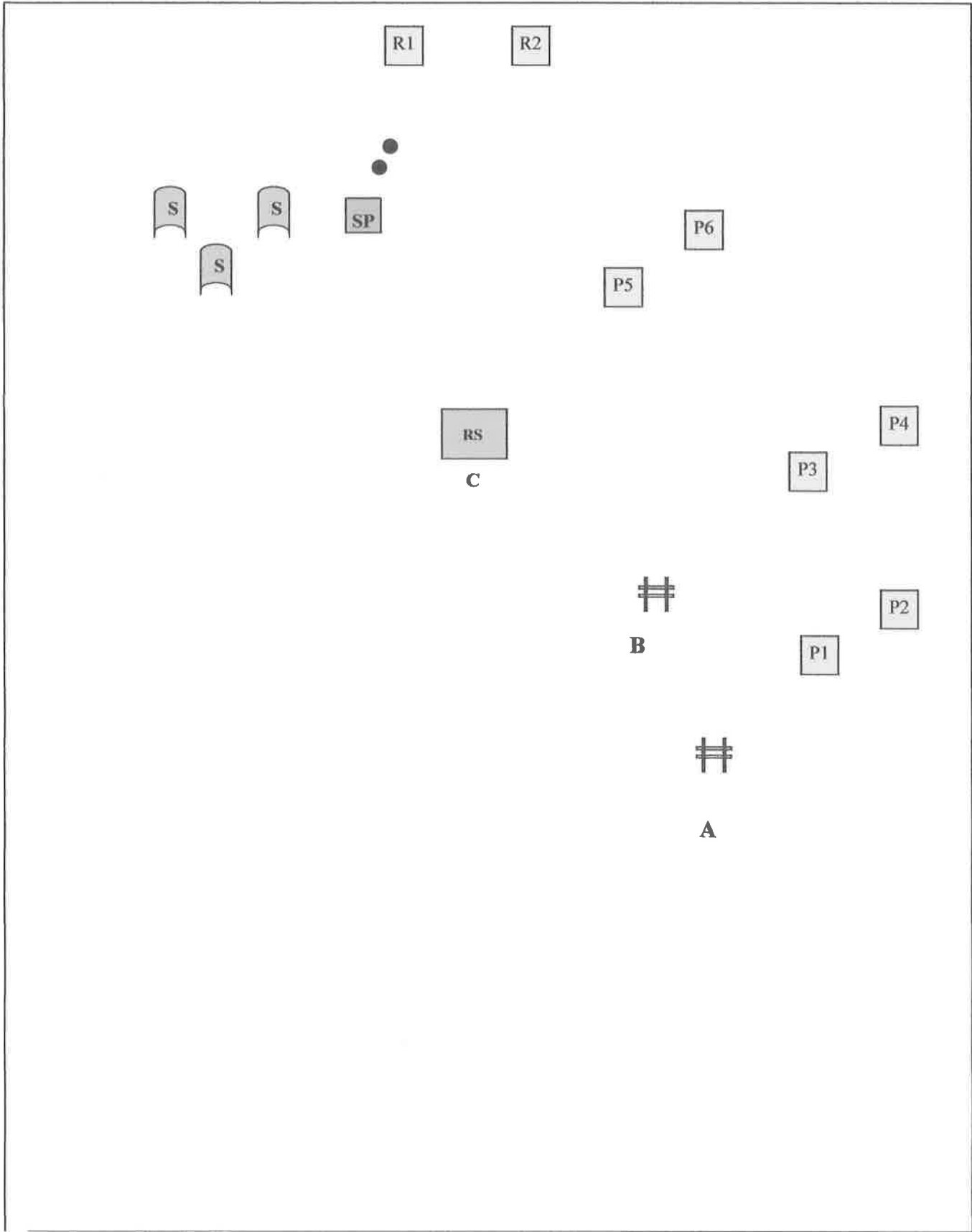
RO/STAGING INSTRUCTIONS

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

HOW TO SHOOT THE STAGE

Stage can be shot left to right (R,P,P,P,S) or right to left (S,P,P,P,R). Start with one hand on your pistol and the other hand at shoulder height pointing straight ahead. When ready say "Cuomo's goin down!". At the buzzer, if starting at the Farmhouse window (A), retrieve rifle and thru the window, engage the progressive plate rack for 5 rounds. Make rifle safe back on window shelf. Move to the Farmhouse doorway (B). With 7 pistol rounds, put 2 rounds on P4 (small square) then sweep P1-P3 (the 3 large squares) and then put 2 rounds on P5 (circle). Move to position (C) and with the next 7 rounds, put 2 rounds on P6 (small square) then sweep P1-P3 (the 3 large squares) and then put 2 rounds on P7 (circle). Move to position (D) and with the last 7 rounds, put 2 rounds on P8 (small square) then sweep P1-P3 (the 3 large squares) and then put 2 rounds on P9 (circle). Make the pistol safe. Move to the Gun horse (E). Retrieve shotgun and engage the single bird popper, clay bird, 2 shotgun targets, and knock-up, any order. If starting at the Gun horse (E) the stage will be shot in reverse (S,P,P,P,R) following above instructions. **Note:** The pistol will always start on a small square and end on a circle, no matter if you start at position (A) or (E).

STAGE NAME	
FIELD: Cabin	STAGE #4 WB



STAGE 4 (Cabin)

Story

Just when you thought the way the year 2020 went things could not possibly get any worse, the year 2021 came in and said "Hold my beer and watch this!"

AMMO REQUIRED

21 Pistol
7 Rifle
6 Shotgun

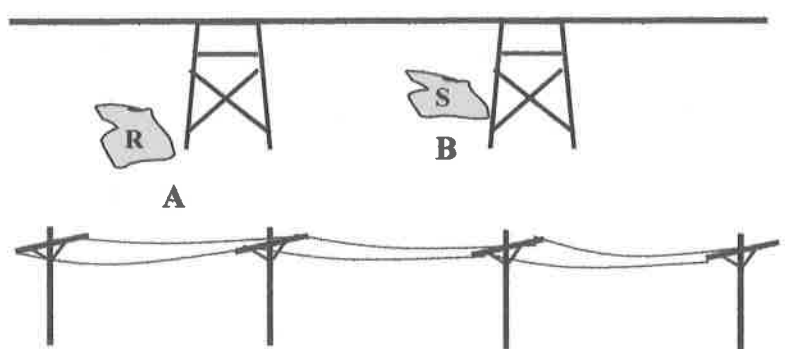
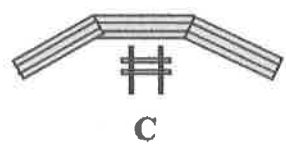
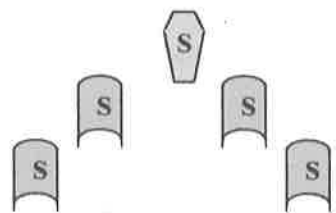
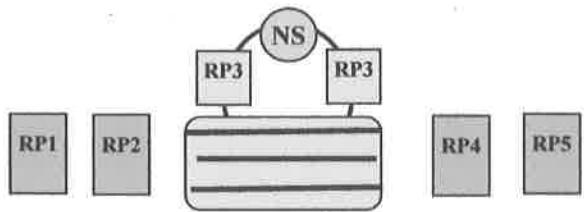
RO/STAGING INSTRUCTIONS

Stage shotgun and rifle on the hay bale (C)

HOW TO SHOOT THE STAGE

Start at position (A) and upon RO's command, draw the loaded pistol (not charged, slide forward, hammer down), with gun safely pointed down range, when ready say "Hold my beer!". At the buzzer with 7 pistol rounds engage P1 and P2 in a 1-2-2-2 sweep, starting on either target (P1, P2, P2, P1, P1, P2, P2 or P2, P1, P1, P2, P2, P1, P1). Move to position (B) and engage P3 and P4 in a 1-2-2-2 sweep, starting on either one. Move to the hay bale (C) and engage P5 and P6 in a 1-2-2-2 sweep, starting on either one. Make the pistol safe. **Then Shooter's Choice of long guns:** With the rifle with 7 rounds engage R1 and R2 in a 1-2-2-2 sweep, starting on either one. With the shotgun engage the 3 shotgun targets, the double bird popper and the clay birds, in any order.

STAGE NAME	
FIELD: Trestle	STAGE #5 WB



STAGE 5 (Trestle)

Story

Dopey Gropey Joe's and the DumbocRATs open border policy has a train full of illegals headed for upstate NY. But Marshall Frank Pease, Bo Bender, Shotgun Ron, Twelve Bore, Doc Savage and Tyler Tornado intend to reroute the train to Piglosi's mansion. After all, she has plenty of gourmet ice cream she should be willing to share with them.

AMMO REQUIRED

14 Pistol
10 Rifle
5 Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle on the left rock (A)
Stage the shotgun on the right rock (B)

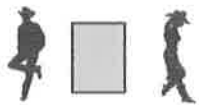
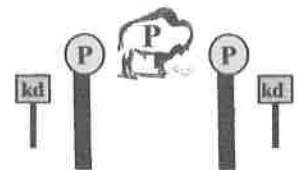
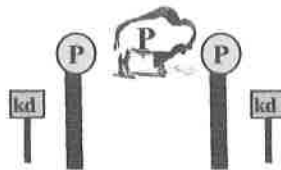
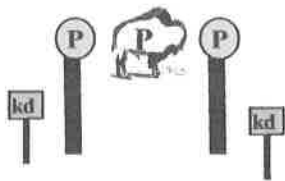
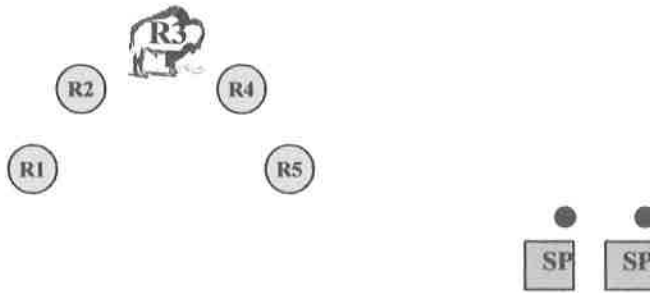
HOW TO SHOOT THE STAGE

Start standing at the left rock (A), with both hands cupped around your mouth and when ready, say "All aboard to the Piglosi Palace!". At the buzzer, retrieve rifle and with the first 5 rounds put 1 round each on RP1 and RP2, starting on either one, then 3 rounds on the mover (RP3). Then with the next 5 rounds put 1 round each on RP4 and RP5, starting on either one, then 3 rounds on the mover (RP3). Make the rifle safe. Move to the right rock (B), retrieve the shotgun, engage the 5 shotgun targets, any order. Make the shotgun safe on the rock. Move to the fence (C) and with the first 7 pistol rounds double tap RP1 and RP2, starting on either one, then put 3 rounds on the mover (RP3). With the last 7 rounds double tap RP4 and RP5, starting on either one, then put 3 rounds on the mover (RP3). (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

FIELD: Trap Field #1

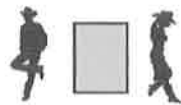
STAGE #6 WB



A



B



C



D



E

STAGE 6 (Trap Field #1)

Story

Critter, Two Tracks, Chelsea Kid, Lost Rider and Marshall TJ Buckshot heard the year 2021 say to the year 2020, "Hold my beer and watch this!" so they decided to show 2021 what Critter Juice does to beer.

AMMO REQUIRED

21 Pistol
7 Rifle
4 Shotgun

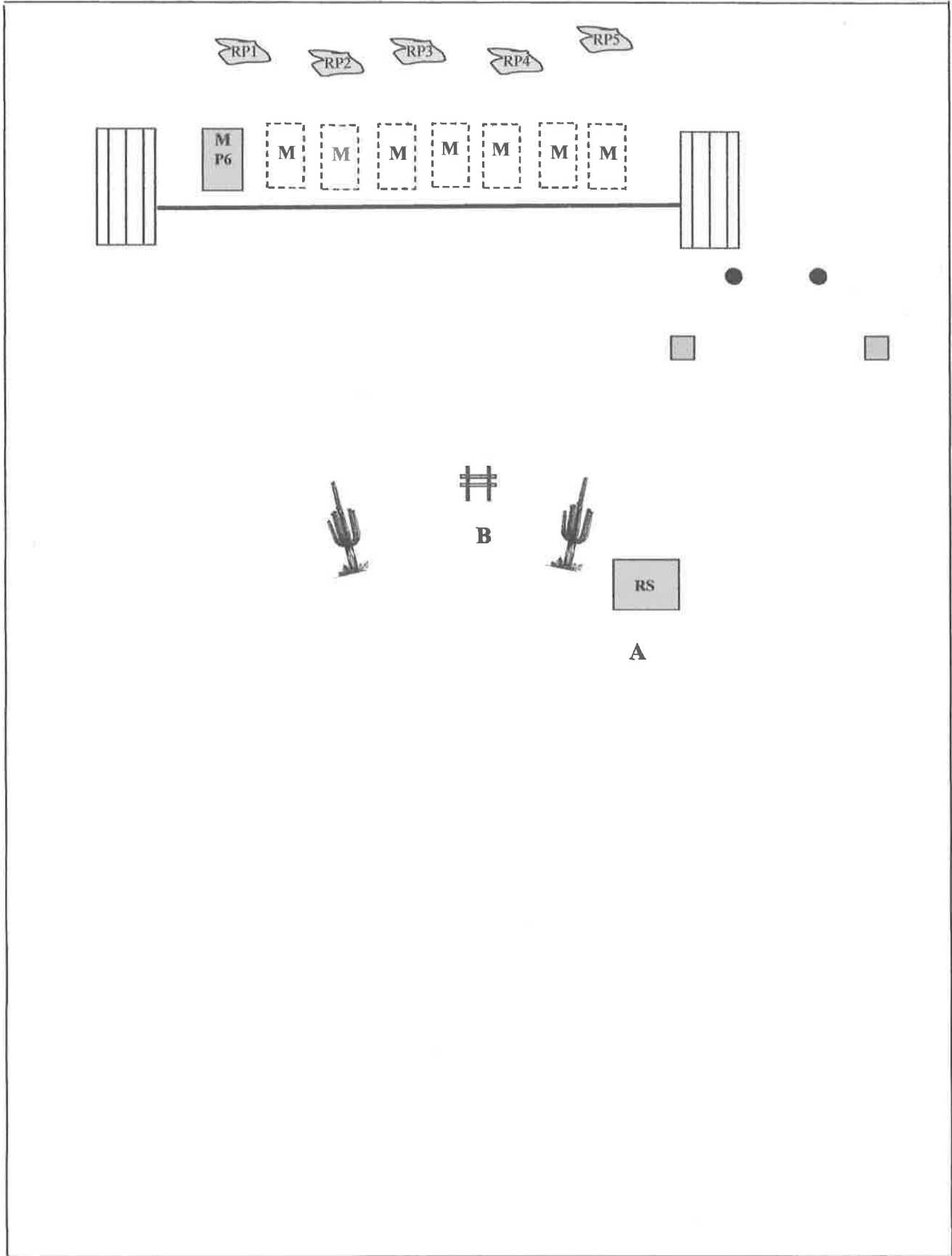
RO/STAGING INSTRUCTIONS

Stage the rifle on the second hay bale (B)
Stage the shotgun on the fourth hay bale (D)
Stage the unloaded pistol (slide forward, hammer down, empty chamber), flat on either the first hay bale (A) or last hay bale (E)

HOW TO SHOOT THE STAGE

The stage can be shot left to right (P,R,P,S,P) or right to left (P,S,P,R,P). Start standing at either hay bale (A) or (E), with a loaded magazine held in both hands. When ready, say "Watch this!". If at hay bale (A), at the buzzer, with 7 pistol rounds, put 2 rounds on the buffalo then sweep the 5 pistol targets (knockdown, circle, buffalo, circle, knockdown) from either end. All shots must be between the cowboy/cowgirl silhouettes. Move to hay bale (B) and make the pistol safe. Retrieve rifle and with 7 rounds put 2 rounds on the buffalo then sweep the 5 targets from either end. All shots must be between the cowboy/cowgirl silhouettes. Make rifle safe. Move to hay bale (C) and with 7 pistol rounds put 2 rounds on the buffalo then sweep the 5 pistol targets from either end. All shots must be between the cowboy/cowgirl silhouettes. Move to hay bale (D) and make the pistol safe. Retrieve shotgun and engage the two single bird poppers and clay birds in any order. Make shotgun safe. Move to position (E) and with the last 7 pistol rounds put 2 rounds on the buffalo then sweep the 5 pistol targets from either end. All shots must be between the cowboy/cowgirl silhouettes. If starting at position (E) the stage will be shot in reverse (P,S,P,R,P) from positions (E) to (A) following the same instructions.

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



STAGE 7 (Trap Field #2)

Story

The serpent has his children in charge of the House and Senate, but the Kid Gang (Deathwish, Kester Road, Chama, Montague and Nawlins) decide it's time for some fried serpent on a stick.

AMMO REQUIRED

14 Pistol
5 Rifle
4 Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle on the double hay bale (A)

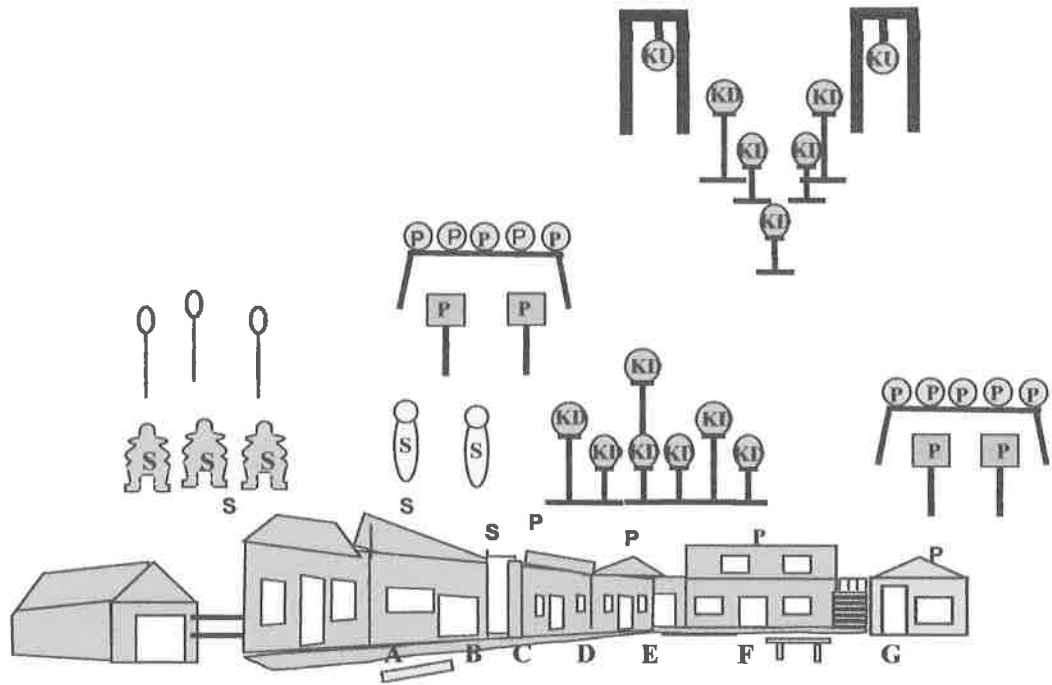
HOW TO SHOOT THE STAGE

Start at the double hay bale (A) with the shotgun in both hands. When ready, say "Tastes just like chicken!". At the buzzer, engage the 2 aerial rabbit throwers and clay rabbits in any order. Make the shotgun safe. Retrieve rifle and put 1 round on each snake, any order. Make the rifle safe. Move to the pistol fence (B) and with the first 7 rounds put 1 round on the mover then one round on each snake, any order, then one round on the mover. Repeat instructions with the last 7 pistol rounds.

STAGE NAME

FIELD: Town

STAGE #8 WB



STAGE 8 (Town)

Story

The snowflakes are rioting in the Town because the library wouldn't pull the Dr. Seuss books. However, Abe the Crippler and the Boyz (Lone Star Jake, The Dude Bandit, Cholula Mike, Chivato, El Diablo Gringo, Smilin Pete and Slim Chance Chris) are sick of this cancel culture bull. They are about to dump a world of hurt on the flakes and send them scurrying for their safe spaces once and for all.

AMMO REQUIRED

28 Pistol
8 Shotgun

RO/STAGING INSTRUCTIONS

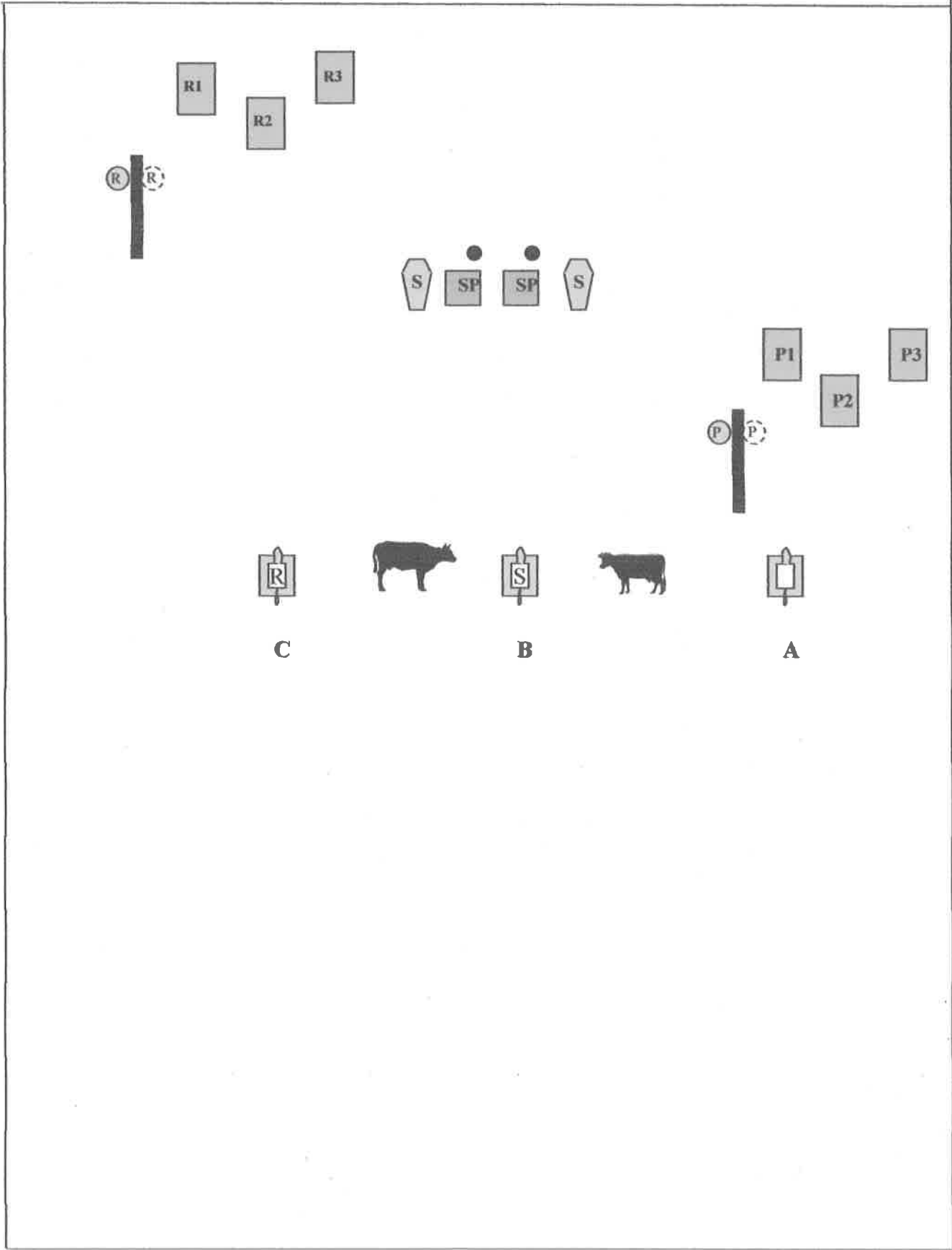
Shotgun loaded with 6 rounds (max) staged on the left side of the bar at position (A)

No one can go beyond the Barbershop doorway except the RO & Shooter until shooting is completed.

HOW TO SHOOT THE STAGE

Start standing at the left side of the Bar (A) holding the knife and fork in both hands, and when ready, say "I like green eggs and ham. Sam I am!". At the buzzer, engage the 3 cowboys & 3 clay birds, from the left side of the bartender in any order. Move to the right side of the bartender (B) and engage 1 pepper popper shotgun target. Move into the Alleyway (C) and engage the last pepper popper shotgun target. Make shotgun safe on the wood crate. Move into the Barbershop (D) and with 7 pistol rounds, engage the plate rack and 2 knockdowns, any order. Move into the Sheriff's Office (E), and from behind the desk with 7 pistol rounds engage the 7 knockdowns, any order. Exit the Sheriff's Office and move down the boardwalk to the Boarding House door (F). Knock it down and thru the doorway with 7 pistol rounds engage the 2 knock-ups and 5 knockdowns, any order. Continue down the boardwalk to PT Litewell's doorway (G) and with the last 7 pistol rounds from the doorway engage the plate rack and 2 knockdowns, any order. (Note: The shooter may stage extra shotgun rounds and/or pistol mags on the appropriate props if so desired.)

STAGE NAME	
FIELD: #9	STAGE #9 WB



STAGE 9 (Old 100yd Range)

Story

Rhsty Heatmore, Wheat Lightnin', I.C. Moose, Smokey Scott, Jake Yoos and Wagon Box Willy finally got a hold of Hunter Biden's "lost" laptop, but the corrupt FBI threw them in jail instead. Fortunately, Jewels Cartwright and the Girlz (Shoulda Married Money, Duelin Des and Loco Poco Lobo) can run a '66 rifle like no tomorrow so the Boyz were "released" on good behavior in no time at all.

AMMO REQUIRED

21 Pistol
8 Rifle
6 Shotgun

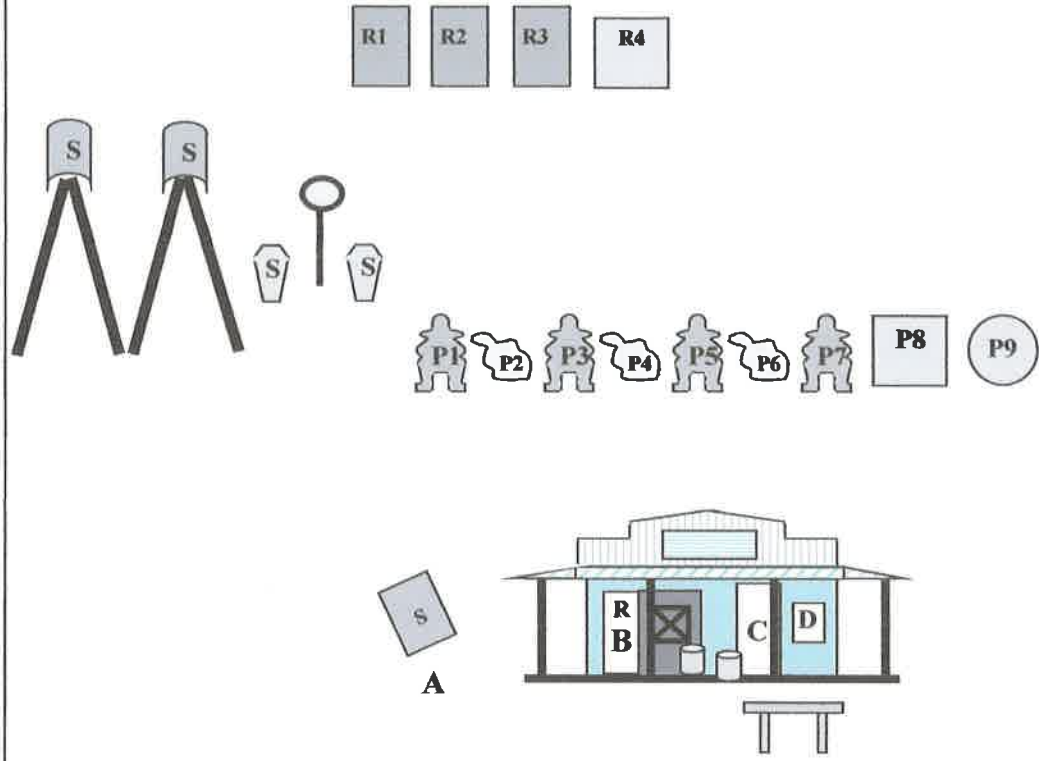
RO/STAGING INSTRUCTIONS

Stage the shotgun on gun horse (B)
Stage the rifle on gun horse (C)

HOW TO SHOOT THE STAGE

Start at position (A) and upon RO's command, draw the loaded pistol (not charged, slide forward, hammer down), with gun safely pointed down range, when ready say "FBI: Full Blown Idiots!". At the buzzer with 21 pistol rounds engage P1 thru P4 in an 1866 sweep starting on P1, (dueling tree) (P1, P2, P2, P2, P2, P2, P2, P2, P2, P3, P3, P3, P3, P3, P3, P4, P4, P4, P4, P4). Move to gun horse (B) where shotgun is staged. Make pistol safe. Retrieve shotgun and engage the 2 single bird poppers, clay birds and 2 shotgun targets, any order. Make the shotgun safe. Move to position (C). Retrieve rifle and engage R1 thru R4 in a 1-3-2-2 sweep starting on R1, the dueling tree (R1, R2, R2, R2, R3, R3, R4, R4).

STAGE NAME	
FIELD: Freight House	STAGE #10 WB



STAGE 10 (Freight House)

Story

The Long Island Crew (Steel Rail, Deuces, Hawkeye Harry and Hondo Harry) led by Dutch Cassidy and Patchogue Mike have decided it's time to liberate NYC from Dumblasio and Killer Cuomo's mismanagement and get the bars and restaurants open again.

AMMO REQUIRED

21 Pistol
7 Rifle
5 Shotgun

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

Stage can be shot left to right (S, R, P, P) or right to left (P, P, R, S). Start standing at the liquor crate (A) or inside the Freight House at the right window (D) holding the cup. When ready, say "Hold my beer and watch this!". At the buzzer, if starting at the liquor crate (A), retrieve the shotgun and engage the 5 shotgun targets, any order. Make the shotgun safe. Move inside the Freight House to the left window (B). Retrieve rifle and thru the left window with 7 rounds engage R1 thru R3 (rectangles) with one round each and R4 (large square) with 4 rounds, any order. Make the rifle safe. Move to the rear door (C) and thru the doorway with 7 pistol rounds, engage P1-P7 (cowboys & buzzards) with one round each starting on either end. Then with the next 7 rounds repeat the instructions starting on the same end as the first 7 rounds. Move to the right window (D). Thru the window, with 7 rounds engage P8 (large square) and P9 (large circle) putting 3 rounds on one and 4 rounds on the other, starting on either one. If starting at the right window (D) the stage will be shot in reverse (P, P, R, S) following the same instructions.