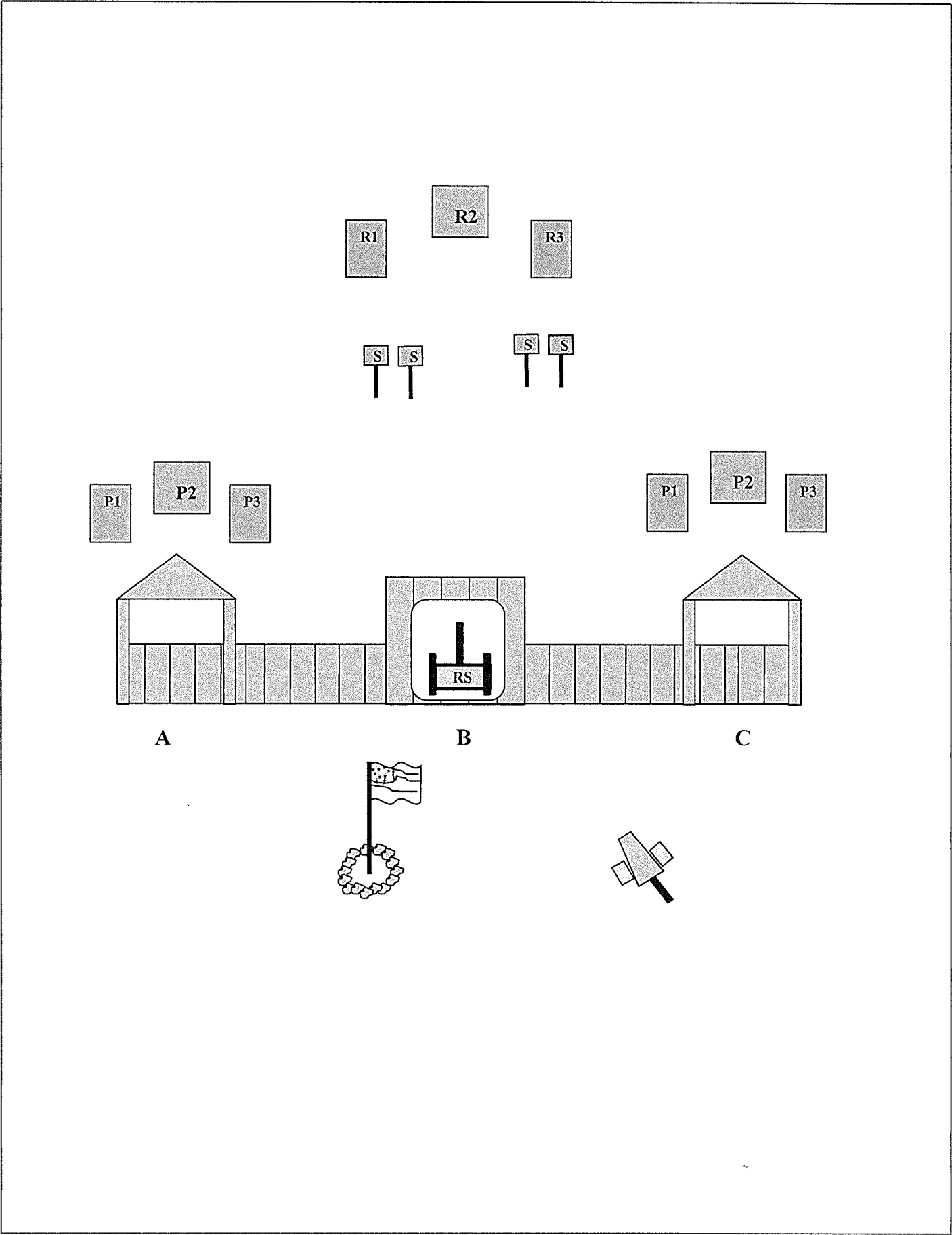


STAGE NAME	
FIELD: Fort	STAGE # 1 HR



STAGE 1 (Fort Misery)

Story

The troops are away leaving the ladies at the fort to fend for themselves. Violet Cassidy is making her world famous banana nut muffins when The Dude Bandit and his crew of miscreants (Seth Bradford, Willie Misfire, Lone Star Jake and Black Jack Titus) attack the fort trying to steal the goodies.

Violet and the ladies (Emma Goodcook, Boston Lady, Nantucket Dawn, Patsy Montana, Deadwood Daisy and Kate Cartwright) quickly throw cold water on their nefarious plans, but unfortunately the muffins took a little too much heat.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

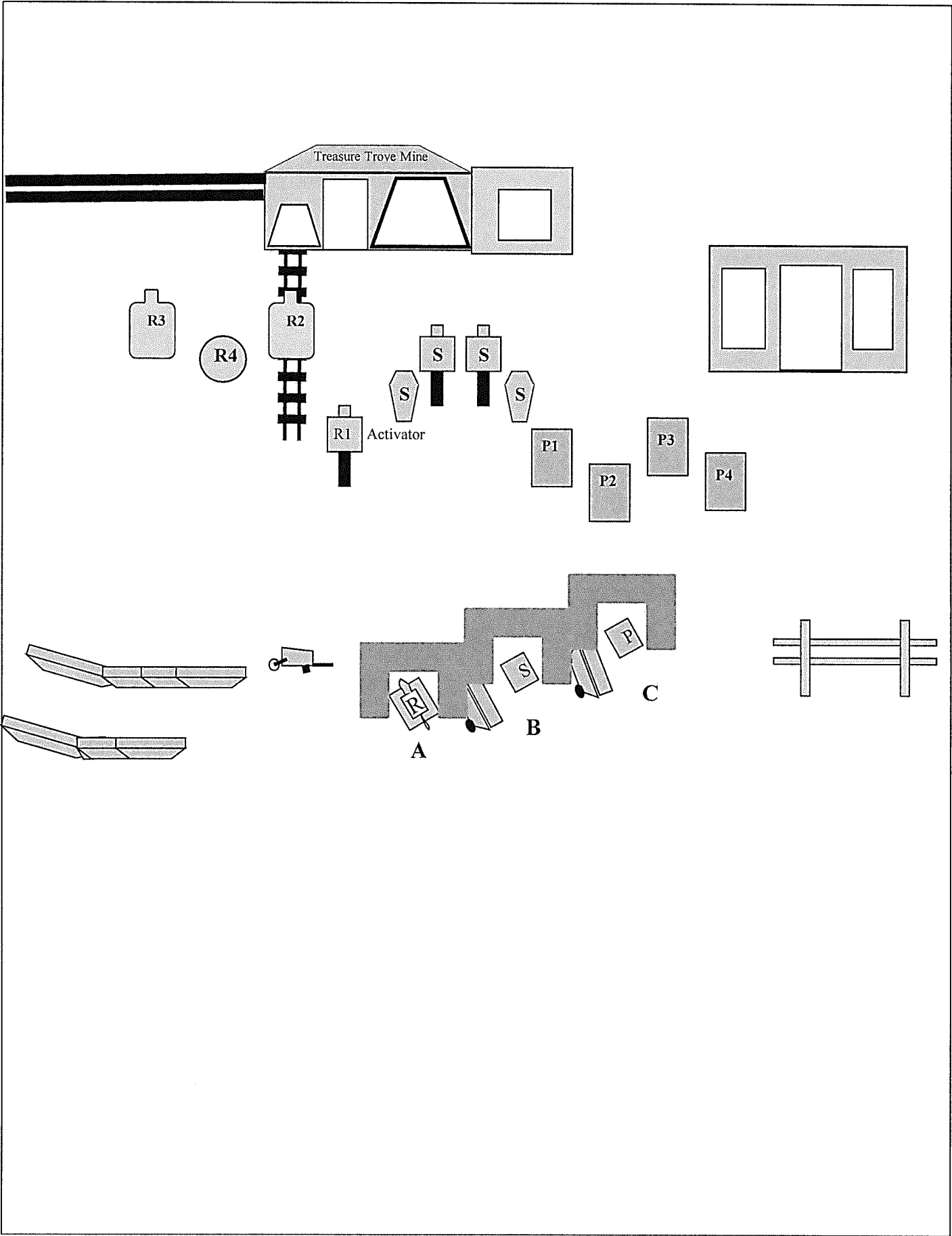
RO/STAGING INSTRUCTIONS

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

HOW TO SHOOT THE STAGE

Stage can be shot left to right or right to left. Start standing with pistol(s) in hand inside the left (A) or right (C) tower, and when ready, say "I really hate burnt muffins!". At the buzzer, with 10 pistol rounds double tap sweep the three targets from either end, then single tap sweep the targets from the same end and then put the 10th round on the center target (P1,P1,P2,P2,P3,P3,P1,P2, P3,P2). Move to the limber (B) and with the rifle with 10 rounds engage R1-R3 following the pistol instructions. Then with the shotgun engage the 4 shotgun targets in any order.

STAGE NAME	
FIELD: Mine	STAGE #2 HR



STAGE 2 (Mine)

Story

The old mine's been shut down for years so Blackjack Belle and Ashley D Austin figured it'd be the perfect hideout, but Lusty Liza and Calamitee had the same thoughts and aren't in the mood to share.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

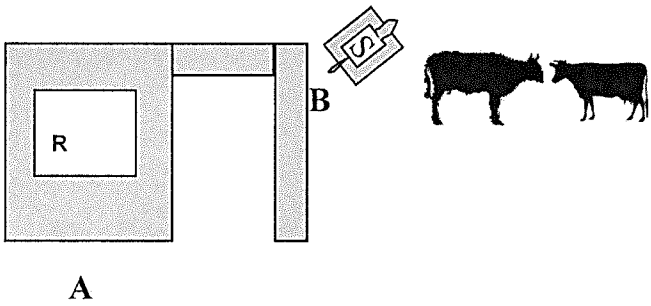
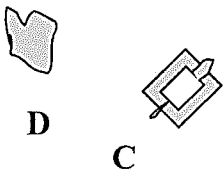
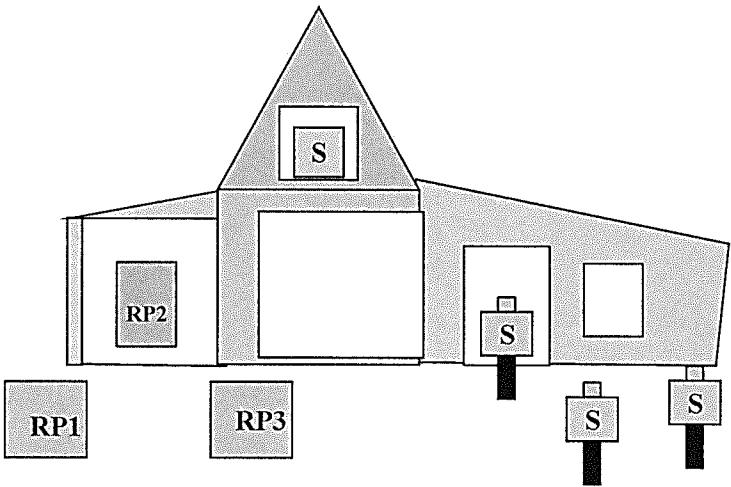
RO/STAGING INSTRUCTIONS

Stage the rifle on the gun horse (A).
Stage the shotgun on the hay bale (B).
Stage both pistols on the hay bale (C).

HOW TO SHOOT THE STAGE

Start with rifle in hand, behind the gun horse (A), when ready, say "It's mine!". At the buzzer, with 10 rounds engage the activator (R1) until down then put 2 rounds on the mine cart IPSC target (R2) and 2 rounds on the other IPSC target (R3), any order. Then put one round on the circle (R4) and then 2 rounds each on the mine cart (R2) and other IPSC (R3), any order, (R1,R2,R2,R3,R3,R4,R2,R2,R3,R3). Make the rifle safe back on the gun horse and move thru the mine to hay bale (B) and with the shotgun engage the 4 shotgun targets until down. Make the shotgun safe back on the hay bale. Move thru the mine to the other hay bale (C) and with the pistols engage the pistol targets by putting 3 rounds on each outside target and 2 rounds on each inside target (P1,P1,P1,P2,P2,P3,P3,P4,P4,P4), any order. Note: The activator must be engaged until down, any rounds not knocking down the activator are misses.

STAGE NAME	
FIELD: Homestead	STAGE: #3 HR



STAGE 3 (Homestead)

Story

With the men out on a posse, Jessie Saint Ann, Shady Rose, Victoria Barkley, Loco Poco Lobo and Sparkle Gal have to keep the homestead safe. Unbeknownst to the posse, the robbers have circled back and attack the homestead thinking it'll be easy pickins. They would have had a better chance facing the posse though because these ladies can shoot.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

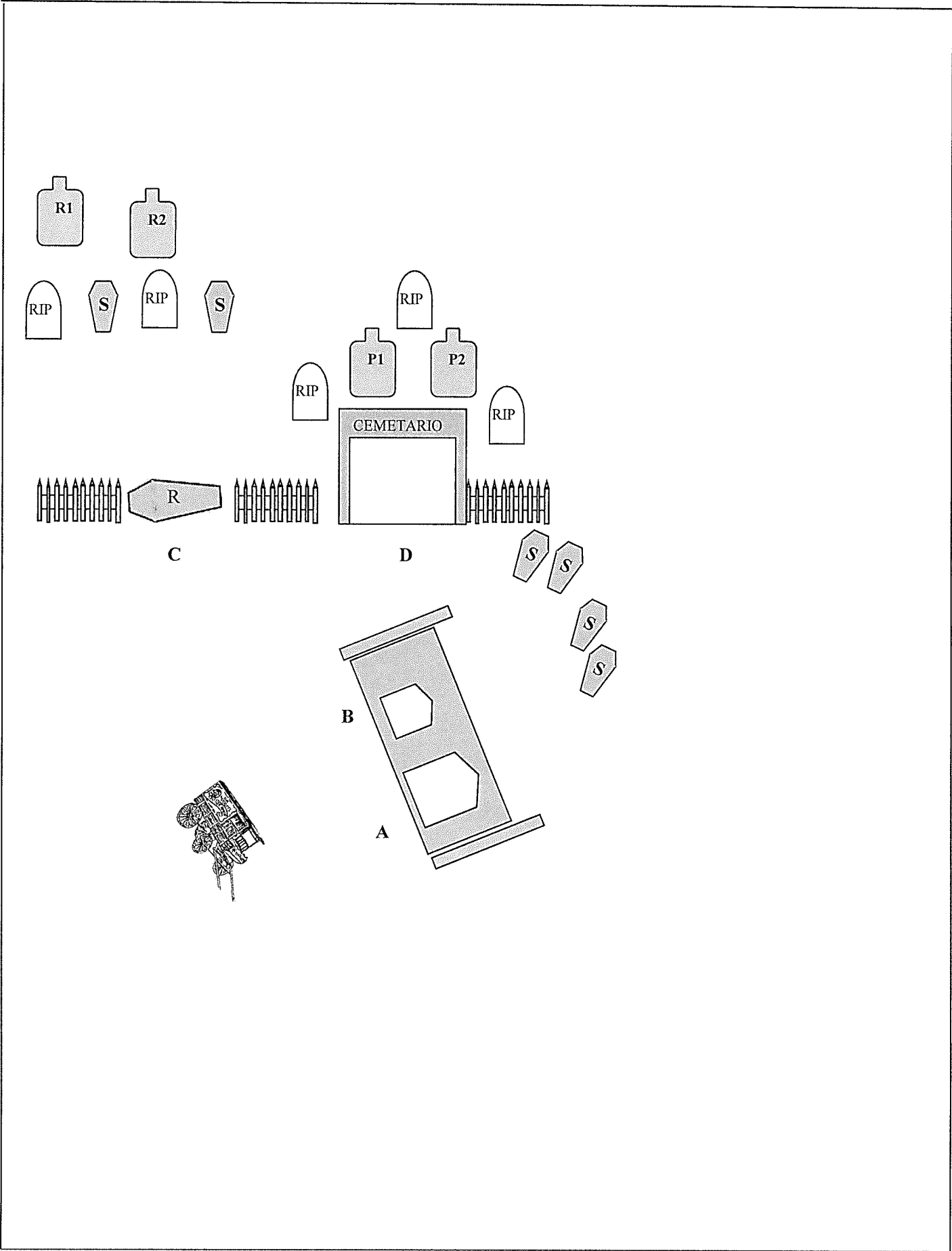
RO/STAGING INSTRUCTIONS

Stage the rifle on the farmstead window shelf (A)
Stage the shotgun on the gun horse (B) outside of the doorway

HOW TO SHOOT THE STAGE

Start standing with your whole body facing uprange and both hands on the hitching rail, when ready say "You've been 4 warned!". At the buzzer, with the rifle thru the window with 5 rounds put 4 rounds on one of the large squares then 1 round on the rectangle. With the next 5 rounds repeat the instructions using the other square and the rectangle. (RP1,RP1,RP1,RP1, RP2,RP3, RP3,RP3,RP3,RP2). Make the rifle safe back on the window shelf. Go thru the doorway to the gun horse (B) and anywhere between gun horse (B) and gun horse (C) engage the four shotgun targets in any order. Make the shotgun safe at either gun horse (B) or (C). Then anywhere between gun horse (B) and the stump (D) with the pistols repeat the rifle instructions.

STAGE NAME	
FIELD: Old Cabin #4	STAGE #4 HR



STAGE 4 (Old Cabin)

Story

Gospel Gunslinger is preparing for Sunday's sermon when the Comanchero's strike and he's pinned down inside the Mission. But what they don't know is that Michele Mayhem can also read to them from the Good Book and with the help of Southpaw Slingin' Sally, Headshot Hannah, Gunner Mae and Armay Brat she brings gunpowder and lead slingin' their way then plants them in the Cemetary.

AMMO REQUIRED

10 Pistol
10 Rifle
6+ Shotgun

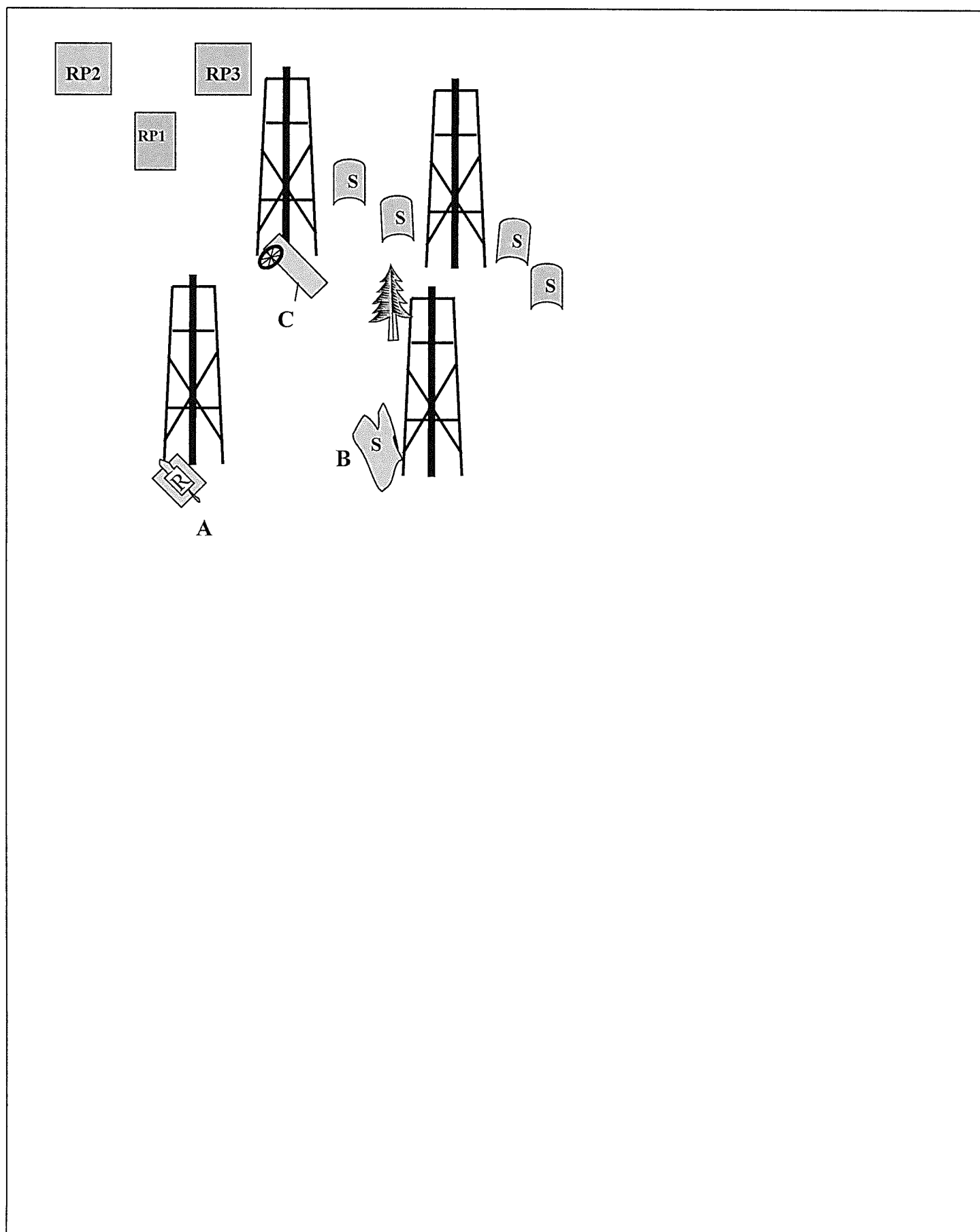
RO/STAGING INSTRUCTIONS

Rifle staged on the Coffin (C)

HOW TO SHOOT THE STAGE

Start at position (A) with shotgun in hand and muzzle in the doorway, when ready say "Dust to dust, ashes to ashes!". At the buzzer with the shotgun thru the Mission doorway, engage the two shotgun targets. Move to position (B) and thru the Mission window engage the two shotgun targets. Move to the Coffin (C) and engage the two shotgun targets. Then with the rifle with 10 rounds double tap alternate on R1 and R2 starting on either target (R1, R1, R2, R2, R1, R1, R2, R2, R1, R1). Move to the cemetery entranceway (D) and thru the entranceway, with the pistols repeat the rifle instructions on P1 and P2. Shotgun make-ups must be made from where shot and the Mission window props are not expendable.

STAGE NAME	
FIELD: Trestle/Oil Derrick	STAGE #5 HR



STAGE 5 (Oil Derrick)

Story

Sweet Mariss, Dueling Des and Prickly Pear strike it rich in the oil fields, but Buffalo Bad Bob, Mountain Man Mike and Backshot Dave figure to “relieve” them of their new found riches by claiming the rigs themselves. It should’ve been easy pickins for the boyz, but instead it turns into an “oily” hot mess and they are soon “relieved” to get out of there alive.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

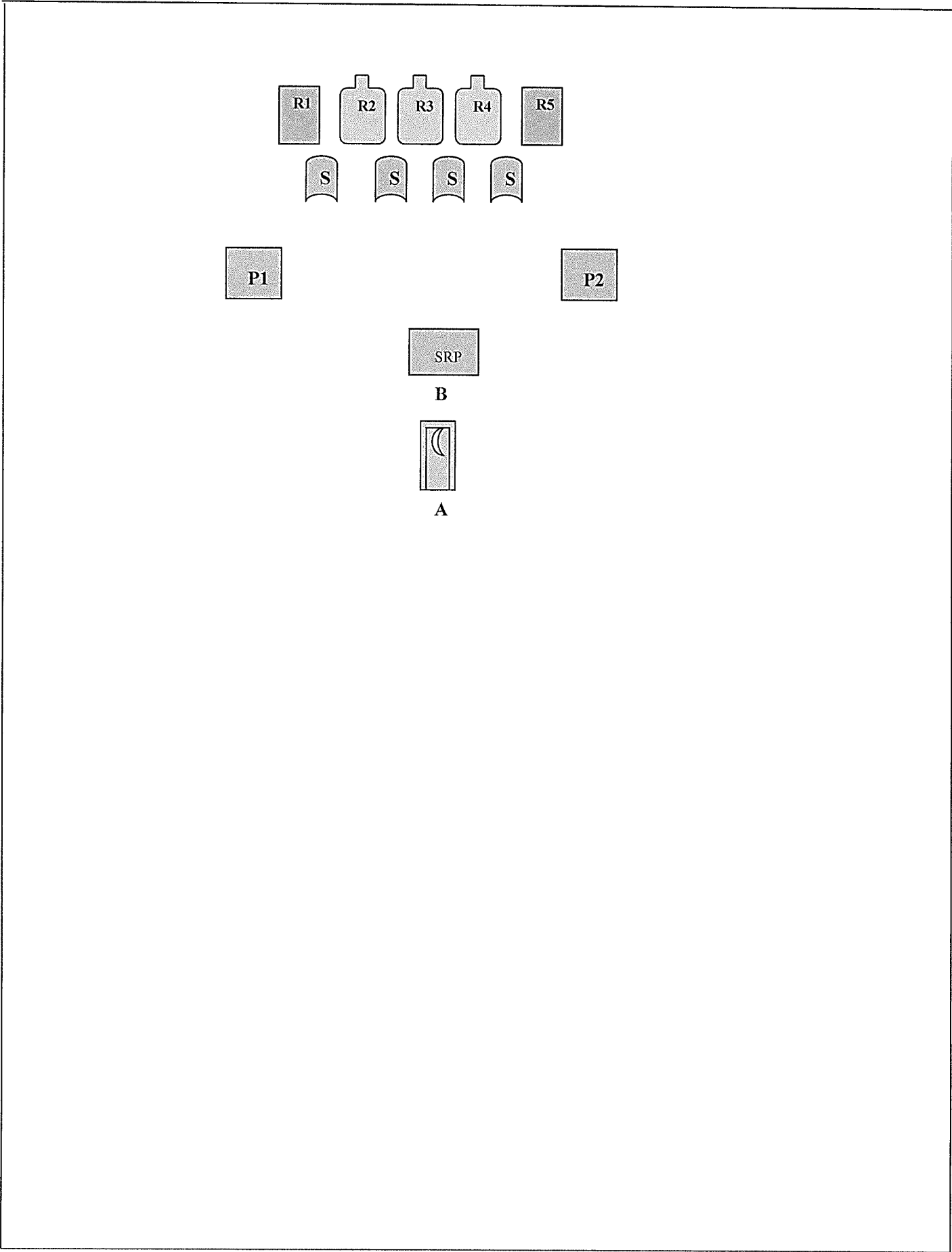
RO/STAGING INSTRUCTIONS

Stage the rifle on the gun horse at the left oil derrick (A)
Stage the shotgun on the rock (B)

HOW TO SHOOT THE STAGE

Start standing at the left oil derrick (A), with both hands on your pistols when ready, say “What a hot mess!”. At the buzzer with the rifle with 10 rounds, put 2 rounds on the rectangle (RP1) then 3 rounds each on the large squares (RP2 and RP3), in any order, then 2 rounds on the rectangle (RP1, RP1, RP2,RP2,RP2,RP3,RP3,RP3,RP1,RP1). Make the rifle safe back on the gun horse. Move to the rock (B) and with the shotgun from between the rock and the downrange oil derrick (C) engage the 4 shotgun targets in any order. Make the shotgun safe on the wagon at the downrange oil derrick (C). At (C) with the pistols with 10 rounds, repeat the rifle instructions.

STAGE NAME	
FIELD: Trap Field #1	STAGE #6 HR



STAGE 6 (Trap Field #1)

Story

You're sitting in the outhouse when you realize someone used the last roll of toilet paper and didn't replace it (Renegade Roper). This is worse than leaving the seat up and you're hopping mad!

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

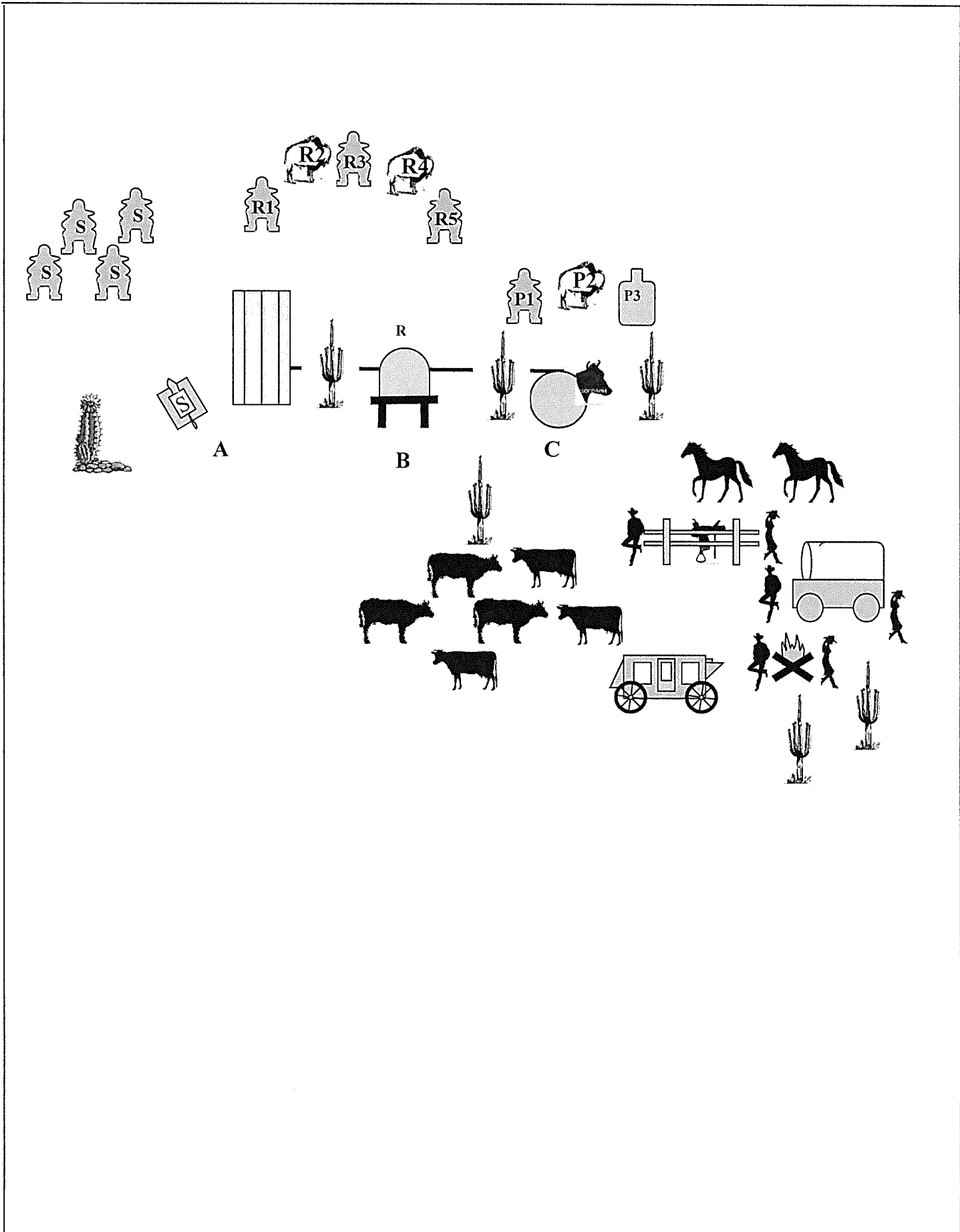
RO/STAGING INSTRUCTIONS

Stage the rifle, shotgun and pistols on the table (B).

HOW TO SHOOT THE STAGE

Start sitting in the outhouse (A), with the corn cob in both hands. When ready, say "This ain't Charmin!". At the buzzer, move to the table and **shooter's choice**; rifle not last. With the pistols, engage the large squares (P1 and P2) with 5 rounds each, any order. With the rifle with the first 5 rounds sweep the rectangles and IPSC's (R1-R5) starting on either end, then with the next 5 rounds Nevada sweep the IPSC's (R2-R4) starting on either R2 or R4 (R1,R2,R3,R4,R5,R4,R3,R2,R3,R4). With the shotgun engage the 4 shotgun targets until down.

STAGE NAME	
FIELD: TRAP	STAGE # 7 HR



STAGE 7 (Mover/Trap Field #2)

Story

QH Kim is known for her taste in fine horses. The Bronx Bandit and Peddler Jack make the biggest mistake of their soon to be short lives when they decide to steal her prize stallion. So Kim enlists the help of her fellow cowgirls (Appaloosa Amy, Snazzy McGee, Alibi Annie, Hey Moe and Hawley McCoy) and sets out to not only get her horse back but to teach them horse thieves a thing or three.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

RO/STAGING INSTRUCTIONS

Stage the shotgun on the gun horse (A)
Stage the rifle in the covered wagon (B)

HOW TO SHOOT THE STAGE

Stage can be shot left to right (S,R,P) or right to left (P,R,S). Start at either the gun horse (A) or the cow table (C) with both hands on the lariat, when ready say "String em up girls!". At the buzzer, at (A) engage the 4 shotgun targets in any order. Move to the covered wagon (B) and thru the wagon cover, with the rifle with 10 rounds, sweep the 5 targets in a 3-1-2-1-3 sweep starting on either end (R1,R1,R1,R2,R3,R3,R4,R5,R5,R5). Make the rifle safe back in the wagon. Move to the cow table (C) and with the pistols with 10 rounds on 3 targets sweep the targets in a poor man's 3-1-2-1-3 sweep (P1,P1,P1,P2,P3,P3,P2,P1,P1,P1) starting on either end.

STAGE 8 (Town)

Story

Rukus Flats has seen the crime rising in neighboring big towns, but Quilla Star, the Town's sheriff, and Justice Avocatessa are both tough as nails and a force to be reckoned with. So when Jason Aldean comes to town the only thing burning is the money burning a hole in your pocket.

AMMO REQUIRED

10 Pistol
8 Rifle
6+ Shotgun

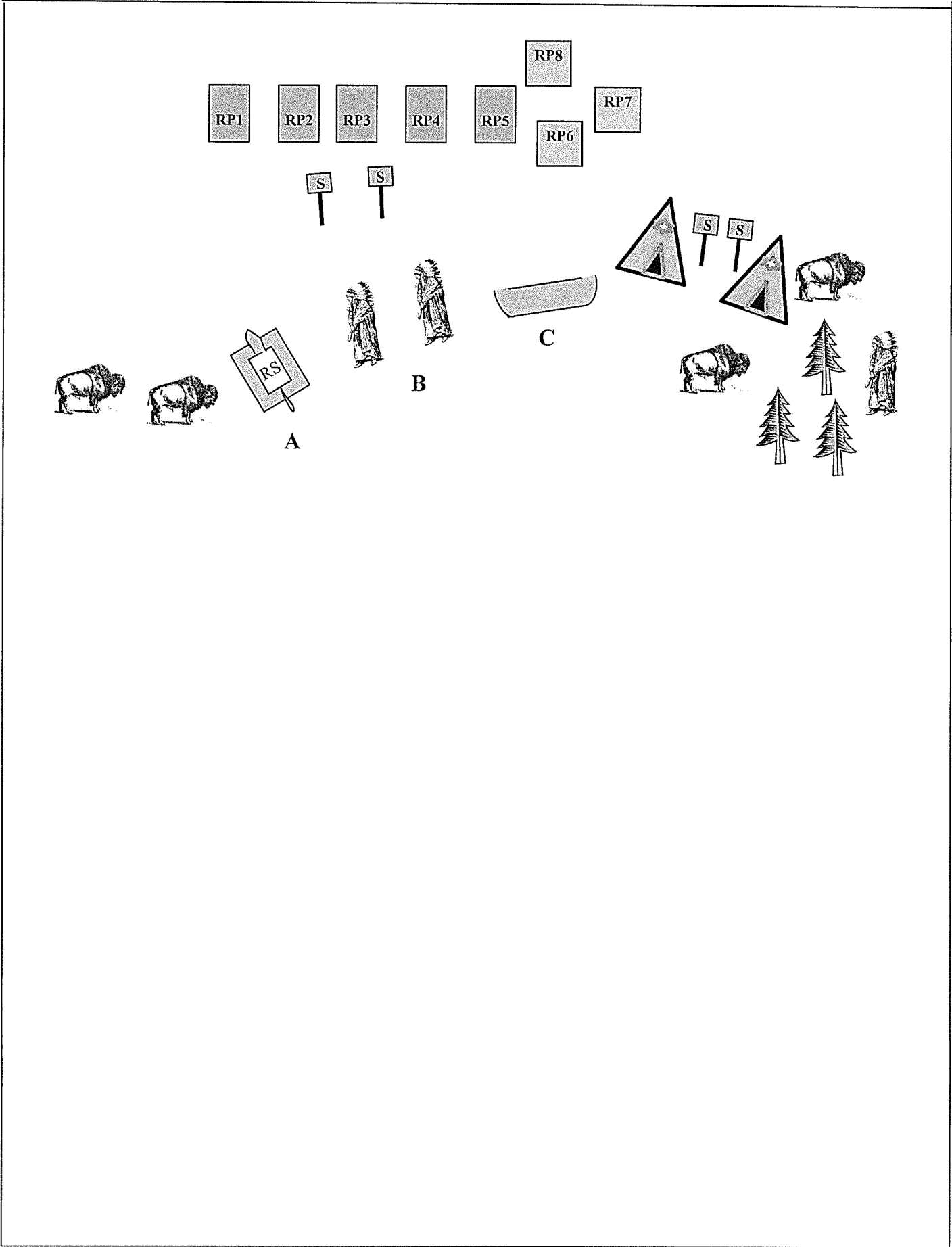
RO/STAGING INSTRUCTIONS

Rifle staged on either Boarding House Window shelf (B)
Shotgun staged on the Sheriff's desk (C)

HOW TO SHOOT THE STAGE

Start at P.T. Litewell's doorway (A) with both hands holding the money, when ready say "Try that in a small town!". At the buzzer thru the doorway with the pistol with 10 rounds alternate on the large circle (P1) and the large square (P2), in any order. Move to the Boarding House doorway (B), knock the doorway down and thru the doorway with the rifle with 8 rounds engage the plate rack until all plates are down. Put any remaining rounds on the small square (R). Make the rifle safe back on either shelf. Move to the Sheriff's office (C) and with the shotgun engage 2 shotgun targets from the right of the post and 2 shotgun targets from the left of the post. Make-ups can be made from either position there (left or right of the post). Move to the Barbershop (D) and engage the 2 shotgun targets. Note: Misses on the plate rack and/or the small square (R) do not count as misses. Only if plates are left up are misses assessed on the plate rack (ie, you have 8 rounds to knock down the 5 plates). You must expend 8 rounds or any unfired/unexpended rounds will count as a miss. If a shooter mistakenly engages the small square (R) before all plates are down it is not a procedural, it would only be a miss if any plates are left standing because they expended their 8 rounds (ie, they can go back and re-engage the plate rack as long as they have not expended their 8 rounds).

STAGE NAME	
FIELD: #9	STAGE # 9 HR



STAGE 9 (Old 100yd Range)

Story

Critter is laid up after falling off his horse Saturday night after consuming too much Aiming Fluid. Now it's up to Ruby Rose Longshot to put some meat on the table for the wagon train. She grabs her trusty old Sharps and along with Scout Wrangler, Dallas Rose, Water Hatchet, Big Sky Di, Jewels Cartwright and Ruby Rae they follow the arrowhead signs to the buffalo herd and then make short work of resupplying the vittles.

AMMO REQUIRED

10 Pistol
10 Rifle
4+ Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle and the shotgun on the gun horse (A)

HOW TO SHOOT THE STAGE

Start standing behind the gun horse (A) with both hands on the staged rifle (rifle is flat on the gun horse), when ready say "Point the way!". At the buzzer, with the rifle with the first 5 rounds sweep the 5 rectangles, then with the next 5 rounds sweep the squares in a 1-3-1 sweep starting at the top or bottom (RP1,RP2,RP3, RP4,RP5,RP6,RP7,RP7,RP7,RP8). With the shotgun engage the 2 shotgun targets between the Indians (B), in any order, make-ups must be made from here and the Indians are not expendable. Anywhere between the Indians (B) and the canoe (C) engage the other 2 shotgun targets, in any order, the tepees are not expendable. Make the shotgun safe at the canoe and from the canoe with the pistols follow the rifle instructions.

STAGE 10 (Freight House)

Story

Scarlett Darlin is known for giving out a hug with every livery rental. Evil Ed, Rum Wild, Drop Dead Dave and Grave Digger Tony returned one of the freight wagons with a broken axle claiming it was that way when they got it so they weren't going to pay for it. But Scarlett found out thru the grapevine that they were really running stolen guns and got caught. They had to make a run for it over some really rough terrain at the expense of her wagon so now she's gonna fix their wagons with the help of Emmie Oakley and Bossy Bellows.

AMMO REQUIRED

10 Pistol
10 Rifle
6+ Shotgun

RO/STAGING INSTRUCTIONS

Stage the rifle on the liquor crate (C).

HOW TO SHOOT THE STAGE

Start standing at the left window (A), with the shotgun in both hands, when ready, say "No hugs for you!". At the buzzer, thru the window, engage the 2 left shotgun targets in any order. Move to the right window (B) and thru the window, engage the 2 right shotgun targets in any order. Go thru the back doorway to the liquor crate (C) and engage the middle 2 shotgun targets in any order. Shotgun targets must be made up from the position they are first engaged at. Then with the rifle with 10 rounds, engage RP1 and RP2 in a poor man's Lawrence Welk sweep starting on either target (RP1,RP2,RP2,RP1, RP1,RP1, RP2,RP2,RP2,RP2). Move to the hay bale (D) and with the pistols repeat the rifle instructions.

THREE PERSON TEAM SHOOT

STAGE 6 (Trap Field #1)

Sunday, September 17th, 2023, 12:30pm – 1:30pm

Teams will be randomly drawn, bring your name badge. Once teams are drawn, the team members will decide amongst themselves who shoots which firearm. Please be there by 12:15pm to draw teams.

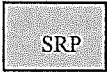
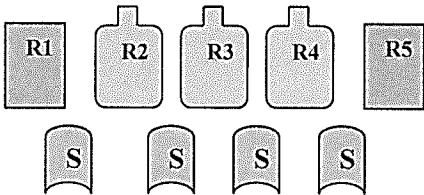
RO/STAGING INSTRUCTIONS

All guns will be staged on the table (B) and restaged there.

HOW TO SHOOT THE STAGE

Guns can be shot in any order as long as the rifle is not last. The team member designated to shoot first, will start with one hand on the outhouse doorway (A) and the other two team members will be touching the front of the outhouse. At the buzzer, with the pistol with the first 5 rounds, put 4 rounds on either P1 or P2 and then 1 round on the target you did not engage (P2 or P1). Repeat instructions with the next 5 rounds. The pistols **MUST be restaged** back on the table. With the rifle with 10 rounds engage R1-R5 in a double tap sweep, starting on either end. With the shotgun engage the 4 shotgun targets in any order until down. After completing their shooting string, the shooter must tag the next shooter who must have one hand on the outhouse doorway (A), or it will be a procedural. The fastest team time, counting any penalties, wins.

STAGE NAME	
FIELD: Trap Field #1	STAGE #6 HR



B



A