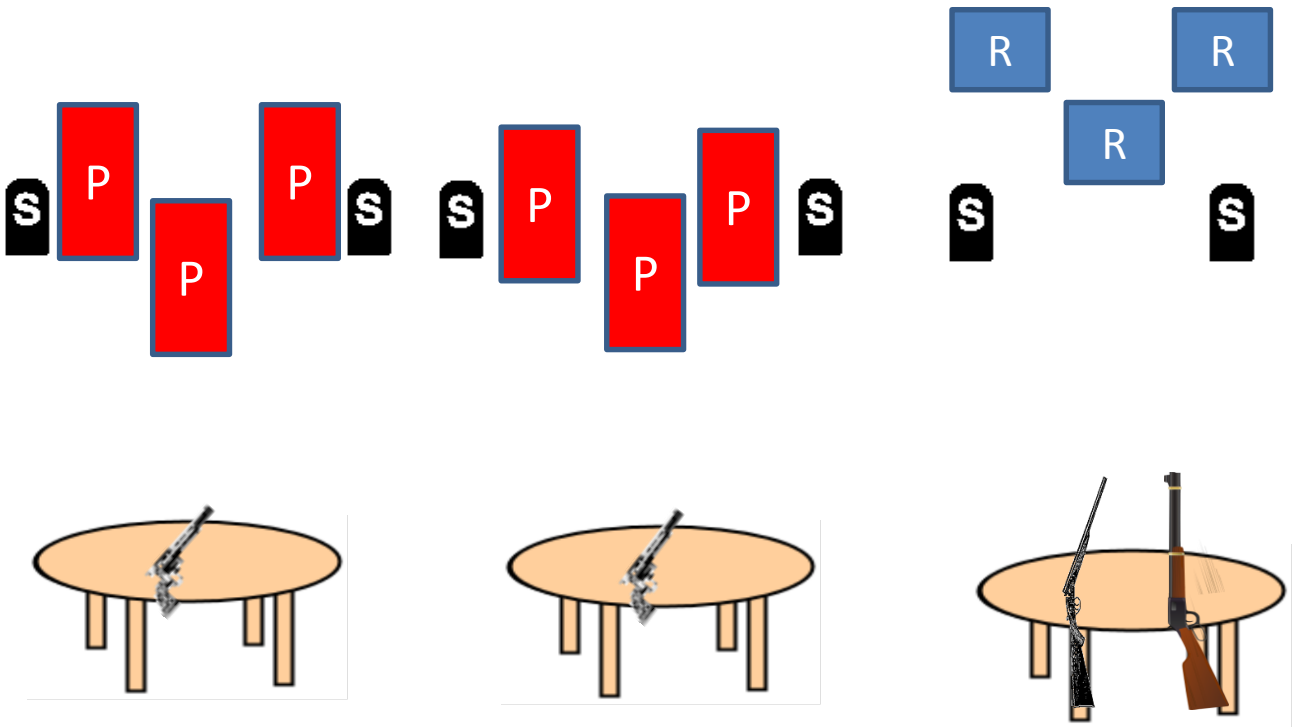


Stage 1, Bay 9



It has been noticed that some of the Geechee Gunfighters are getting a tad older. They are still a rowdy bunch, but perhaps not as much as before.

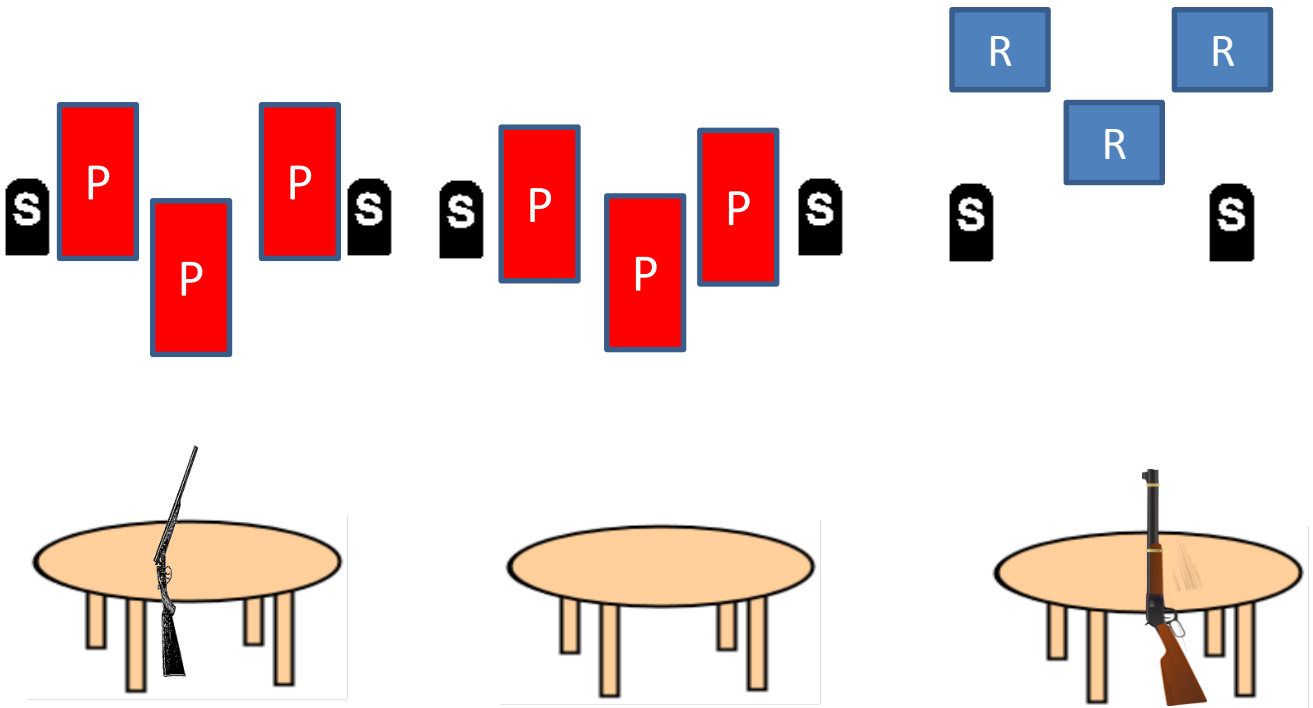
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Rifle and shotgun are staged on right table, one pistol staged on each of the other tables. Start standing behind right table with both hands on the table, not touching a gun.

Line: Wake up and shoot!

ATB: Engage rifle targets with 3 rounds on middle target, then 1 round on each outer target, repeat instructions with next 5 rounds. Return rifle to table and pick up shotgun. Knock down both shotgun targets, take shotgun to middle table and knock down both shotgun targets, make shotgun safe on table and with pistol engage pistol targets with 3 rounds on middle target and then 1 round on each outer target. Take shotgun to left table and repeat instructions as before. After use pistols can be returned to table or holstered. Shotgun misses must be made up from same position as originally engaged.

Stage 2, Bay 9



It was just announced that a big spender is buying everyone drinks at the local saloon. You decide you might as well check it out.

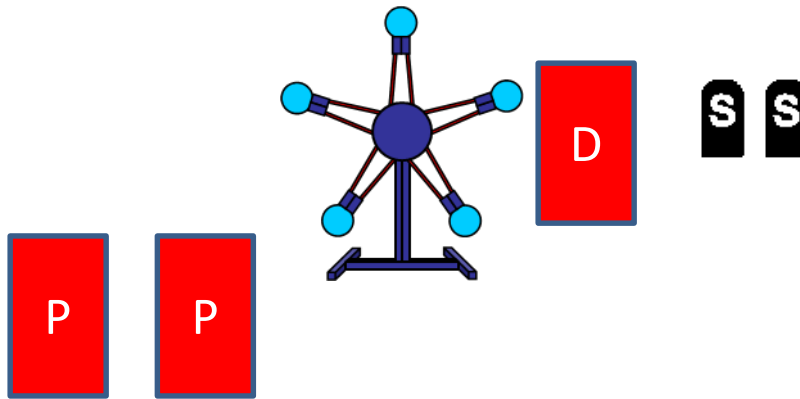
Round Count: Rifle: 9, Pistols: 10, Shotgun: 6+

Staging: Rifle staged on right table, shotgun on left table, pistols holstered. Start standing behind left table with both hands holding bottle above table.

Line: It's five o'clock somewhere!

ATB: Place bottle on table and with a pistol, starting on any target, engage pistol targets in a 5 round Nevada sweep. Next, pick up shotgun and knock down both shotgun targets. Take shotgun to middle table and make safe. Next, engage pistol targets as before. Then with shotgun knock down both shotgun targets. Take shotgun to right table and make safe. Next with rifle, starting on any target, engage rifle targets in a 9 round Nevada sweep. Finally, with shotgun knock down both shotgun targets. Shotgun misses must be made up from same position as originally engaged.

Stage 3, Bay 8



You have hired some new hands for your ranch, but they don't seem very motivated. You keep catching them napping with they should be working.

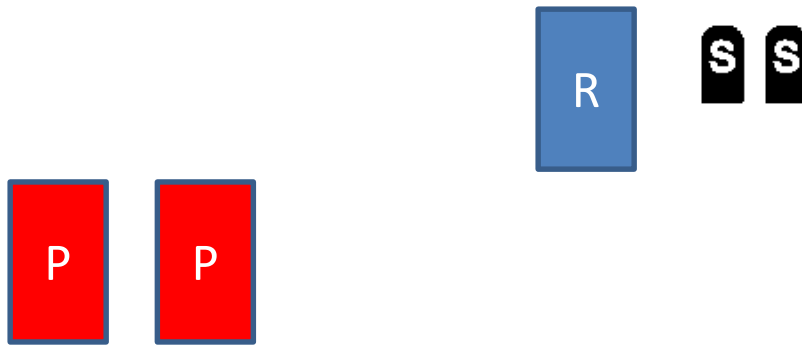
Round Count: Rifle: 10, Pistols: 10, Shotgun: 2+

Staging: Pistol(s) in hand(s), the other holstered as required. Rifle and shotgun staged on table. Start standing behind table.

Line: Hot lead motivates!

ATB: With first pistol engage the pistol targets with 3 rounds on one target and 2 rounds on the other. Repeat instructions with second pistol. Next with rifle knock down the 5 plates on the star, place any remaining rounds on the dump target. Only a plate left standing on the star will count as a miss. Misses on dump target are, alas, misses. With shotgun knock down the shotgun targets in any order, and you may also engage any plates left on the star.

Stage 4, Bay 8



You have discovered that your neighbor has been rustling your cattle, you are not happy about that at all!

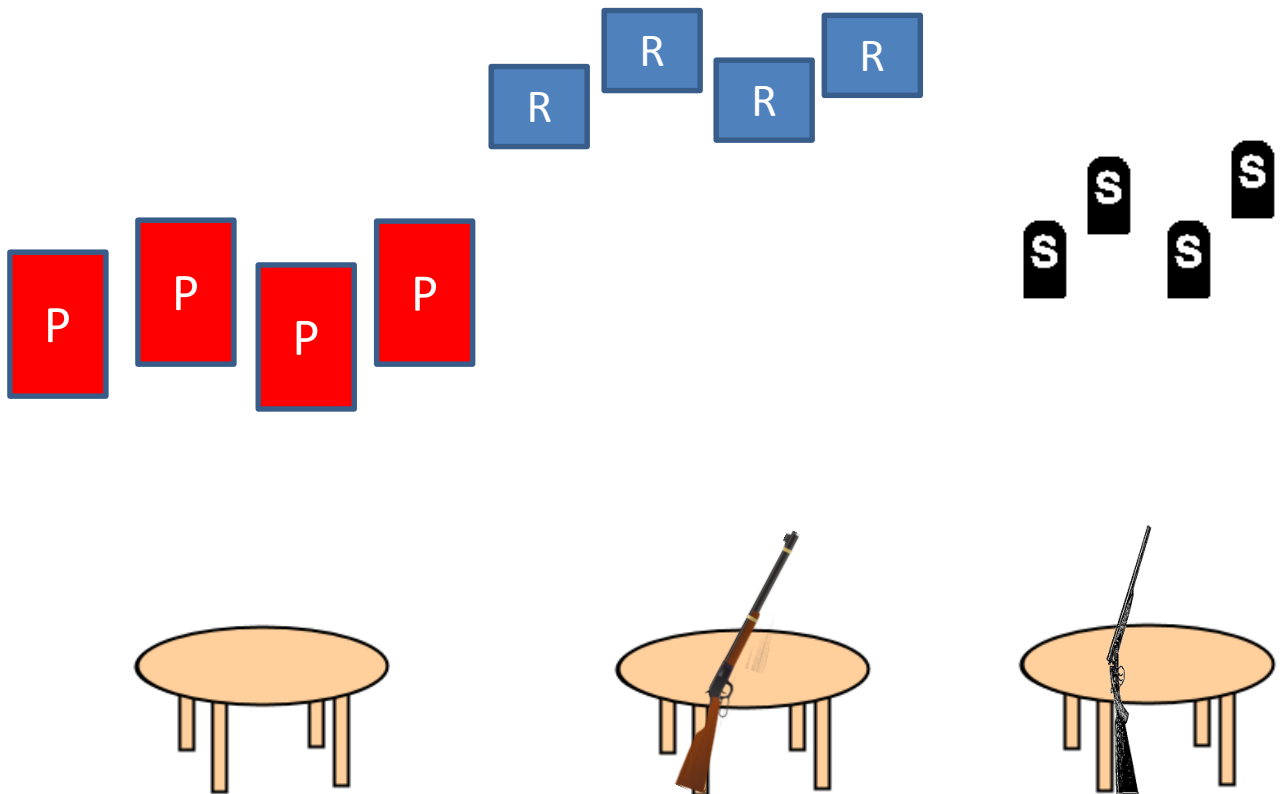
Round Count: Rifle: 5, Pistols: 10, Shotgun: 2+

Staging: Pistols holstered, rifle and shotgun staged on table. Start standing behind table, both hands on pistol grips.

Line: Hi neighbor, now die!

ATB: Shooter's choice of gun order, but rifle cannot be last. With pistols, place 5 rounds on each pistol target. With rifle place 5 rounds on the rifle target. With shotgun knock down the two shotgun targets.

Stage 5, Bay 7



Some of our shooters are noted for being very fast, but sometimes a bit wild.

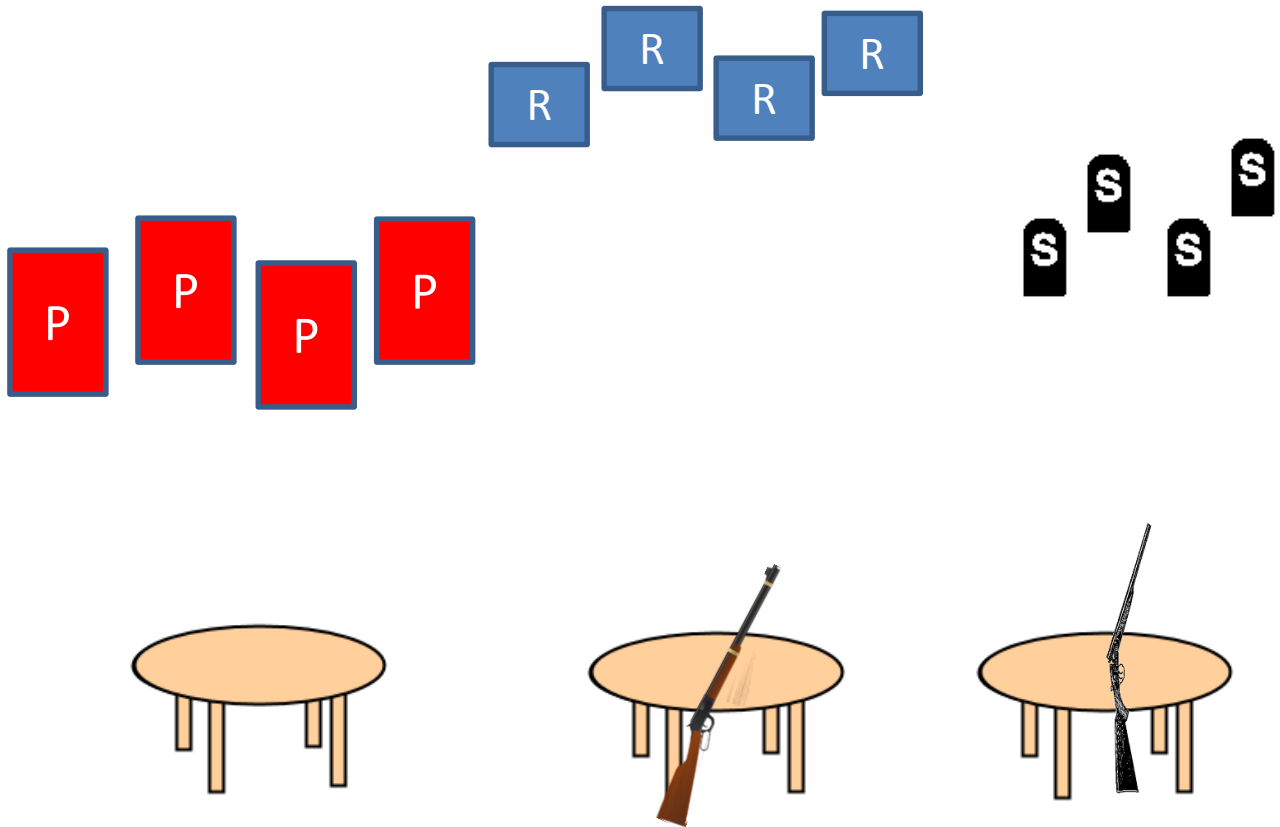
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table. Start standing behind either right or left table, both hands on hat.

Line: Full speed is my only speed!

ATB: If starting at left table engage the pistol targets in two sweeps, no double taps, then place one round on each middle target. Move to middle table and engage rifle as per pistols instructions. Move to right table and with shotgun knock down the four shotgun targets in any order.

Stage 6, Bay 7



There are lots of outlaws on the range, a cowboy needs to be aware at all times.

Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table. Start standing behind either right or left table, one hand shading eyes.

Line: Looks like trouble!

ATB: If starting at left table, engage pistol targets from either end in a progressive sweep, (i.e. 1, 2,2, 3,3,3, 4,4,4,4). Move to middle table and engage rifle targets as per pistol instructions. Move to right table and with shotgun knock down the four shotgun targets in any order.