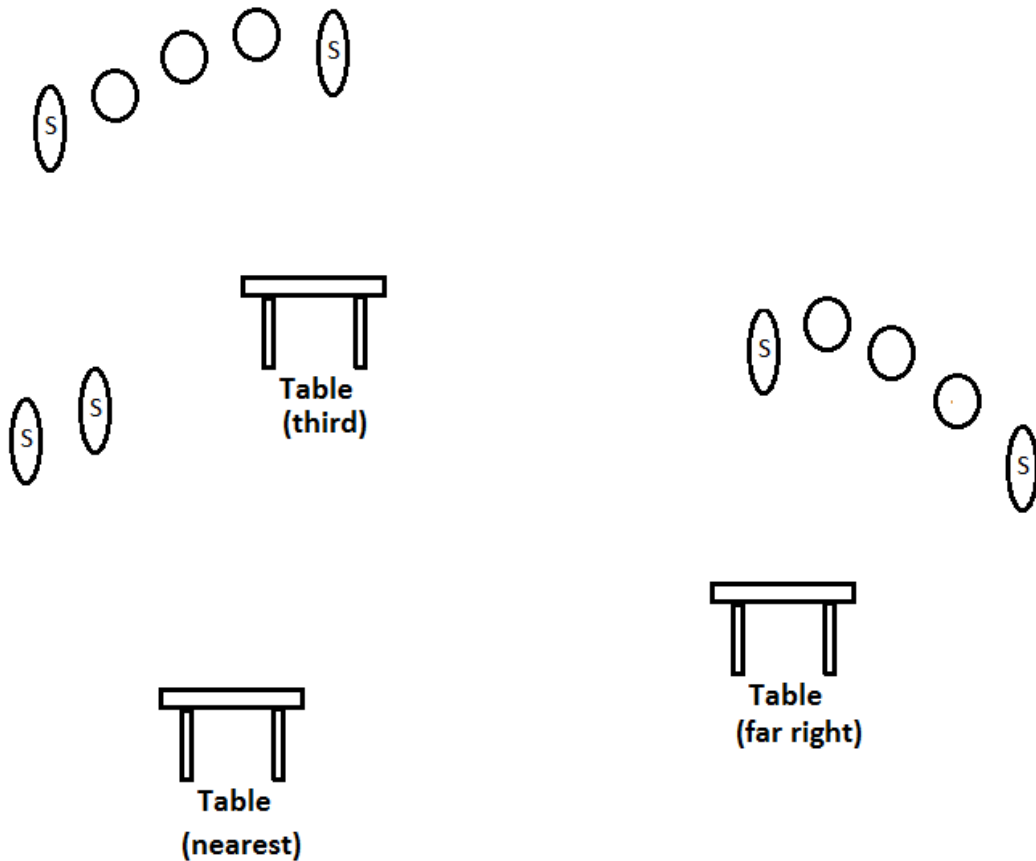


Stage One



Guys in black hats seem to be hiding everywhere. Looks like you're going to have to flush them out.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 9 rounds and staged on far right table

Shotgun held at port arms at the nearest table. At least 6 rounds on your person

Begin standing at the nearest table with shotgun held in both hands. When ready say **"Help me flush them out!"**

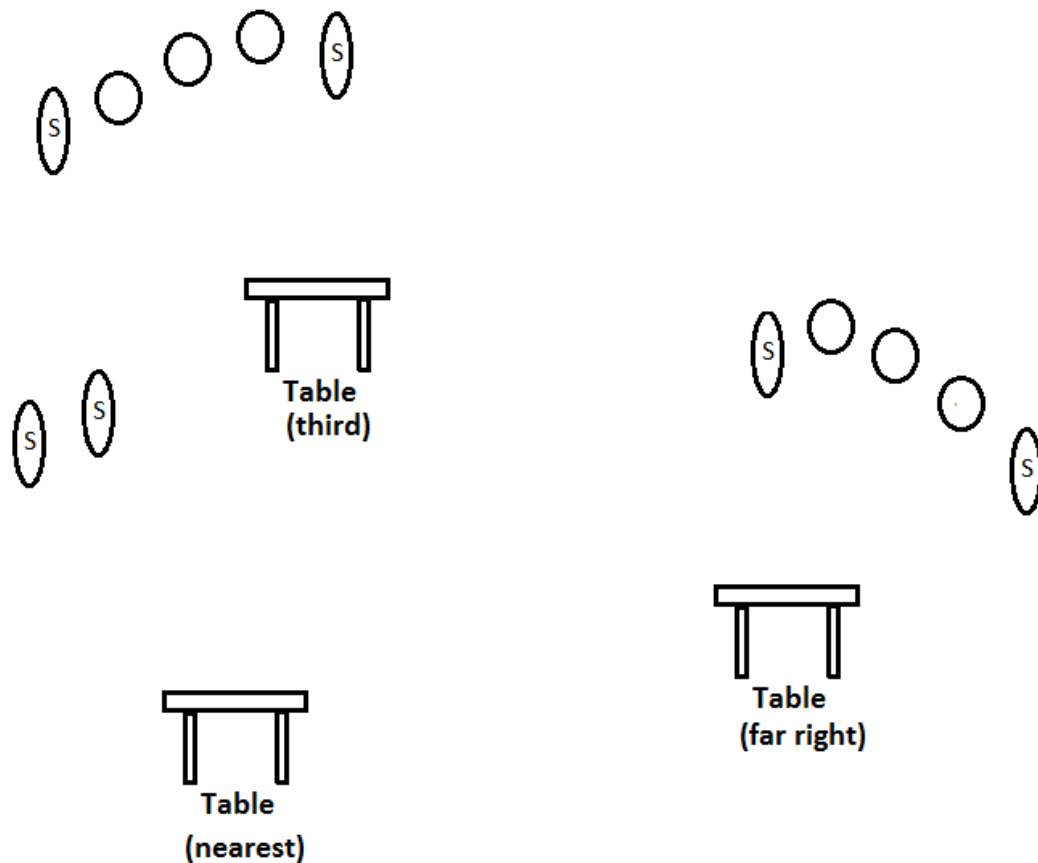
At the beep engage the two left shotgun targets. Move within kicking distance of the right table and engage the two right shotgun targets.

Put shotgun on table, get rifle and sweep the three right rifle targets 3 times, no double taps.

Put rifle on table. Take shotgun with you to the third table and when you are within kicking distance of the third table engage the last two shotgun targets.

Put shotgun on table and engage the 3 pistol targets to your left with your pistols, 10 shots on 3 targets, any order.

Stage Two



Just a few more black hats to get rid of. This will take a little more planning.

Rifle loaded with 10 rounds and held in both hands

Pistols loaded with 5 rounds each and holstered

Shotgun staged on far right table with at least 6 rounds on your person

Begin standing at the nearest table with the rifle in both hands. When ready say
“Tricky Pick (Wardlow), I see them. To your left!”

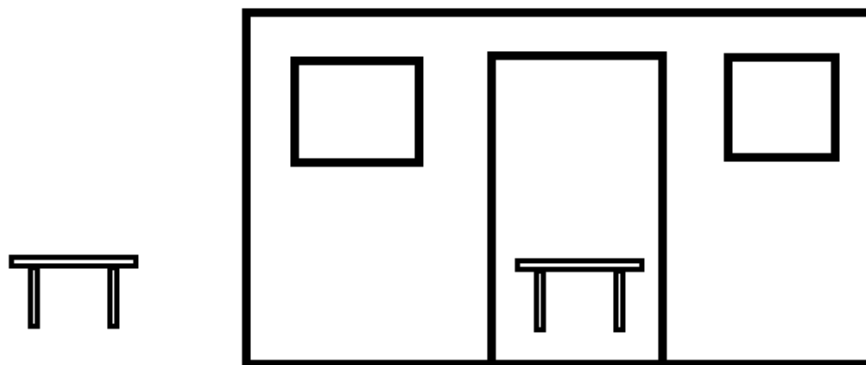
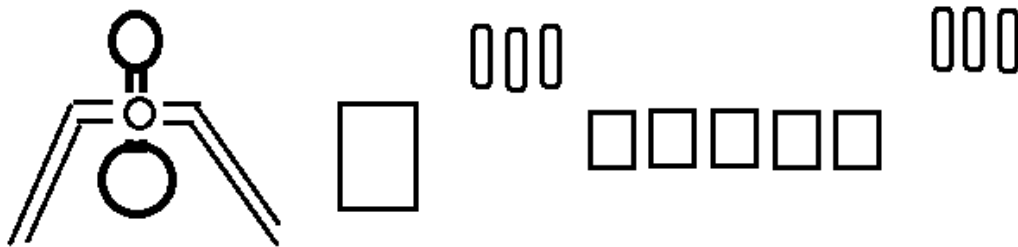
At the beep engage the 3 rifle targets to the left with 3 rounds each. Put the tenth round on any pistol target to the right.

Put rifle on far right table, get shotgun and engage the two right shotgun targets. Moving to far right table accompanied with your shotgun, engage the two far right shotgun targets.

With pistols engage the far right targets the same as you shot the rifle targets. That means last pistol shot will be on a rifle target. If you hit the rifle target with your pistol, thank Tuco Forsyth for his help!

Quit patting yourself on the back if you hit the rifle target with your pistol and move to within kicking distance of the third table and engage the last two shotgun targets.

Stage Three



Turkey day has come to your town. As Sheriff of Turkey Town, you have to keep the peace. Some rowdy men & women are making a mess of the town. Up to you to clean it up.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and held in hand, standing on ground left of building

Shotgun staged in doorway on table, 6 or more rounds on your person

Begin standing on ground to the left of building with rifle in hand on hand and activator rope in the other hand.

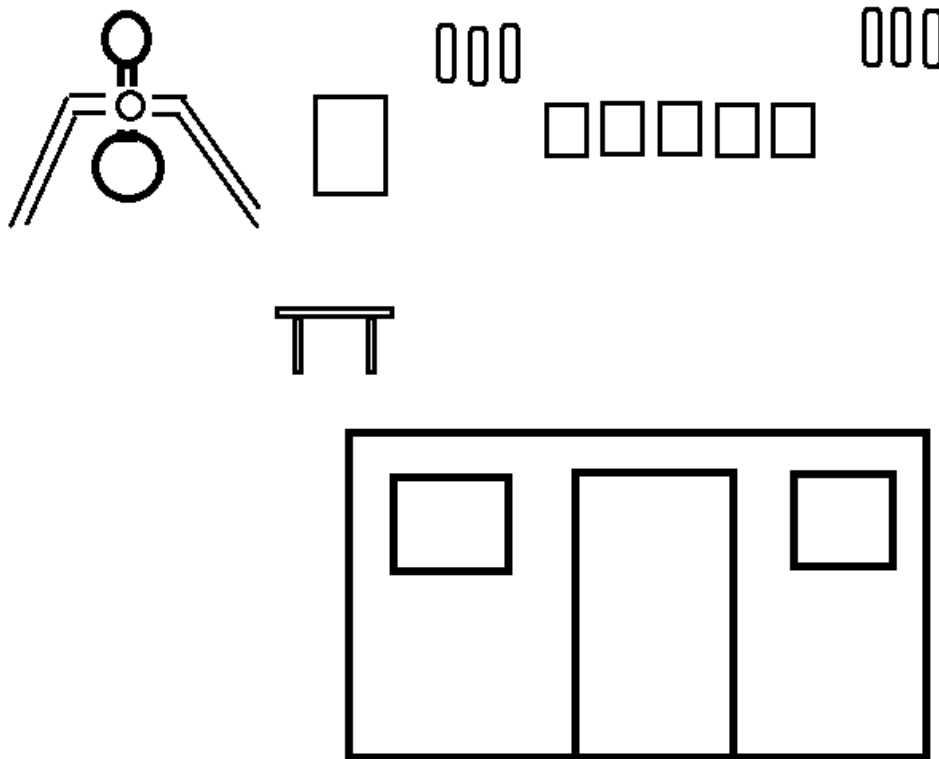
When ready say “**Give it up, Turkeys**”.

At the beep pull rope to activate the whirly gig target. Then engage the whirly gig with 2 shots on top and bottom targets, any order. Then put 4 shots on the stationary target beside the whirly gig. End up with 1 shot on each of the whirly gig targets.

Put rifle on table, move to doorway and sweep the pistol targets twice.

Get shotgun and engage the six shotgun targets in any order.

Stage Four



Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged right window

Shotgun staged in right window with at least 6 rounds on your person

You are standing in front of right window with hands on window frame. When ready say
“**Me and my boys gotcha!**”

At the beep engage the rifle targets with 2 rounds on each target, any order.

Get shotgun and engage the 6 shotgun targets in any order. Moving through doorway go to table, get activator rope and activate the whirly gig target.

With pistols engage the whirly gig targets with two shots on each whirly gig targets, any order.

Then put four shots on the stationary target beside the whirly gig.

With your 2 remaining pistol rounds put 1 shot on each target on the whirly gig.