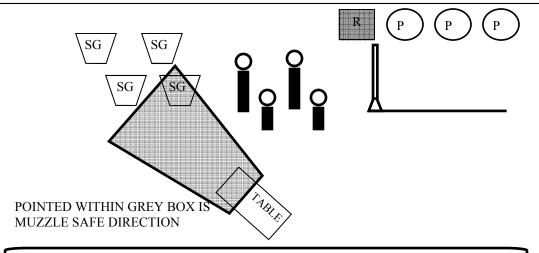


2 PISTOLS RIFLE SHOTGUN

HOLSTERED IN HANDS ON ANGLED TABLE 10 ROUNDS 10 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS



Fort Harlan has been overrun by demonic evil chickens. The Officers and enlisted men are debating the best course of defense. "Silver Bullets!", says the Major. "Garlic cloves!", cries the cook. "Holy water!", offers the Chaplain. A voice booms out, "Boiling oil... And 11 herbs and spices" No one else says a word; because you don't argue with the Colonel about chicken.

SHOOTER BEGINS AT ANGLED TABLE - RIFLE IN HANDS

SHOOTER INDICATES READY BY SAYING "Finger licking good" TIMER WILL SAY STAND BY - ATB:

ENGAGE THE FOUR CHICKENS UNTIL THEY FALL OFF THEIR PEDESTALS.

THEN WITH REMAINING ROUNDS (IF SHOOTER HAS ANY)

ENGAGE SQUARE RIFLE TARGET UNTIL EMPTY

MAKE RIFLE SAFE ON ANGLED TABLE

WITH SHOTGUN

ENGAGE KNOCKDOWN SHOTGUN TARGETS - ANY ORDER.
MAKE SHOTGUN SAFE ON ANGLED TABLE
KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

WITH PISTOLS

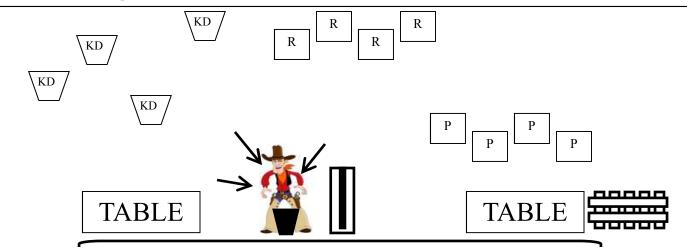
ENGAGE <u>ROUND</u> PISTOL TARGETS WITH 10 ROUNDS ON THREE PLATES - ANY ORDER. <u>PISTOL ROUNDS MUST PASS BY RIGHT SIDE OF DOWNRANGE MARKER</u> HOLSTER AS NEEDED

SHOOTER MAY ADVANCE DOWNRANGE (SHOOTER IS NOT REQUIRED TO)
SHOOTER MAY NOT ADVANCE FURTHER THAN MARKER

RIFLE ROUNDS ON CHICKENS ARE NOT COUNTED AS MISSES
RIFLE MISSES ARE COUNTED FOR ANY CHICKENS LEFT STANDING
AND/ OR ANY MISSES ON RIFLE PLATE

2 PISTOLS ON RIGHT TABLE 10 ROUNDS RIFLE IN VERTICAL RACK 10 ROUNDS SHOTGUN ON LEFT TABLE 4+ ROUNDS

FIREARMS SEQUENCE: RIFLE PISTOLS SHOTGUN or RIFLE SHOTGUN PISTOLS



Larry Loverboy is in love with Red Chiefs daughter. The daughter is <u>NOT</u> in love with Larry. She has shot so many arrows at Larry that the tribes arrow supply has become depleted. So depleted that Red Chief has begun offering a reward to get the arrows returned. Five cents per arrow. Larry informs you that he was hit with 3 arrows; a whole 19 cents worth.

SHOOTER BEGINS STANDING IN FRONT OF LARRY - TOUCHING ANY ARROW WHEN READY - SHOOTER SAYS "Math is not your strong suit" TIMER WILL SAY STAND BY - ATB:

REMOVE $\underline{\textit{ONE}}$ ARROW - DISCARD ARROW INTO THE RED CHIEF ARROW RETURN BUCKET (BUCKET IS BETWEEN LARRYS LEGS)

WITH RIFLE

REMOVE $\underline{\textit{ONE}}$ ARROW - DISCARD INTO THE ARROW RETURN BUCKET

SHOOTERS CHOICE OF NEXT FIREARM - PISTOLS OR SHOTGUN

AFTER SECOND TYPE GUN

RETURN TO LARRY AND REMOVE FINAL ARROW DISCARD INTO ARROW RETURN BUCKET THEN PROCEED TO LAST GUN

USING PISTOLS AS NEEDED

ENGAGE PISTOL TARGETS IN A SINGLE TAP CONTINUOUS NEVADA SWEEP FROM EITHER END

RETURN PISTOLS TO TABLE OR HOLSTER AS NEEDED.

WITH SHOTGUN

ENGAGE KNOCKDOWNS - ANY ORDER KNOCKDOWNS MUST GO DOWN TO COUNT MAKE SHOTGUN SAFE

LEAVING ARROW OR ARROWS IN LARRY OR FAILING TO PLACE THEM IN THE RETURN BUCKET WILL RESULT IN A SINGLE 10 SECOND PENALTY DELIBERATELY DOING SO WILL RESULT IN A SPIRIT OF THE GAME PENALTY.

2 PISTOLS RIFLE SHOTGUN
HOLSTERED ON RIGHT TABLE
10 ROUNDS 10 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE:	PISTOLS	SHOTGUN	RIFLE	SHOTGUN
IF CARD IS BLACK (PISTOLS AND RIFLE):		SG	SG	
ENGAGE BLACK TARGET 1X		\KD/	$R \bigvee_{KD}$	R
THEN KNOCKDOWNS & BELL 1X				
EACH - ANY ORDER		KD	KD	
THEN RED TARGET 5X		P KD/P	$\backslash KD$	
IF CARD IS RED				
(PISTOLS AND RIFLE):				
ENGAGE RED TARGET 1X			Π	
THEN KNOCKDOWNS & BELL				
1X EACH - ANY ORDER		TABLE	TABL	Е
THEN BLACK TARGET 5X				

Gary the Gambler was accused of cheating in the local card game. The accuser pulled out his knife and stabbed Gary right in his hand. The blade passed thru his hand; thru his cards and pinned him to the table. Apparently, "Go Fish" is taken seriously around these parts.

SHOOTER STARTS AT LEFT TABLE - "KNIFE" IN ONE HAND

SHOOTER WILL "STAB" A CARD - PICK UP THE "KNIFE" AND LOOK AT THE COLOR OF THE CARD. KNIFE AND CARDS ARE MAGNETIC - NO FORCE IS REQUIRED.

WHEN READY - SHOOTER CALLS OUT THE COLOR OF THE CARD "RED" or "BLACK"

TIMER WILL SAY STAND BY - ATB:

PLACE "KNIFE" ON TABLE.

USING PISTOLS AS NEEDED

ENGAGE PISTOL TARGETS AS DESCRIBED ABOVE - HOLSTER AS NEEDED

WITH SHOTGUN

ENGAGE ANY PISTOL KNOCKDOWN TARGETS THAT REMAIN STANDING

THEN

ENGAGE BELL 2 TIMES

PISTOL AND THESE SHOTGUN ROUNDS MUST PASS LEFT SIDE OF MARKER KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

MOVE TO RIGHT TABLE - MAKE SHOTGUN SAFE

WITH RIFLE

ENGAGE RIFLE TARGETS IN SEQUENCE AS DESCRIBED ABOVE - MAKE RIFLE SAFE

WITH SHOTGUN

ENGAGE ANY RIFLE KNOCKDOWN TARGETS THAT REMAIN STANDING.

THEN

ENGAGE BELL 2 TIMES

RIFLE AND THESE SHOTGUN ROUNDS MUST PASS THE RIGHT SIDE OF THE MARKER MAKE SHOTGUN SAFE

MISSES ON RIFLE AND PISTOL KNOCKDOWN TARGETS ARE ONLY COUNTED FOR KNOCKDOWNS THAT REMAIN STANDING AT END OF STAGE. PLATES AND BELLS MISSED BY RIFLE OR PISTOLS ARE MISSES

2 PISTOLS RIFLE SHOTGUN

HOLSTEREDON LEFT TABLEON RIGHT TABLE10 ROUNDS10 ROUNDS4+ ROUNDS

FIREARMS SEQUENCE: SHOTGUN RIFLE PISTOLS

THE CALAVERAS FROG JUMP

OUTSIDE VERTICAL PAIR OF PLATES (BLK) BOTTOM TO TOP

BOTTOM ROW - 1X MIDDLE ROW - 1X

THEN CENTER VERTICAL TRIO OF PLATES (WHITE)

BOTTOM TO TOP

CENTER BOTTOM ROW - 1X CENTER MIDDLE ROW - 2X CENTER TOP ROW - 3X

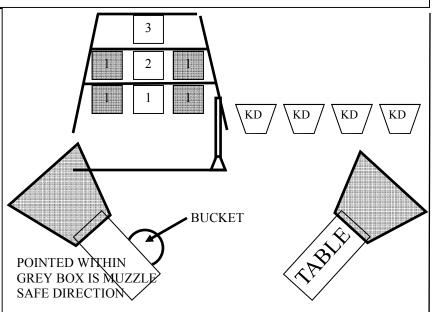
THEN

OTHER VERTICAL PAIR OF PLATES (BLK)

BOTTOM ROW - 1X

OUTSIDE MIDDLE ROW - 1X

Remember, frogs always start on the ground and go upwards when they jump.



Buford Toadwaller is complaining about how his bullfrog got beat in the county fair jumping contest. "I just can't put my finger on it; but there's something not right about that big brown furry frog." You sigh and shake your head, "Buford, that's a kangaroo."

SHOOTER BEGINS AT RIGHT TABLE - FROG IN HANDS

WHEN READY - SHOOTER SAYS "Frogs do not have pouches"
TIMER WILL SAY STAND BY - ATB:

PLACE FROG ON TABLE

WITH SHOTGUN

ENGAGE KNOCKDOWN TARGETS - ANY ORDER. KNOCKDOWN TARGETS MUST GO DOWN TO COUNT MAKE SHOTGUN SAFE ON ANGLED TABLE WITHIN AREA MARKED ON PAGE

TAKE FROG WITH YOU TO LEFT TABLE - PLACE FROG ON TABLE WITH RIFLE

ENGAGE PLATE TARGETS IN A "FROG" SWEEP MAKE RIFLE SAFE ON ANGLED TABLE WITHIN AREA MARKED ON PAGE

PLACE/TOSS/DROP FROG INTO BUCKET USING PISTOLS AS NEEDED

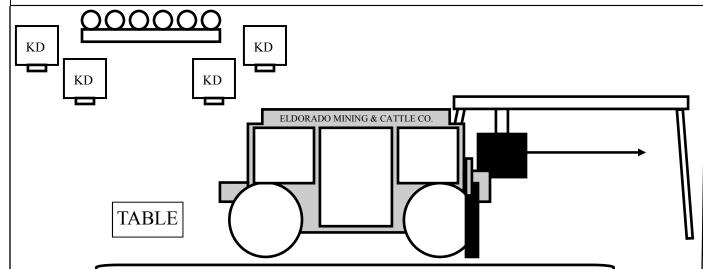
ENGAGE PLATE TARGETS IN A "FROG" SWEEP HOLSTER AS NEEDED

SHOOTER MAY ADVANCE DOWNRANGE (SHOOTER IS NOT REQUIRED TO)
SHOOTER MAY NOT ADVANCE FURTHER THAN MARKER

DROPPING THE FROG (SHOOTER MAY NOT RECOVER DROPPED FROG) OR FAILING TO PLACE FROG IN BUCKET WILL RESULT IN A SINGLE 10 SECOND PENALTY DELIBERATELY DISCARDING/FAILING TO TRANSPORT THE FROG WILL RESULT IN A SPIRIT OF THE GAME PENALTY.

2 PISTOLS RIFLE SHOTGUN
HOLSTERED ON TABLE
10 ROUNDS 8 ROUNDS 2+ ROUNDS

FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS



You're picking up your new shotgun shells from the general store; when Louie Lonelyheart's mail order bride steps off the noon stage. In shock; you say to him, "Ummm... Louie, your "NEW WIFE" is six foot three; has an adams apple and a beard... Aren't you upset by this?!?" Louie replies, "I was, at first, but she promised to shave."

SHOOTER BEGINS AT TABLE - SHOTSHELL BOX IN HANDS SHOOTER MAY PLACE AS MANY OR AS FEW SHELLS IN THE BOX AS THEY WISH

WHEN READY - SHOOTER SAYS "Is a razor an appropriate wedding gift?" TIMER WILL SAY STAND BY - ATB:

PLACE SHOTSHELL BOX ON TABLE

WITH RIFLE

ENGAGE KNOCKDOWN PLATES <u>ON RACK</u> UNTIL DOWN
AFTER ALL THE PLATES ON THE RACK ARE DOWN - WITH REMAINING ROUNDS
(IF SHOOTER HAS ANY)
ENGAGE SQUARE KNOCKDOWNS UNTIL EMPTY
MAKE RIFLE SAFE ON TABLE.

WITH SHOTGUN - USING ONLY SHELLS FROM BOX

ENGAGE ANY STANDING SQUARE KNOCKDOWNS - <u>NOT PLATES ON RACK.</u> MAKE SHOTGUN SAFE ON TABLE

MOVE TO RIGHT END OF STAGE - ACTIVATE MOVING TARGET WITH HANDLE USING PISTOLS AS NEEDED

ENGAGE MOVING PLATE 10 TIMES

HOLSTER AS NEEDED

ROUNDS ON MOVING TARGET MUST PASS RIGHT END OF STAGE

RIFLE/SHOTGUN MISSES ARE ONLY COUNTED FOR KD PLATES STANDING AT END OF STAGE THE STAGE COACH IS NOT AN EXPENDABLE PROP - SDO FOR BULLET IMPACT

USING/RETRIEVING SHELLS FROM ANYWHERE OTHER THAN BOX WILL RESULT IN A SINGLE 10 SECOND PROCEDURAL PENALTY

2 PISTOLS HOLSTERED 10 ROUNDS RIFLE IN VERTICAL RACK 10 ROUNDS SHOTGUN ON ANGLED TABLE 4+ ROUNDS

FIREARMS SEQUENCE:

SHOTGUN

RIFLE

PISTOLS

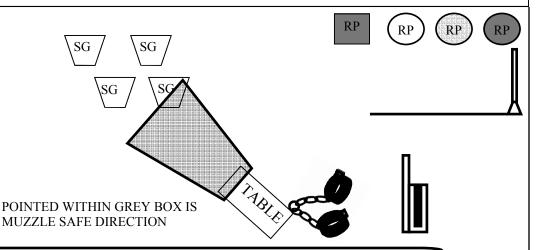
LEFT TO RIGHT:

T1 (LEFT SQUARE) - 1X T2 (1ST RND/WHITE)- 1X

T1 (LEFT SQUARE) - 1X T3 (2ND RND/GREY) - 2X

T1 (LEFT SQUARE) - 1X T4 (3RD RND/BLK) - 3X

T1 (LEFT SQUARE) - 1X



Deputy Festus Boil thinks it's funny to put you in cuffs. Last time; he lost the key and it took two days to get you free. "Not funny Festus. Do you know where the key is?"

Festus smiles at you, "Yes, I know exactly where its at. It's on the Sheriffs keyring."

"And where exactly is the Sheriff?" Festus' smile fades, "Abilene; he'll be back in three days"

SHOOTER BEGINS AT ANGLED TABLE

HANDS IN "CHAINS" ATTACHED TO TABLE (PLASTIC CHAIN/VELCRO CUFFS)

SHOOTER INDICATES READY BY SAYING "Festus, you're an idiot" TIMER WILL SAY STAND BY - ATB:

<u>PULL YOURSELF FREE FROM THE TABLE</u> <u>RETAINING THE CUFFS AROUND YOUR WRISTS</u> <u>CHAINS WILL BE DANGLING</u>

WITH SHOTGUN

ENGAGE KNOCKDOWN SHOTGUN TARGETS - ANY ORDER.
MAKE SHOTGUN SAFE ON TABLE OR IN RACK
KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

WITH RIFLE

ENGAGE RIFLE TARGETS AS DESCRIBED ABOVE MAKE RIFLE SAFE IN RACK RIFLE ROUNDS MUST PASS RIGHT SIDE OF UPRIGHT MARKER

WITH PISTOLS

ENGAGE PISTOL TARGETS AS DESCRIBED ABOVE HOLSTER AS NEEDED

SHOOTER MAY ADVANCE DOWNRANGE (SHOOTER IS NOT REQUIRED TO)
SHOOTER MAY NOT ADVANCE FURTHER THAN MARKER

2 PISTOLS RIFLE SHOTGUN

HOLSTERED ON RIGHT OR MIDDLE TABLE ON MIDDLE OR LEFT TABLE 10 ROUNDS 10 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE: PISTOLS RIFLE SHOTGUN

KD R R R R P P P

TABLE

TABLE

TABLE

Dingus Dimbulb robbed the bank. While running away; Dingus spied a fast horse and jumped on its back. Up and down; around and around. Dingus lead the posse on quite a merry chase. But the pursuit ended when the music stopped and Dingus was vanked from the carousel.

SHOOTER BEGINS STANDING AT RIGHT FENCE TO RIGHT OF LINE. ONE HAND HOLDING THE STICK HORSE - MONEY BAG IN OTHER HAND

WHEN READY - SHOOTER SAYS "That made me dizzy"
TIMER WILL SAY STAND BY - ATB:

PLACE THE STICK HORSE SAFELY **AGAINST THE FENCE - HORSE MUST REMAIN UPRIGHT SHOOTER MAY RESTART IF HORSE FALLS AND NO ROUND HAS YET GONE DOWNRANGE.**

PLACE MONEY BAG ON RIGHT TABLE
BAG MUST BE ON TABLE BEFORE PISTOLS ARE FIRED

USING PISTOLS AS NEEDED

ENGAGE PISTOL TARGETS IN A DOUBLE TAP NEVADA SWEEP FROM EITHER DIRECTION HOLSTER AS NEEDED.

TAKE MONEY BAG TO MIDDLE TABLE
NUESS DRODDED MONEY BAG MUST BE ON TABLE REFORE D

UNLESS DROPPED - MONEY BAG MUST BE ON TABLE BEFORE RIFLE IS FIRED

WITH RIFLE

ENGAGE RIFLE TARGETS - SAME INSTRUCTION AS PISTOLS MAKE RIFLE SAFE

TAKE MONEY BAG TO LEFT TABLE

UNLESS DROPPED - MONEY BAG MUST BE ON TABLE BEFORE SHOTGUN IS FIRED

WITH SHOTGUN

ENGAGE KNOCKDOWNS - ANY ORDER MAKE SHOTGUN SAFE

AFTER FIRST SHOT - THE HORSE FALLING OR DROPPING BAG (SHOOTER MAY NOT RECOVER DROPPED BAG)
OR FAILING TO TRANSPORT BAG WILL RESULT IN A SINGLE 10 SECOND PENALTY
DELIBERATELY DISCARDING BAG/FAILING TO TRANSPORT THE BAG WILL RESULT IN A SPIRIT OF THE GAME PENALTY.

2 PISTOLS RIFLE SHOTGUN
HOLSTERED ON TABLE
10 ROUNDS 10 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE: PISTOLS/ RIFLE SHOTGUN

USING BOTH RIFLE AND PISTOLS ENGAGE TARGETS 5 TIMES EACH

FIRST GUN WILL BE DETERMINED BY THE DICE THROW - DIE HAS "R" OR "P" ON EACH SIDE

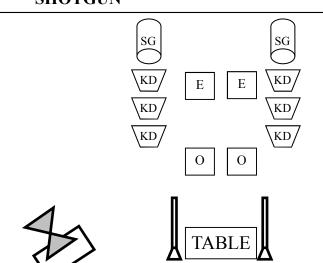
FIRST TARGET WILL BE DETERMINED BY BIRTH YEAR - ODD YEARS BEGIN ON A FRONT TARGET - EVEN YEARS BEGIN ON A REAR TARGET.

EACH TARGET MUST BE ENGAGED AT LEAST 1X BY BOTH PISTOL AND RIFLE

EXAMPLE: ROLL AN "R" (RIFLE)

BORN IN '51 (ODD YEAR)

Their first shot will be with their rifle on a near target.



Lenny Literal got kicked out of the new casino. Trying to explain himself, he says, "If you tell me it's a bed, you can expect me to sleep in it.

If you tell me it's a chair, you can expect me to sit on it.

And if you tell me it's a craps table... Well, I just don't see how that's my fault."

SHOOTER STARTS AT DICE TABLE - TURN OVER BIRDCAGE TO ROLL DIE

SHOOTER WILL INDICATE READY BY SAYING "Even or Odd - Starting with the Pistol or Rifle" TIMER WILL SAY STAND BY - ATB:

MOVE TO FIRING LINE TABLE
USING PISTOLS AND RIFLE AS NEEDED
ENGAGE TARGETS AS DESCRIBED ABOVE

THIS IS A ROUND COUNT STAGE
HOLSTER AS NEEDED/MAKE RIFLE SAFE

WITH SHOTGUN

ENGAGE EITHER GROUP OF **THREE KNOCKDOWN TARGETS UNTIL DOWN**(IF MORE THAN ONE TARGET FALLS WITH A SINGLE SHOT - *LUCKY YOU*)
THEN ENGAGE BELL 1 TIME
KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

THEN ENGAGE OTHER GROUP OF **THREE KNOCKDOWN TARGETS UNTIL DOWN**(IF MORE THAN ONE TARGET FALLS WITH A SINGLE SHOT - *LUCKY YOU*)

THEN ENGAGE BELL 1 TIME

KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

SHOTGUN ROUNDS ON LEFT GROUP MUST PASS LEFT SIDE OF LEFT MARKER SHOT ROUNDS ON RIGHT GROUP MUST PASS RIGHT SIDE OF RIGHT MARKER

2 PISTOLS RIFLE SHOTGUN

HOLSTERED ON LEFT TABLE ON RIGHT TABLE

10 ROUNDS 10 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS

VERTICAL RATTLER SWEEP

ENGAGE **EITHER** OUTSIDE (L or R) TARGET - 2X

THEN

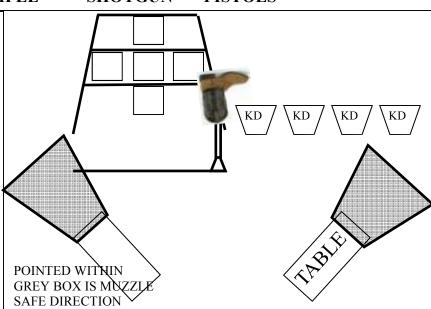
ENGAGE THE MIDDLE VERTICAL ROW IN A SINGLE TAP SWEEP TOP TO BOTTOM **OR** BOTTOM TO TOP

THEN AGAIN

ENGAGE THE MIDDLE VERTICAL ROW IN A SINGLE TAP SWEEP FROM THE SAME DIRECTION

THEN

ENGAGE THE **OTHER** OUTSIDE (L or R) TARGET - 2X



The plains of Dam Site are called the Farkens and are home to a rattlesnake nicknamed the Mudder. After hard rains; 1000's of these rattlers come up thru the mud to the surface. With the ground covered in poisonous snakes; travel is nearly impossible. Causing Cowboy Samuel L. to exclaim, "I've had it with these Mudder Farken snakes on this muddy Farken plain"

SHOOTER BEGINS AT LEFT TABLE - BOOT IN HANDS

SHOOTER SAYS "There's a snake in my boot" TIMER WILL SAY STAND BY - ATB:

DUMP SNAKES OUT OF BOOT - PLACE BOOT ON TABLE WITH RIFLE

ENGAGE P/R TARGETS AS DESCRIBED ABOVE MAKE RIFLE SAFE ON ANGLED TABLE WITHIN AREA MARKED ON PAGE

TAKE BOOT WITH YOU - PLACE BOOT ON OTHER TABLE WITH SHOTGUN

ENGAGE SHOTGUN TARGETS - ANY ORDER

KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.

MAKE SHOTGUN SAFE ON ANGLED TABLE WITHIN AREA MARKED ON PAGE

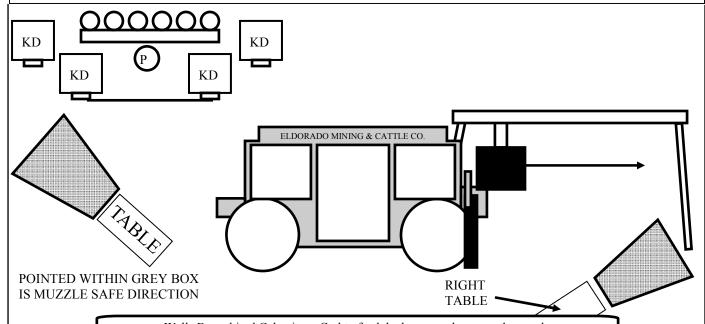
TAKE BOOT WITH YOU - PLACE UPSIDE DOWN ON DOWNRANGE MARKER USING PISTOLS AS NEEDED

ENGAGE P/R TARGETS AS DESCRIBED ABOVE.
HOLSTER AS NEEDED

DROPPING THE BOOT (SHOOTER MAY NOT RECOVER DROPPED BOOT)/FAILING TO TRANSPORT BOOT OR FAILING TO PLACE ON DOWNRANGE MARKER WILL RESULT IN A SINGLE 10 SECOND PENALTY DELIBERATELY DISCARDING/FAILING TO TRANSPORT THE BOOT WILL RESULT IN A SPIRIT OF THE GAME PENALTY.

2 PISTOLS RIFLE SHOTGUN
HOLSTERED ON RIGHT TABLE ON LEFT TABLE
10 ROUNDS 8 ROUNDS 4+ ROUNDS

FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS



Wells Fargo hired Calamitous Carl to feed the horses and prepare the coach.

When the next run was coming; Carl was instructed to "Get the horses AND the stage.

Sadly, Carl heard this as "Get the horses IN the stage"

This has gone as well as you would expect.

SHOOTER BEGINS AT RIGHT TABLE MOVER RELEASE ROPE IN BOTH HANDS

WHEN READY - SHOOTER SAYS "Carl, horses go on the outside." TIMER WILL SAY STAND BY - ATB:

RELEASE ROPE TO RELEASE MOVER WITH RIFLE

ENGAGE MOVING PLATE 8 TIMES
MAKE RIFLE SAFE ON EITHER RIGHT OR LEFT ANGLED TABLE.
WITHIN AREA MARKED ON PAGE

WITH SHOTGUN

ENGAGE SQUARE KNOCKDOWNS - ANY ORDER

NOT PLATES ON RACK

MAKE SHOTGUN SAFE ON ANGLED TABLE WITHIN AREA MARKED ON PAGE

USING PISTOLS AS NEEDED

ENGAGE PLATES ON RACK UNTIL DOWN
AFTER PLATES ON RACK ARE DOWN - WITH REMAINING ROUNDS
(IF SHOOTER HAS ANY)
ENGAGE ROUND PLATE UNTIL EMPTY
HOLSTER AS NEEDED

SHOOTER MAY ADVANCE DOWNRANGE (SHOOTER IS NOT REQUIRED TO)
SHOOTER MAY NOT ADVANCE FURTHER THAN SQUARE KNOCKDOWN TARGETS

<u>PISTOL MISSES ARE ONLY COUNTED FOR RACK PLATES LEFT STANDING AND MISSES ON ROUND PLATE</u>

THE STAGECOACH IS NOT AN EXPENDABLE PROP - SDQ FOR BULLET IMPACT

