

Stage 1

Shootin Gallery

By Mariah Kid 4/11/09

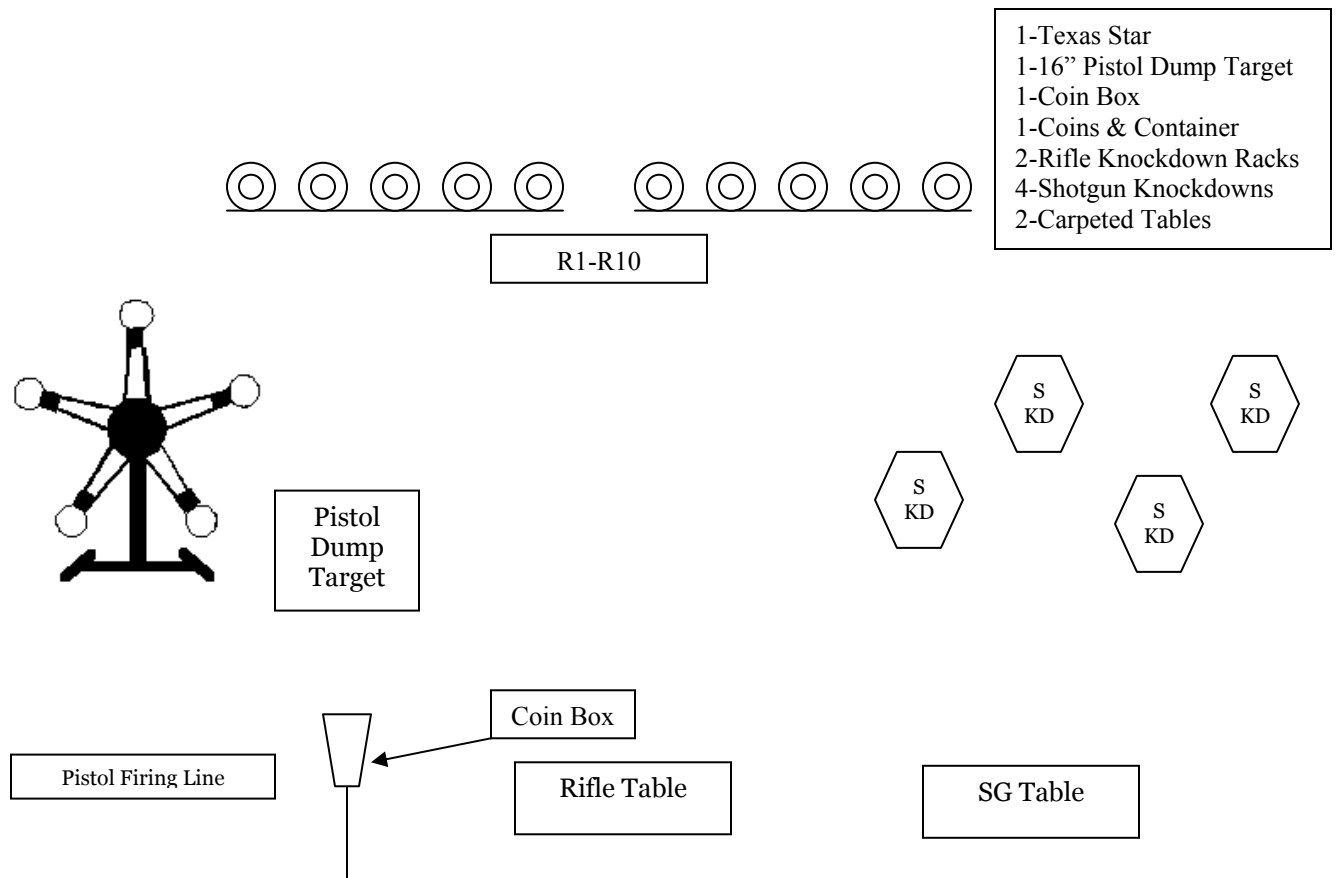
So you think you can shoot! The Kennywood Shootin Gallery has made a fool out of many who thought they were a crack shot. Put down two bits and lets see what you can do.

Pistols: 5 rounds each and holstered with hammers resting on empty chambers

Rifle: 10 rounds with hammer down on empty chamber and staged on middle table

Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start standing behind Pistol Firing Line with two bits (coin) in hand. BTB, shooter will say: "I'll show you what a crack shot I am" to indicate ready. ATB, shooter will deposit coin in coin box then draw pistols to engage Texas Star. **Dropped coin is a 5 second penalty.** Shooter may use all 10 pistol rounds to engage Texas Star, and after all plates have been knocked off if there are remaining rounds they must be fired at Pistol Dump Target. **Any Texas Star plates remaining or not knocked off completely is a miss. Any misses when engaging dump target is a miss.** Reholster pistols and move to rifle to engage R1-R10 from left to right. **There are no make ups for rifle targets! Plates do not have to fall to be considered a hit, but spotters must watch for hits on proper target.** Place open and empty rifle on table and move to staged shotgun. Pick up shotgun to engage knockdowns until down.

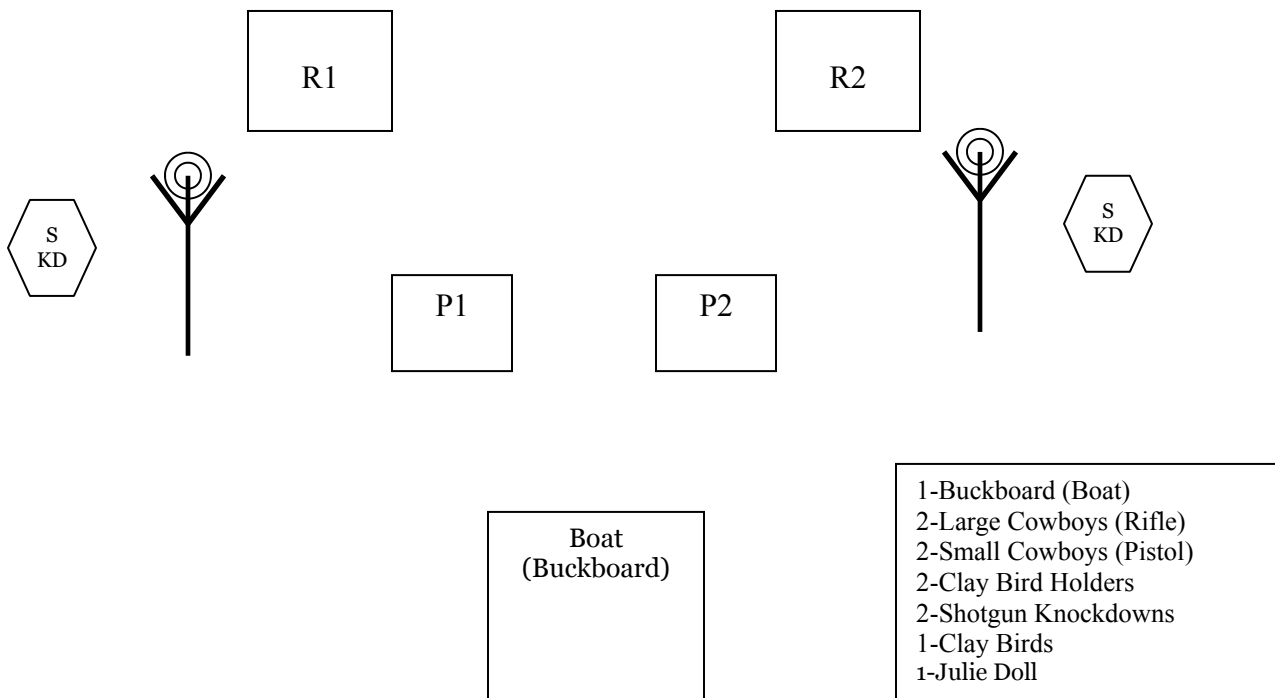


Stage 2
The Tunnel of Love
 By Mariah Kid 4/11/09

After years of stalking her at Kennywood picnics, Squirrel finally convinced Julie to take a ride with him in the Tunnel of Love. Just as they get cozy in their boat, and thinking they're alone, Squirrel moves in on Julie to swap a little spit. Unbelievably, Julie is receptive to Squirrel's advances, and at the moment their eyes close and lips meet, a loud voice yells out: "what the hell are you doing with my Julie!" It's none other than Rowdy from Rankin, and his gang. The most feared dudes in the steel valley. Squirrel has been thinking about this moment, (the swapping spit moment, not fighting Rowdy) for a long time, and he's not giving it up to the Rankin Gang. In a flash, Squirrel moves Julie aside to protect her, draws his weapons and fires on the Rankin Gang with incredible accuracy. After that day, curious visitors at the park asked why the water in the Tunnel of Love was so red in color... park officials simply replied; a guy named Gray Squirrel was here and he spilled some Rankin blood.

Pistols: Placed on table with 5 rounds each and hammers resting on empty chambers
 Rifle: 10 rounds with hammer down on empty chamber and staged on either rack
 Shotgun: Staged on either rack with action open and empty with 4+ rounds on your person

Shooter will start sitting on the bench with one arm around Julie and in the spit swapping position (head turned towards Julie). BTB, shooter will say: "Ya ain't taking Julie" to indicate ready. ATB, pick up your pistols and engage P1 & P2 with 5 rounds each in any order. If Julie falls out of the boat there's no penalty...just don't hurt her Place pistols on table, and pick up rifle to engage R1 & R2 in the same manner. Place rifle in rack, then pick up shotgun to engage Clay Birds and Knockdowns in any order until down and Clay Birds are broken.

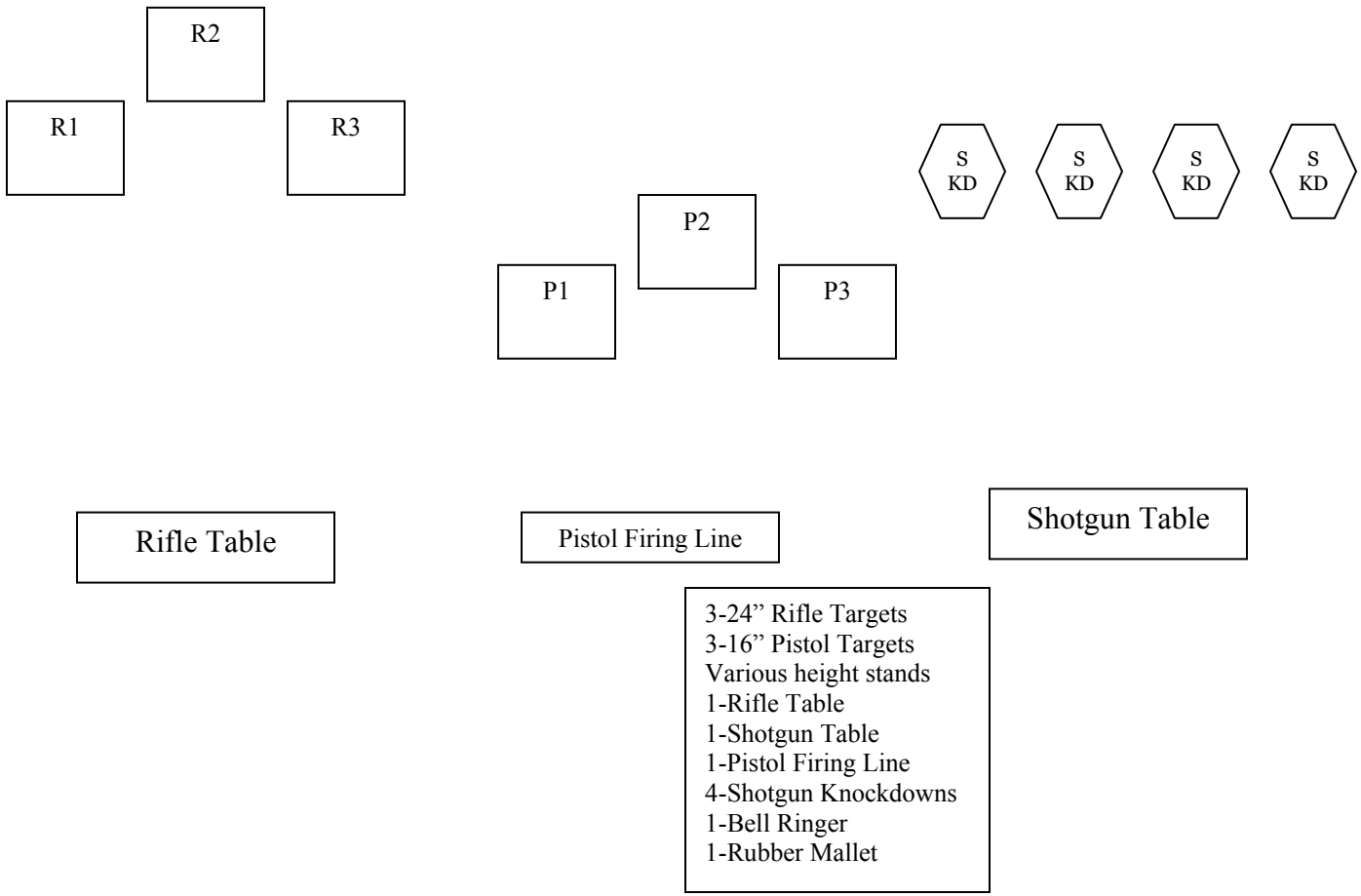


Stage 3
Ringin' the Bell
 By Mariah Kid 4/11/09

Does it take a big strong guy to ring the bell, or do you have to hit it in just the right spot? That's the question Deputy Keck asks himself as he waits his turn to show off to the ladies. As he waits in line, he sees Little Coon Richardson, and the rest of the Coon Klan from Coon Holler, West Virginia. The Coon's are ringin' the bell every time...even the littlest Coons! Keck thinks this is no contest, so with his chest all pumped out, he raises the hammer, strikes the board, the metal ball travels up, and he only makes it to the middle, the "Wimp" spot of the scale. Furious that the little skinny Coon kids rang the bell and he couldn't, he invites the Coon Klan to a shootout.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers
 Rifle: 10 rounds with hammer down on empty chamber and staged on left table
 Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start at left rifle table with Rubber Mallet in hand. BTB, shooter will say: "I'll show you how it's done Coon" to indicate ready. ATB hit the bell ringer and lay Mallet on table. Pick up rifle to engage R1-R3 in 2 mini Nevada Sweeps starting on the left (R1-R2-R3-R2-R1-R1-R2-R3-R2-R1). Place safe rifle back on table, then move to pistol position. Draw pistols to engage pistol targets in the same manner as rifle. Reholster pistols then move to shotgun position. Pick up shotgun and engage knockdowns in any order until down.

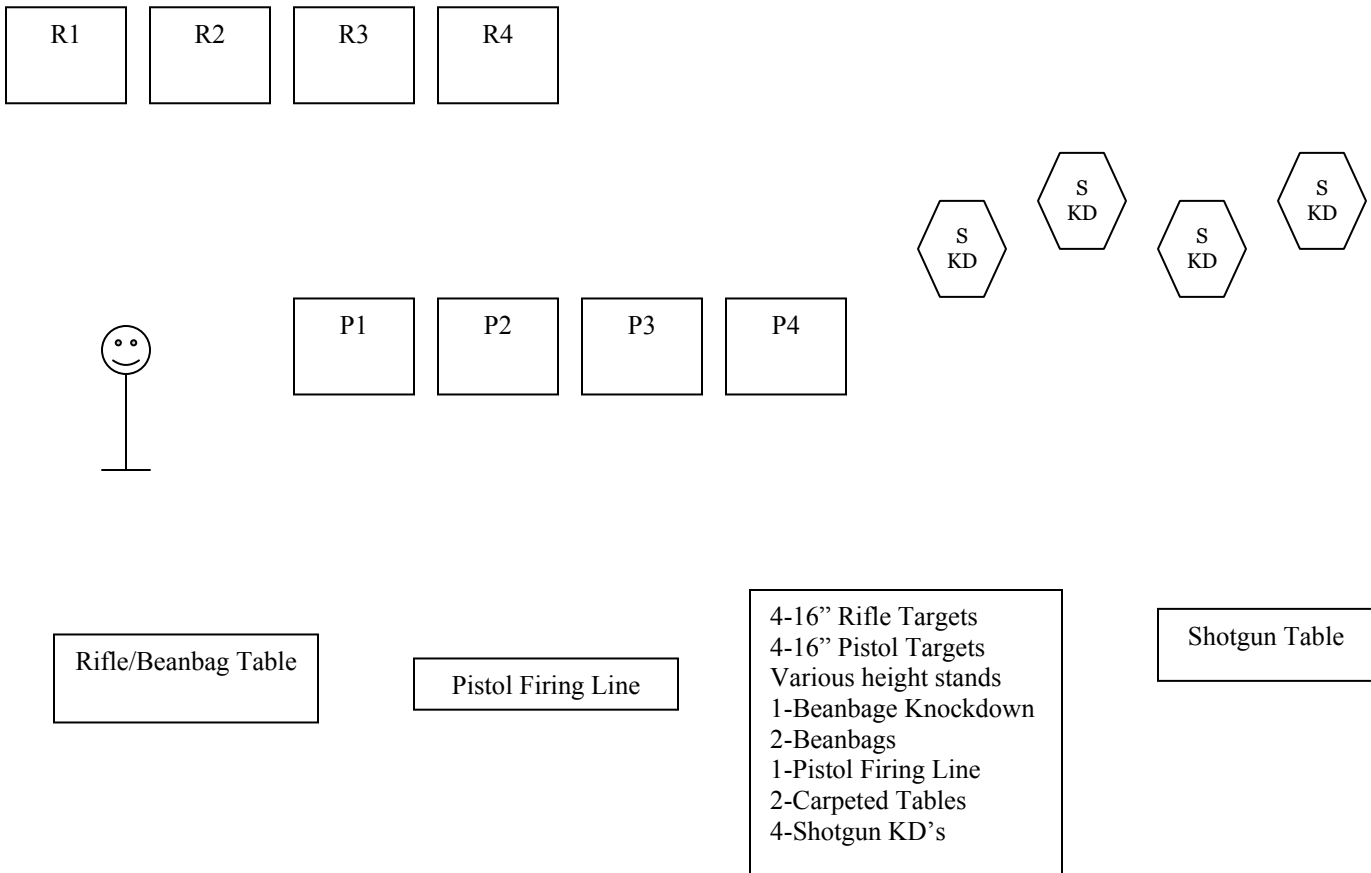


Stage 4
Beanbag Toss
 By Mariah Kid 4/11/09

When you lay your money down on the counter to play the Beanbag Toss, you know your chances are slim to none of winning a prize. You know it's rigged, but you keep coming back! Today, you're gonna win, using a beanbag or using lead.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers
 Rifle: 10 rounds and staged on left table with hammer resting on empty chamber
 Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start behind rifle table with beanbag in hand. BTB shooter will say: "I'm winning or else!" to indicate ready. ATB toss the beanbag at knockdown plate. If the beanbag knocks the plate over the shooter wins a prize of a 5 second bonus. Pick up rifle to engage R1-R4 in a Progressive Sweep: R1-R2-R2-R3-R3-R3-R4-R4-R4-R4. Place safe rifle on table then move to pistol position to engage pistol targets in the same manner as rifle. Reholster pistols and move to shotgun position to engage knockdowns in any order until down. **The beanbag must hit the plate to be counted as a bonus. If hitting the post causes the plate to fall, it's not counted as a bonus.**

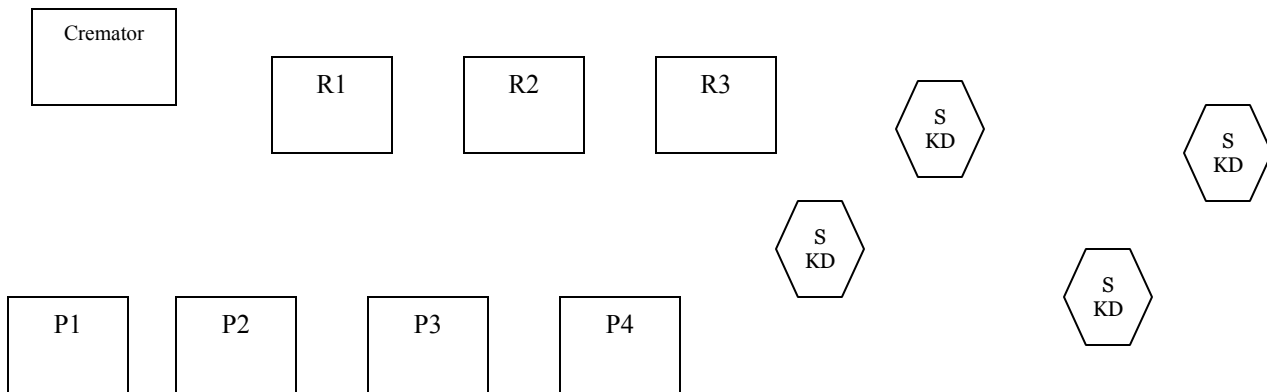


Stage 5
The Old Mill
 By Mariah Kid 4/11/09

Cremator and his Homestead Hooligans are looking for some “customers” to have a Kennywood style BBQ. Cremator has decided that the Old Mill is the best place to snatch some bodies for his cook out...it’s dark, noisy and scary so the riders won’t know what’s coming. The only chance you have of making it out to safety is to get to Cremator before he gets to you.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers
 Rifle: 10 rounds and staged on left table with hammer resting on empty chamber
 Shotgun: Staged on right table with 4+ rounds on your person

Shooter will start standing behind left table with coin in one hand and other hand at your side. BTB, the shooter will say: “I ain’t going to your BBQ Cremator” to indicate ready. ATB, the shooter will place coin (Ride Admission) in circle of wood frame, which will cause pop up to appear. Pick up rifle to engage pop up target (Cremator) with one round. You have approximately 5 seconds to make the shot. If pop up is missed, it’s a miss, no bonus. With remaining rifle rounds engage R1-R3 in a Nevada Sweep starting on left target (R1-R2-R3-R2-R1-R2-R3-R2-R1). Place safe rifle on table and pointing to left berm, then draw pistols to engage P1-P4 in a Nevada Sweep. Reholster pistols, then move to shotgun position to engage knockdowns until down.



Rifle/Pistol Table	1-Popup Rifle Target 3-24" Rifle Targets Various height stands 4-Pistol Targets 2-Carpeted Tables	Shotgun Table
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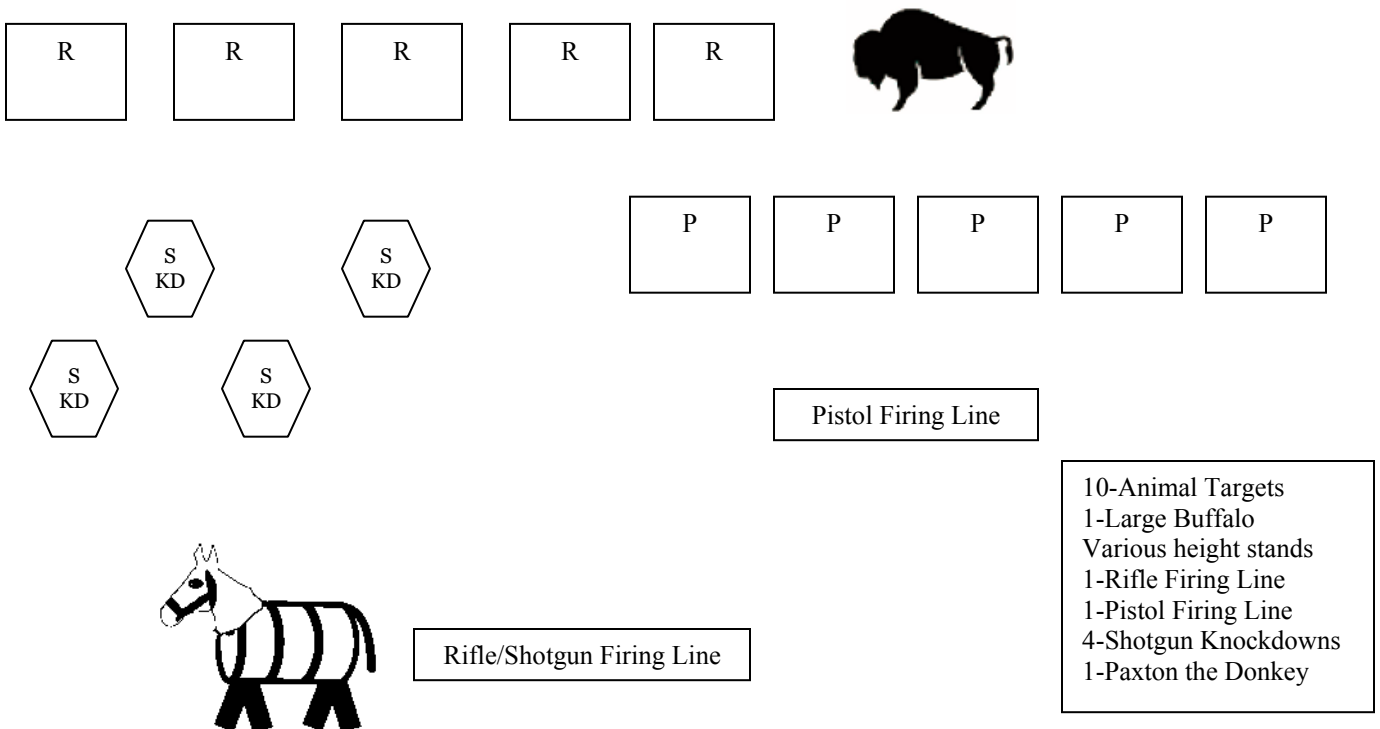
Stage 6
Noah's Ark
 By Mariah Kid 4/11/09

A day at Kennywood wouldn't be complete without a walk through Noah's Ark, but on this day something is horribly wrong. As you get to the shaky boardwalk you hear screams of horror, and you're thinking something's up...this ride would give nobody reason to scream like that, but as you move ahead you understand why. There are mauled bodies everywhere...the animals of the Ark have gone mad and are attacking everyone! Fortunately you were able to get through security with your six guns, so now it's your job to euthanize the animals and stop the vicious animal attacks. You move to positions where you can't be detected by the animals and start picking them off one by one. No animal can be left standing or the attacks will continue.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers
 Rifle: 10 rounds and held at port arms. One additional round on your person
 Shotgun: Staged on Paxton the Donkey with 4+ rounds on your person

Shooter will start at rifle firing line with rifle held at port arms. BTB, the shooter will say: "I'm not a member of PETA and y'all gotta die." to indicate ready. ATB, engage all rifle targets with two rounds each in any order. After engaging rifle targets, load one rifle round and engage the Buffalo that's trying to get away. Missing the Buffalo is a miss, not a bonus target. Place safe rifle on Paxton the Donkey, then pick up shotgun to engage knockdowns in any order until down. Place safe shotgun on Paxton, and then move forward to pistol firing position. Draw pistols and engage targets with two rounds each in any order.

Paxton may be moved before the stage begins in order to accommodate the shooter. Make sure Paxton is positioned so that muzzles face left berm when re-staged.



- 10-Animal Targets
- 1-Large Buffalo
- Various height stands
- 1-Rifle Firing Line
- 1-Pistol Firing Line
- 4-Shotgun Knockdowns
- 1-Paxton the Donkey