

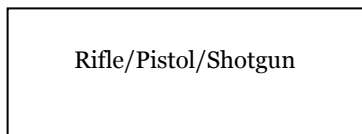
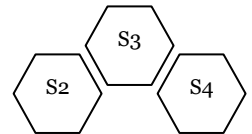
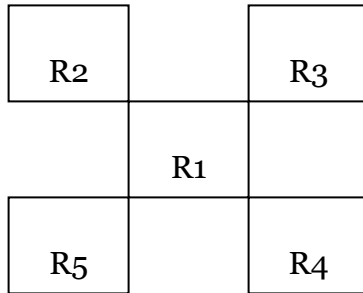
Stage 1
 Squirrel and the Saloon Girls
 By: Minnie Bell, Bdoc & Squirrel
 10/10/09

Tina will not let Sherriff Nott Hardly leave the house without the charmed cartridges she had made for him. She's been spooked since reading Bram Stokers' novel. Reading recent news reports made her more worried for his safety. The sheriff is in a hurry to get back to the jail. He had been left with no choice but to leave the gullible Deputy Squirrel guarding two seemingly opium addicted dancehall girls. The thin, pale women shrank from the setting sunlight upon their arrest. They tried to shield the skin exposed by their skimpy outfits as the light made their jeweled choker necklaces glisten blood red. Nott headed back to the jail to assure himself that Squirrel was in control. He opened the door to see the two pale dancehall girls, blood on their lips, biting his lifeless deputy's neck. He drew both pistols effortlessly and nailed each woman with a shot to the heart. "Thank you Tina", he whispered to himself.

Pistols – 5 Rounds each and holstered
 Rifle – 10 Rounds and staged on table
 Shotgun – Staged on table with 4+ rounds on your person

Shooter will start standing holding Julie doll in hands. BTB shooter will say: "Die you evil succubus bitches!!" ATB set Julie on table top – DO NOT LET HER FALL!!! Pick up shotgun and engage first evil succubus – one shot only. Make shotgun safe. Engage rifle in a Dixie sweep (R2, R1, R3, R1, R4, R1, R5, R1, R2, R1). Make rifle safe on table. Engage pistol targets, alternating continuously for ten rounds n'at. Engage last 3 evil succubuses (shotgun targets), any order until down.

5-Rifle Targets
 2-Pistol Targets
 4-Shotgun Knockdowns
 1-Tables



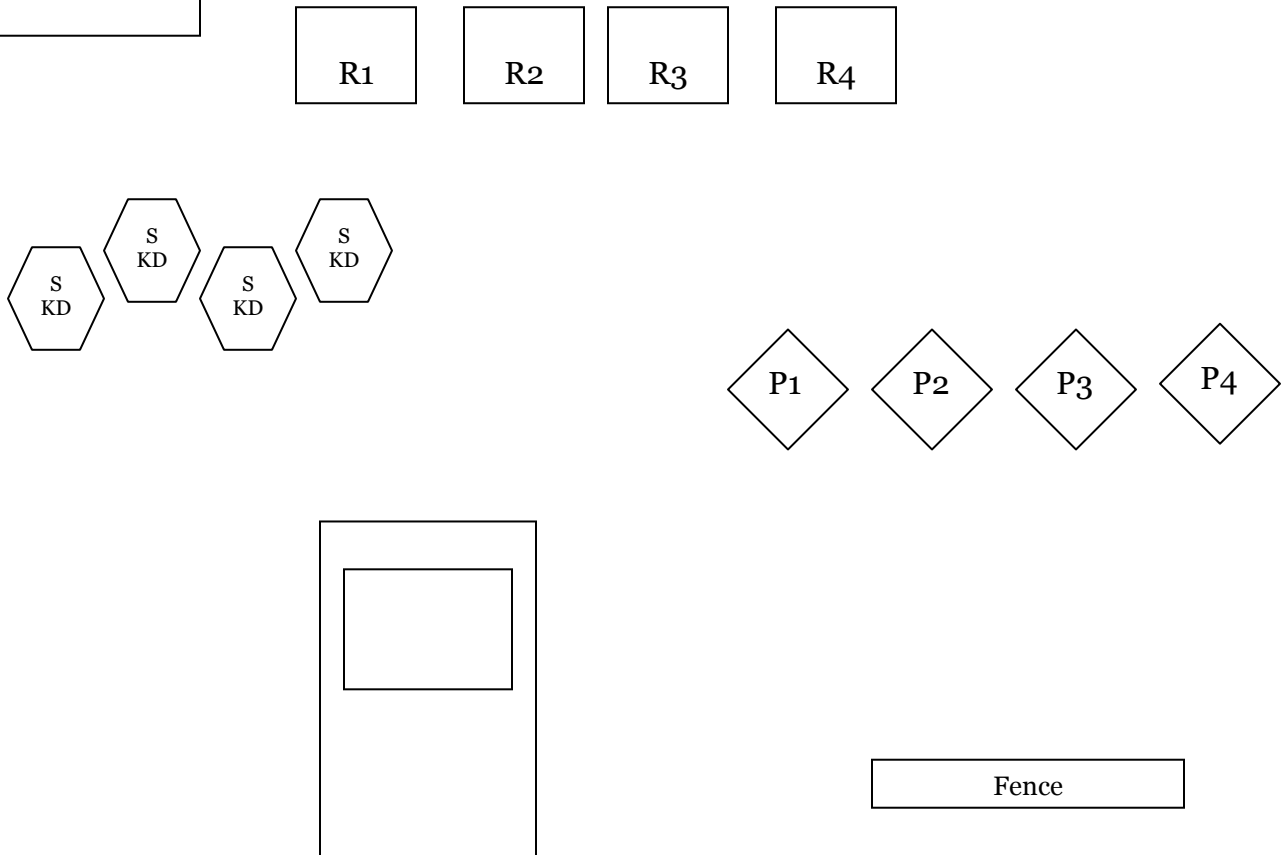
Stage 2
Painting the Town Red
 By: Minnie Bell, Bdoc & Squirrel
 10/10/09

The Flood Plain Drifter irked the local outlaws upon his arrival in Verona. He soon shot three of them when they interrupted his visit to the barbershop. Was that violence a cause for the dream he has that night? He dreams of writhing in the street being whipped to death as the people of Verona look on without a word, watching. “Damn you all to Hell”, he gurgles as he dies in the dream. The next day the town fathers hire the Drifter to kill Stacy Bridges and his men. The released convicts are coming back to town, seeking revenge for a double-cross. The Verona townsfolk had hired, watched, and then helped convict the three outlaws for the bullwhip murder of Sherriff Duncan. The Flood Plain Drifter has the townsfolk paint Verona red and rename it “Hell” in preparation for an ambush of the ex-cons. With the church bells ringing and a picnic set, Bridges & his two men arrive for their ambush. But the ambush turns into a massacre as the townsfolk throw down their guns and are shot one by one. “Welcome home party, huh?” growls Stacy Bridges as he plugs the mayor in the head.

Pistols – 5 Rounds each and holstered
 Rifle – 10 Rounds and staged at window
 Shotgun – Staged at window with 4+ rounds in window box

Shooter will start at window with each hand on shutter knob. BTB shooter will say: “Damn you all to Hell” indicating ready. ATB, open shutters and engage the rifle targets in a Badger Sweep: R1-R2-R3-R4-R1-R2-R3-R1-R2-R1. Place rifle at window, pick up shotgun and engage knockdowns in any order. Place shotgun at window. Move to the fence and engage pistol targets in the same manner as the rifle (P1-P2-P3-P4-P1-P2-P3-P1-P2-P1).

- 4-Rifle Targets
- 4-Pistol targets
- 4-Shotgun KD's
- 1-Window Frame
- 1-Fence



Stage 3

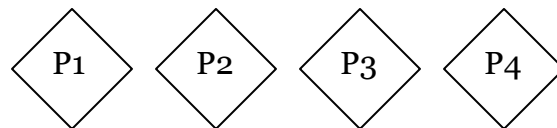
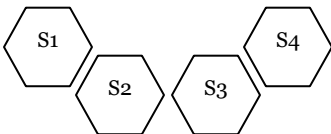
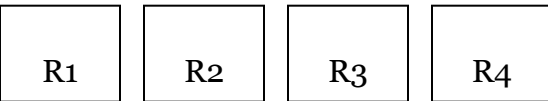
Boot Hill and Unity Cemetery
By: Minnie Bell, Bdoc & Squirrel
10/10/09

Mariah Kid must return to Jackson's hardware one more time while trying to repair the stable doors. It seems to take 3 trips to Jackson's for any repair job on his ranch. He readied his horse, and began to travel towards Unity. Riding up from Plum Creek, he can see Deputy Barleycorn approaching the hardware store. Hitched to the rail of the store are the horses of the notorious Duff brothers. Mariah hears gunshots. The duster-clad desperados are leaving the store, with shot & bleeding Mr. Jackson staggering out behind them. He sees the fleeing men shoot Deputy Barleycorn. Mariah dismounts in the Unity cemetery and grabs his revolvers. The tall stone monuments provide him some cover along the path of the oncoming Duff brothers. A bullet hits the stone beside him. Mariah Kid aims his revolvers, and rapidly takes down each of the brothers as they pass the cemetery. The horrible memory of that day he recalls throughout his long life. Jackson & Barleycorn are soon buried in the cemetery; the desperados get planted at Boot Hill. Unity cemetery now sometimes rings with ghostly gunshots, haunted by the Duff brothers sent to hell from the spot.

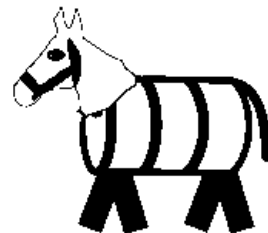
Pistols – 5 Rounds each and holstered on One Buck
Rifle – 10 Rounds and staged on table
Shotgun – Staged on table with 4+ rounds on person

Shooter will start sitting on One Buck with hands hanging down at his/her side. BTB shooter will say: whatever he/she wants to say to indicate ready. ATB shooter will draw pistols from One Buck and engage pistol targets in the following manner (P1-P3-P1-P3-P1-P2-P4-P2-P4-P2). Reholster pistols on One Buck. Dismount horse on left side, move to the table and engage rifle in the same manner as the pistols (R1-R3-R1-R3-R1-R2-R4-R2-R4-R2). Make rifle safe on table. Pick up shotgun and engage shotgun targets any order until down.

4-Rifle Targets 4-Pistol Targets 4-Shotgun Knockdowns 1-Table 1-One Buck
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Rifle/Shotgun Table



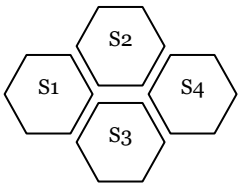
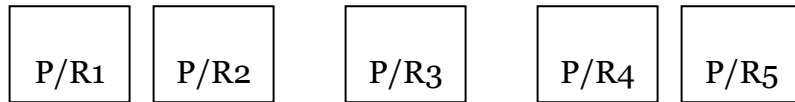
Stage 4
Bessemer Railroad
By: Minnie Bell, Bdoc & Squirrel
10/10/09

The Bessemer yard Railroad dick has been haunted for weeks by the gruesome sight of an engineer bleeding to death on the tracks. He can still smell the burnt flesh due to the overturned lantern which lay near the severed legs. The detective tries to concentrate on the job at hand, an escaped arsonist reported to have hopped a coal gondola. The escapee likes to throw lanterns to start his fires. As the detective stood at the mouth of the rail yard tunnel, he noticed a swaying lantern light moving towards him. The smell of burnt flesh drifted out of the tunnel. "Hold the lamp up, so I can see your face", he bellows. The lamp continues approaching, looming larger, swinging back & forth. The railroad dick fires his revolver, and then realizes what he is seeing. It is the legless, otherworldly figure of his friend the engineer, searching for his lost limbs.

Pistols – 5 Rounds each and holstered
Rifle – 10 Rounds and staged at Position 1
Shotgun – Staged on at Position 1 with 4+ rounds on your person

Shooter will start standing at Position 1 with lantern in hand arm stretched out forward level with head. BTB shooter will say "Hold the lamp up, so I can see your face". ATB place (do not throw) lantern onto table. Lantern must remain on table, if not 10 sec penalty will be assessed. Engage shotgun targets any order til down. Make shotgun safe on table pointing towards berm. Engage rifle targets in 2 sweeps – left to right and then right to left – double tapping the 5th target. Make rifle safe on table pointing towards berm. Move to Position 2. Engage pistol targets in a Barleycorn sweep (P1, P5, P2, P4, P3, P3, P4, P2, P5, P1).

5-Rifle/Pistol Targets
4-Shotgun Knockdowns
1-Tables/Spools



Position 2
Pistol

Position 1
Shotgun/Rifle

Stage 5

Zombie Fun

By: Minnie Bell, Bdoc & Squirrel

10/10/09

B. Barbara Reiter's nursing service in the war, at Gettysburg, continued to affect her life a dozen years later. There were still the dreams of the dead she had seen. Recently the dreams were no longer only her memories. B would wake, unnerved by the alien elements in her sleep. In the current cycle of dreams, each began in the Plum Boro home built by her father. But the view from the windows...where was the farm? In the dreams everything strange was acceptably normal. B knew she was threatened by the dead, because they were the undead- zombies. She awoke one night, horrified at her dream of stealing a gun from a fallen officer. In that debased dream, B walked to a place called Monroeville Mall. She joined an outdoor group of people in some zombie shooting fun. B can see herself precisely unloading "her" revolver into five of the two dozen zombies hanging in the nearby trees. "Look at that one twitch", she snarls. "Get my cameraman" says Bill Cardille.

Pistols – 5 Rounds each and holstered on horse

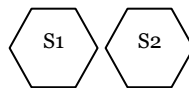
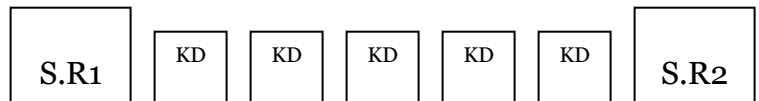
Rifle – 9 Rounds and staged on right table/spool

Shotgun – Staged on left table/spool with 4+ rounds on your person

Shooter will start at Position 1 with one hand pointed at target and the other hand on pistol.

BTB shooter will say: "Look at that one twitch!!!" ATB engage pistol targets in two sweeps in the following order (P1, P3, P1, P3, P2). Reholster pistols. Move to Position 2 and engage left stationary rifle target with two rounds. Engage the 5 zombie groundhog knockdowns from left to right. Then engage right stationary rifle target with two rounds. Make rifle safe towards berm. Engage two shotgun targets in any order til down. After engaging shotgun targets shooter has the option to engage the remaining zombie groundhogs with shotgun (must move to the two shotgun targets to engage – make sure you move with shotgun in a safe position).

2-Rifle Targets
5-Zombie Groundhogs
3-Pistol Targets
2-Shotgun Knockdowns
2-Tables



P1

P2

P3

Position 1

Position 2
Rifle/Shotgun

Stage 6
Great-grandpa and General Forbes
By: Minnie Bell, Bdoc & Squirrel
10/10/09

Quincy Carpenter left the log cabin well before daylight. He planned to walk along the old Forbes Trail, near Pierson Run. Looking for the scarce deer he had seen use the trail at dawn & dusk. As the waxing moon lit his way, his thoughts turned to the builder of the log cabin. Great-grandpap had traveled with General Forbes back in 1758, so the family story told. More than one family member over the years swore the General & his men still made their way along the trail, but as ghosts. The idea made Quincy shiver as he got to his hunting area along the trail. The dawn began to stir the breeze; hopefully the waking deer would move toward him. Soon he saw his quarry, raised his rifle & squeezed the trigger. "NO!" Quincy screamed as the bullet left his rifle. Beyond the collapsing deer he now saw the form of a man; no, men....many men marching silently in old time uniforms. The apparitions moved through him, past him. It was the ghostly Forbes army of family legend.

Pistols – 5 Rounds each and holstered
Rifle – 10 Rounds and held at port arms
Shotgun – Staged at Position 1 with 4+ rounds on your person

Shooter will start standing at Position 1 with rifle at port arms. BTB shooter will scream "NOOOO!!!" ATB engage rifle/pistol targets in two sweeps – Nevada sweep and a 2-1-2 sweep. Shooter has the option of starting from either end and choice of sweep first. Make rifle safe – pointing towards berm. With safe shotgun, move to Position 2 and place safe shotgun on table and engage pistols in the same manner as the rifle (meaning shooters choice, does not have to be shot exactly like the rifle). Reholster pistols. Engage shotgun targets any order until down.

3-Rifle/Pistol Targets
4-Shotgun Knockdowns
2-Tables

