

HAPPY VALENTINES DAY

Shoot out

Stage 1:

You have just rode into Fowler City to see your girl/boy friend. While settling in your horse at the livery stable you see Broken Flower Henry and Poppy Stem Johnson sneaking around the back of the livery stable looking over your horse.

At the sound of the buzzer, you yell: **You two blooming idiots, stay away from my horse!!**

Pulling your first pistol loaded with 5 rounds, you fire 5 times at P-1, holster that pistol, draw your second pistol loaded with 5 rounds and shoot 5 times at P-5, holster that pistol, go to the courtyard, where you have staged your rifle, loaded with 10 rounds and your O/E shotgun. Picking up your shotgun, load 2 rounds and engage any 2 shotgun targets. Replace your O/E shotgun and pick up your loaded rifle and double tap all the rifle targets in any order. Stage is complete, go to the unloading table.

Ammunition requirements: 10-pistol, 10-rifle, 2-shotgun

Stage 2:

Having readily dispatched Broken Flower Henry and Poppy Stem Johnson, you are now ready to actually get to see your girl/boy friend. Heading to the saloon from the livery stable with a bouquet of flowers in your hand, you see Nasty Carnation and Stink Weed Booty talking up your beau.

At the sound of the buzzer, you yell: **OK, that's enough, get away from Sweet (Rose), for cowboys (Two Lips), for cowgirls.**

Gently lay the flowers on the bar and leave the saloon and go to the courtyard, where you grab your staged O/E shotgun and engage 2 shotgun targets, your choice, hurrying Nasty Carnation and Stink Weed Booty out of town. But they did not get the message. Looking up you see them heading back in to town with friends. Returning your O/E shotgun to the wall in the courtyard you pick up your staged loaded rifle with 10 rounds and engage the rifle targets, left to right and then right to left. Return your O/E rifle to the courtyard wall, draw your first pistol, loaded with 5 rounds and engage all five pistol targets, your choice. Holster that pistol, and engage pistol targets with your second loaded pistol in the same order. Stage is complete, go to the unloading table.

Ammunition requirements: 10-pistol, 10-rifle, 2-shotgun

Stage 3:

Finally, sitting in the saloon with your beau, you have a chance to really start talking to her/him and maybe just maybe things will get better. Just as you order drinks, to soften her/him up, you see trouble coming in the door.

At the sound of the buzzer, getting up you yell: **Look out Ned, there's Tumble Weed and Russian Thistle**

(At this time activate Ned)

With Ned ducking out of the way, draw your first loaded pistol and shoot P-3, 5 times, holster that pistol and draw your second loaded pistol and engage P-1, P-2, P-4 each once, and P-5 twice. Holster your second pistol, go to the ticket office window, where you have staged your loaded rifle and engage all the rifle targets in any order, sweeping them twice, no double taps. Return your O/E rifle to the rack, go to the courtyard where you pick up your staged O/E shotgun and engage 4 shotgun targets in any order hitting each at least once. Shotgun swingers must be hit. Stage is complete, go to the unloading table.

Ammunition Requirements: 10-pistol, 10-rifle, 4-shotgun+

Stage 4:

Standing in the courtyard with your beau, you see sneaking up behind you, Creeping Morning Glory Vine and Bear Bush Butch. Stepping around your beau,

At the sound of the buzzer, getting up from the chair you yell: **Ok you creeping weeds, I have had enough.**

Stepping to the wall, you grab your loaded staged rifle and double tap the rifle targets in this order, R-3, R-4, R1, R-5, R-2. Return your O/E rifle to the wall, draw your first pistol load with 5 rounds and engage pistol targets, right to left, holster that pistol, draw your second loaded pistol with 5 rounds and engage pistol targets, left to right. Holster that pistol, pick up your O/E shotgun and engage S-2, S-4, S-3, S-1 in that order. Stage is complete, go to unloading table.

Ammunition requirements: 10-pistol, 10-rifle, 4-shotgun

Stage 5:

Standing at the ticket office window, you are getting tickets for you and your beau, time to get out of town. Just as you are getting the information about the next stage, you see Wild Irish Rose and Cat Claw Claude running from the saloon being chased by the Soiled Doves. You see a money bag they are carrying.

At the sound of the buzzer, you yell: **That's not your money you Stinking Weeds.**

Being careful not to hit the money bag, you pick up your staged rifle loaded with 10 rounds and shoot R-1 5 times, and R-5 5 times. Return your O/E rifle to the rack, move to the jail, go inside and draw your first pistol loaded with 5 rounds and engage all five pistol targets any order. Holster your first pistol, draw your second pistol, loaded with five rounds and engage all five pistol targets again, any order. Pick up your staged O/E shotgun and attempt to engage rifle targets with the shotgun, shooting each target once, then engage one shotgun swinger, your choice. Stage is complete, go to unloading table.

Ammunition requirements: 10-pistol, 10-rifle, 6-shotgun

Stage 6:

At last, almost done with all the flowers and heart things. But what is this, there is Broken Flower Henry, Poppy Stem Johnson, Nasty Carnation, Stink Weed Booty, Tumble Weed, Creeping Morning Glory Vine, Bear Bush Butch, Russian Thistle, Wild Irish Rose and Cat Claw Claude, the whole bunch of flowering bad guy and gals. What you are you going to do???

Standing at the ticket office, holding your rifle loaded with 10 rounds at port arms, at the sound of the buzzer you yell: **I have had enough of this bouquet.**

You then engage the rifle targets in a Montana Sweep, then one more round on R-5. Replace your O/E rifle in the rack at the ticket office window, go to the livery stable, pick up your staged O/E shotgun and engage any 4 targets, rifle, pistol or knock downs. Take your E/O shotgun with you to the jail, where you engage 4 swingers, your choice, hitting each one at least once. Staging your O/E shotgun in the rack by the Gila Rangers Station, you engage the pistol targets with your first pistol loaded with 5 rounds, right to left. Holster that pistol, pick up your O/E shotgun, go to the courtyard wall and engage any two shotgun swingers, restage your O/E shotgun, draw your second pistol and engage any five pistol targets in any order, hitting each one once. Holster your second pistol, go to the ticket office window, get your rifle, load five rounds from your body, and engage either pistol or rifle targets, hitting any five only once. Stage is complete, go to the unloading table.

Ammunition requirements: 10-pistol, 15-rifle, 10-shotgun

Total ammunition Requirement: 60-Pistol, 65-Rifle, 28-Shotgun+