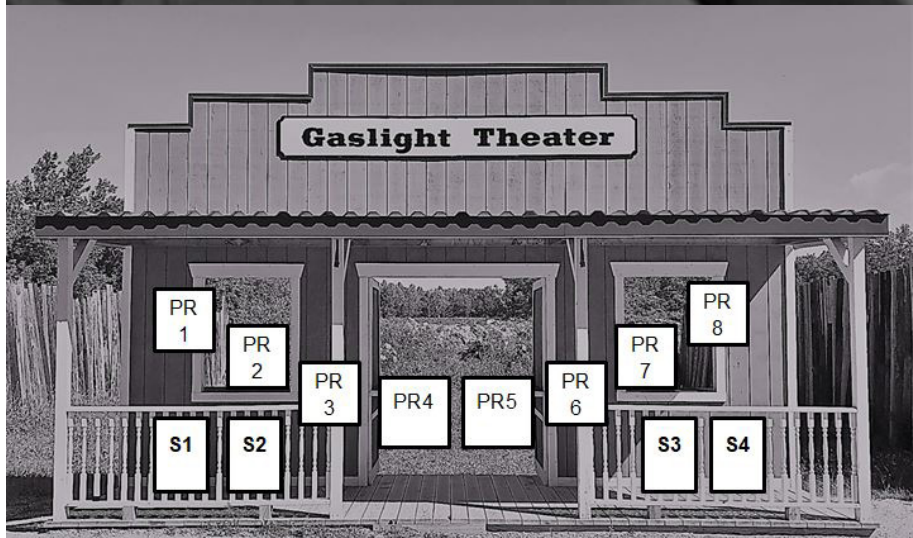


OPEN RANGE

STAGE 1: THE GASLIGHT THEATER

Trying to shelter under a tent fly during a storm, Boss Spearman, Charlie Waite, Mose Harrison and Button break out the cards. The game ends abruptly when Button cheats by peeking at Mose's cards.



Sponsored by
WOOD FOX

A man's trust is a valuable thing, Button. You don't want to lose it over a handful of cards.

Ammunition and Staging

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either window shelf.

Starting Position

Shooter starts in doorway, hands on your hat.

Ready Line

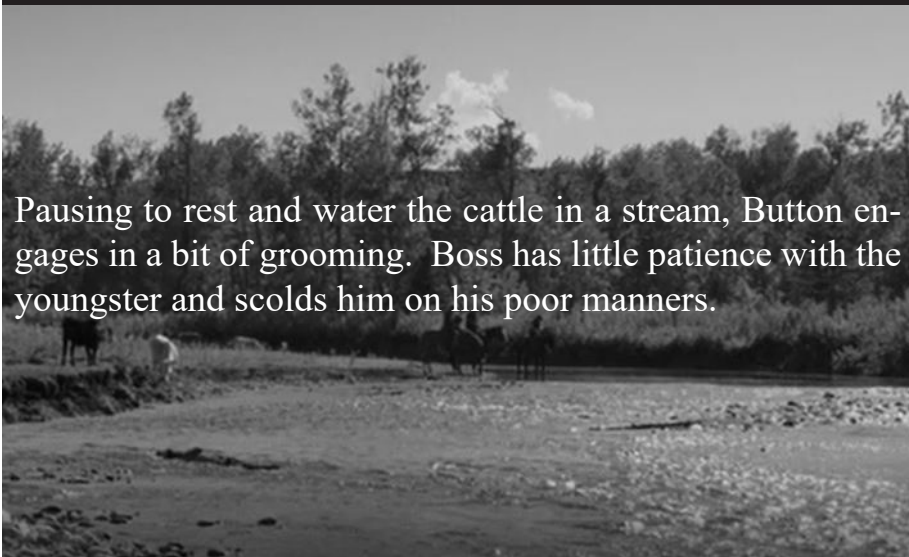
"A man's trust is a valuable thing, Button. You don't want to lose it over a handful of cards."

At The Beep

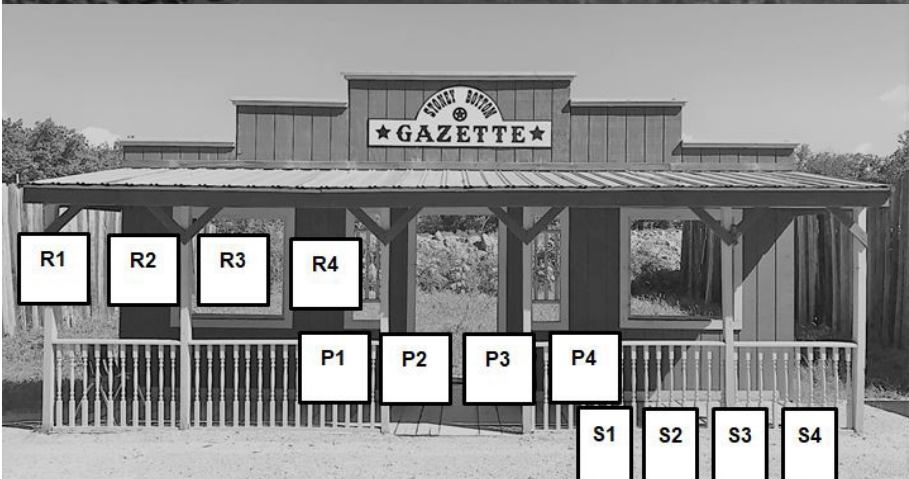
Using rifle and pistols, in any order, place one shot on targets 1 and 8, two shots on targets 2, 3, 6 and 7, and five shots on targets 4 and 5 (this is a round count). Holster pistols, make rifle safe on doorway shelf. Move to either right or left window and knock down two shotgun targets. Move to other window and knock down remaining two shotgun targets. Makeups made up when and where engaged.

OPEN RANGE

STAGE 2: THE STONEY BOTTOM GAZETTE



Pausing to rest and water the cattle in a stream, Button engages in a bit of grooming. Boss has little patience with the youngster and scolds him on his poor manners.



“By God, if you’re goin’ to pick your feet like a monkey . . . you do it downwind.”

Ammunition and Staging

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun –4+ rounds, staged on right window shelf.

Starting Position

Shooter starts at left window shelf, hands clasped in front of you.

Ready Line

“By God, if you’re goin’ to pick your feet like a monkey, you do it downwind.”

At The Beep

Engage rifle targets in two Ohio sweeps; one starting R1, and one starting an R4 (i.e., R1, R2, R1, R2, R3, R4, R3, R4, R3, R2). Either one can be first. Make rifle safe, move to doorway and engage pistol targets in the same manner. Move to right window and knock down all four shotgun targets.

OPEN RANGE

STAGE 3: THE SALOON



Charlie and Boss move silently into Baxter's men's camp, meaning to "have at them" before they can scatter the herd. A twig snaps, and Boss shouts a warning to Baxter's men.



Sponsored by STEEL RIDER

One twitch . . . and you're in hell. Now get on your feet, all of ya.

Ammunition and Staging

Rifle – 10 rounds stage on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts in either saloon doorway with shotgun in both hands.

Ready Line

"One twitch . . . and you're in hell. Now get on your feet, all of ya."

At The Beep

Using shotgun, knock down two shotgun targets from each doorway. Makeups from where and when engaged. Make shotgun safe on window shelf. Using rifle, through window engage rifle targets in a 1-3-2-3-1 pattern (i.e., R1, R2, R2, R2, R3, R3, R4, R4, R4, R5) from either end. Make rifle safe on window shelf. Move to out-house, and using pistols engage pistol targets in the same manner.

OPEN RANGE

STAGE 4: THE BANK

Boss and Charlie have captured Baxter's men and Boss asks Vince "How many men does he have?" Vince smirks at Boss, saying, "The rest are on their way to your wagon." Boss slugs Vince in the stomach with the butt of his rifle,



Sponsored by BOBBY TOO SMOOTH DANCE HALL DARLIN'

You wanna smile now? Go ahead.

Ammunition and Staging

Rifle – 10 rounds staged on table.

Pistols – 5 rounds each, holstered, or staged on table.

Shotgun – 2+ rounds, staged on table.

Starting Position

Shooter starts as gamey as possible, but hands cannot be touching any guns.

Ready Line

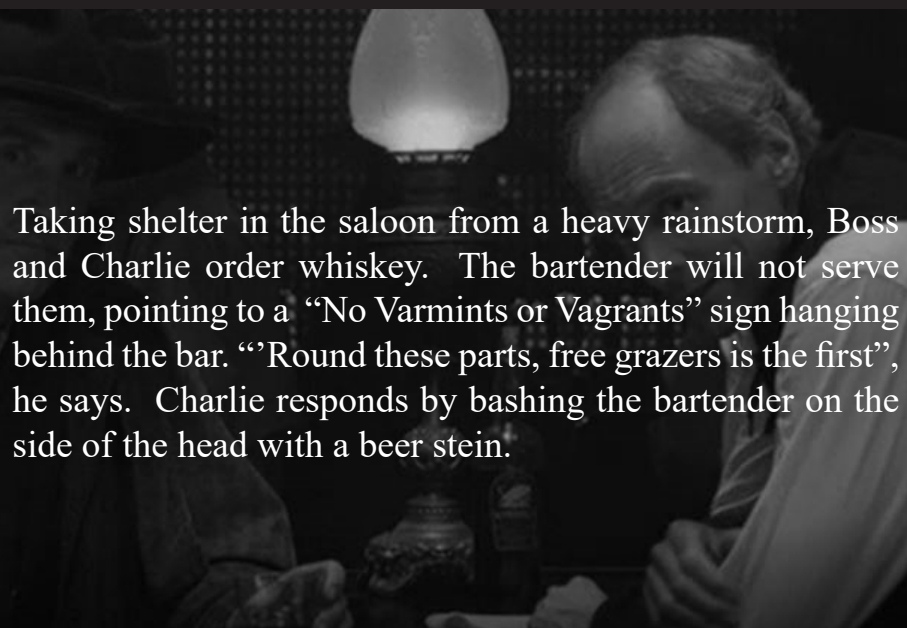
"You wanna smile now? Go ahead."

At The Beep

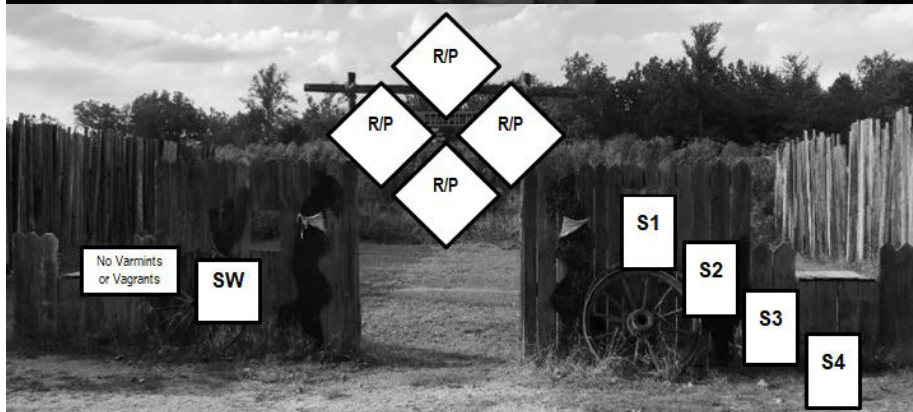
Guns in any order – do not end with the rifle. Engage rifle targets in two 2-1-2 sweeps (R1, R1, R2, R3, R3) from either direction. Yes you can. Engage pistol targets in the same manner. Pistols can either be reholstered or staged on table, no matter where they were placed at the beginning of the stage. With shotgun, engage knock-down targets until down.

OPEN RANGE

STAGE 5: FT. STAUDINGER



Taking shelter in the saloon from a heavy rainstorm, Boss and Charlie order whiskey. The bartender will not serve them, pointing to a “No Varmints or Vagrants” sign hanging behind the bar. “Round these parts, free grazers is the first”, he says. Charlie responds by bashing the bartender on the side of the head with a beer stein.



Sponsored by **WOODY SHOOTEM**

Now he asked you twice. Ain't gonna ask again.

Ammunition and Staging

Rifle – 10 rounds staged on cactus.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, in hands.

Starting Position

Shooter starts at table, shotgun in hands, shotgun butt touching holster.

Ready Line

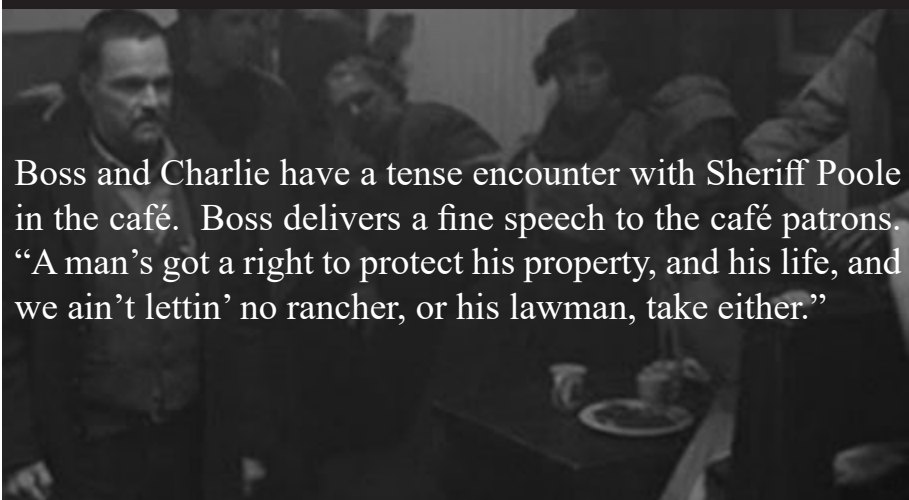
“Now he asked you twice. Ain't gonna ask again.”

At The Beep

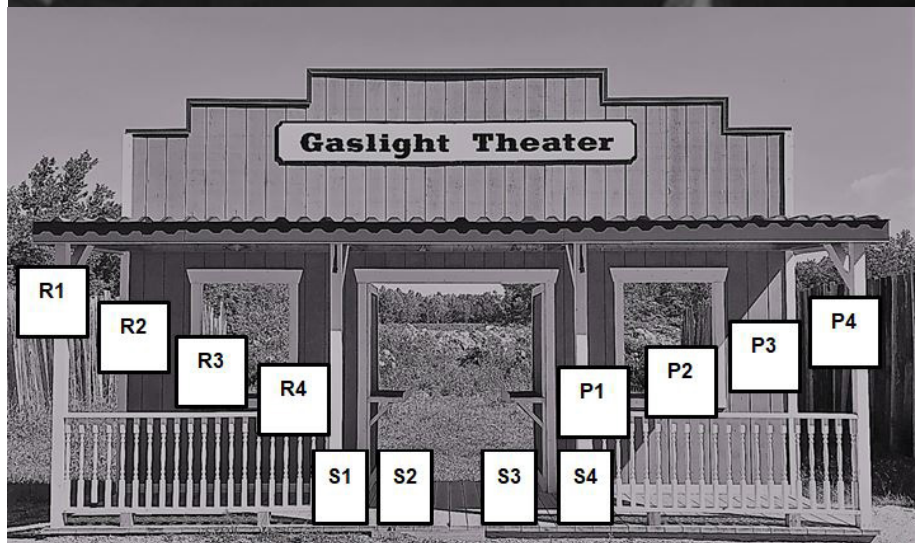
Using shotgun, shoot the wooden sign first, then the swinger. Make shotgun safe on table for further use. Using rifle, engage targets in a double tap sweep, clockwise or counterclockwise, starting on any target, and ending on the same target. Make rifle safe on cactus. Pick up shotgun, and move forward to fence and knock down all four shotgun targets. Move to forward table and make shotgun safe. Use pistols to engage pistol targets the same as the rifle.

OPEN RANGE

STAGE 6: THE GASLIGHT THEATER



Boss and Charlie have a tense encounter with Sheriff Poole in the café. Boss delivers a fine speech to the café patrons. “A man’s got a right to protect his property, and his life, and we ain’t lettin’ no rancher, or his lawman, take either.”



Sponsored by BADFINGER BODENE SASSY SOUTHPAW

We got no intention of harmin’ bystanders.

Ammunition and Staging

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either doorway shelf.

Starting Position

Shooter starts at right window, in Texas Surrender position.

Ready Line

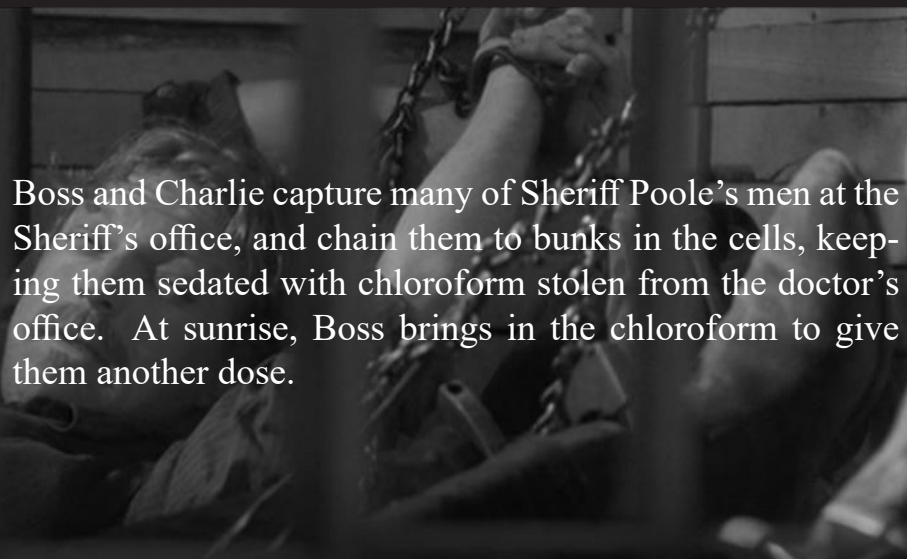
“We got no intention of harmin’ bystanders.”

At The Beep

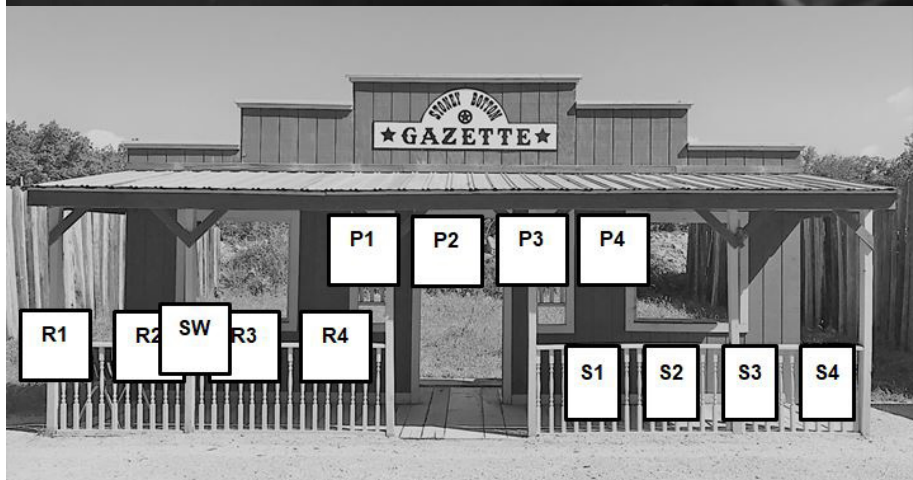
Using pistols, engage pistol targets, from either end, in the following manner: P1, P1, P1, P4, P3, P2, P1, P4, P4, P4. Holster. Move to rifle and engage rifle targets in the same manner. Make rifle safe on window shelf or take it with you and make it safe on a doorway shelf. Through doorway, engage shotgun targets until down.

OPEN RANGE

STAGE 7: THE STONEY BOTTOM GAZETTE



Boss and Charlie capture many of Sheriff Poole's men at the Sheriff's office, and chain them to bunks in the cells, keeping them sedated with chloroform stolen from the doctor's office. At sunrise, Boss brings in the chloroform to give them another dose.



Sponsored by MAIN STREET MAVERICK

'Mornin' boys . . . I brung ya breakfast!

Ammunition and Staging

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window shelf.

Starting Position

Shooter starts at left window, with rag held in both hands.

Ready Line

“'Mornin' boys . . . I brung ya breakfast!”

At The Beep

Shove the rag into the dummy's face, activating the swinging target. Engage the rifle targets (this is a round count) with three rounds on R1 and R4, and two rounds on R2 and R3. Make rifle safe on shelf. Move to doorway and engage pistol targets in same manner. Holster. Move to right window and knock down all four shotgun targets.

OPEN RANGE

STAGE 8: THE SALOON



In the final shootout, Boss and Charlie confront Baxter and his remaining men in the street.



You the one that killed our friend?

Ammunition and Staging

Rifle – 10 rounds staged on saloon window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on saloon window shelf.

Starting Position

Shooter starts in the outhouse.

Ready Line

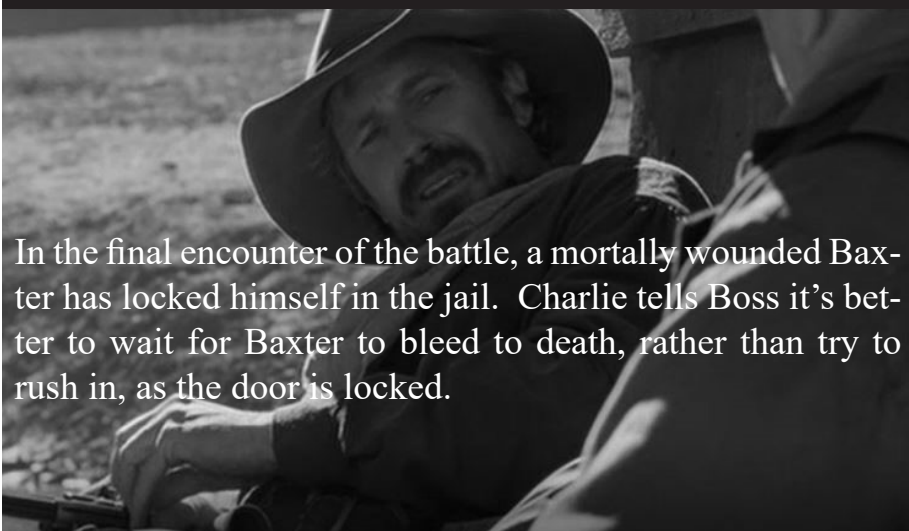
“You the one that killed our friend?”

At The Beep

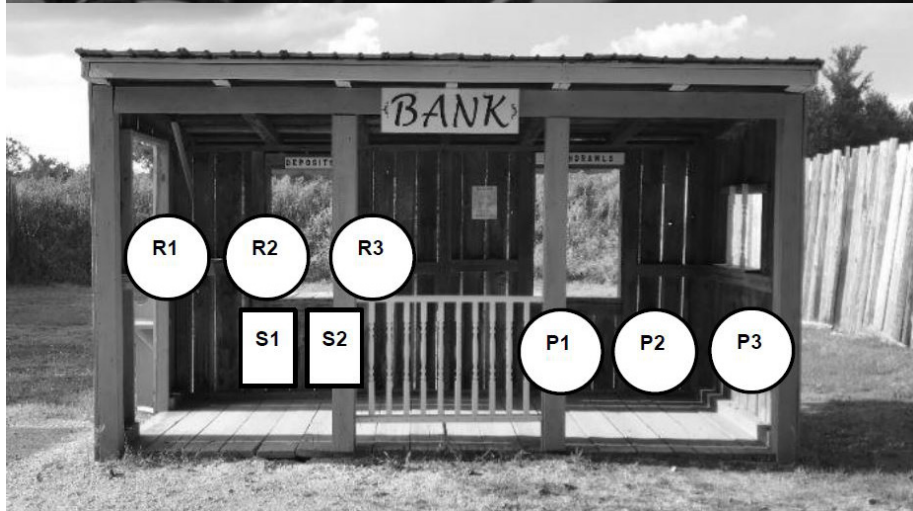
Draw pistol and engage pistol targets in a Badfinger Bodene Sweep, which is an Indiana sweep (in either direction) on the middle three targets, followed by sweeping all five targets from either end. Example: P3, P3, P2, P3, P4, P5, P4, P3, P2, P1. Holster. Move to the Saloon window and engage rifle targets in the same manner. Make rifle safe, pick up shotgun, and knock down two shotgun targets from each door; makeups from where and when engaged.

OPEN RANGE

STAGE 9: THE BANK



In the final encounter of the battle, a mortally wounded Baxter has locked himself in the jail. Charlie tells Boss it's better to wait for Baxter to bleed to death, rather than try to rush in, as the door is locked.



Sponsored by
PK PALADIN

Well, it won't be when this scattergun hits it.

Ammunition and Staging

Rifle – 10 rounds staged on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, in hand.

Starting Position

Shooter starts at left window, shotgun in both hand, butt touching leather.

Ready Line

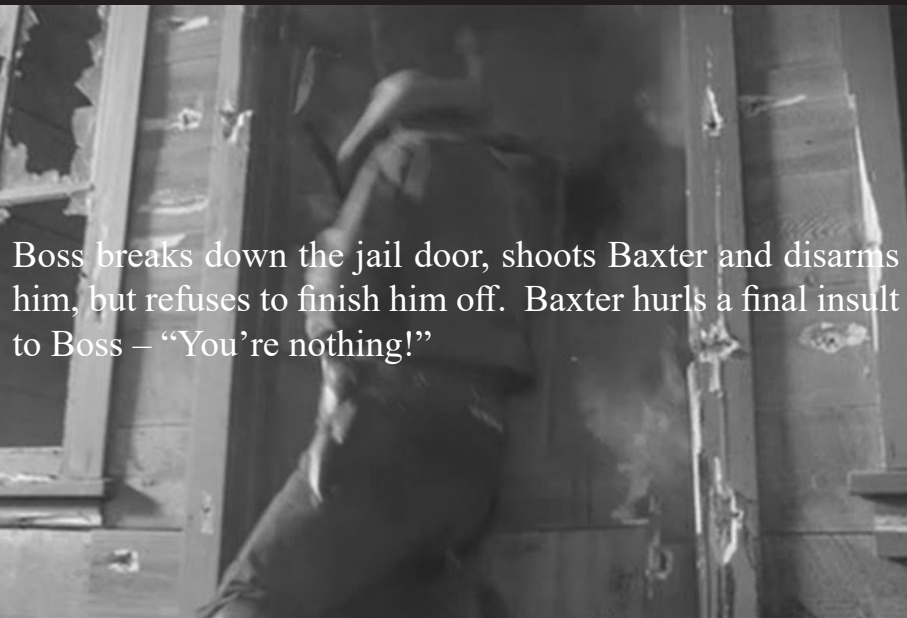
“Well it won't be when this scattergun hits it.”

At The Beep

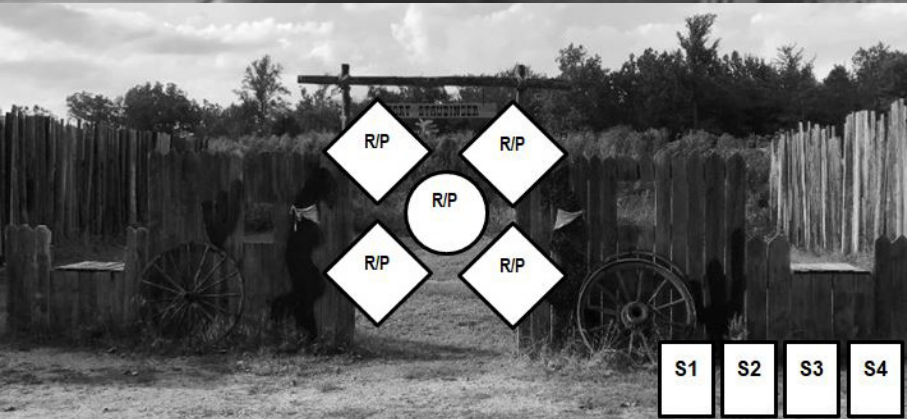
From left window, use shotgun to knock down both shotgun targets. With rifle, engage rifle targets in a Kansas sweep from either end; i.e., R1, R1, R2, R2, R3, R3, R2, R1, R2, R3. Move to right window and engage pistol targets in the same manner.

OPEN RANGE

STAGE 10: FT. STAUDINGER



Boss breaks down the jail door, shoots Baxter and disarms him, but refuses to finish him off. Baxter hurls a final insult to Boss – “You’re nothing!”



Maybe so, but I’ll still be breathin’
in another minute.

Ammunition and Staging

Rifle – 10 rounds staged on the cactus.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on the table.

Starting Position

Shooter starts at the cactus with both hands on rifle.

Ready Line

“Maybe so, but I’ll still be breathin’ in another minute.”

At The Beep

Pick up the rifle and triple tap the center target, then single tap the four outside targets in any order, then triple tap the center target. Restage rifle on cactus. Pick up shotgun and knockdown all four shotgun targets. Shooter must be within “kicking distance” of the fence when engaging the shotgun targets. Move to pistol targets, and make shotgun safe on downrange table. Using pistols, engage pistol targets using the same instructions as the rifle.