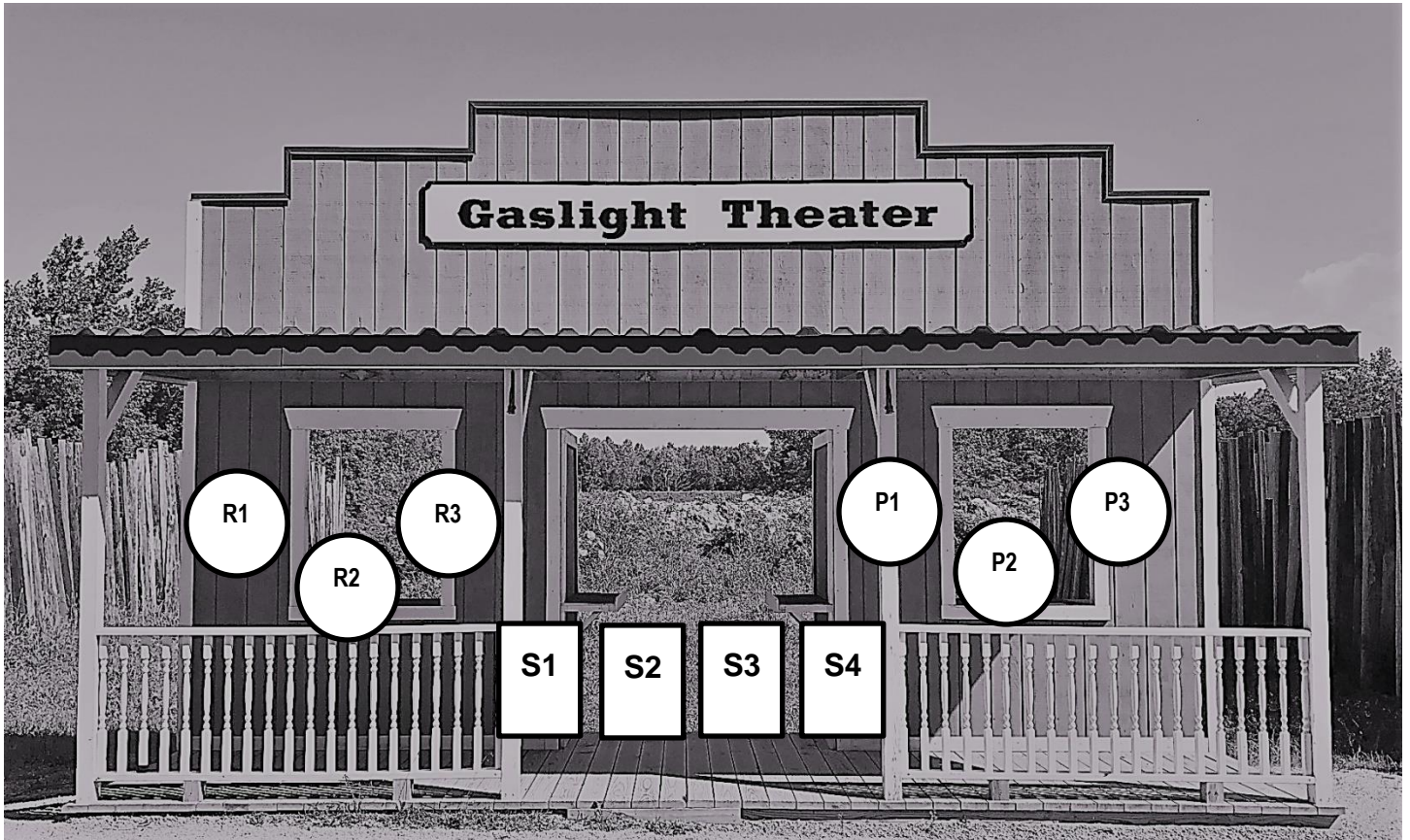


THE FAR SIDE

Stage 1 – The Gaslight Theater



Ammunition and Staging:

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

Rifle – 10 rounds, shouldered and pointed at target.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at left window, rifle shouldered and pointed at target.

Ready Line

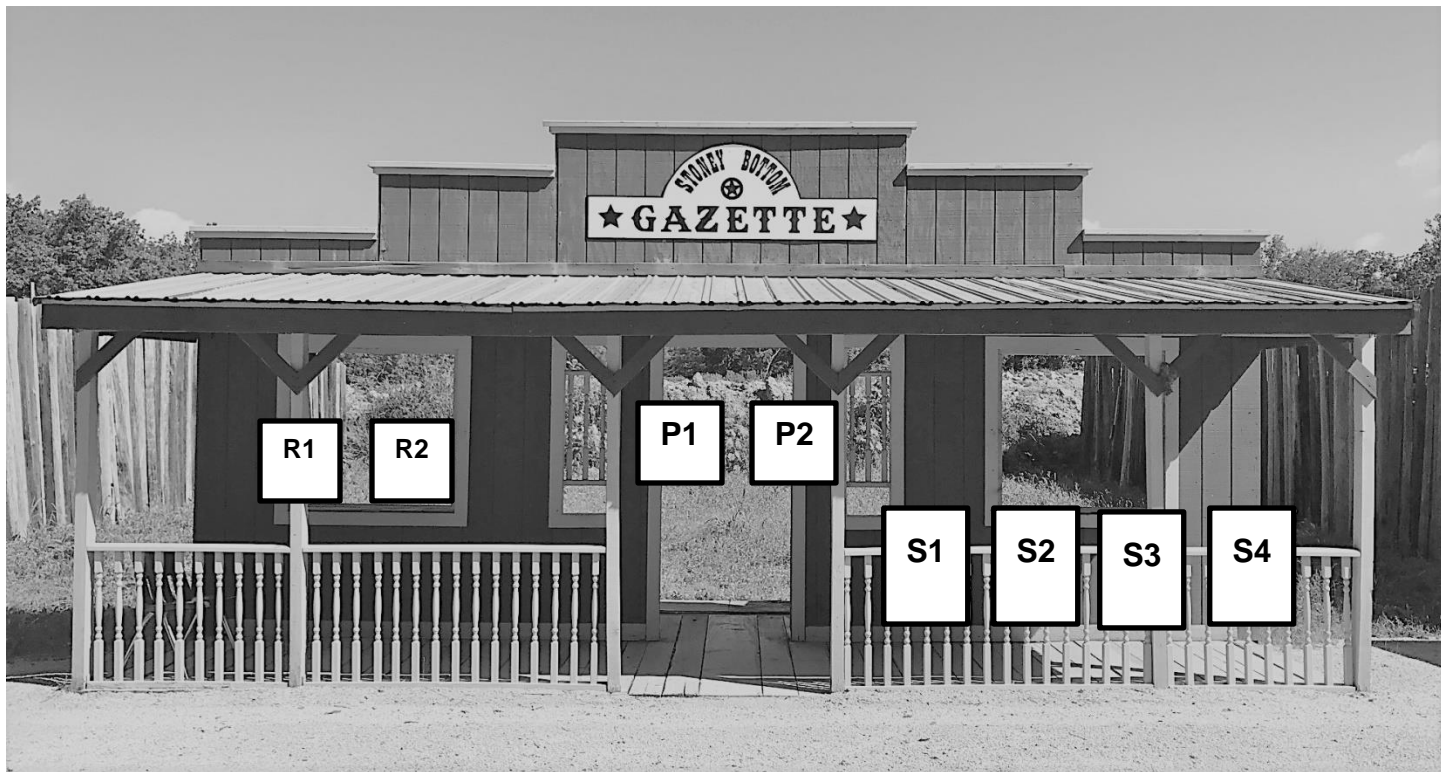
“Hey, they’re lighting their arrows! . . . can they do that?”

At The Beep

With the first five rifle rounds, engage the center target, then double tap the two outside targets (i.e., R2, R1, R1, R3, R3 >or< R2, R3, R3, R1, R1). Repeat with the second five rounds. Move to shotgun and knock down all four shotgun targets. Move to right window and engage the pistol targets in the same manner as the rifle.

THE FAR SIDE

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Shotgun – 4+ rounds, staged in right window.
Rifle – 10 rounds, staged on left window shelf.
Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts in doorway, pistol(s) in hand.

Ready Line

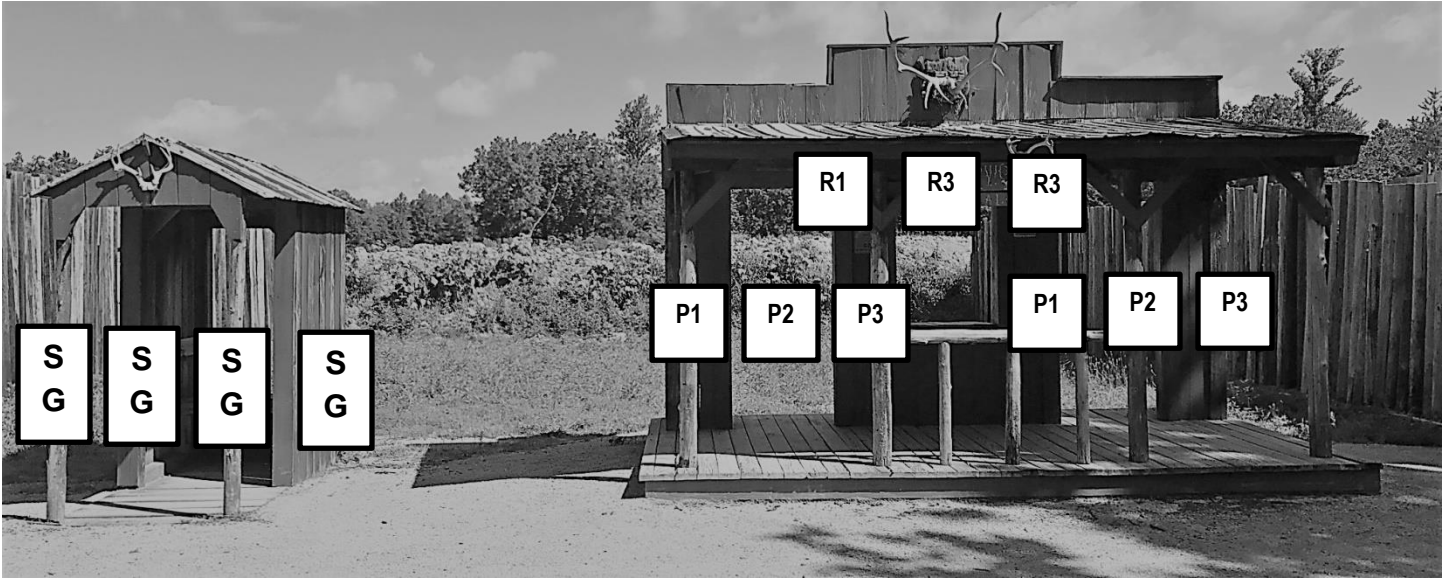
“You guys are both witnesses. He laughed when my marshmallow caught fire!”

At The Beep

Engage pistol targets in a 4 – 1 Alternating sweep (P1, P1, P1, P1, P2, P1, P2, P2, P2, P2) starting on either target. Move to left window, and repeat instructions on rifle targets. Move to shotgun and knock down all four shotgun targets.

THE FAR SIDE

Stage 3 – The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on outhouse seat.

Starting Position

Shooter starts at outhouse, hands on posts.

Ready Line

“Varmints! You’re all just a bunch of cheating varmints!”

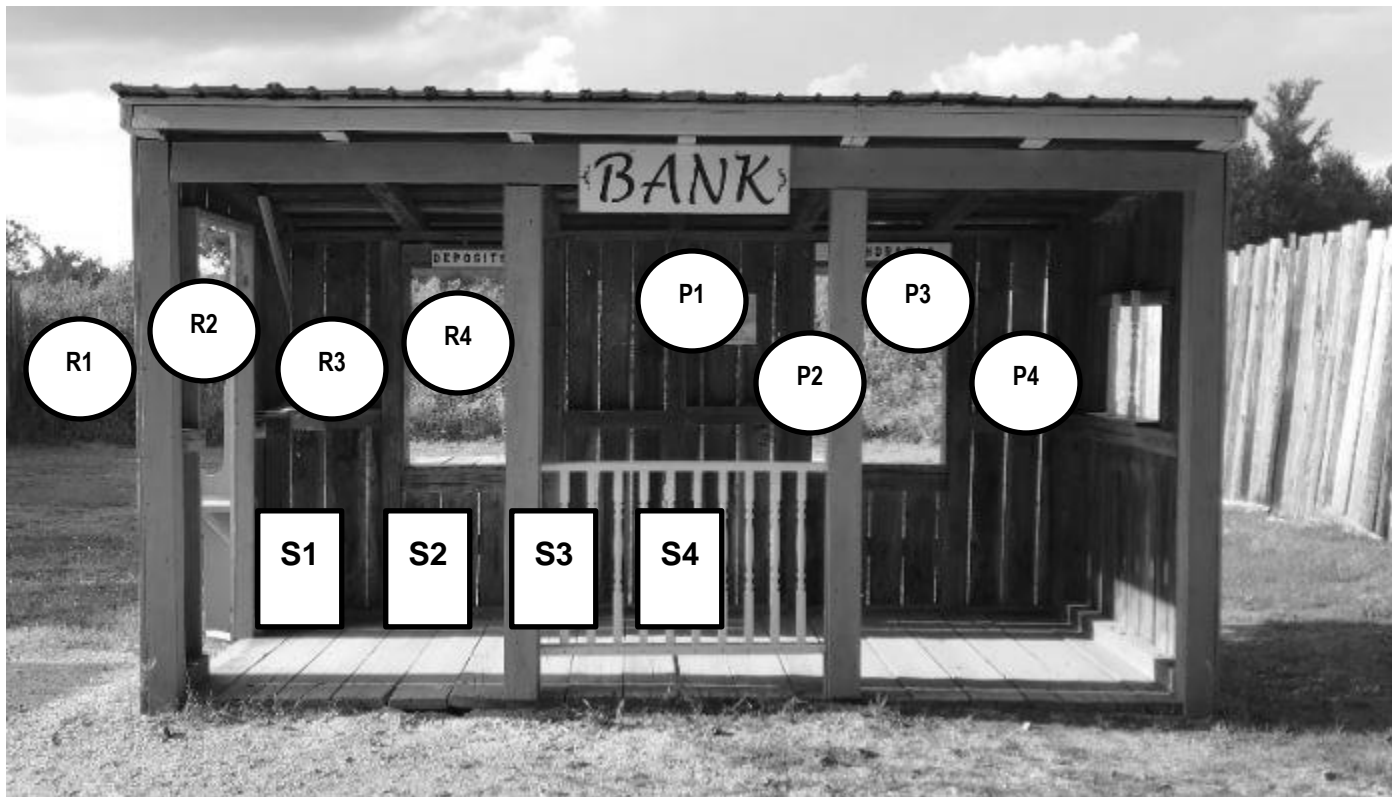
At The Beep

Knockdown all four shotgun targets. Move to saloon and using rifle through window, with the first five shots engage rifle targets in a Sassy Sue sweep (a Nevada sweep starting on the center target).

Repeat with the second five shots. Make rifle safe, move to either doorway and engage one set of pistol targets in a Sassy Sue sweep. Move to other doorway and repeat.

THE FAR SIDE

Stage 4 – The Bank



Ammunition and Staging:

Shotgun – 4+ rounds, staged upright on the cactus.

Rifle – 10 rounds, staged on left window.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at right window in Texas Surrender position.

Ready Line

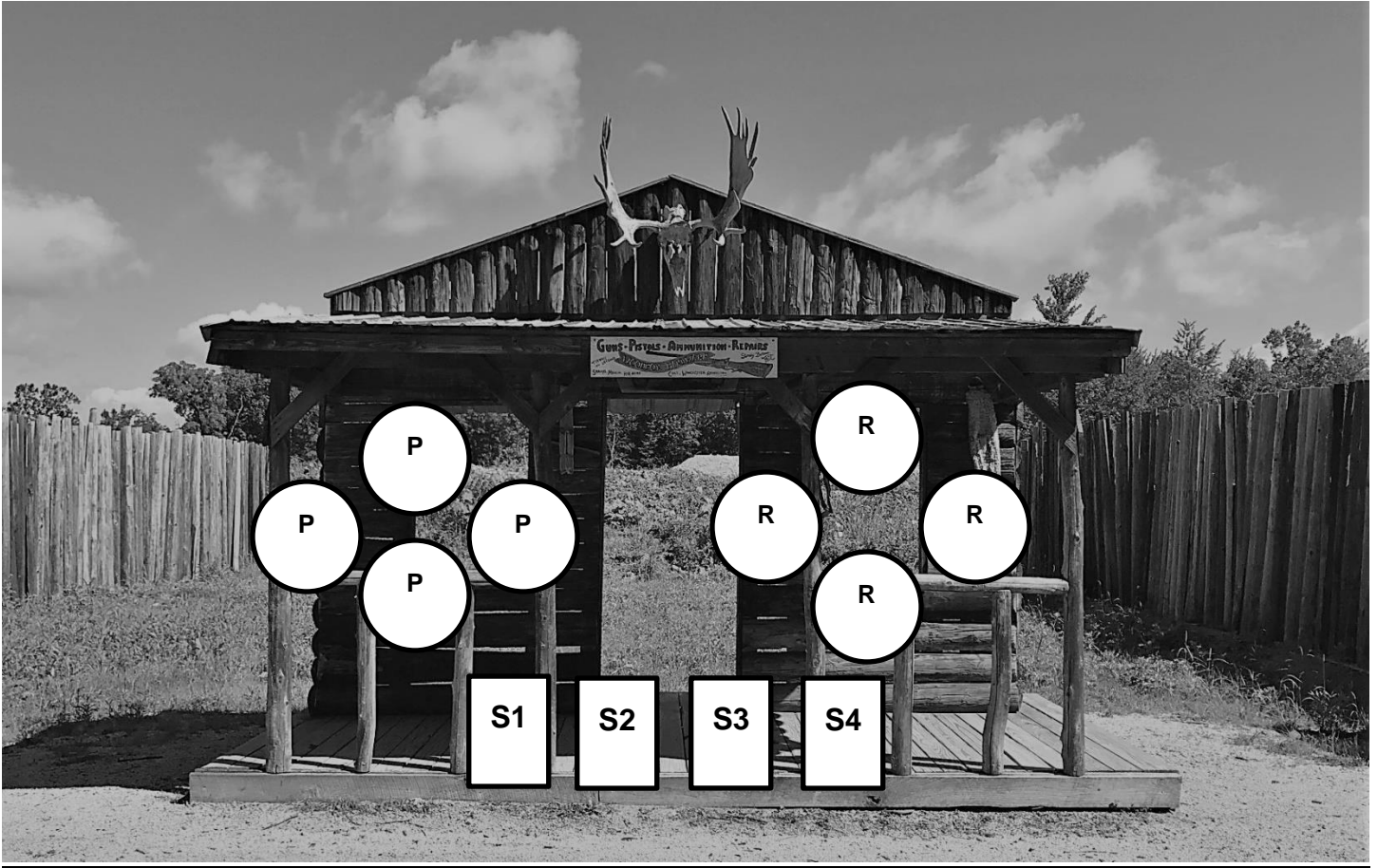
“Hang him, you idiots! ‘String him up’ is just a figure of speech.”

At The Beep

From the right window engage the four targets in two Ohio sweeps, one from each end (i.e., P1, P2, P1, P2, P3, P4, P3, P4, P3, P2), starting on either end. Move to left window and repeat instructions with the rifle. Move to cactus and knock down all four shotgun targets.

THE FAR SIDE

Stage 5 – The Hardware Store



Ammunition and Staging:

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

Rifle – 10 rounds, staged in right window.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at right window, hands on hat.

Ready Line

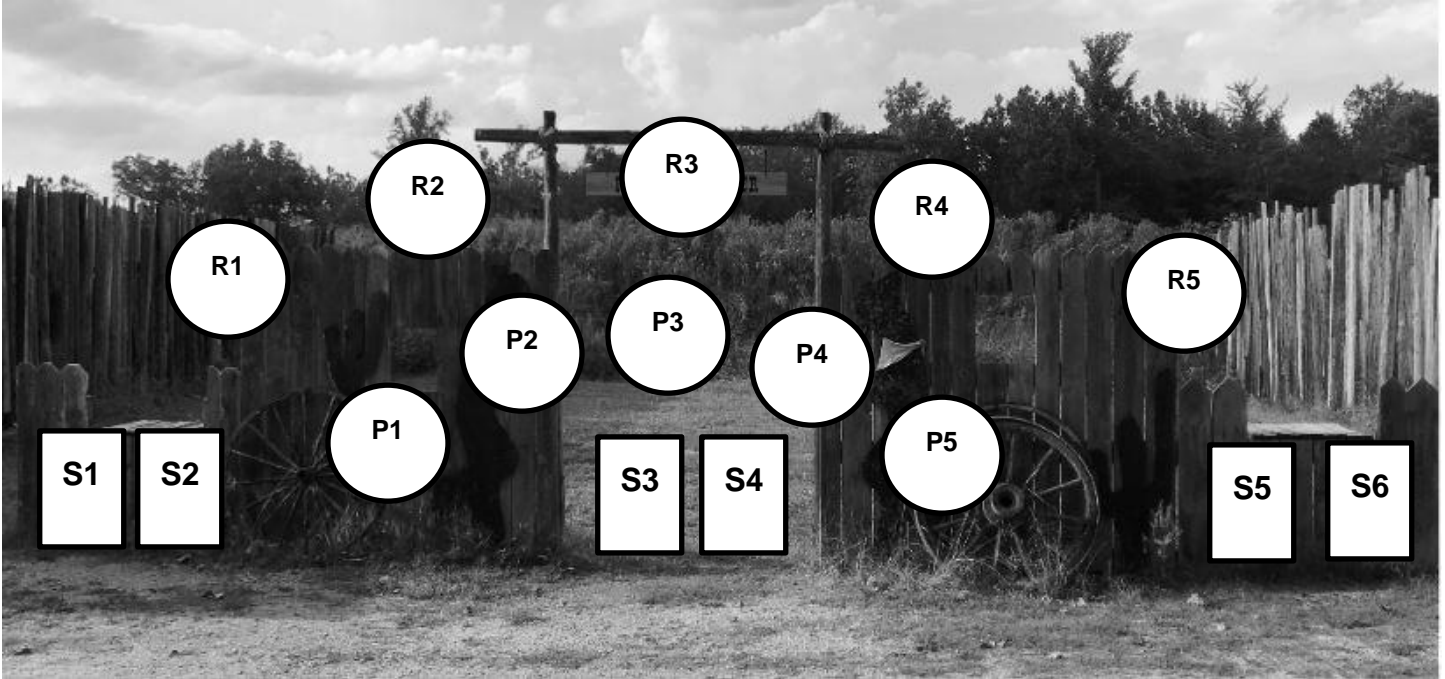
“Give me a hand here boys! It’s young Will Hawkins. Dang fool tried to ride into the sunset!”

At The Beep

With rifle engage a side rifle target, then engage the other side rifle target, then starting on the top or bottom target, double tap sweep all four targets in a clockwise or counter-clockwise pattern. Make rifle safe, pick up shotgun, and through the doorway knock down all four shotgun targets. Move to left window, make shotgun safe, then engage pistol targets in the same manner as the rifle.

THE FAR SIDE

Stage 6 – Fort Staudinger



Ammunition and Staging:

Shotgun – 6+ rounds, staged on left or right shelf.

Rifle – 10 rounds, staged on table at Fort Entrance.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at either left or right shelf in front of shotgun, thumbs behind your gun belt.

Ready Line

“I’ll tell ya Ben, -- no matter who wins this thing, Boot Hill ain’t ever gonna be the same.”

At The Beep

Pick up shotgun and knock down the two shotgun targets in front of you. Move to fort entrance, and either engage two shotgun targets there, or stage shotgun on table. Using rifle and pistol (order is shooter’s choice), engage pistol targets in a jackrabbit sweep (P1, P3, P5, P4, P2) starting on either end. Repeat with second five shots. Use same instructions for the rifle targets. Pick up shotgun, engage shotgun targets at fort entrance (if not already engaged), then move to remaining two shotgun targets and knock them down.