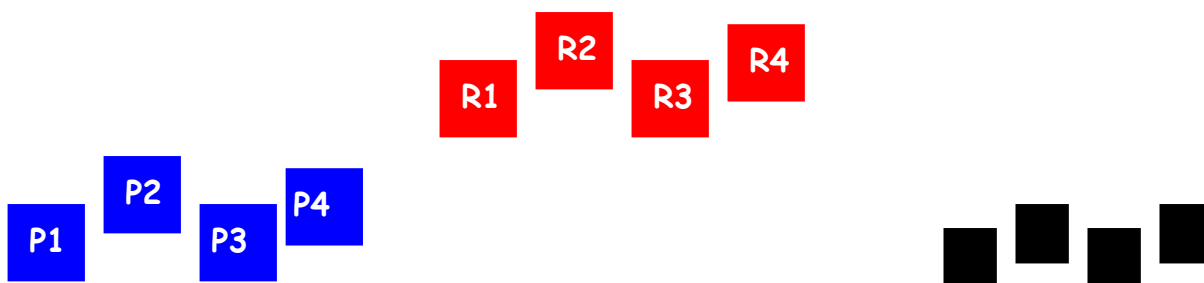


Green Mountain Regulators

Stage 2



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Our Story: You and Charley Waite are in the local saloon trying to get some of the townspeople to help with your upcoming fight with Denton Baxter.

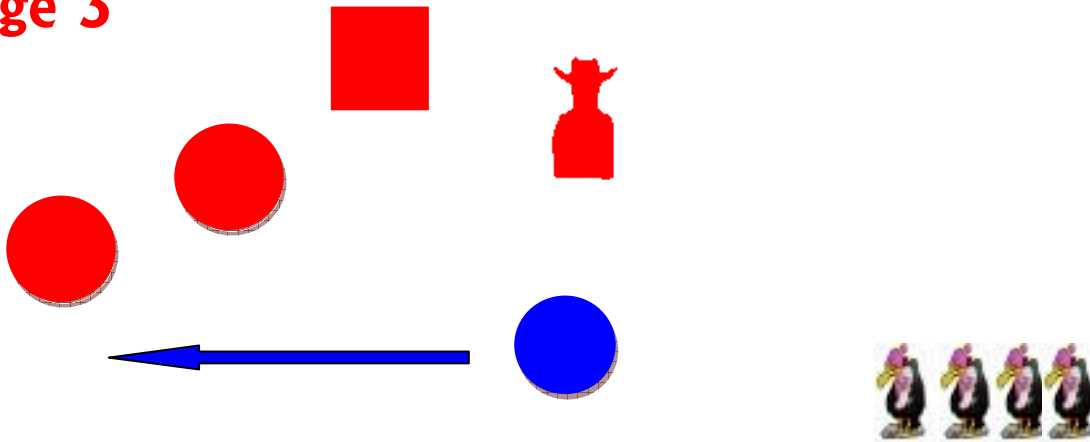
Start: Standing at position 3 with your hands at the low surrender. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 2. Open empty shotgun staged at position 3, shells on body. To signify ready say: **“Man's got a right to protect his property and his life, and we ain't lettin' no rancher or his lawman take either.”**

At the Buzzer: Use your shotgun to engage the shotgun targets in any order. Move to your rifle and perform a badger sweep R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Move to position 1 and use your pistols to perform a badger sweep P1, P2, P3, P4, P1, P2, P3, P1, P2, P1.

Move to the unloading table.

Green Mountain Regulators

Stage 3



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

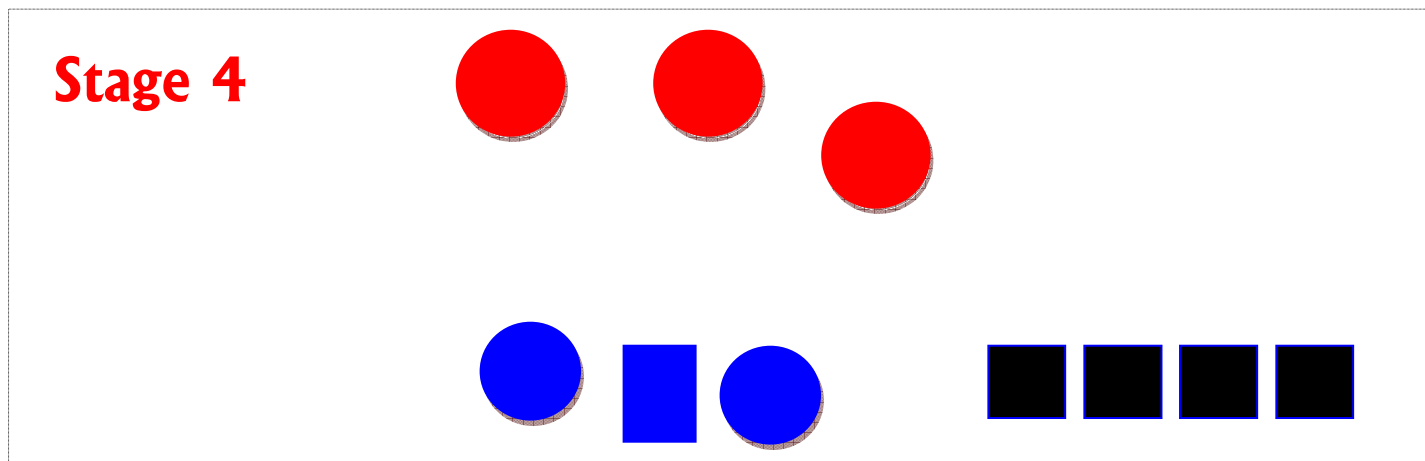
Our Story: When your friend Zeke owned the saloon it was a right proper place to unwind and play a friendly game of cards with the boys. But since Al Miller starting running the place it is a festering sore on the butt of humanity. You have had all you can take - today is the day of reckoning.

Start: Standing at position 1 touching the rope to the slider with one hand the other hand at your side. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged on the shelf at position 1. Open empty shotgun staged on the shelf at position 3. To signify ready say **"Anybody that don't want to get killed should already be gone"**

At the Buzzer: Release the rope to the swinger and from position 1, use your pistol to put 10 rounds on the pistol target – LONGHORN SWEEP. Grab your rifle, move to position 2 and perform a Wyoming Sweep 1-2-3-4-5-5-4-3-2-1 on the rifle targets. Take your rifle with you to position 3, grab your shotgun and engage the shotgun targets in any order.

Move to the unloading table.

Green Mountain Regulators



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

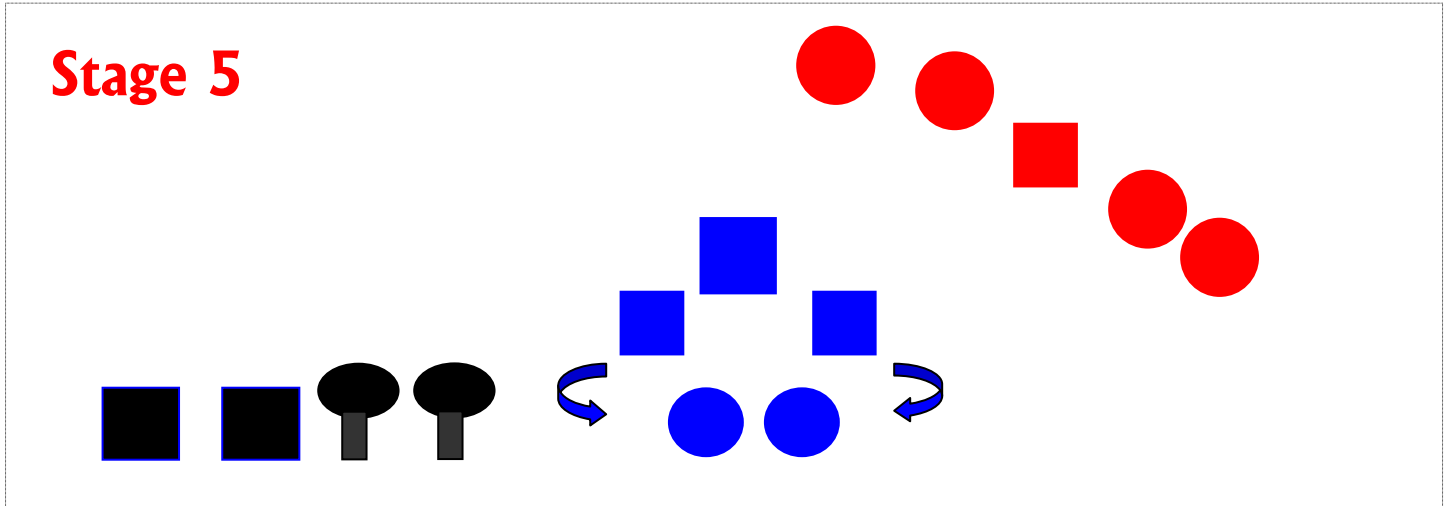
Our Story: You have made your way into the bar to seek revenge on those who killed your friend. But being a reasonable man you offer a simple warning for the innocent.

Start: Sitting on the wagon seat with your hands on your knees. Pistols loaded with 5 rounds each staged holstered. Rifle loaded with 10 rounds staged on the table in front of the wagon seat. 2. Open empty shotgun staged at position 3, shells on body. To signify ready say: ***"Any man don't wanna get killed better clear on out the back."***

At the Buzzer: Remain seated and use your rifle to perform a continuous double tap Nevada sweep from either end. Stand up and use your pistols to perform continuous a double tap Nevada sweep from either end. Move to position 3 and use your shotgun to engage the shotgun targets in any order.

Move to the unloading table.

Green Mountain Regulators



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

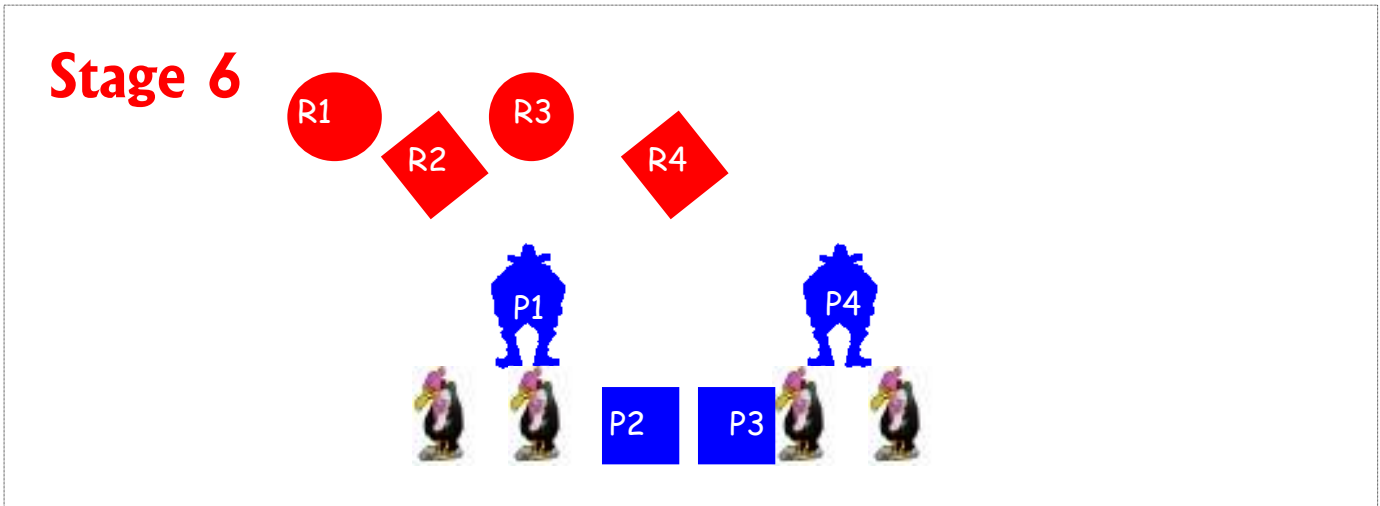
Our Story: You and Boss Spearman are enjoying the morning as you wait for Baxter to make his move. Boss remarks It's a pretty day for making things right.

Start: Standing at position 3 with your Rifle in your hands at the ready. Pistols loaded with 5 rounds each holstered. Shotgun staged at position 1, shells on body. To signify ready say: ***“Well, enjoy it, 'cause once it starts, it's gonna be messy like nothing you ever seen.”***

At the Buzzer: Use your rifle to double tap the 5 rifle targets in any order. Move to your shotgun and sweep the shotgun targets in any order. Move to position 2, release the rope to the swinger and use your pistols to double tap the 5 pistol targets in any order.

Move to the unloading table.

Green Mountain Regulators



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

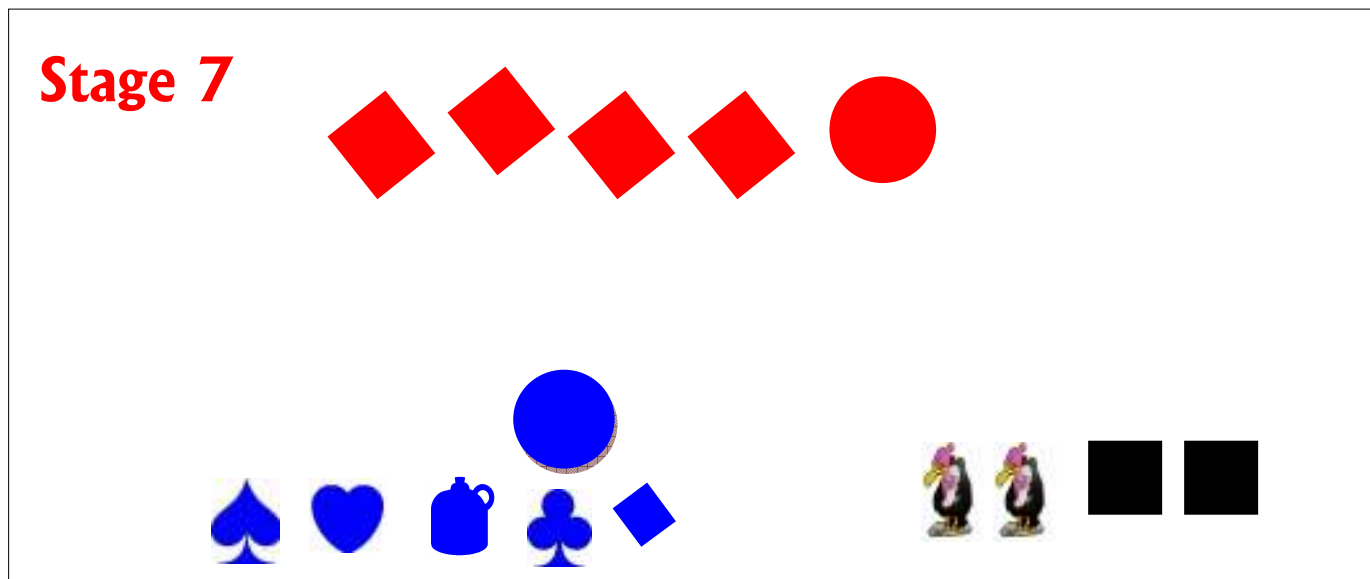
Our Story: The big fight is here and you are badly outmanned by Baxter and his henchmen. But you don't wait to be drawn upon first and decide to go after Butler.

Start: Standing at top of the bridge with your hands flat on the shelf. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged on the shelf in front of you 2. Open empty shotgun staged on the shelf in front of you, shells on body. To signify ready say: **"You the one killed our friend?"**

At the Buzzer: Use your pistols to perform a 2/3/3/2 sweep. P1, P1, P2, P2, P2, P3, P3, P3, P4, P4. Use your rifle to do the same 2/3/3/2 sweep on the rifle targets. R1, R1, R2, R2, R2, R3, R3, R3, R4, R4. Use your shotgun to sweep the shotgun targets in any order.

Move to the unloading table.

Green Mountain Regulators



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Our Story: The Schofield Kid is trying to recruit you to go with him to kill a couple of cowboy who have a reward on their heads. You are not sure you want to go with him and you are trying to tell him killing a man is not an easy thing to do.

Start: Standing at position 1 with your hands at the high surrender. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 3. Open empty shotgun staged at position 4, shells on body. To signify ready say: ***"It's a heck of a thing killin' a man, you take away all he's got and all he's ever gonna have."***

At the Buzzer: Use your pistols to engage the knockdown targets – in any order. You may make up misses on the knockdowns **without** a penalty. Once all the knockdowns are down, use your remaining rounds to engage the blue circle. If you engage the circle you must hit it or you will earn a miss. Move to your rifle and engage the 5 rifle targets twice each with no double taps. Move to position 4 and use your shotgun to engage the shotgun targets in any order.

Move to the unloading table.

Green Mountain Regulators

Stage 8



Round Count: Rifle 10 , 10 Pistol, 4 SHOTGUN.

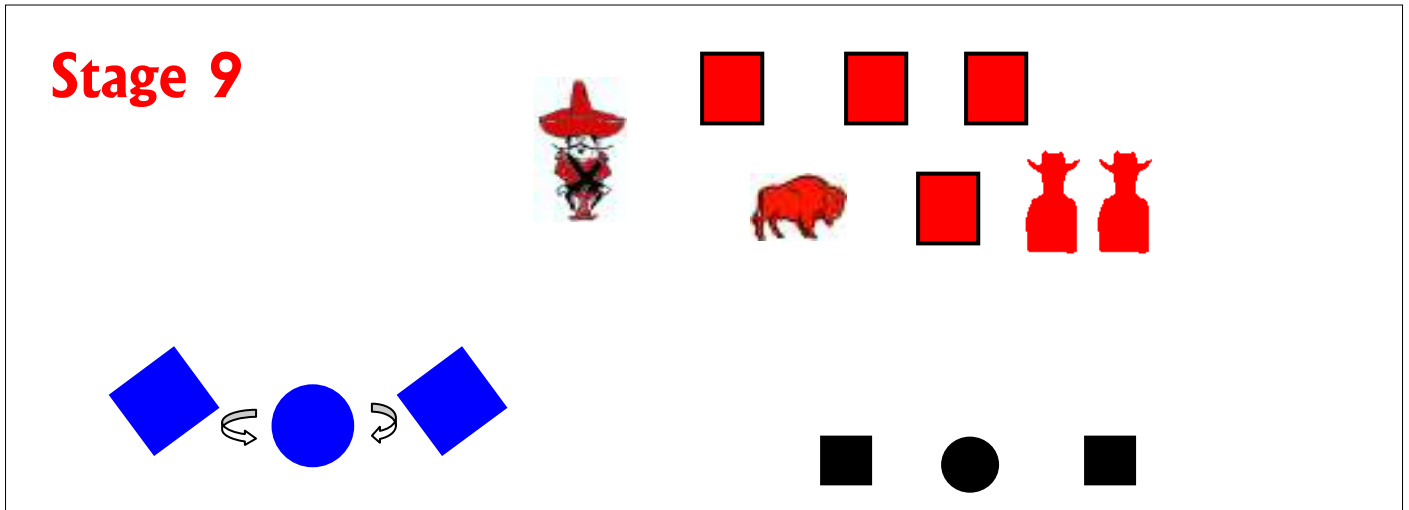
Our Story: You have just laid out your plan for the upcoming fight with Baxter and his henchmen and Boss Spearman remarks Sounds like you got it all worked out.

Start: Standing at position 1 with your shotgun in your hands. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 2. Shotgun in your hands shells on body. To signify ready say: **“Yeah, except the part where we don't get killed.”**

At the Buzzer: Use your shotgun to sweep to two shotgun targets in front of you. Move to your rifle and use it to perform a Nevada sweep (starting on either end) on the 4 rifle targets. Still at position 2 use your pistols to perform a continuous Nevada sweep (starting on either end) on the 4 pistol targets. Grab that shotgun and move to position 4. Use your shotgun to sweep to two shotgun targets in front of you.

Move to the unloading table.

Green Mountain Regulators



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Our Story: You just walked into the saloon and shot the owner Skinny Dubois. The Sheriff Little Bill Daggett curses you for shooting and unarmed man.

Start: Standing at position 1 with your hands touching your chest. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged anywhere on the shelf at position 2. Open empty shotgun staged at position 3, shells on body. To signify ready say: **“Well, he should have armed himself if he's going to decorate his saloon with my friend.”**

At the Buzzer: Release the rope to the swinger and engage the blue circle 5 times. Then use your last 5 rounds to alternate between the 2 blue diamonds. Move to position 2 and use your rifle to engage the 10 rifle targets once each in any order. Move to position 3 and use your shotgun to engage the shotgun targets in any order.

Note: A hit on the squares while engaging the circle is scored only as a miss and a hit on the circle while engaging the squares is also only a miss.

Move to the unloading table.

Green Mountain Regulators

Stage 10



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Our Story: Knowing that a bloody confrontation with Baxter is inevitable and that you might not be able to enjoy them later you are in the town store to buy cigars and chocolate.

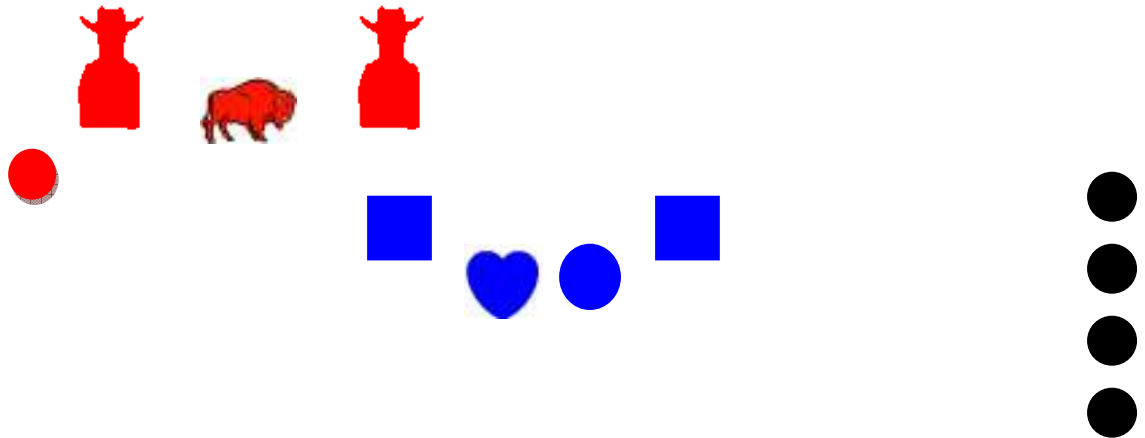
Start: Standing at door staring at the Liquors & Cigar sign with your hands touching the door frame. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 1. Open empty shotgun staged at position 3, shells on body. To signify ready say: **“My friend and me got a hankerin' for Switzerland chocolate and a good smoke.”**

At the Buzzer: Move to position 1 and use your pistols to perform a progressive sweep (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4) on the pistol targets. Grab your rifle, move to position 2 and perform a progressive sweep (R1, R2, R2, R3, R3, R3, R4, R4, R4, R4) on the pistol targets. Move to position 3 and use your shotgun to sweep the shotgun targets twice in any order but no double taps.

Move to the unloading table.

Green Mountain Regulators

Stage 1 1



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Our Story: Baxter has endanger innocent women and children to save himself after an intense gunfight outside the jailhouse his henchmen all dead Baxter ends up wounded and alone, trapped in the jailhouse. Boss rushes the jail, badly wounding Baxter and prepared to send him to his maker. Baxter bitter to the end tells boss “You're nuthin’!”

Start: Sitting in the outhouse with both hands holding the rope. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 1. Open empty shotgun staged on the shelf in the outhouse, shells on body. To signify ready say:

“Maybe so, but I'll still be breathin' in another minute!”

At the Buzzer: Pull the rope to open the door and grab that scatter gun. Use your shotgun to sweep the shotgun targets in any order. Move to your rifle and use it to perform a 1/3/3/3 sweep on the rifle targets. R1, R2, R2, R2, R3, R3, R3, R4, R4, R4. Move to position 2 and use your pistols perform the same 1/3/3/3 sweep. P1, P2, P2, P2, P3, P3, P3, P4, P4, P4.

Move to the unloading table.