

Stage # 1



“Pistol Pete”

In 1872 “Pistol Pete” entered this cauldron where sudden death was a routine occurrence when he was age 17 making him one of the youngest- -if not the youngest - - Deputy U.S. Marshal in Old West history. His territory extended from south Kansas through the Oklahoma Indian Territory to north Texas. This was a no-mans land where the real desperados, cattle thieves, horse thieves, whiskey peddlers and gunmen on both sides of the law were. During one of his face to face gun fights he was known to have said **“One of us will be slinging hash in hell tomorrow.”**

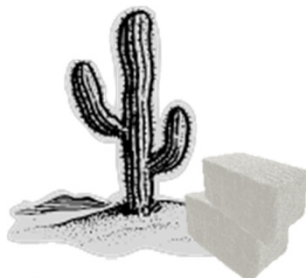
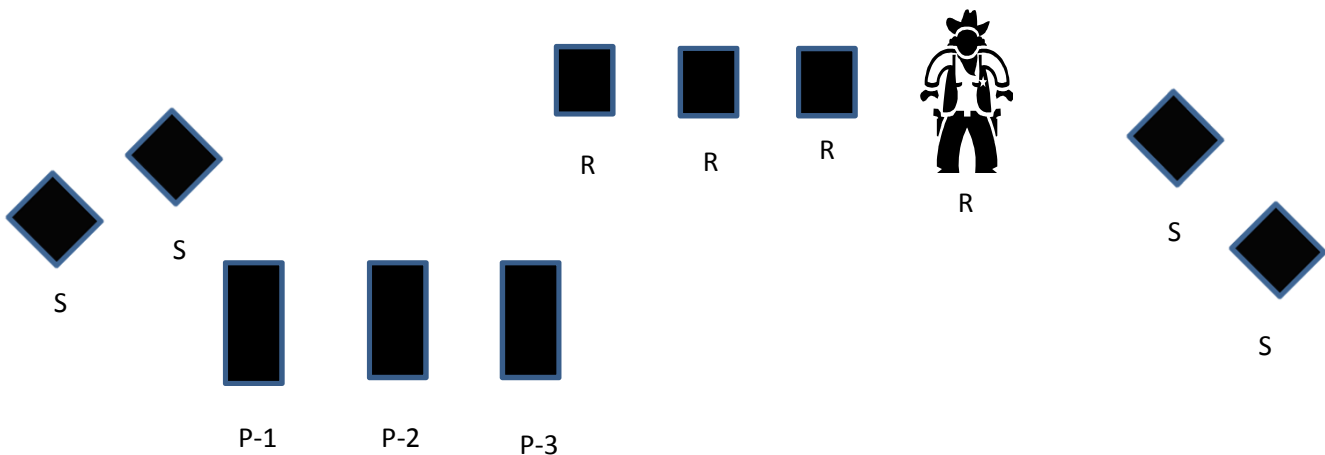
Staging: Rifle loaded 10 rounds held in hand at the gun horse.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the Gun horse

Standing at the gun horse holding rifle Held in hand shooter says **“One of us will be slinging hash in hell tomorrow.”**

ATB: Engage Rifle targets in a continuous Nevada Sweep using only the squares from either direction. You must put 1 shot (**your last shot**) on the cowboy. Make rifle safe and pick up shot gun and engage the right shot gun targets in any order move to the cactus and engage the left 2 shotgun targets in any order and make shotgun safe on the hay bale. Draw pistols and shooting through the cactus do a 1,1,3 sweep from the left or right and repeat instructions from the other direction.. ***Can be Shot gunfighter***



Shoot thru Cactus



Round Count

10 rifle

10 Pistol

4+ Shot gun



STAGE # 2

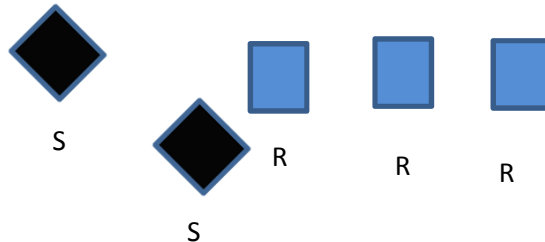
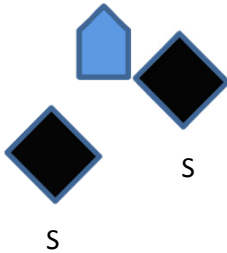
Handsome Jack Ledford's Outhouse shootout

As Marshal Bridges and a detachment of soldiers neared the hotel, someone spotted Ledford leaving the hotel. The witness saw him sneaking into an outhouse behind a nearby saloon. When the detachment surrounded the privy Bridges ordered Ledford to surrender. With no intention to comply, Handsome Jack swung the door open and stepped out with guns blazing. One of the bullets struck Bridges' arm. Soldiers returned fire, striking Ledford four times. He died less than an hour later at his home.

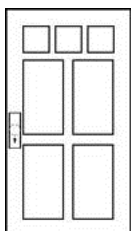
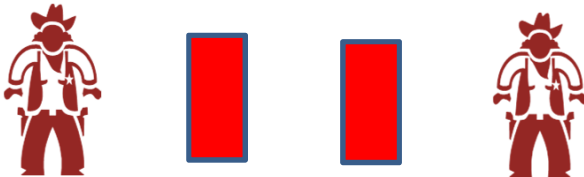
Staging: Rifle loaded with 9 rounds on water trough.
Two pistols loaded with 5 rounds each holstered.
Shotgun, open and empty, on the door

Starting Position: Standing next to the water trough, both hands on your hat. When ready shooter says **"Come and Get Me"**

ATB: Pick up rifle and engage the rifle targets putting 3 shot on each rifle target. Reload 1 round and shoot the rifle knockdown (if knocked down 5 second bonus). Make rifle safe on the water trough. Move to the door and engage the pistol targets putting 3 shots on the rectangles, 3 shots on one of the cowboys and 1 shot on 1 cowboy. Holster pistols and pick up shotgun and move to either cowboy and engage 2 shotgun targets any order than move to the other cowboy and engage shotgun targets any order. **Can be Shot gunfighter.**



Rifle
knockdown/bonus



Round Count
9+1 Rifle
10 Pistol
4+ Shotgun



Stage # 3



The Good The Bad and The Ugly

As the Trio stand in the grave yard surrounded by tombstones, Blondie sets down a stone as he stairs down Angel Eyes and Tuco. As the three men sweat and stair down each other Angel Eyes decides to pull his Remington 1858 revolver. Blondie takes him down Angel Eyes and then he turns to Tuco. Looking eye to eye with Blondie Tuco aims his gun and it jams.

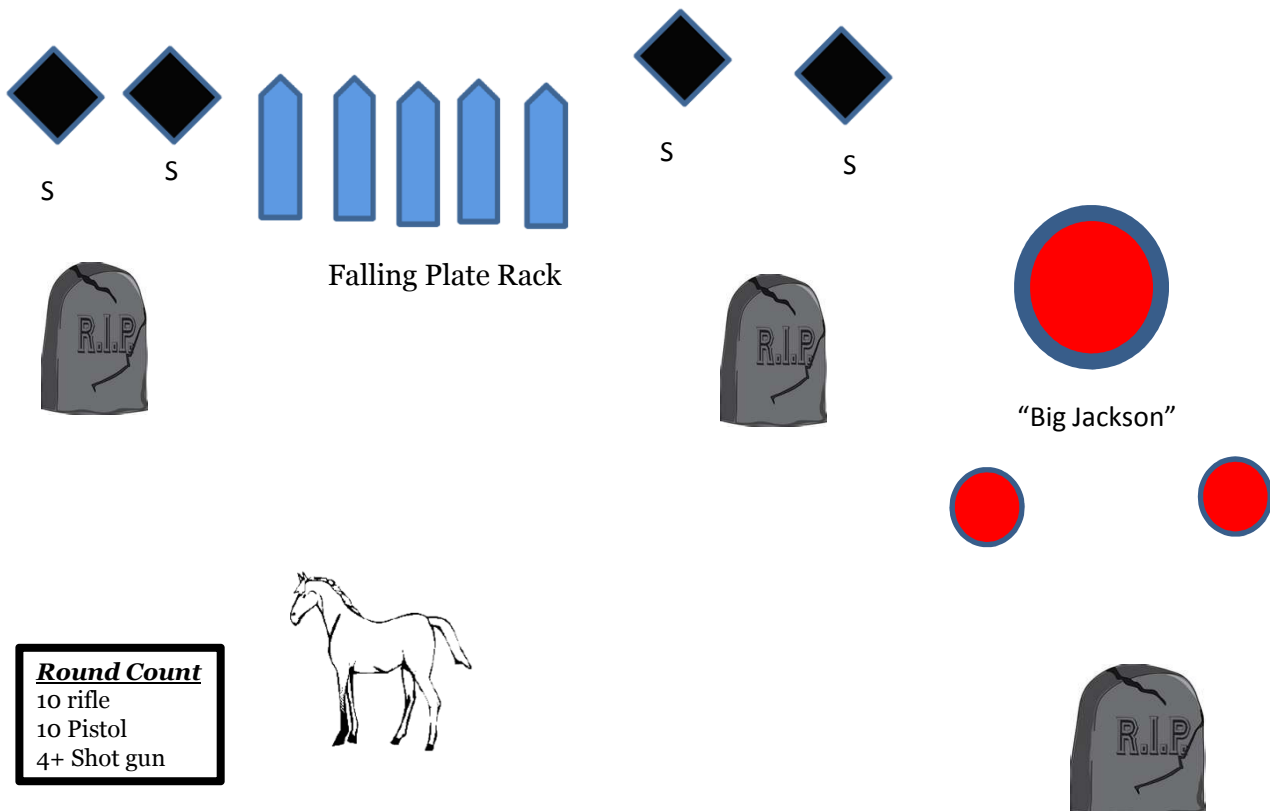
Staging: Rifle loaded 10 rounds on the gun horse.

Pistols loaded 5 rounds each holstered

Shotgun open and empty on the gun horse

Standing at the tombstone with both hands holding the stone. When ready the shooter will drop the stone.

ATB: Draw your pistol and engage the small circle with 2 shots , either left or right and then engage Big Jackson with 3 shots repeat instructions from the other circle. Move to the gun horse and pick up your rifle and engage the plate rack for 5 rounds only, put the remaining 5 rounds on Big Jackson. Misses on Big Jackson will count. Make rifle safe on the gun horse and pick up your shotgun. If any plates remain up on the plate rack engage Big Jackson with your shotgun for as many plates remain. Then move to the left or right tombstone and engage the 2 shotgun targets than move to the other tombstone and engage the 2 shotgun targets. **Can Be Shot gunfighter**



Stage # 4



The Canyon Diablo Shootout

The Canyon Diablo Shootout was a gunfight between American lawmen and a pair of bandits that occurred in the town of Canyon Diablo, Arizona. On the night before, two men named William Evans and John Shaw robbed a saloon in Winslow and made off with at least \$200 in coins. Two lawmen pursued the bandits and on the following day they encountered each other in Canyon Diablo. A three-second shootout ensued, which was described at the time as "one huge explosion" that resulted in the death of Shaw and the wounding and capture of Evans.

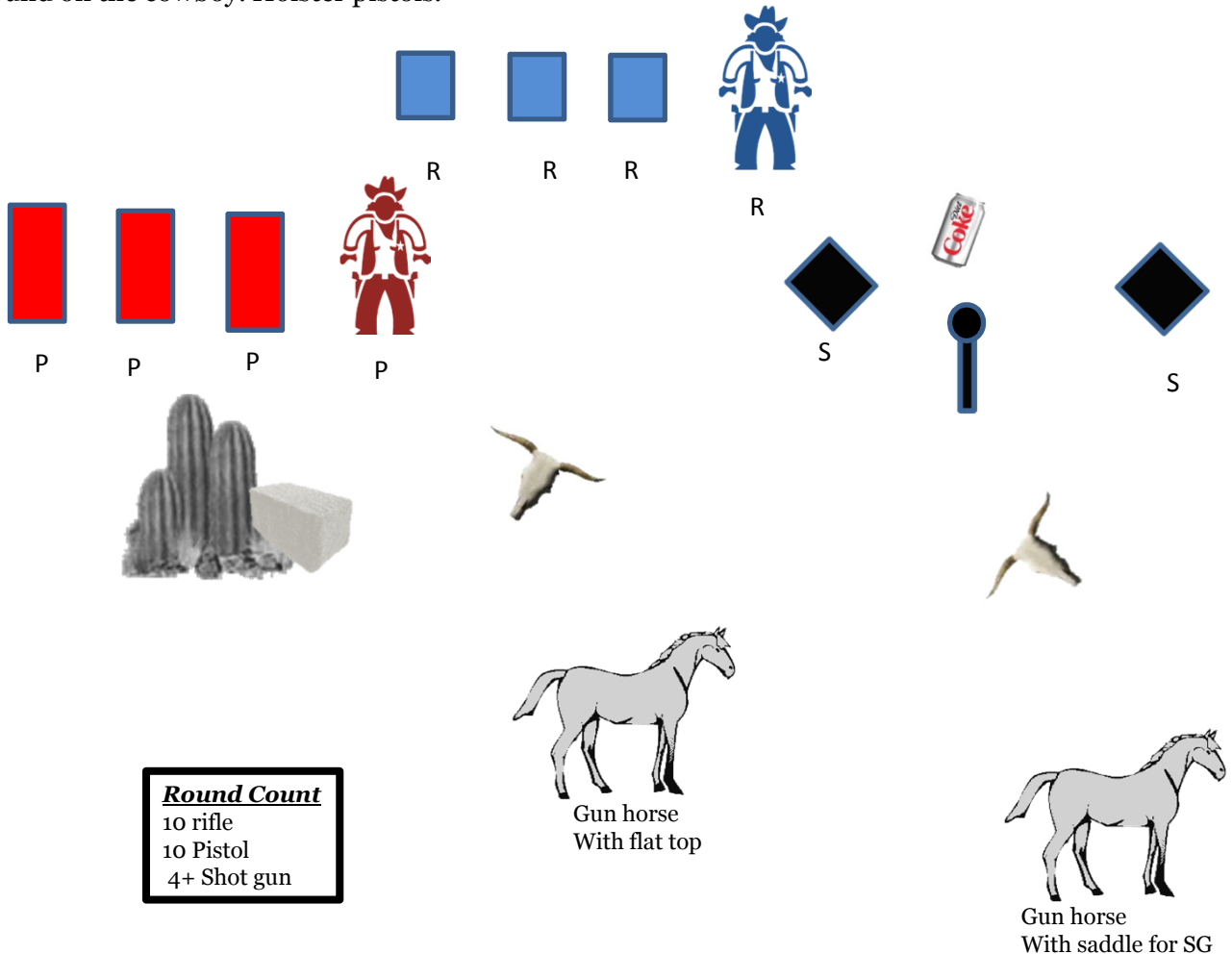
Staging: Rifle loaded 10 rounds on the gun horse.

Pistols loaded 5 rounds each holstered

Shotgun open and empty held at port arms at the Right gun Horse.

Standing at the gun horse holding Shot gun at port arms shooter says **"This Will Be One Huge Explosion"**.

ATB: Engage with the shot gun can thrower and 2 knockdowns in any order. If you get the can you get a 5 sec bonus if you miss it will not be counted as a miss. Make shot gun safe. **Shooter may bring it to where the rifle is staged to make it safe.** Move to your rifle and starting on the left sweep the 3 squares 3 times put your 10th round on the cowboy. Make rifle safe on the gun horse. Move to the Cactus and starting on the left sweep the 3 rectangles 3 times put your 10th round on the cowboy. Holster pistols.



STAGE # 5

The Frisco Shootout



On December 1, 1884, a gunfight began involving lawman Elfego Baca. The shootout happened in Reserve, New Mexico, and stemmed from Baca's arrest of a cowboy who had been shooting into the air and into buildings at random while intoxicated. Shortly after the arrest was made, Baca was confronted by a large number of the cowboy's friends. Baca took refuge in the house of local resident Geronimo Armijo. An intense shootout ensued, during which the cowboys increased in number to around eighty men. Legend has it that the cowboys fired more than 4,000 rounds into the house, but there is little way of confirming just how many rounds were fired exactly. Baca was not wounded by any of the rounds fired, but did return fire killing four of the cowboys, and wounding eight others. The standoff ended when the cowboys were unable to acquire more ammunition. With their ammunition supply depleted, they simply withdrew. The fight had lasted thirty six hours.

Staging: Pistols loaded 5 rounds each holstered.

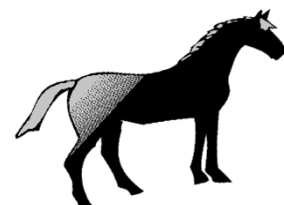
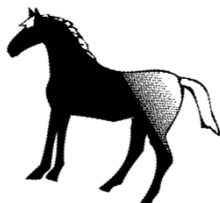
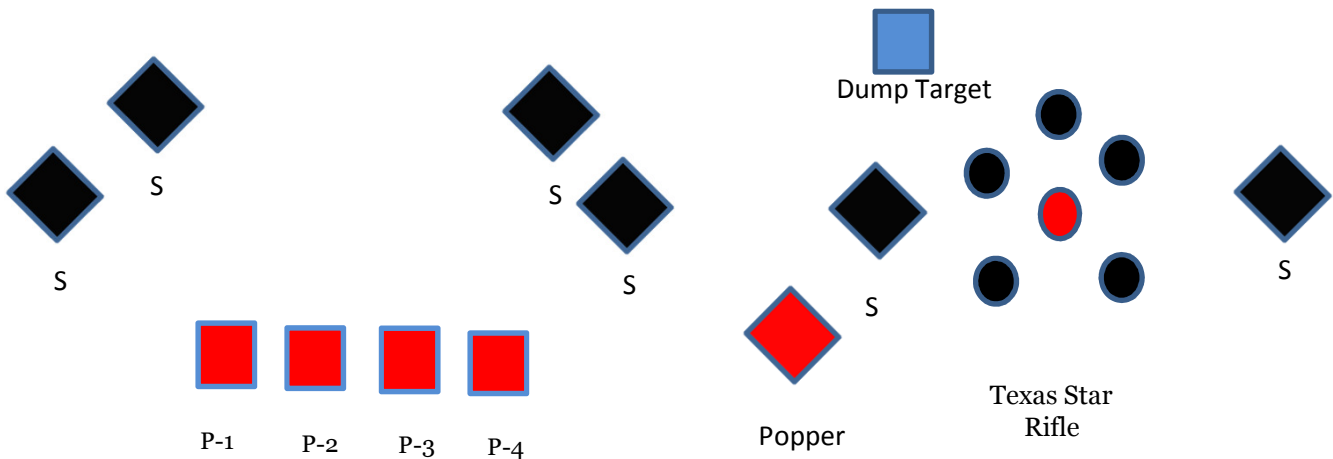
Rifle loaded 10 rounds staged on the gun horse on the right.

Shotgun open and empty on the gun horse on the left

Shooter standing at the left gun horse with your hands in a Texas Surrender. Says "**We're Out of Ammo**"

ATB: Shoot the pistol targets in a reverse Lawrence Welk Sweep from the right putting 4 shots on P-4, 3 on P-3, 2 on P-2 and 1 on P-1. Holster and pick up your shot gun engage the 2 left shot gun targets and move to the other gun horse. Engage the middle 2 shot gun targets anywhere between the horses. Make the shot gun safe on the left gun horse. Pick up your rifle and engage the Texas Star. After the plates are off the Star put the remaining rounds on the dump target. Misses on the dump target will be counted as misses. If the Star is cleared of plates in the first 5 rounds a 5 second bonus. Make your rifle safe and pick up your shotgun and engage the last 2 shotgun targets.

Can be Shot gunfighter.



<u>Round Count</u>
10 Rifle
10 Pistol
6+ Shotgun