

# STAGE # 1

## THE BANK



While stopping to deposit his pay from the rustler job, Cemetery is approached by several undesirables led by Cholula Mike. To save the bank, Quaker Kid offers some information regarding a payroll in exchange for protection. Cemetery says “I’ll keep the money and take your lives.”

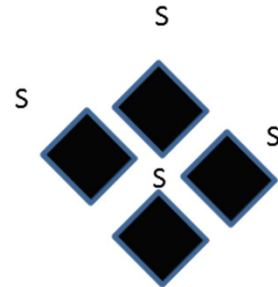
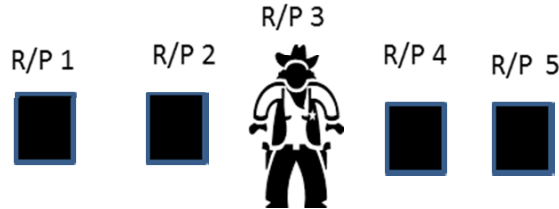
**Staging:** Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on the Jail table.

Shotgun open and empty on the Jail table.

**Starting Position:** Shooter standing at the dynamite table with hands in the surrender position. Shooter says **“I’ll keep the money and take your lives”**

**ATB:** Pick up the rifle and shoot the rifle/pistol targets in the following order R3, R3, R2, R3, R4, R3, R1, R3, R5, R3. Make the rifle safe then take your shotgun to the wanted poster table. Shoot the 4 shotgun targets till down, you do not need to expend all 4 rounds if not needed. Take the shotgun to the gun horse and make safe. Shoot the 5 pistol /rifle targets in the same order as the rifle



**Round Count**

Rifle 10  
Pistol 10  
Shotgun 4+

# STAGE # 2

## THE SALOON

Sonny Six Gun has been winning at cards and trooper Quaker Kid was out of cash. As collateral, Quaker Kid offers some information about a missing payroll. Sonny says “thanks for the news but the only thing I’ve got to give ya is lead.”

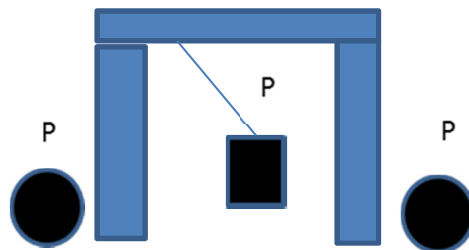
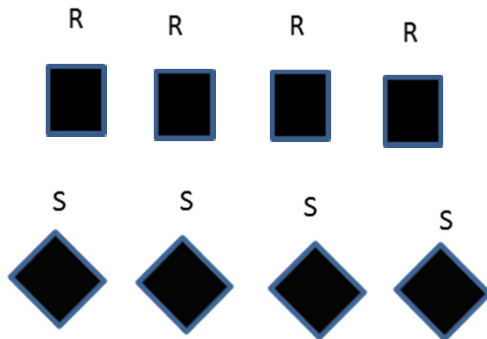
**Staging:** Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on the bar.

Shotgun open and empty on the bar.

**Starting Position:** Shooter standing at the card table with hands flat on the card table. Shooter says **“thanks for the news but the only thing I’ve got to give ya is lead ”**

**ATB:** Shooter flips the table to activate the swinger. With the first pistol, shooter shoots the swinging target once and then places 2 rounds on each outside target in any order. Repeat with second pistol. Shooter moves to the bar and with the rifle shoot the 4 rifle targets in a progressive Lawrence Welk sweep starting from either end. Make the rifle safe and with the shotgun shoot the 4 shotgun targets in any order.



### **Round Count**

Rifle 10  
Pistol 10  
Shotgun 4+

# STAGE # 3

## THE LOG CABIN

Chivato had been tracking Apaches for days. At an old line shack he found a wounded trooper named Cholula Mike. Cholula Mike had an interesting story about tracking a stolen payroll. But instead of finding the gold, they found Apaches. Chivato yells, "let's make a run for it"

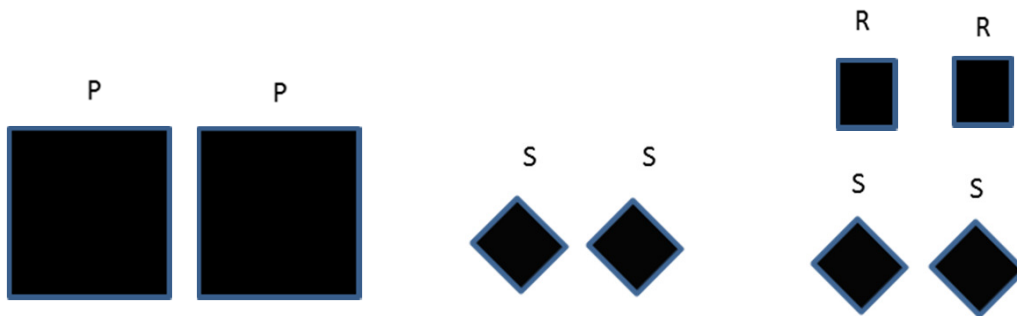
**Staging:** Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on the right window.

Shotgun open and empty staged in any dang window ya want.

**Starting Position:** Standing at either window with your hands where ever your little heart desires as long as you're not touching a firearm, the shooter yells "let's make a run for it"

**ATB:** Since you can basically do whatever you want as long as you put 10 rounds on the two pistol targets (round count no order). 10 rifle rounds on the two rifle targets (round count no order). Kick down the door and shoot the two shotgun targets in any order and move to the window to shoot the other two shotgun targets in any order. For Black Powder shooters the rifle can be last. **For smokeless shooters the rifle cannot be last.**



### **Round Count**

Rifle 10  
Pistol 10  
Shotgun 4+

# STAGE # 4

## THE HACIENDA

Cemetery runs into his pal Chivato at an abandoned town between the Union and Confederate lines. This seems like a good time for Sonny Six Gun to eliminate some of the competition. "I'm gonna blow your damn heads off" yells Sonny.

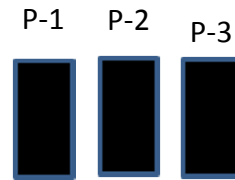
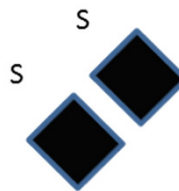
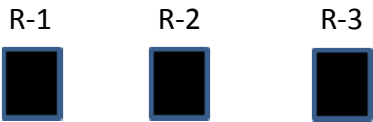
**Staging:** Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds staged on the Jail table.

Shotgun open and empty staged on the hay bale table.

**Starting Position:** Standing at the jail table with hands on rifle, the shooter yells "I'm gonna blow your damn heads off"

**ATB:** Pick up the rifle and shoot the 3 rifle targets with a triple tap of each target from any direction with the last round going on R2. Make the rifle safe and move to the hay bale table. With your pistols shoot the 3 pistol targets following the rifle instructions. Holster and pickup the shotgun to engage the 4 shotgun targets in any order.



<b><u>Round Count</u></b>
Rifle 10
Pistol 10
Shotgun 4+

# STAGE # 5

## THE GRAVE YARD

As Sonny Six Gun, Cemetery and Chivato stare at each other waiting to see who will make the first move when Navy Six steps from behind a grave with his shotgun in hand and yells “hellfire “

**Staging:** Pistols loaded 5 rounds each holstered.

Rifle loaded 10 rounds on Cactus table.

Shotgun open and empty staged on the Cactus table.

**Starting Position:** Standing at the grave stone holding Hangman's noose , the shooter yells ”Hellfire”

**ATB:** Take the Hangman’s noose to the left table and drop it. With the rifle, shoot the rifle targets in a Cemetery sweep, R1,R5, R2, R4, R3, R3, R2, R4, R1, R5. Make the rifle safe. With the shotgun shoot the shotgun can thrower and shotgun target in any order. Take the shotgun with you, move to the right table and shoot the shotgun can thrower and the shotgun target in any order. There is a 3 sec bonus for hitting each can. Make the shotgun safe and move to the gun horse and shoot the pistol targets same as the rifle targets.

