

## Stage 1 Bay 2 Wagon

### Butch Cassidy and the Sundance Kid Rob the Union Pacific Flyer

After losing at poker, Macon tells Sundance "You're a helluva card player fella. I know, cause I'm a helluva card player. And I can't even spot how you're cheatin'." Sundance attempts to ignore the insult while other players back off. Macon stands with his hand readied by his holstered gun: "The money stays - you go." Butch enters the saloon and interrupts the impending shoot-out. When the gunman realizes the identity of his opponent he apologizes to Sundance, and his deadly reputation. Macon then requests a display of Sundance's expertise as a gunman.

#### Round count

10 pistol

10 rifle

4 + shotgun on your person

#### Shooting Order

any order except rifle

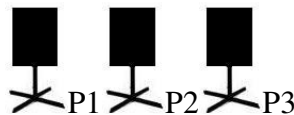
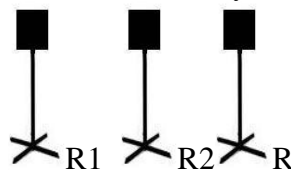
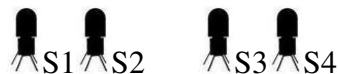
may not be shot last

#### Staging

All guns staged on table.

#### Procedure

Start sitting at the table holding poker cards in both hands. When ready, say the line, **“The money stays, you go!”** At the beep, drop the cards and shoot guns in any order except rifle may not be shot last. Rifle targets in a 1- 3 -1 sweep from either direction, then repeat the sweep from the same end. Shoot shotgun knockdowns in any order. Shoot pistol targets in a 1- 3 -1 sweep from either direction and repeat sweep from the same end with second pistol. All guns are to be shot from the seated position and all guns are returned safely to the table after use.



## Stage 2 Bay 3 Well

### Butch Cassidy and the Sundance Kid Rob the Union Pacific Flyer

When Sundance and Butch return to their Wyoming hide-out the 'Hole in the Wall' they find that Harvey Logan has challenged Butch's leadership of the outlaw gang. After deciding to settle the matter with a knife fight, Butch walks unarmed up to Harvey who is already in a knife-wielding stance. Butch says that he and Harvey need to get the rules straightened out. As Harvey exclaims: "Rules - in a knife fight? No rules!", Butch swiftly kicks him in the crotch. Harvey crumples to his knees and grabs his groin. Butch replies: "Well if there ain't gonna be any rules, let's get the fight started. Someone count 'one-two-three-go'." Sundance quickly obliges.

#### Round count

10 pistol  
9 rifle  
4 + shotgun on your person

#### Shooting Order

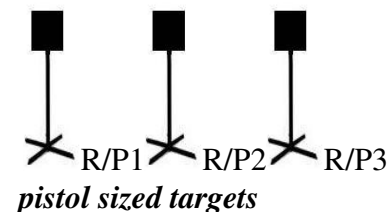
rifle  
shotgun  
pistol  
Pistol

#### Staging

Rifle in hand and shotgun staged on well. Two pistols loaded with five rounds each and holstered.

#### Procedure

Shooter starts with at least one foot on starting stone with rifle in hand. When ready, Say the line **“Rules - in a knife fight? No rules!”** At the beep, engage the rifle targets in a continuous Nevada sweep from either direction. Put the rifle open and empty on the well and take the shotgun. Shoot the four shotgun targets in any order. Put the shotgun back on the well; engage the pistol targets in two Nevada sweeps from either direction. The second sweep must be the same as the first. (actually - there is no requirement to repeat misses)



## Stage 3 Bay 4 Fort

### Butch Cassidy and the Sundance Kid Rob the Union Pacific Flyer

Butch ironically steals Harvey's plan to rob the Union Pacific Flyer. As the Flyer passes around a curve, Sundance jumps onto one of the train cars - a dangerous stunt through the air - and then makes his way forward toward the engine. He enters the cab and, at gun point, forces the Engineer and Fireman to slow the train. Although initially frightened, the Fireman looks down the tracks and is pleased to see the notorious Butch Cassidy in person, standing by the side of the tracks: "I'll bet that's ol' Butch himself."

#### Round count

10 pistol

9 rifle

4 + shotgun on your person

#### Shooting Order

rifle

shotgun

pistol

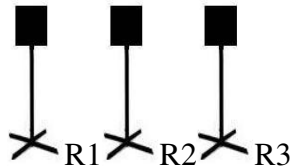
pistol

#### Staging

Rifle staged on table, shotgun in left window. Two pistols loaded with five rounds each and holstered.

#### Procedure

Shooter starts standing behind the table with arms crossed across the chest. Shooter indicates ready by saying the line **"Hello Sundance"** At the beep, take rifle and triple tap rifle targets. Return open and empty rifle to the table. Go to shotgun. Shoot the 4 shotgun targets in a Pig Iron sweep. Return shotgun to tray. Move to right window and shoot the Indian head targets with one shot on each target from each pistol.



## Stage 4 Bay 5

### Butch Cassidy and the Sundance Kid Rob the Union Pacific Flyer

After Butch and Sundance pull off the first robbery, a nearby Marshal attempts to gather a posse from an unresponsive audience, but the crowd knows better: "They're probably halfway to Hole-in-the-Wall already...Head 'em off? You crazy? We did that and they'd kill us." Sundance and Butch have been watching the proceedings from a brothel balcony. Butch turns his attention to a young woman and then Sundance says, "Well, I think I'll get saddled up and go lookin' for a woman too...It shouldn't take more than a couple of days. I'm not picky, as long as she's smart and pretty, and sweet, and gentle, and tender and refined, lovely, carefree..."

#### Round count

10 pistol

10 rifle

4 + shotgun on your person

#### Shooting Order

rifle

shotgun

pistol

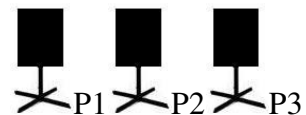
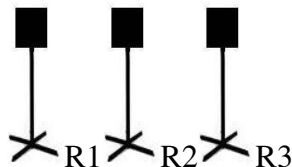
Pistol

#### Staging

Rifle and shotgun staged on target box. Two pistols loaded with five rounds each and holstered

#### Procedure

Start standing in doorway, with hands on each side of door frame. When ready, say the line, **"I'm not so picky about women..."** At the beep, move to the target box. Shoot rifle targets in any order as long as the string starts and ends with a double tap on the center target. Except for the starting and ending double taps, all other targets must be addressed with single shots. Center target may be addressed again in the shooting string if desired, it is not required. (IE R2R2, R1, R2, R3, R1, R2, R3, R2R2). No triple taps allowed. Place open, empty rifle on target box. Pick up shotgun and shoot the knockdowns in any order. Place open, empty shot gun on target box. Move to window and shoot pistol targets (through the window) starting and ending on the center target. All pistol targets must be address at least once with each gun in any order as long as the ten shot string starts and ends with a double tap on the center target. No triple taps allowed.



Shooter starts in front of the jail

## Stage 5 Bay 6 Cemetery

### Butch Cassidy and the Sundance Kid Rob the Union Pacific Flyer

The second robbery of the Union Pacific Flyer is less successful than the first. Butch and Sundance again encounter stubborn, bruised and bandaged Woodcock guarding the safe: "Butch - you know that if it were my money, there is nobody that I would rather have steal it than you, but you see I am still in the employ of Mr. E. H. Harriman of the Union Pacific Railroad." The Hole-in-the-Wall train robbers use too much dynamite to blow up the safe and demolish the entire railroad car, Gang members scramble around gathering up the loot that blows over the ground. In the distance, Butch notices an ominous black cloud from a second train locomotive and his is bewildered: "Now what the hell is that?"

#### Round count

10 pistol

10 rifle

6 + shotgun on your person

#### Shooting Order

rifle

pistol

pistol

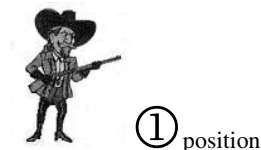
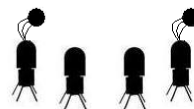
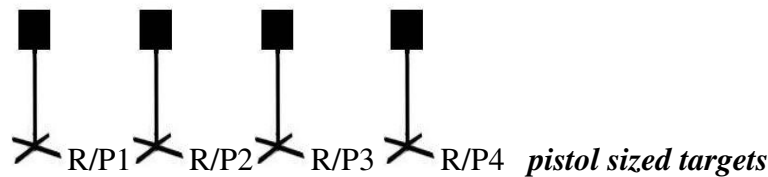
shotgun

#### Staging

Rifle at port arms, shotgun on table. Two pistols loaded with five rounds each and holstered.

#### Procedure

Shooter starts standing with one foot on starting stone, rifle in hand. Shooter indicates ready by saying the line "**Woodcock, is that you?**" With rifle, address targets in a Lawrence Welk sweep. 1 on 1, 2 on 2, 3 on 3, 4 on 4 from either direction. Move to table, put open and empty rifle on table. Address targets with pistols (as with rifle) in a Lawrence Welk sweep from either direction. Holster pistols, take shotgun and move to the right side of the post. Shoot shotgun flyer, the two knockdowns and the other flyer in any order. Knockdown shotgun misses may be made up. The clay must be addressed even if it goes up broken. (a minimum of four shotgun shots must be fired - not just attempted) Three second bonus for each clay hit. Clays are not a miss.



## Stage 6 Bay 7 Livery Stable

On the run from the Pinkerton posse Butch and Sundance attempt to avoid leaving a trail. From the crest of a hill, they watch for any sign of pursuit. They notice a faint, slowly-moving, phantom-like glow in the darkness – the glow is from the torches or lanterns of the posse following their path dead-on. Worried, they whisper to each other: "I couldn't do that. Could you do that? How can they do that?" They repeatedly ask each other the bewildering question - as they look over their shoulders and try to evade the posse. Butch says "I haven't done so much riding since I quit rustling. That's a miserable occupation. Dusk to dawn, no sleep, rotten food."

### Round count

10 pistol  
9 rifle  
4 + shotgun on your person

### Shooting Order

rifle  
pistol  
pistol  
shotgun

### Staging

Rifle staged on left window and shotgun staged on right window. Two pistols loaded with five rounds each and holstered.

### Procedure

Shooter starts sitting on the stump. Say the line **"It's a miserable occupation."** At the beep move to the left window, engage the rifle targets 1-2-1-2-3-1-2-3-4 from either direction. Put the rifle open and empty on the window. Move anywhere in the doorway and engage the pistol targets (through the doorway) in a Vigilante sweep 1-2-1-2-3. Repeat with second pistol, again from either direction. Holster pistols and move to the shotgun. Shoot the four shotgun targets in any order.

