

Stage 1 Bay 2 The Pot of Gold

Match written by Pig Iron Lane (the good parts) and Witch Doctor (all the other parts)

Ranger Sam Ledbetter is riding across the New Mexico desert. He is out of water and his feet hurt - heck even his horse, Loco's feet hurt. Off in the distance, he sees something really strange - a little man tied to a stake. He rides up and cuts the little guy loose. The little man says "thanks pardner, now - how can I help you" Sam says "Well, I'm thirsty, my feet hurt and I can't find the O'Malley gang." "O'Malleys? Them's the guys what's after me gold" cried the little guy. You blink and the small dude is gone - neat trick. Just then, you see riders approaching off in the distance. Looks like you got one wish - you found the O'Malleys. A gunfight ensues.

Round count

- 10 pistol
- 10 rifle
- 4+ shotgun on your person

Shooting Order

- pistol
- pistol
- rifle
- shotgun

Staging

Rifle and Shotgun staged on table. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts holding knife in one hand and touching little guy with the other hand. Shooter indicates ready by saying the line **“What gold?”** At the beep, move with at least one foot behind table, with pistols, shoot two separate sweeps on pistol targets - you can start on either end but both sweeps start on the same end. Holster. Pick up rifle and shoot the pyramid rifle targets by shooting the top target (pot of gold) and then one target in the second tier, pot of gold, then the other second tier target, pot of gold, then one of the bottom targets, pot of gold, then the other bottom target, then finish with a double tap on the pot of gold. Put open and empty rifle on table. Take shotgun, shoot the 4 shotgun targets in a PI sweep.

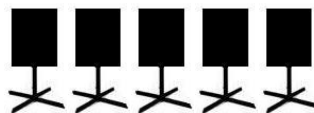


Table with rifle and shotgun

Stage 2 Bay 3 The Pot of Gold

Match written by Pig Iron Lane (the good parts) and Witch Doctor (all the other parts)

The mysterious little guy that you rescued disappeared - along with the O'Malleys. You're tracking the gang when you see something very strange for the middle of the desert. You rub your eyes - it must be a mirage. NO! It's a well. You were just telling the little green guy how thirsty you were and it here is, not only a well, but a ladle for some nice fresh water. Exactly what you were wishing for. Loco is waiting for his drink. Oh no! There is the O'Malley gang hiding behind some cactus. - more shooting ensues.

Round count

10 pistol

10 rifle

4 + shotgun on your person

Shooting Order

rifle

pistol

pistol

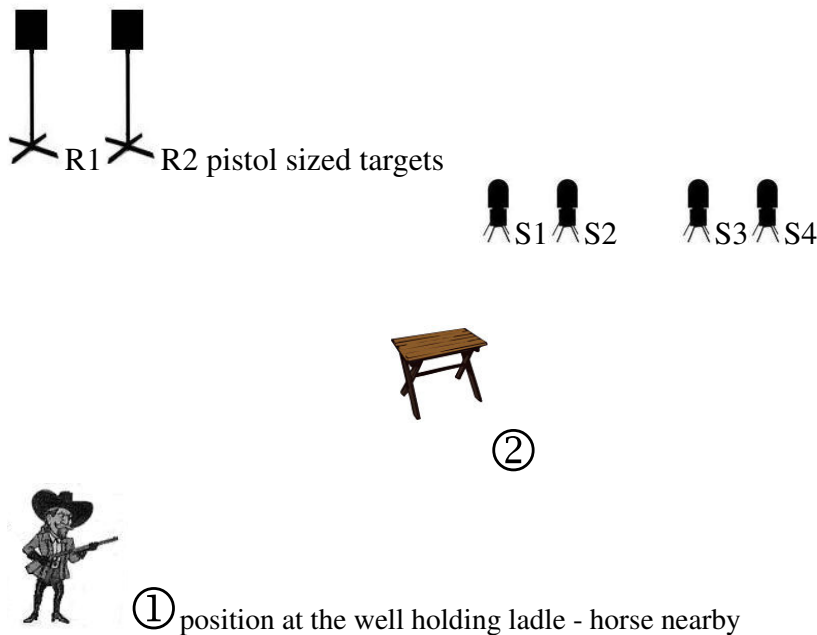
shotgun

Staging

Rifle on horse, shotgun on table. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing by the well holding ladle with both hands. Shooter indicates ready by saying line **“This sure is sweet water”** At the beep, place ladle in bucket and take rifle from horse -engage the targets in a two target Lawrence Welk sweep. 1 on R1, 2 on R2, 3 on R1 and 4 on R2. Move forward and safely place open and empty rifle on the table. With pistols, engage the targets a two target Lawrence Welk sweep. 1 on R1, 2 on R2, 3 on R1 and 4 on R2. Holster. Shoot the shotgun targets in any order.



Stage 3 Bay 4 The Pot of Gold

Match written by Pig Iron Lane (the good parts) and Witch Doctor (all the other parts)

The O'Malleys escaped again. You trail them into a little town. The barkeep tells you that he thinks he saw even more of them getting off the train. You say, "Hey, how about a beer?" He says, "You are in luck. Some strange little man just sold me three kegs of beer. We haven't had any beer around here in months and I was just wishing for some." You give it a try, "It's tastes pretty good, but it does look a bit off." About this time you spot the some of O'Malleys lounging around the train and the shooting ensues.

Round count

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

Shooting Order

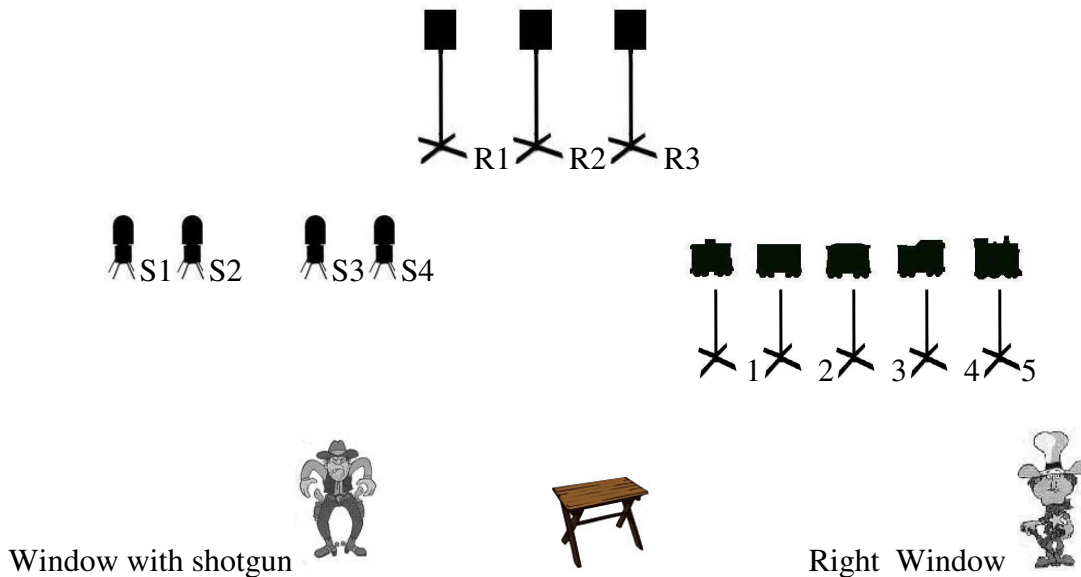
- pistol
- pistol
- rifle
- Shotgun

Staging

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

Procedure

Shooter starts standing at right window with green beer in hand. Shooter indicates ready by saying the line **"My beer is kinda green"** At the beep, place beer on window tray and address the train targets by placing two shots on each target with pistols in any order without double tapping. Holster and move to rifle, shoot each rifle target at least three times - no double (or triple) taps. Return open and empty rifle to the table. Move to shotgun. Shoot the 4 shotgun targets in any order.



Stage 4 Bay 5 The Pot of Gold

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You check at the jail to see if the sheriff has a line on the rest of the O'Malleys. You find that the little stranger has already been there too. The sheriff said "That little guy said you would be coming by and he left a package for you." You pull out a finely tooled black leather gunfighter rig and some polished up black boots with silver Shamrock Conchos. You always wished you had some boots just like these. You say, "Wow! my feet have been killing me - let me try these on." You no sooner sit down to try on your new boots when you hear a ruckus in the street. Sure enough - it is the O'Malleys. Even more shooting and more ensuing.

Round count

10 pistol

10 rifle

4 + shotgun on your person

Shooting Order

rifle

shotgun

pistol

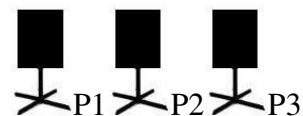
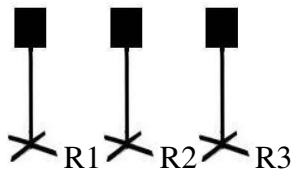
Pistol

Staging

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

Procedure

Start sitting in the chair pulling on your boots (both hands on boots). When ready, say the line, **“Dang - they sure fit nice”** At the beep, move to the target box and shoot the rifle targets in a double tab Nevada sweep from either direction. Place open, empty rifle on target box. Pick up shotgun and sweep shotgun targets from either direction. Misses may be made up as they happen or at the end. Place open, empty shotgun on target box. Move to window and shoot pistol targets through the window in a double tap Nevada sweep.



Stage 5 Bay 6 The Pot of Gold

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You haven't gone far, riding west out of town still on the trail of the O'Malleys, when you spot some smoke. As you get closer, you can see that the barn is on fire. You're riding to help when shots ring out. One of them cursed O'Malleys kills your horse, Loco. Shot 'em right out from under you. After you have dispatched all the of O'Malleys you can find, you meet the owner of the barn, Mrs. O'Leary. She tells you that she is going right back to Chicago and taking her milk cow with her - she would be obliged if you would take care of her mule because she can't afford train fare for both of them. "A mule - really? You shouldn't have." Well, the mule isn't much, maybe less than not much, but he's all you got and he might make it most of the five miles back to town.

Round count

10 pistol

10 rifle

2 + shotgun on your person

Shooting Order

rifle

pistol

pistol

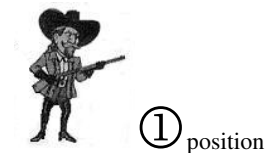
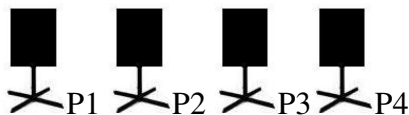
Shotgun

Staging

Shotgun staged on table. Rifle in hand. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts with rifle in hand, foot touching starting stone. Shooter indicates ready by saying line **“My cow hates fire”** At the beep, engage the rifle targets in a continuous Nevada sweep from either direction with the rifle. Move and safely place open and empty rifle on the table. With pistols engage the targets in a continuous Nevada sweep from either direction. Holster and shoot shotgun knockdowns from either direction.



Stage 6 Bay 7 The Pot of Gold

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So, here you are riding Mrs. O'Leary's mule back to the livery stable (hoping no one sees you) when you spot the last of the O'Malley gang lounging out back near the OK corral. They're holding the little guy hostage and making all sorts of threats against him if he doesn't turn over his pot of gold. You're tired of them and still really mad about your horse Loco. Since the little guy is so good with wishes, you wish that ornery, flea bitten, scroungy, half dead mule would turn into your beloved Loco. You wish it hard - but nothing happens. Maybe you gotta do something else first. Here you go again, time to re-rescue the little stranger and dispatch the last of the gang. As one might have guessed, more shooting ensues.

Round count

10 pistol

10 rifle

4 + shotgun on your person

Shooting Order

pistol

pistol

rifle

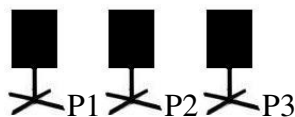
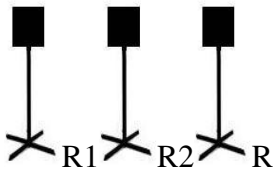
shotgun

Staging

Rifle in left window - shotgun in right window. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts sitting on stump. Say the line **“don't see many gunfighters riding mules”**. At the beep, engage the pistol targets by shooting a 3 - 4 - 3 sweep from either end. Pistols can be shot from anywhere in the doorway. Holster. Move to the left window and shoot the rifle targets by shooting a 3 - 4 - 3 sweep from either end. Return rifle to window and move to right window - shoot shotgun targets until down in any order.



Window with rifle

doorway+++++++

Window with shotgun



Pot of Gold Warm-up

Round count

10 pistol
10 rifle
4 + shotgun on your person

Shooting Order

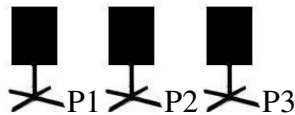
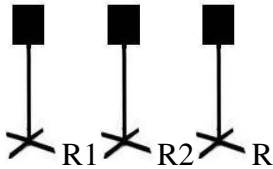
pistol
pistol
rifle
shotgun

Staging

Rifle in left window - shotgun in right window. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts sitting on stump. Say **“your favorite cowboy line”**. At the beep, engage the pistol targets by shooting P2 three times and then each of the outside targets one time each. Repeat with the second pistol. Pistols can be shot from anywhere in the doorway. Holster. Move to the left window and shoot the rifle targets by shooting R2 three times and then each of the outside targets one time each, repeat sequence exactly as it was shot the first time. Return rifle to window and move to right window - shoot shotgun targets until down in any order.



Window with rifle

doorway+++++++

Window with shotgun

