

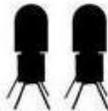
Copper Mountains (starring Hopalong Cassidy)

Stage One (Saloon) Round count: 10-10-4+ Shooting order: P/P/R/S

Indian Agent Matt Brown had a problem on his hands—reports of violence between two groups of retired Army Indian scouts. The Maricopa and Apache groups had been living side by side in peace but were now reported to be killing each other off. Brown promptly deputized his old friend Hopalong Cassidy and Cassidy’s sidekick Red Connors and dispatched them to the Arizona badlands.

Staging: Pistols holstered, rifle loaded with 10 rounds and shotgun in left window

Procedure: Shooter standing on left deck with hands on both pistols. Say: **Look alive, Red. I see buzzards.** ATB, shoot 2 rectangle targets with 1 round each (starting on either L or R), then triple tap the buzzard, then shoot the other 2 rectangle targets with 1 round each, then triple tap the buzzard. Move to left window and with rifle shoot the far targets following the same instructions given for pistols. With shotgun shoot the 2 left knockdowns through the left window, then move and shoot the 2 right knockdowns through the right window. Misses made be made up from either window.



Deck

Left Window

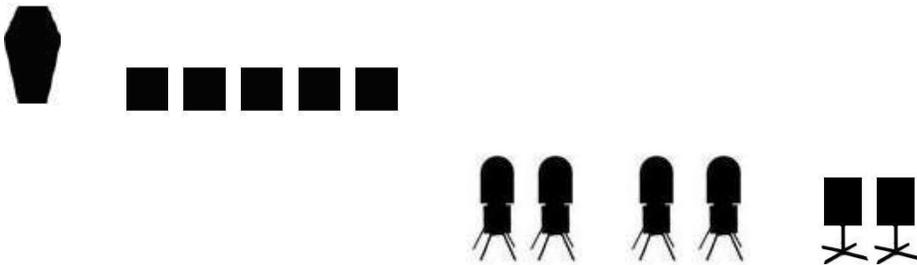
Right Window

Stage Two (Well) Round count:10-10-4+ Shooting order: R/S/P/P

Arriving in northern Arizona, Hoppy and Red learned that Maricopa Chief Red Arrow had been murdered a few days back, and in apparent retaliation the Apache Chief's son Juanite had been found dead with a knife in his back. Among both tribes, houses had been burned and cattle driven into quicksand to die. The headstones were beginning to pile up like doves on a telegraph wire.

Staging: Pistols holstered. Rifle in hand. Shotgun staged on table.

Procedure: Start touching stone, rifle in hand. Say, **Five headstones and only one coffin left.** ATB, shoot the five knockdown plates and place 5 rounds on the coffin target, in any order. Misses on the plates are not misses, but misses on the coffin are. Move to table and make rifle safe. With shotgun, shoot the 4 knockdowns in any order. Rifle plates still standing may be made up with the shotgun at any time. With pistols, shoot 5 on 2 with each pistol, e.g. 1-2-2-2-2. Rifle plates left standing at conclusion of stage are misses.



Table

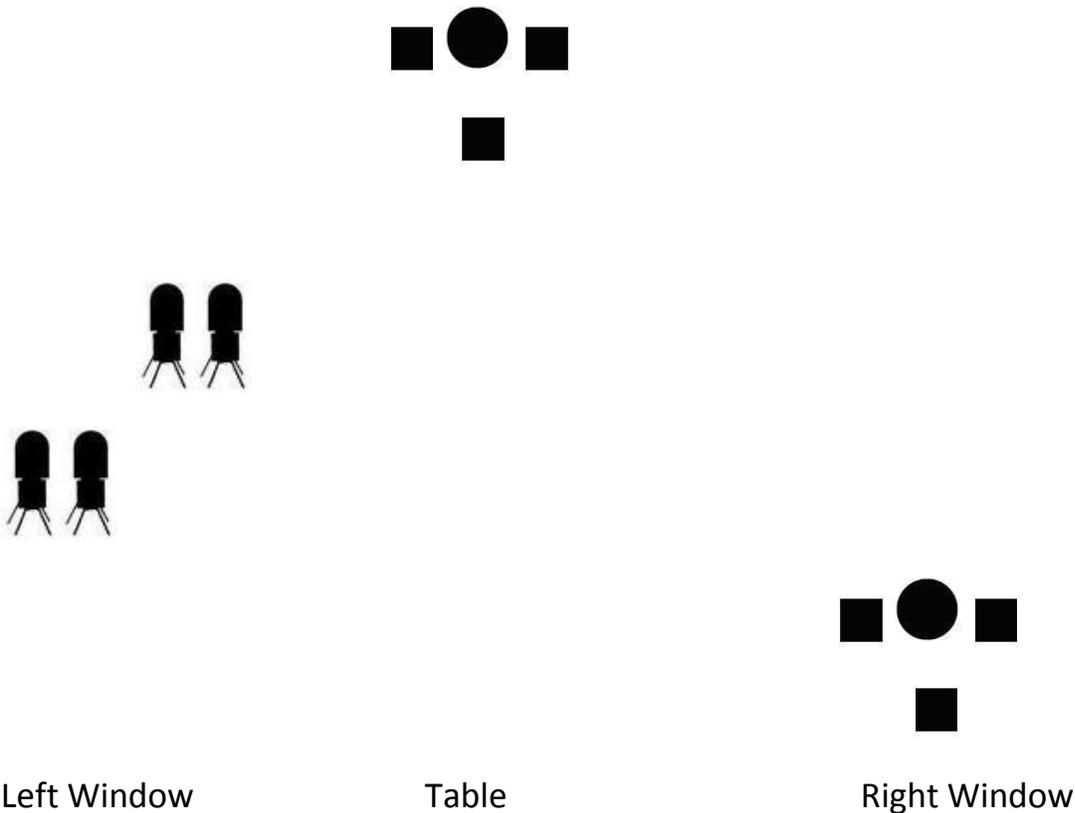
Starting stone

Stage Three (Fort) Round count 10-10-4+ Shooting Order: S/R/P/P

After talking with both Tommy Red Arrow and Apache Chief White Cloud, Hoppy decides the killings aren't the work of any Indian. Boot, not moccasin tracks, are apparent at the scene of every death. So are butts from pricey Turkish cigarettes. Someone is trying to drive the tribes from their land, so it can be bought cheaply at auction.

Staging: Pistols holstered. Rifle loaded with 10 rounds staged on table. Shotgun staged in left window.

Procedure: Standing at left window examining cigarette butt held in one hand through magnifying glass held in other. Say, **Only a cigar store Indian would get near one of these.** ATB, put butt and glass on shelf and with shotgun shoot 4 knockdowns in any order. Make shotgun safe in window or on table. With rifle, first shoot the circle with 2 rounds, then single tap the 3 rectangles in any order, then repeat instructions. Make rifle safe on table or in right window. With pistols, shoot targets following same instructions given for rifle.

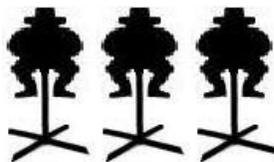
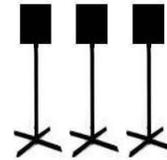


Stage Four (Jail) Round count: 10-10-6+ Shooting Order: R/P/P/S

In town, Hoppy and Red encounter a drunk mineralogist, now a photographer known as Picture Pete. The man proclaims to any who will listen that “My ship will soon be coming in.” He is later found murdered. In searching his bags, Hoppy discovers a picture of a rock outcropping at Old Eagle Hill, the dividing line between the two tribal properties.

Staging: Pistols holstered. Rifle loaded with 10 rounds staged in right window. Shotgun staged on target box.

Procedure: Start at right window, holding picture above shelf in both hands. Say, **I doubt he expected the Ship of Death.** ATB, drop picture and with rifle double tap Nevada sweep the 3 rifle targets. Make rifle safe and with pistols, double tap Nevada sweep the 3 cowboy targets. With shotgun, shoot the 6 knockdowns in any order.



Target Box

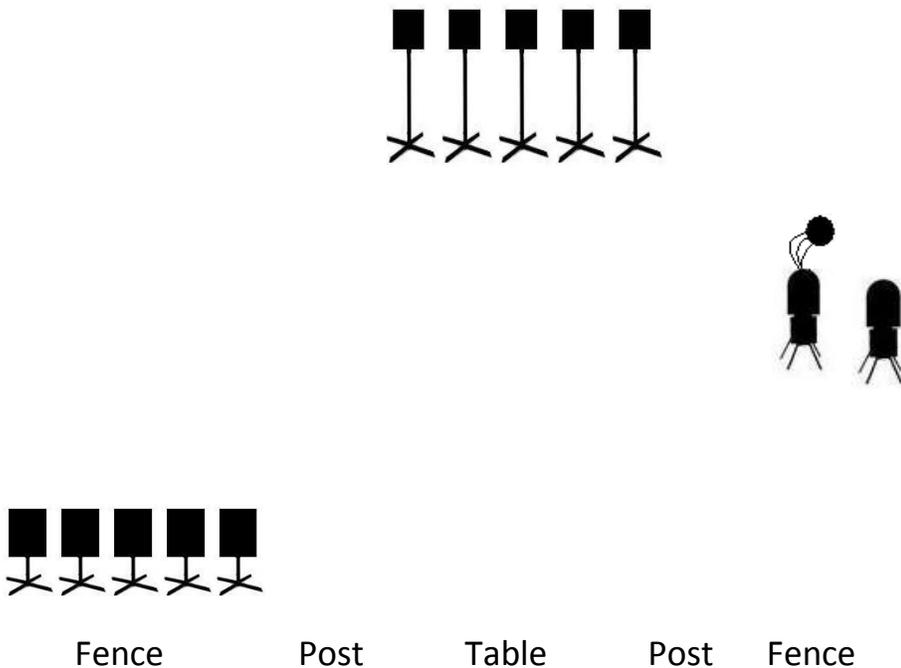
Right Window

Stage Five (Cemetery) Round Count: 10-10-2+ Shooting Order: P/P/R/S

Visiting Old Eagle Hill, Hoppy finds that the outcropping reveals a rich store of copper ore. Here is the reason someone is trying to drive the Maricopa and Apache away with the ruse of inter-tribal conflict. Now to find the man who smokes Turkish cigarettes.

Staging: Pistols holstered. Rifle loaded with 10 rounds and shotgun staged on table.

Procedure: Standing behind fence to left of gate post, holding copper ore sample in both hands. Say, **It's almost good as gold**. ATB, drop ore sample and with pistols shoot the 5 targets in a Dang It Dan Sweep, starting from either end, i.e. 1-2-2-2-3-3-4-4-4-1 (think two 1-3-1 sweeps, with the second sweep starting on the center target). With rifle shoot the rifle targets in a Dang It Dan Sweep, starting from either end. With shotgun, from behind fence to right of gate post, shoot the popper and flying clay. A miss on the flying clay may be made up on the right knockdown target.

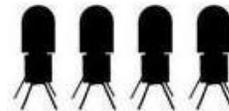
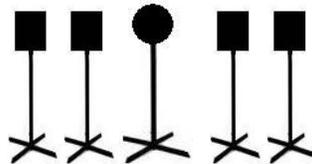


Stage Six (Livery) Round Count: 10-10-4+ Shooting Order: Shooter's Choice

Learning that local bartender Judson Rush smokes Turkish cigarettes, Hoppy and Red trail him to a cabin near Tommy Red Arrow's ranch. They see 3 men in the cabin putting on face paint and Indian costumes. They storm the cabin and arrest the three for murder.

Staging: Pistols holstered. Rifle loaded with 10 rounds and staged on table. Shotgun staged in right window.

Procedure: Standing at either window or anywhere in doorway, hands relaxed at side not touching guns or ammo. Say, **You boys look a little pale.** ATB, shooter's choice, but rifle may not be shot last. With first pistol, sweep the five targets with one round each, starting from either end. With second pistol, shoot the center target with 5 rounds. With rifle, sweep the five targets with one round each, starting from either end, then shoot the center target with 5 rounds. With shotgun, shoot the 4 knockdowns in any order.



Left Window

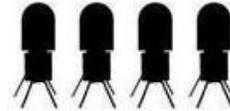
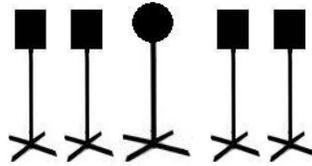
Table

Right Window

Warmup (Livery) Round Count: 10-10-4+ Shooting Order: S/R/P/P

Staging: Pistols holstered. Rifle loaded with 10 rounds and staged on table.
Shotgun staged in right window.

Procedure: Standing at right window, hands touching opposite sides of window frame at shoulder height. Say, **Light 'em up, Lucky.** ATB, with shotgun shoot the 4 knockdowns in any order. Make shotgun safe in right window or on table. With rifle shoot the targets in a Dang It Dan Sweep, starting from either end, i.e. 1-2-2-2-3-3-4-4-4-1 (think two 1-3-1 sweeps, with the second sweep starting on the center target). Make rifle safe on table or in left window. With pistols, through left window shoot the targets in a Dan It Dan Sweep, starting from either end.



Left Window

Table

Right Window