

Stage 6 Boot Hill Sponsored by Buffalo Western Wear, Cat Ballou

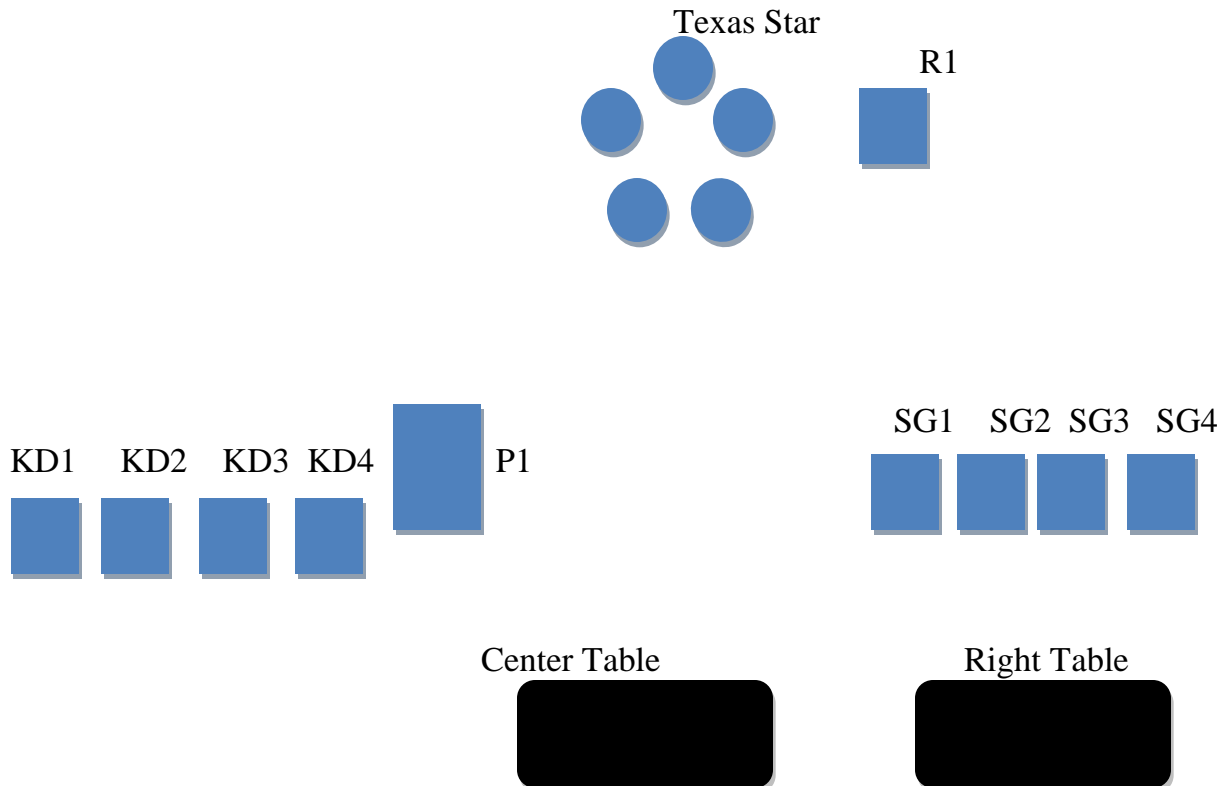
After returning home from college, Catherine finds out the Wolf City Development Corporation has hired a gunfighter to run her father off his land. “So if they got a gunfighter, I’ll get a gunfighter.” She sends a letter to Kid Shelleen, the fastest gun you’ve ever seen. Catherine has no way of knowing the Kid has been drunk for the last 10 years. After arriving at the ranch drunk, the Kid gives a shooting demonstration where he misses the barn. He goes to the bunkhouse to sleep it off. The next morning Tim Strawn murders Frankie. That afternoon, the Kid bursts into the parlor where Frankie is laid out. He tells everybody he’s ready to go to work. Jed says, “Kid can’t you see what’s going on here?” The Kid sees all the candles and starts singing Happy Birthday, and then blows out the candles.

Round Count: 10R-10P-4+SG

Shooting Order: PP-R-SG

Staging: 2 Pistols 5 each holstered; Rifle 10 rounds on center table; SG open empty on right table.

Shooter starts at the left side of gate post, hands on pistols. When ready say the line, “Happy Birthday” At the beep, shoot the 4 knock down targets; place remaining rounds on the pistol target. Move to table. With rifle, clean the Texas Star; place remaining rounds on the rifle target. Move to right table; shoot SG targets any order.



Stage 1 Sponsored By South River Shootist, Shakiest Gun in the West

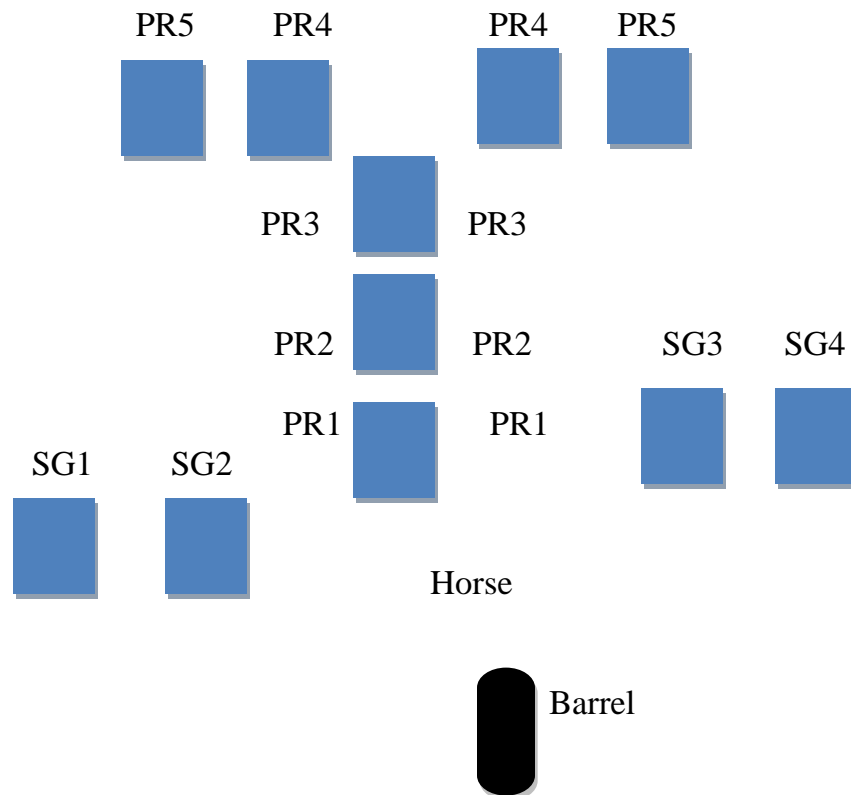
After graduating dentistry college, Doc Haywood decides to go west to make his fortune. He travels by stage to the end of the line, Big Springs, gateway to the west. There he plans to buy a wagon and horses and join a wagon train. He asks around town where the best place is to get what he needs. He is told, "Able Swanson, but be careful he's real slick." Doc replies, "You'll have to get up pretty early in the morning to pull the wool over the eyes of Jesse W. Haywood." After negotiating with Able and his Chinese book keeper, he gets supplies and a wagon worth 100 dollars for only 250 dollars. Doc says, "I almost forgot. What about the horses?" Able replies, "Surely you jest. There haven't been any horses for sale around here for over three weeks." Doc asks, "Then why did you sell me a wagon and all this stuff, if you didn't have any horses?" Able says, "We just like to keep busy."

Round Count: 10R-10P-4-SG

Shooting Order: R-SG-PP

Staging: Rifle 10 Rounds in Both Hands; SG on barrel; 2 Pistols 5 each holstered.

Shooter starts at barrel, rifle in both hands. When ready say the line, "We just like to keep busy." At the beep, sweep rifle targets 1-2-3-4-5 then repeat on the other side. Place open empty rifle on the barrel safely pointed at the berm. With SG shoot SG targets any order. SG can be placed back on barrel or taken down range to the horse. From the horse, repeat rifle instructions with pistols.



Stage 3 Well Sponsored by Cherokee Cowboys, Evil Roy Slade

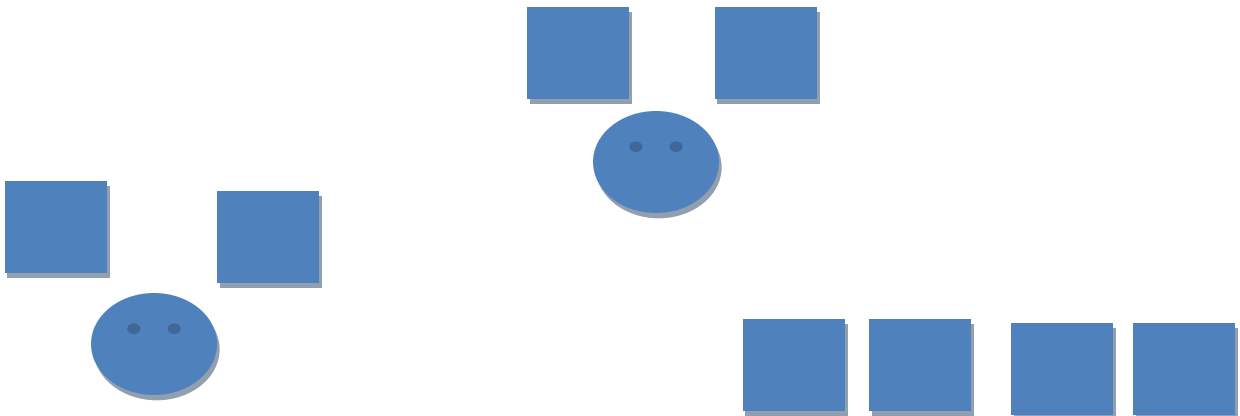
Evil Roy Slade and his gang are robbing the bank. While his men clean out the bank vault, he is kissing all the women. At that time, the most beautiful woman he has ever seen walks in. He tells her, "This is the part where I kiss all the victims." After kissing her, he falls in love. To his surprise, she does too. The lookout says, "We have to wrap this up, here comes the sheriff." Roy says, "Not till I get the woman's name and address." The next day Roy goes to visit Betsy. She tells him they have no future unless he goes straight. That afternoon, he goes to talk this over with some childhood friends, a large flock of buzzards. Roy says, "I'm sorry to have called this meeting without any dead bodies, but we need to talk."

Round count: 10R-10P-4-SG

Shooting Order: PP-R-SG

Staging: 2 Pistols 5 each holstered; Rifle 10 rounds on table; SG open empty on horse.

Shooter starts one foot touching stone, hands on pistols. When ready say the line, "We have to wrap this up, here comes the sheriff." At the beep, shoot P2, the Buffalo target, 1 time then the 2 square targets 2 times each, and then repeat with second pistol. Move to table; repeat pistols instructions with rifle. Place open empty rifle on table. Move to horse; shoot SG targets any order.



Stone



Table



Horse

## Stage 2 Saloon Sponsored by Witch Doctor, Pig Iron Lane, Jake Dunson, Rustlers' Rhapsody

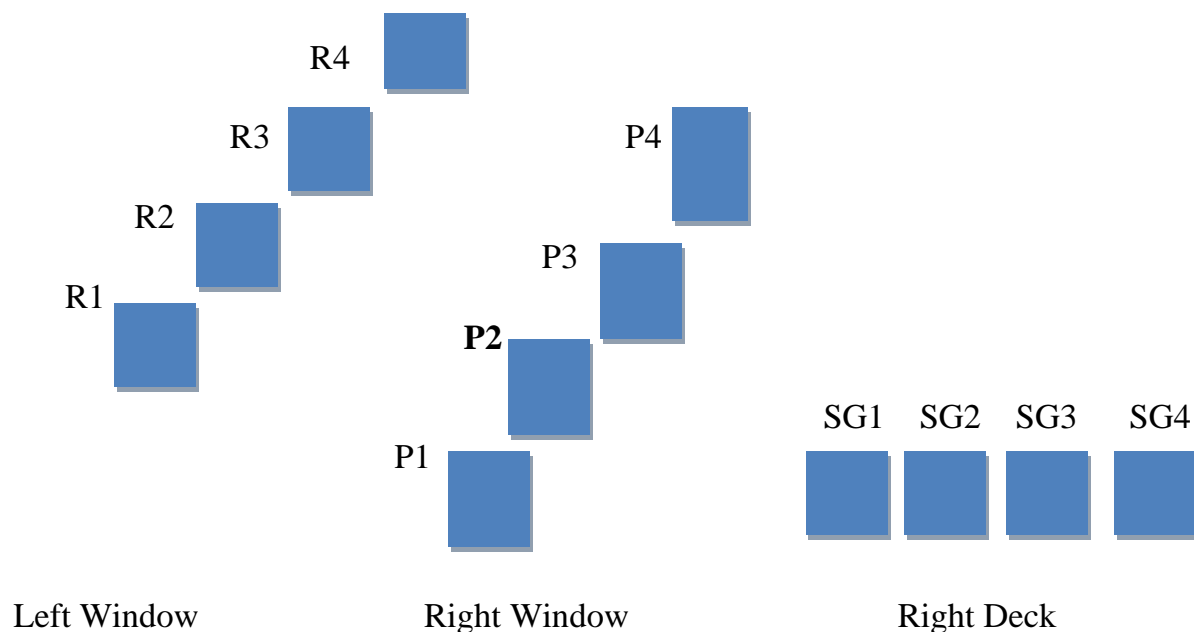
The colonel has stooped to an all time low. He has hired a good guy to shoot it out with Rex. They meet in the saloon to size each other up. Bob asks, "You ever faced another good guy?" Rex says, "No." Bob says, "Me neither. Kinda makes you wonder what will happen, I guess the most good guy will win." Rex says, "You can't beat me Bob, because you work for the colonel. That makes me the most good guy." Bob says, "I don't drink whiskey with a hair in it." Rex says, "I don't either, I just buy it." Bob says, "I haven't had the colonel's daughter, who is practically a minor, at my camp after dark in the presence of a known prostitute and a notorious drunk." Rex says, "Well that was wrong. What are you a lawyer?" Bob says, "I used to be. Since we're both good guys, neither one can draw first. I'll count down from 5, we both draw on 1." Bob doesn't wait. He draws and shoots Rex. Rex says, "You're no good guy." Bob says, "I told you I was a lawyer."

Round Count: 10R-10P-4-SG

Shooting Order: PP-R-SG

Staging: 2 Pistols 5 each holstered; Rifle 10 rounds in right window; SG open and empty on table on right deck.

Shooter starts at left window hands flat on the shelf. When ready say the line, "I told you I was a lawyer." At the beep, with rifle shoot a progressive sweep: 1on 1 2on 2 3on3 4on4. Sweep can be shot from either direction. Move to right window; repeat rifle instructions with pistols. Move to right table; shoot SG targets any order.



Stage 5 Jail Sponsored by Black Hawk Henry and Dixie Pistols, Shanghai Noon

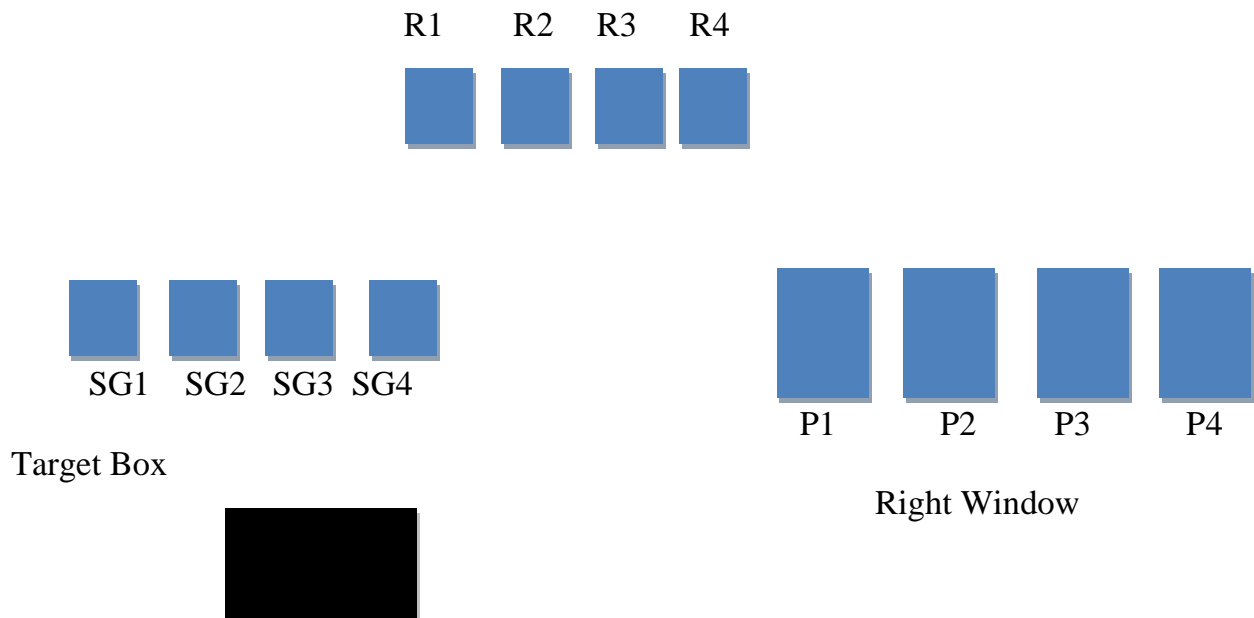
Roy O'Bannon teams up with the Shanghai Kid, originally just to steal the gold. After seeing the Kid's determination and integrity, Roy decides to give up his outlaw ways and help rescue the Princess. After the princess is saved, Roy becomes a marshal. Suspecting a train robbery, Roy and the Kid watch the train go up a steep grade just right for outlaws to board. Roy tells the Kid that since he has become a marshal he will have to give up his outlaw name. The Kid asks, "What's your real name?" Roy replies, "Wyatt Earp." The Kid replies, "Wyatt Earp? Wyatt Earp is a terrible name for a marshal."

Round count: 10R-10P-4+SG

Shooting Order: SG-R-PP

Staging: 2 Pistols 5 each holstered; Rifle 10 rounds on target box; SG in both hands.

Shooter starts in doorway on front porch, SG in both hands. When ready say the line, "Wyatt Earp is a terrible name for a marshal." At the beep, move to target box; shoot SG targets any order. Place open empty SG on target box. With rifle, shoot a cat herder's sweep which the same as a Nevada sweep but double tapping the end targets 2-1-1-2-1-1-2, sweep can be shot from either direction. Make rifle safe. Move to right window; repeat rifle instructions with pistols.



## Stage 4 Fort Sponsored by Cassalong Hopidy F Troop

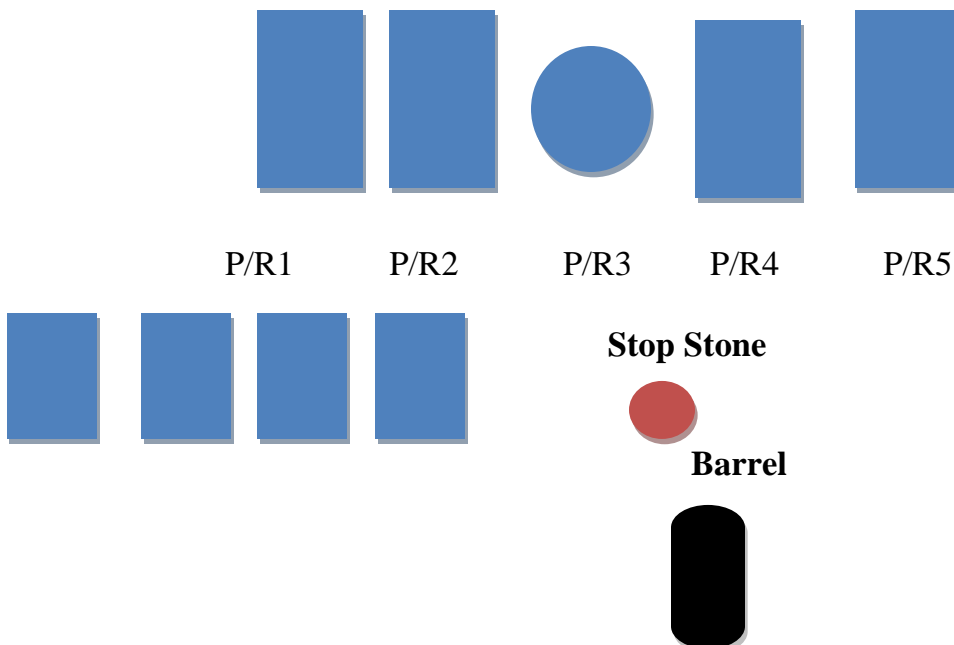
As the battle of Antietam raged on, Private Wilton Parmenter was sent on a special mission: the general needed his laundry. While on this mission, Wilton had a sneezing attack which spooked his horse. As he galloped by a group of retreating Union Cavalry, they thought he was ordering a charge. They all charged head on into the Confederate forces and won the day. Private Parmenter was given the Medal of Honor and promoted to the rank of Captain. It was then decided he would be given the command of Fort Courage, home of the F Troop. After arriving and then reviewing the troops, he called Sergeant O'Rourke off to the side and asked, "Why do we have Reveille at 10 o'clock? Back in Baltimore we had Reveille at 7 o'clock sharp." O'Rourke said, "The captain is forgetting there's a three hour time difference between here and Baltimore."

Round Count: 10R-10P-4+SG

Shooting Order: SG-R-PP

Staging: 2 Pistols 5 each holstered; Rifle 10 rounds on barrel; SG open empty in left window.

Shooter starts at the left window, hands on window frame. When ready say the line, "The Captain is forgetting about the 3 hour time difference." At the beep, shoot SG targets any order. Move to barrel; place open empty SG on barrel. With rifle, starting on P/R 3, the round target, shoot a Nevada Sweep in either direction for 5 rounds. Starting over on P/R 3, shoot a Nevada sweep in the other direction. Place open empty rifle on barrel. Move down range; repeat rifle instructions with pistols. Pistols can be shot anywhere between the barrel and stop stone.



**Stage7 Sponsored by The cast bullets Shop, Big Guns Armory II**

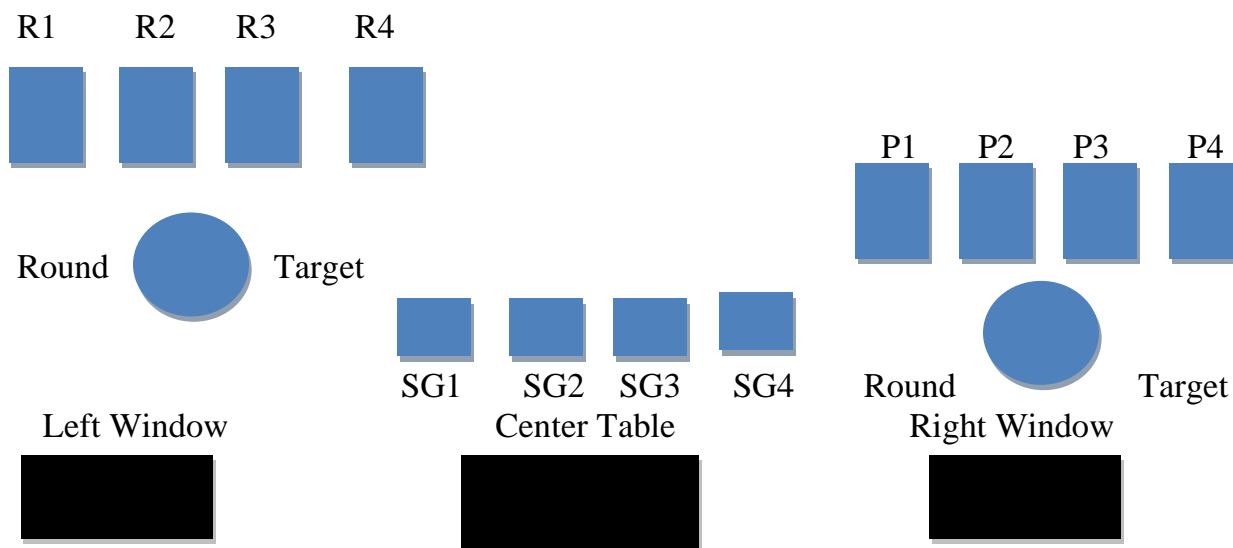
Mexico. 1916. The beautiful senorita Carmen and her younger brother travel to a rough border town to hire gunmen to rid their village of the bandito El Guapo. The men they find are no better than El Guapo. They go to the local church to pray for guidance. The church is showing a moving picture show of the Three Amigos. Carmen thinks what she is seeing is real. She sends a telegram to the Amigos. She only has enough money for a condensed version of the message. After reading the telegram, the Amigos think they are receiving 100,000 pesos for a personal appearance for someone named El Guapo. After meeting Carmen, they travel to Santo Poco where they receive a hero's welcome. The next day the villagers see the banditos approaching. The Amigos mount up to put on their show. They meet in the village square. El Guapo asks, "Who are you guys?" They answer, "We're The Three Amigos." Ned tells him to say, "You will die like dogs." Reluctantly El Guapo does. The Amigos reply, "No, you sons of motherless goats, we will not die dogs, we will fight like lions." They then start their riding routine. El Guapo tells his second, "I like these guys, just kill one of them." He draws and shoots Dusty off his horse. Dusty gets up and goes over to Lucky and says, "This is real. The bullets, the bandits, it's all real." Lucky replies, "We will die like dogs."

Round count: 10R-10P-4+SG

Shooting Order: SG-R-PP

Staging: 2 Pistol 5 each holstered; Rifle 10 in left window; SG open empty on center table.

Shooter starts behind center table, SG in both hands. When ready say the line, "We will die like dogs." At the beep, shoot SG targets any order; make SG safe. Move to left window; with rifle, place 3 rounds on the front round target, then sweep the square targets from either direction, then place 3 rounds on the front round target. Move to right window; repeat rifle instructions on pistol targets.



## Stage 8 Sponsored by Doc Holidays Immortals, Blazing Saddles

A railroad going west in 1874 runs into quicksand and has to change the route and go through a small town called Rock Ridge, where everyone has the last Johnson. The conniving Attorney General, Hedley Lamar, Plans to run everybody out of Rock Ridge so he can buy up the property cheap. All of Headley's plans keep failing, so he recruits an army of thugs to destroy the town. Sheriff Bart is given 24hrs to come up with a plan to save the town, so he constructs a fake town with the help of the town folks and railroad workers. Needing to slow down the approaching army of thugs, Mongo and the Waco Kid along with Sheriff Bart construct a toll booth labeled, "Le Petomane Thruway" named for the governor. When Taggart and his men ride up to the toll booth, Taggart yells out, "Has anybody got a dime?" Since no one has any change, Taggart sends someone back to town to bring back a load of dimes.

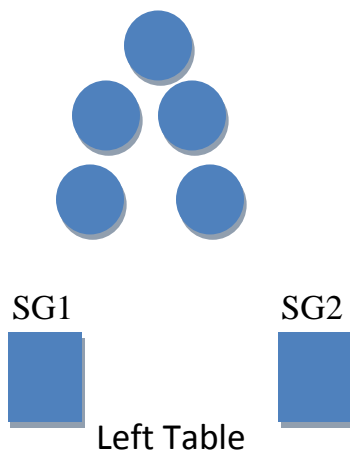
Round Count: 10R-10-P-4+SG

Shooting Order: R-SG-PP

Staging: Rifle 10 rounds in both hands; 2 Pistols 5 each holstered; SG open empty on left table.

Shooter starts at the left table, rifle in both hands. When ready say the line, "Anybody got a dime?" At the beep, place 2 rounds on each target of the Indian tree, any order. Place open empty rifle on table. With SG, shoot SG target 1 and 2; move to right table; shoot SG 3 and 4. Place open empty SG on table; repeat rifle instructions with pistols.

Indian Tree



Pistol Tree

