

Stage 1 - Saloon

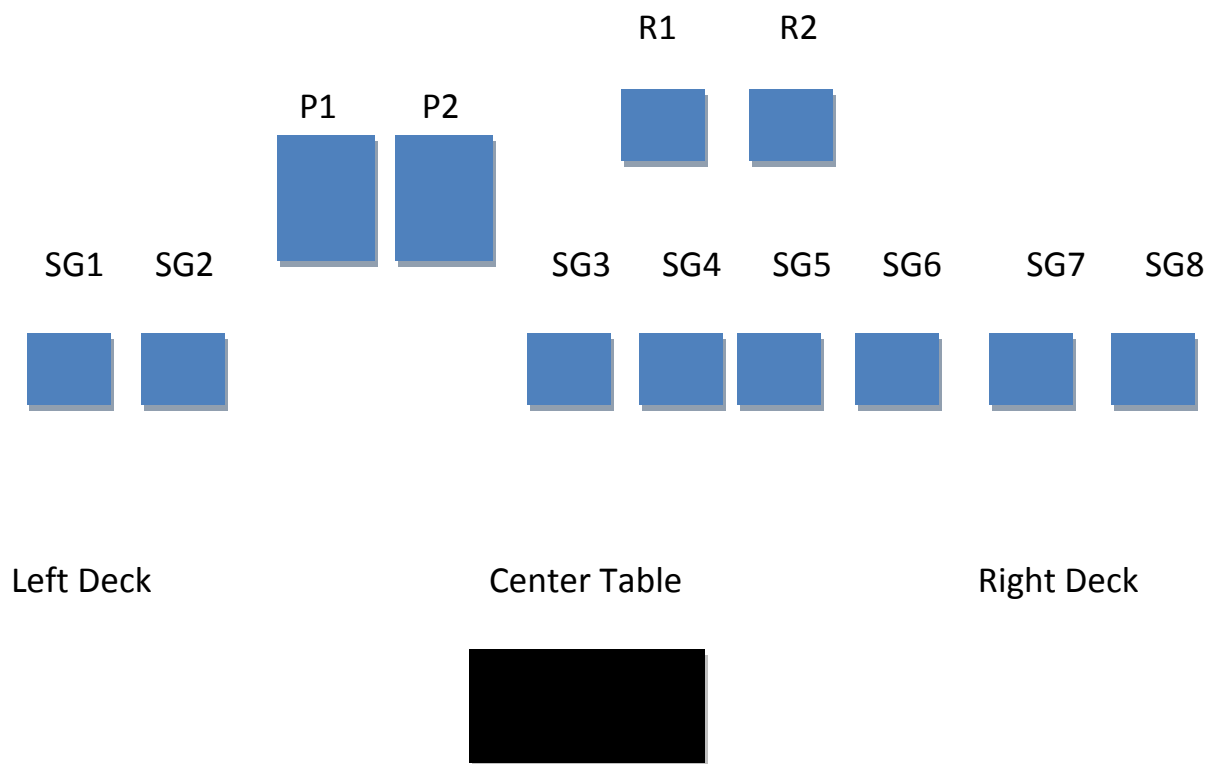
After robbing the Union Pacific Flyer, Butch and Sundance are celebrating in their favorite saloon. Sundance tells Butch he is going to find a woman. He goes to the school teacher's house. When she comes home, he pulls his pistol and says, "Let down your hair school teacher lady." She does. Then he cocks his pistol and says, "Don't stop there." The teacher says, "Do you know what I wish?" Sundance replies, "No school teacher lady. What do you wish?" She replies, "Just once, you could get here on time."

Round Count: 10R-10P-8+SG

Shooting Order: SG-PP-R-SG

Staging: 2 P 5 each holstered; R 10 Rounds on center table; SG open empty on center table.

Shooter starts on left deck, SG in both hands. Indicate ready by saying the line, "Just once, you could get here on time." At the beep, engage SG 1 and 2. Move to center table. With pistols, shoot a double tap alternate for 10 rounds; repeat pistol instructions with rifle. Place open empty rifle on table. With SG, shoot SG 3-4-5-6; move to right deck shoot SG 7-8. SG targets can be shot from either direction.



Stage 2 - Well

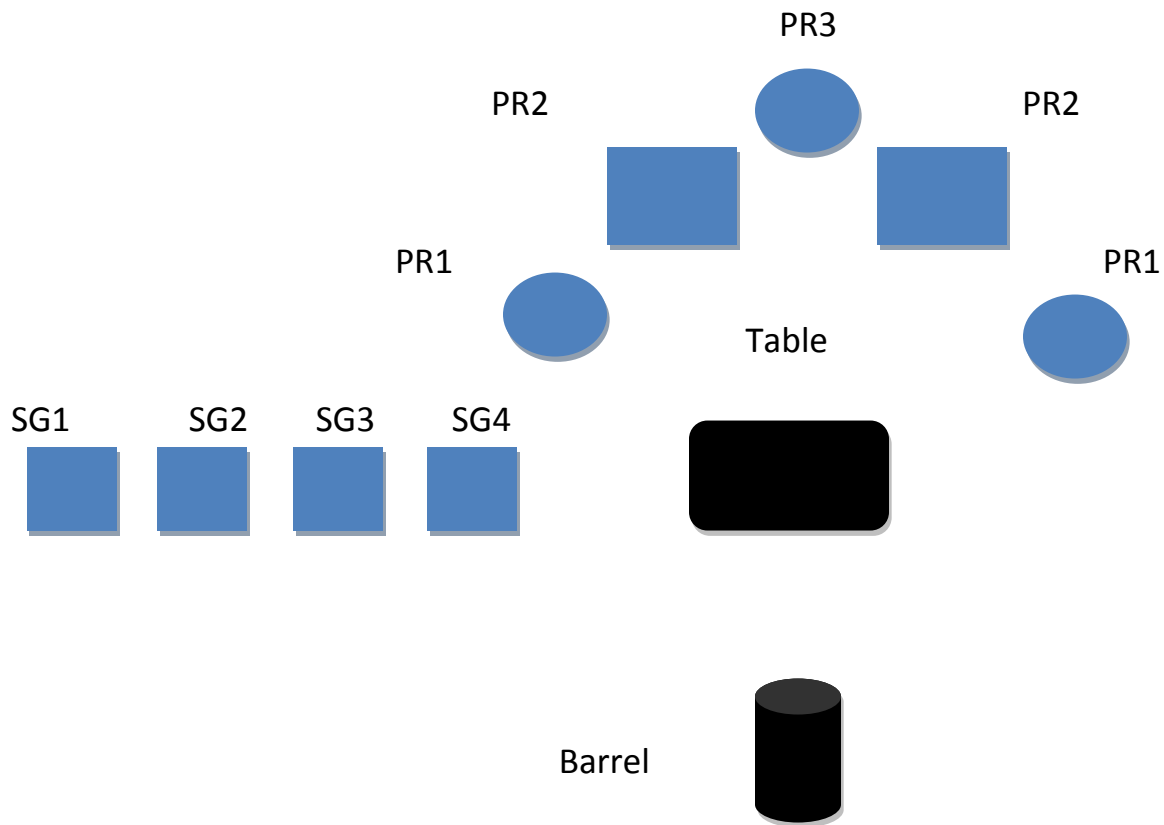
After stopping the Flyer on its return run, Butch uses too much dynamite and blows up the box car and the safe. As the wild bunch is picking up money, a second train pulls up, stops and then men on horseback jump off. Butch says, "Whatever they're selling, I don't want any."

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

Shooting Order: R-SG-PP

Staging: 2P 5 each holstered; R 10 rounds in hands; SG open empty on barrel.

Shooter starts at barrel rifle in both hands. Indicate ready by saying the line, "Whatever they're selling, I don't want it." At the beep, engage PR targets with a 5 round Nevada Sweep on PR 1-2-3-2-1 then repeat on the other side. Sweep can start on either side. Place rifle on barrel. With SG, engage SG targets any order. Place open empty SG on barrel or table. Repeat Rifle instructions with pistols.



Stage 3 - Fort

After not being able to out run the Super Posse, Butch tells the Wild Bunch to split up. After the men take different directions, Butch asks Sundance, "How many are following us?" Sundance replies, "All of them." Butch says, "Why can't some of them follow the others. Who are those guys?"

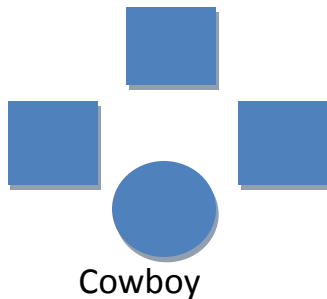
Round Count: 10R-10p-4+SG

Shooting Order: R-SG-PP

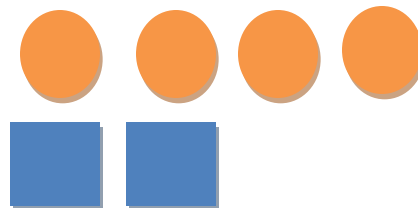
Staging: 2P 5 each holstered; Rifle in left window; SG open empty on center table.

Shooter starts at left window hands flat on shelf. Indicate ready by saying the line, "All of them." At the beep, triple tap targets any order; place 10th round on the cowboy. Make rifle safe in window or center table. Shoot SG targets any order. A miss on flying clays can be made up on stationary clays. Make SG safe on table or right window. Repeat rifle instructions with pistols.

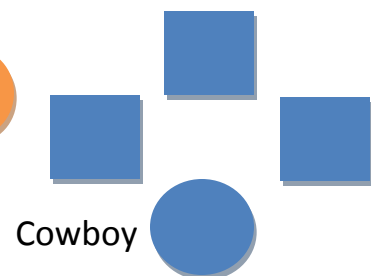
Rifle Targets



SG targets



Pistol Targets



Left Window

Center Table

Right Window



Stage 4 - Jail

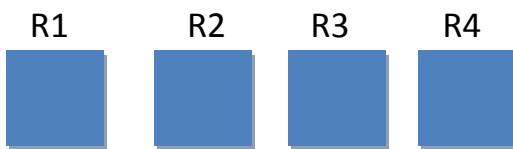
After the Super Posse chases Butch and Sundance into the mountains, they find themselves trapped on a rock ledge overlooking the Colorado River. As the posse gets into position, Sundance says, "You better think of something fast." Butch looks down at the river and says, "We'll jump. The water is deep enough we won't get squished." Sundance says, "I'm not jumping!" Butch Replies, "They won't follow us. Would you make a jump like that if you didn't have to? Sundance replies, "I have to and I'm not going to. I can't swim." Butch says, "That don't matter. The fall will probably kill you."

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

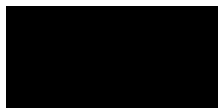
Shooting Order: PP-R-SG

Staging: 2P 5 each holstered; SG and Rifle on target box.

Shooter starts at right window hands on pistols. Indicate ready by saying the line, "The fall will probable kill you." At the beep, shooter's choice 10 on 4 any order. Move to target box; repeat pistol instructions with rifle. With SG, shoot targets any order.



Target Box



Right Window

Stage 5 Boot Hill

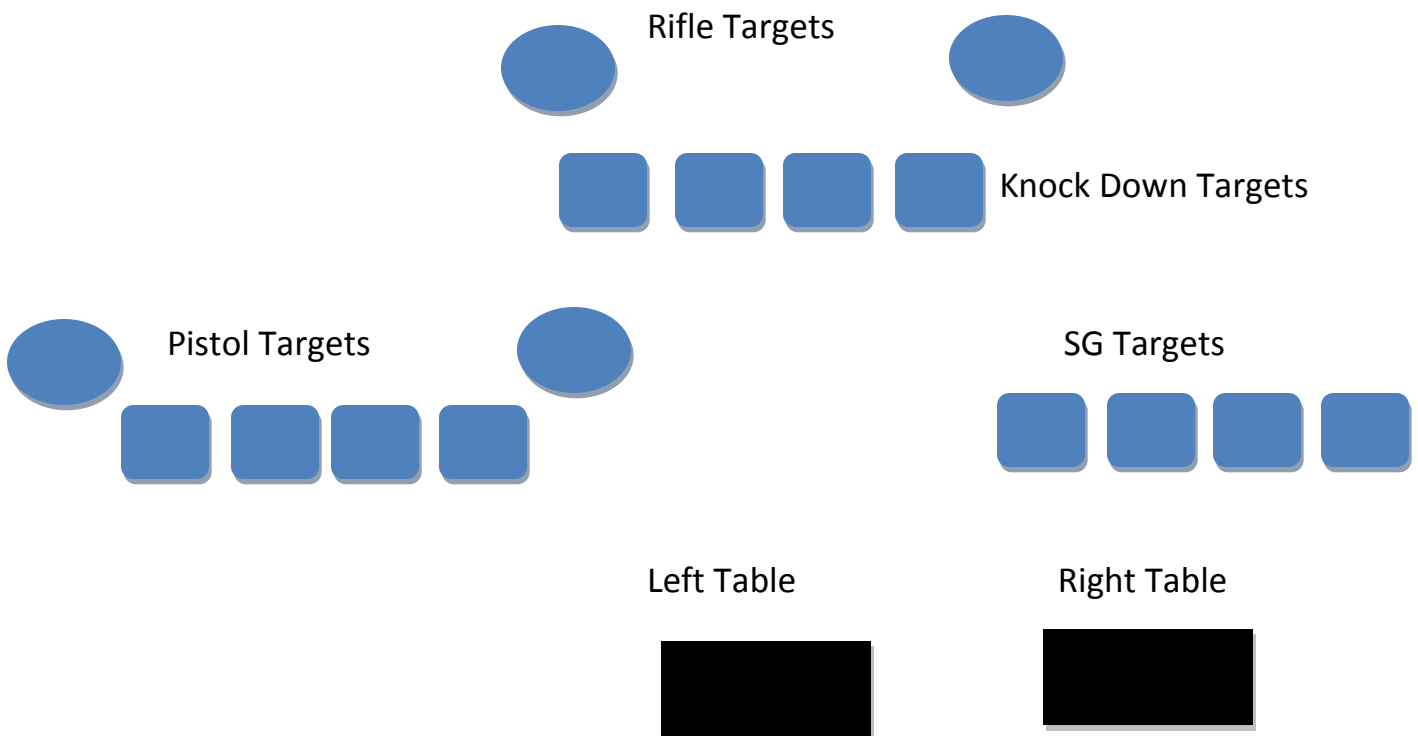
After surviving the jump and the river, they make their way back to Etta's house. She tells them E.A Harriman of the Union Pacific Railroad is tired of them robbing his trains. He has hired the Super Posse to track down and kill the Wild Bunch. Butch says, "If he would pay me what he is paying the Super Posse to stop me from robbing his trains, I'd stop robbing his trains."

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

Shooting Order: PP-R-SG

Staging: 2P 5each holstered; R 10 rounds on left table; SG open empty on center table.

Shooter starts at left side of gate post, hands on pistols. Indicate ready by saying the line, "E.A Harriman is tired of you robbing his trains." At the beep, sweep the targets 3-1-1-1- 1-3 from either direction. Move to table repeat pistol instructions with rifle. A miss on a knock down can be made up with SG. Take SG to right table; shoot SG targets any order.



Stage 6 Livery

After leaving the USA and going to South America, Butch and Sundance have a long career of robbing banks in Argentina and Bolivia. One day, they find themselves pinned down in the plaza at San Jacinto. Running low on ammo, Butch makes a break for the horses while Sundance covers him. When he returns with the ammo, he says, "I know where we can go when we get out of this." Sundance replies, "I never want to hear another one of your ideas as long as I live." Butch hesitates, and then says, "Australia, secretly I thought you wanted to know. They have beautiful beaches. You could learn to swim." An angry Sundance yells, "NO Swimming!"

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

Shooting Order: SG-R-PP

Staging: 2P 5 each holstered; Rifle 10 rounds on barrel; SG in both hands.

Shooter starts one foot touching stone. Indicate ready by saying the line, "NO Swimming." At the beep, shoot SG targets any order. Place open empty SG on barrel. With rifle, sweep PR targets 2-3-3-2 make rifle safe on barrel or down range table. Move to table; repeat rifle instructions with pistols. Sweeps can be from either direction.

