

Stage 1 - Saloon

Hopalong Cassidy

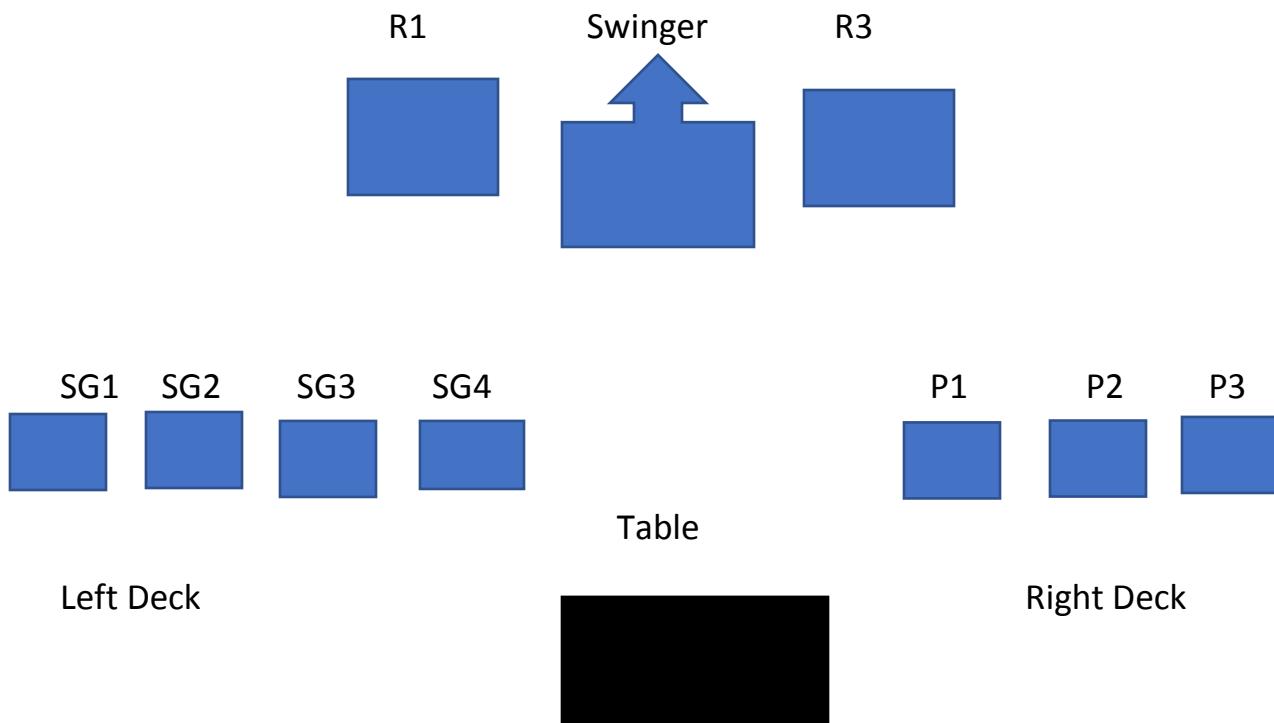
The new school teacher is extremely upset about the saloon that has been built across the street from the school. Hoppy and California haven't been to town in several weeks. When they see the new saloon, they go in and order sarsaparilla. As they enjoy their drinks, a rock is thrown through the window. It hits Hoppy in the back of the head. Hoppy turns and draws both pistols, only to see the school teacher that had thrown the rock. He walks over and says, "Hello, my name is Hopalong Cassidy." The teacher yells back, "I can't do anything about that. You could always change it!"

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

Shooting Order: SG-R-PP

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

Shooter starts on left deck SG in both hands. Indicate ready by saying the line, "**You could always change it.**" ATB, engage SG targets any order. Make SG safe in window or center table. Move to table; activate swinger. Starting on the swinger, shoot a double tap Nevada Sweep either direction. Make rifle safe on table or right window. Move to right window; repeat rifle instructions with pistols.



Stage 2 - Well

Riders of the Purple Sage

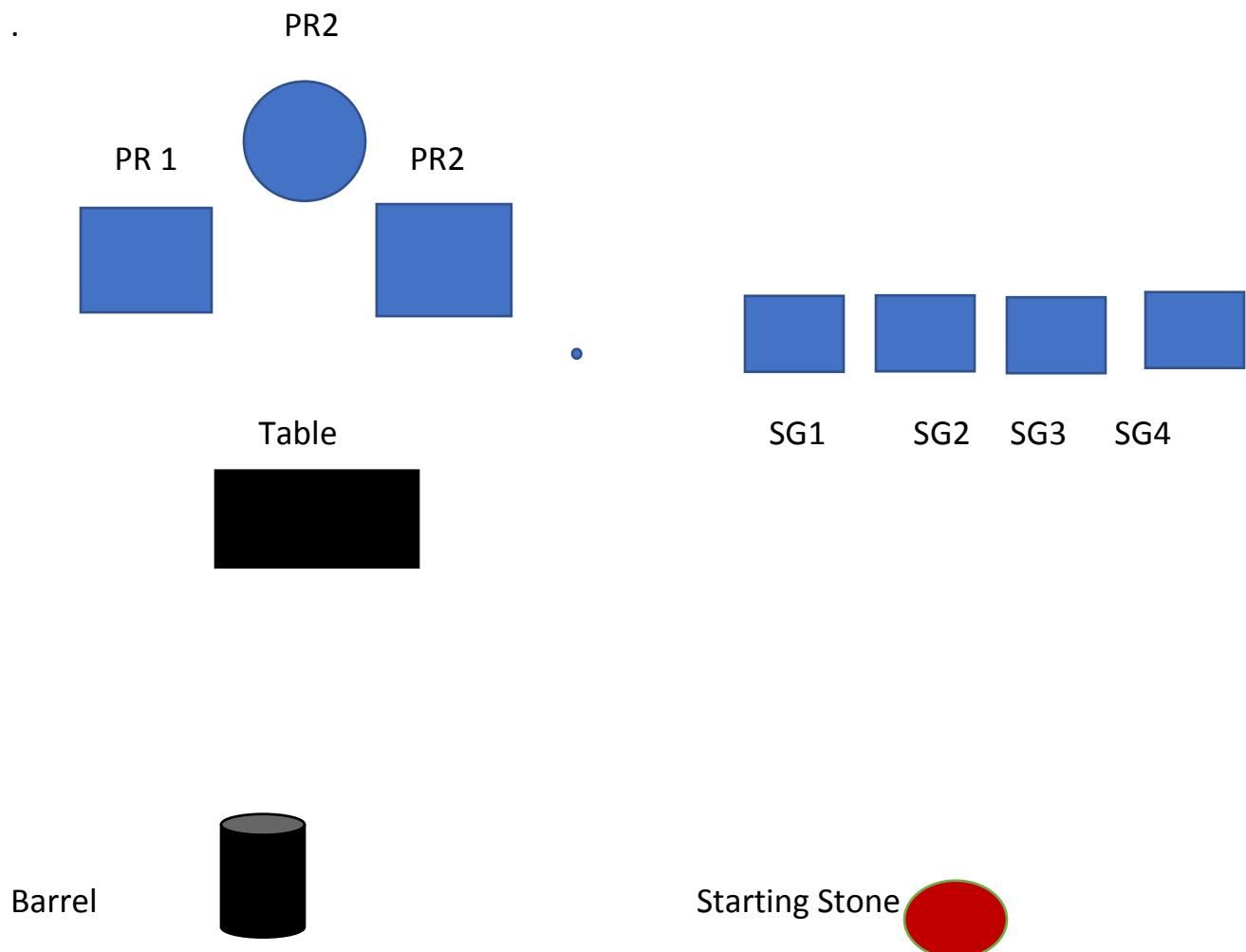
After Jane Withersteen hires Lassiter to ride for her, one of her riders tells Lassiter, "I hear you killed men up North." Lassiter replies, "It wasn't just up North."

Round Count: 10R- 10P- 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 starting stone SG in both hands. Indicate ready by saying the line, "**It wasn't just up North.**" ATB, engage SG targets any order. Move to barrel; make SG safe. With rifle, alternate 5 rounds between either square target and the round target, then repeat on the other side. Make rifle safe on barrel or table. Move to the table; repeat rifle instructions with pistols



Stage 3 - Fort

Conagher

Conagher brings several horses to the Teale Ranch. After putting them in the coral, Laban Teale asks Conn, "Who gave you the black eye?" Conn replies, "No one gave it to me son. I fought for it."

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

Shooting order: R-SG-PP

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

Shooter starts at the barrel, rifle in both hands. Indicate ready by saying the line, "**I fought for it.**" ATB, engage PR 2 twice, then sweep the targets either direction, then repeat. Make rifle safe on the barrel. With SG, engages targets any order; make SG safe on table. SG targets can be shot anywhere between barrel and table. Repeat Rifle instructions with pistols.

SG1 SG2

PR1

PR2

PR3

SG3

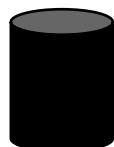
SG4



Table



Barrel



Stage 4 - Jail

Gunsmoke

Festus and Doc are having a beer in the Long Branch. Doc tells Festus, "I have never seen you with so much money." Festus replies, "I've made it with my freight business." Doc tells him, "You need to invest it in something." Festus asks, "You got any ideas?" Doc says, "Real estate. You could buy a lot here in town." Festus asks, "A lot of what?"

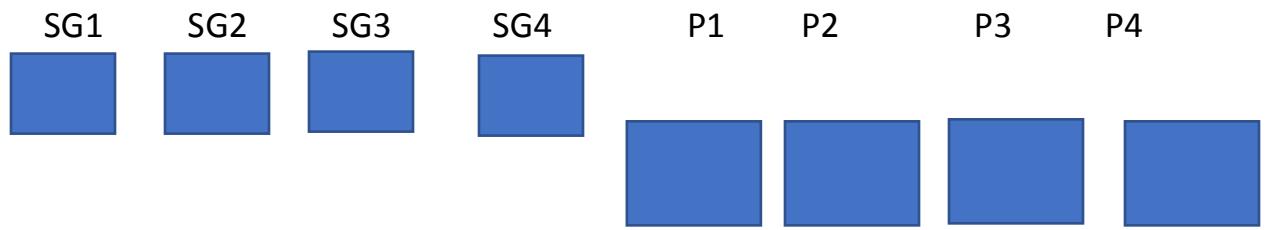
Round Count: 10P-10R-4+SG

Shooting Order: PP-R-SG

Staging: 2P-5each on window shelf; rifle 10 rounds on target box; SG on target box.

Shooter starts in jail cell door open. Indicate ready by saying the line, "**A lot of what?**" ATB, move to window, engage pistol targets with a cat herder sweep, which is the same as a Nevada sweep, but double tapping the end targets. EX- 2-1-1-2-1-1-2. Sweep can be either direction. Make pistols safe; move to target box. Repeat pistol instructions with rifle. Engage SG targets any order

R1 R2 R3 R4



Target box

Window

Stage 5 - Boot Hill

Shanghai Noon

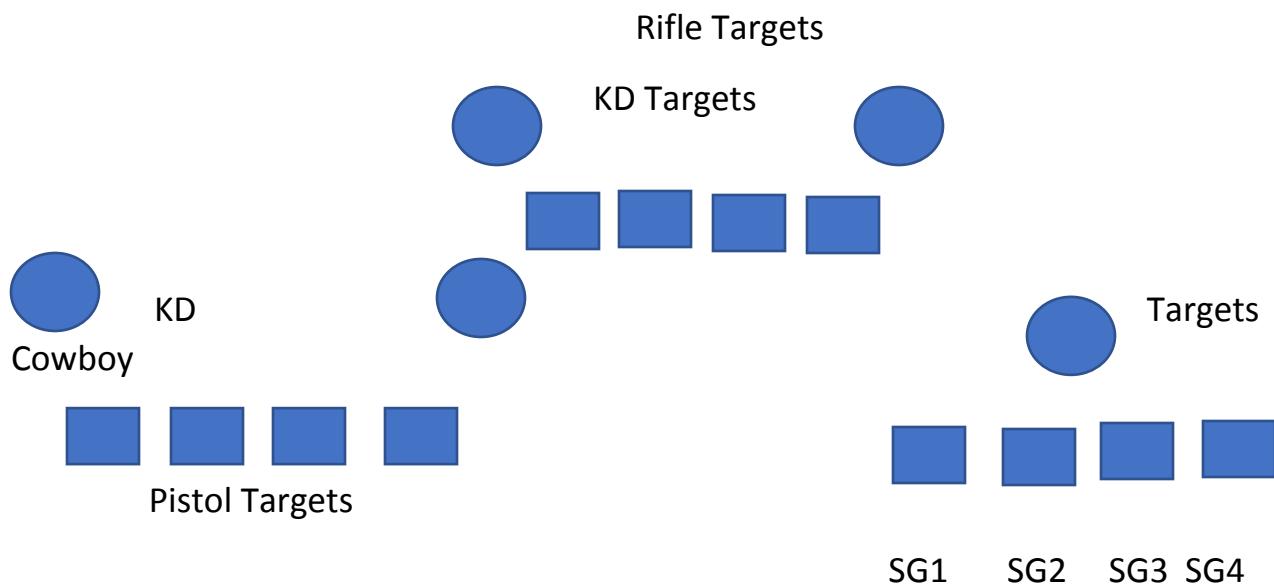
Roy O'Bannon teams up with the Shanghai Kid, originally just to steal the gold. After seeing the Kid's determination and integrity, Roy decides to give up his outlaw ways and help rescue the Princess. After the princess is saved, Roy becomes a marshal. Suspecting a train robbery, Roy and the Kid watch 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 says, "Wyatt Earp? Wyatt Earp is a terrible name for a marshal."

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

Shooting Order: PP-R-SG

Staging: 2P-5each holstered; Rifle 10 rounds on left table; SG on right table.

Shooter starts one foot touching starting stone hands on pistols. Indicate ready by saying the line, "**Wyatt Earp is a terrible name for a marshal.**" ATB, sweep the pistols targets with a 3-1-1-1-1-3 sweep from either direction. Move to left table; repeat pistol instructions with rifle. Make rifle safe on either table. Move to right table; shoot SG targets any order. Pistol and rifle KD targets left standing can be made up on cowboy with SG.



Starting Stone Left Table

Right Table

St [REDACTED]
Sudden Tramp

1000

Chuck McCrea is on his way to California to see the Pacific Ocean. While in Nevada, he decides to visit an old friend. On the way to his friend's ranch he rides up on an old cowboy known as Pop, standing guard over a herd of cattle. Pop tells him there has been a lot of rustling lately. "You know son, rustling is a lot like being mayor. You start out honest, but you end up indicted by the grand jury."

Round Count: 10R-10P-6+SG

Shooting Order: R-PP-SG

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

Shooter starts at table rifle in both hands. Indicate ready by saying the line, "**You start out honest.**" ATB, with rifle, shoot a continuous double tap alternate.

Repeat rifle instructions with pistols. With SG, engage SG 1-2-3-4 any order. Move to the right window; engage SG 5-6 any order.

R1 R2

SG1 SG2

SG3 SG4 SG5 SG6

1

P1 P2

1

Table

Right Window