

Stage 2 - Well

Butch Cassidy and the Sundance Kid

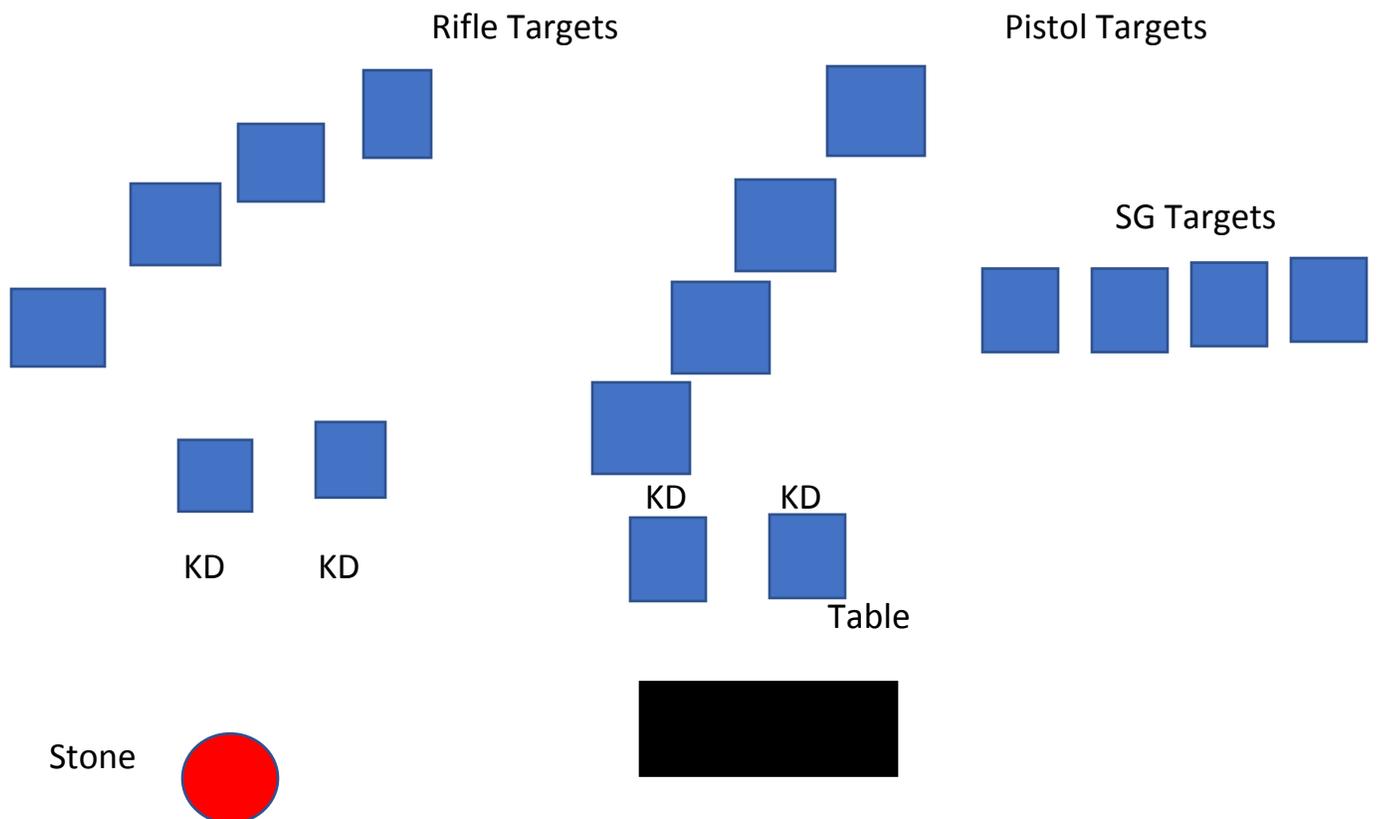
After robbing the Union Pacific Flyer on its east bound run, the Wild Bunch stop the train two days later on its west bound run. After entering the mail car, Butch sees a bigger and improved safe. He turns to Woodcock and asks, "Why'd you have to go and do that?" Woodcock replies, "You blew the old one so easy I had to do something." Butch tells Sundance, "We're going to need more dynamite, a lot more dynamite." After blowing the safe, along with the entire box car, Sundance asks, "Think you used enough dynamite there Butch?"

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

Shooting Order: R-PP-SG

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

Shooter starts one foot touching starting stone, rifle in both hands. Indicate ready by saying the line, "**Think you used enough dynamite there Butch?**" ATB, engage targets with a double tap sweep, either direction, then the KD's. Move to table; make rifle safe. Repeat rifle instructions with pistols. Engage SG targets any order.



Stage 1 - Saloon

Butch Cassidy and The Sundance Kid

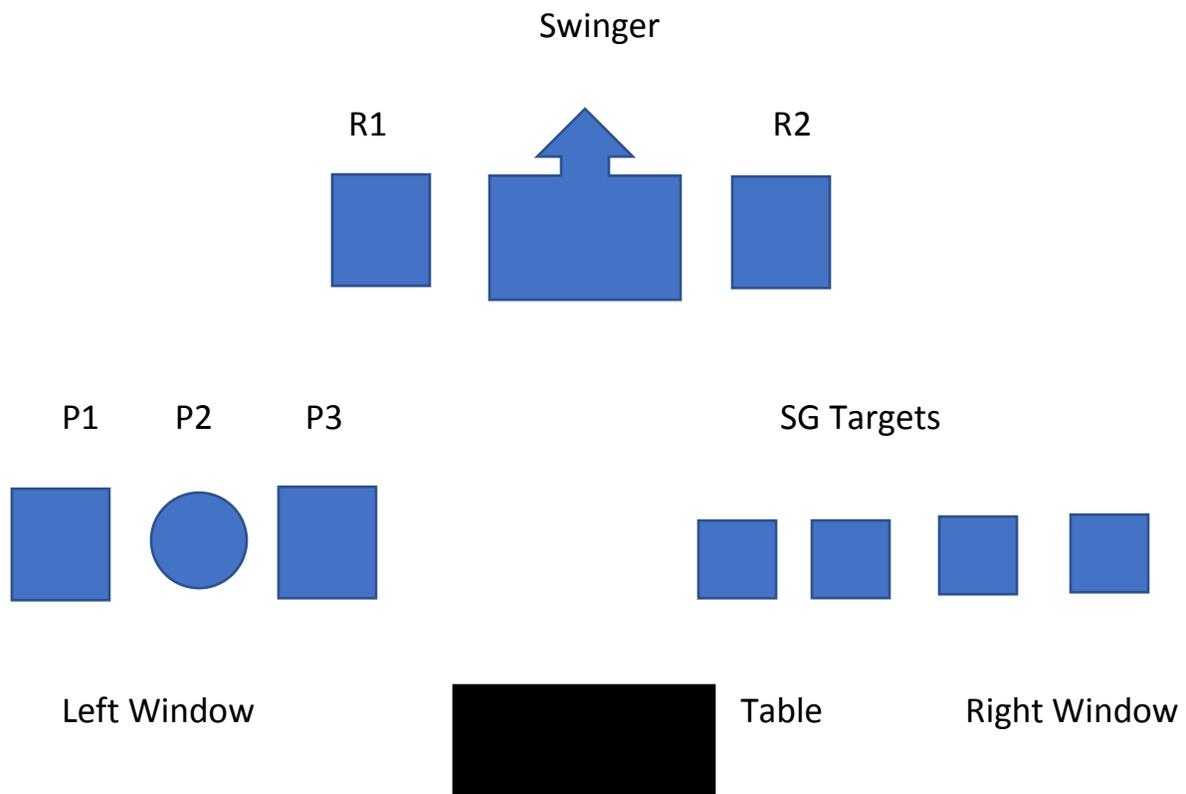
It has been ten years sense Butch and Sundance had robbed the bank at To Hell You Ride Colorado. Butch drops Sundance off at the saloon, then goes to check out the bank. Upon entering the bank, Butch cannot believe what he sees: A brand new twentieth century bank with electric bars on the windows and doors, time lock safe, telephone, and four guards with pump shotguns. Butch asks, "What happened to the old bank? It was beautiful." The guard replies, "People kept robbing it."

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

Shooting Order: PP-R-SG

Staging: 2P-5 Each holstered; Rifle 10 rounds on table; SG in right window.

Shooter starts at left window hands on pistols. Indicate ready by saying the line, "**People kept robbing it.**" ATB, engage P2 with 4 rounds then 1 round on P1 or P3 then repeat; 4 on P2 then 1 on P3 or P1, EX 4-1-4-1. Move to table. Activate swinger; repeat pistol instructions with rifle, EX 4-1-4-1. Make rifle safe on table or right window. Move to right window; engage SG targets any order.



Stage 3 - Fort

Sacketts

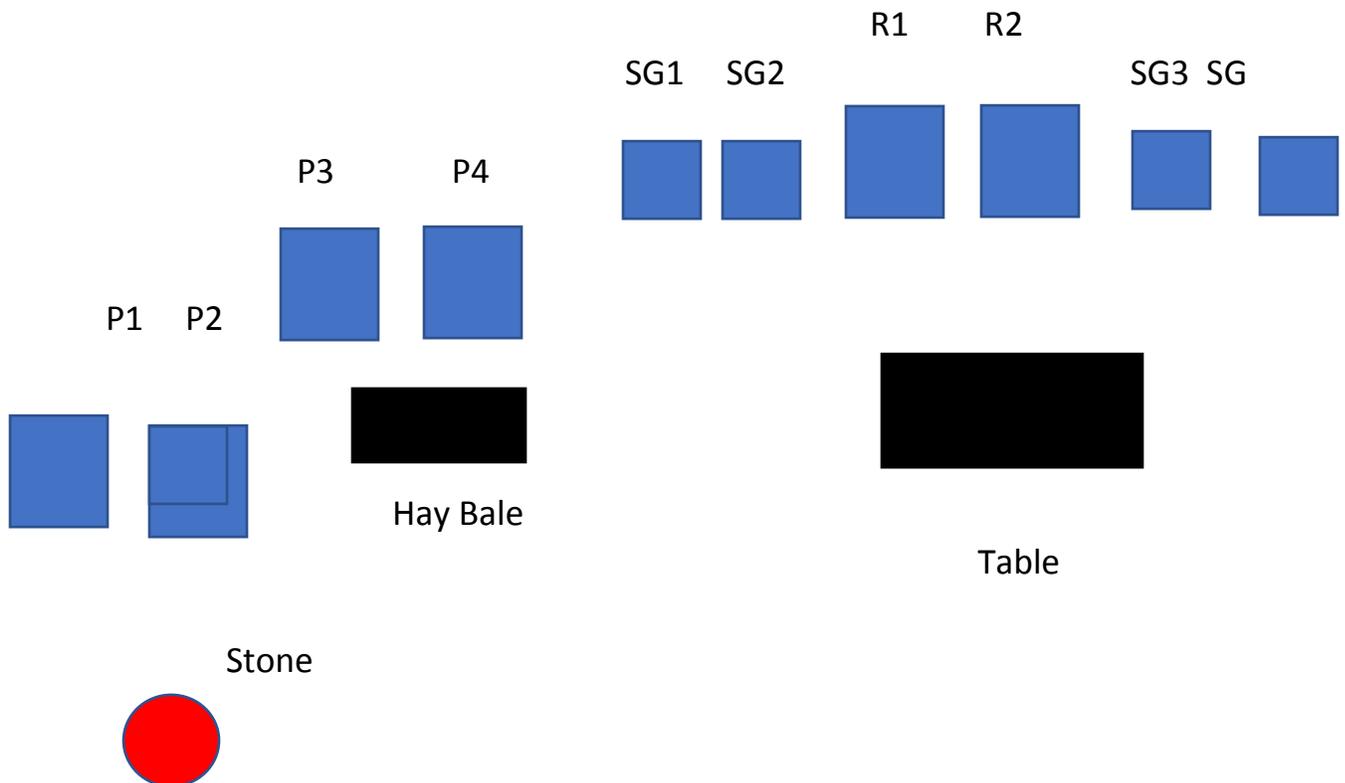
Tell Sackett and Cap Roundtree are on their way back to their gold mine, when Cap says, "Elizabethtown is not far from here, Rosie's saloon has the best steak I've ever eaten." Tell says, "I've never heard of Elizabethtown." Cap replies, "It's an outlaw hide out. Everybody there is wanted for something." As Cap and Tell eat their dinner, Tell asks "What's Rosie wanted for?" Cap says, "She killed a man a few years back." Tell replies, "I hope it wasn't with food poisoning."

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

Shooting Order: PP-R-SG

Staging: 2P-5 each holstered; rifle 10 rounds on table; SG on table.

Shooter starts one-foot touching stone hands on pistols. Indicate ready by saying the line, "**I hope it wasn't with food poisoning.**" ATB, engage first set of pistol targets 2-3, either direction. Move to hay bale; repeat with second pistol. Move to table; engage rifle targets 2-3-2-3, either direction either time. Engage SG targets any order.



Stage 4 - Jail

Shadow Riders

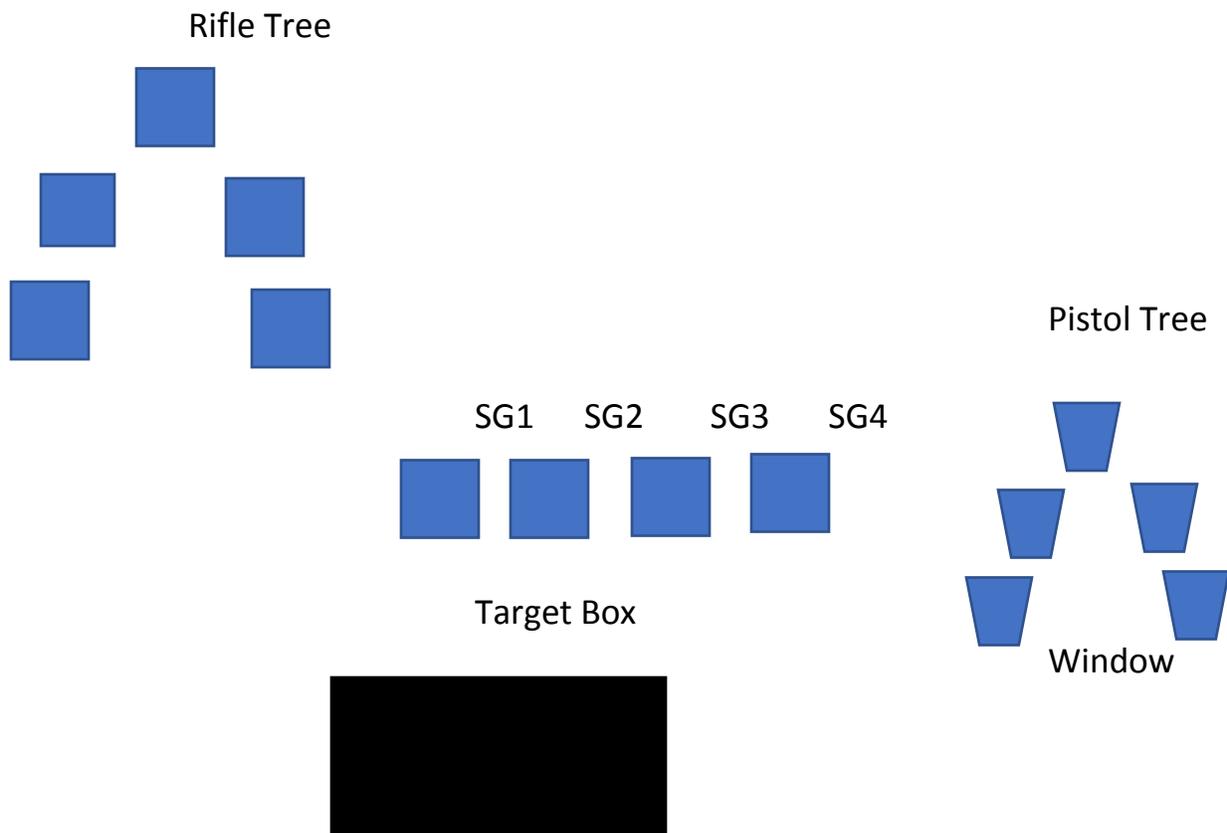
The Traven sisters have been kidnapped and taken to Mexico. The Traven brothers are determined to get them back. They agree they need their Uncle Black Jack to help them. They find him in jail; the sheriff has him chopping wood. Jack tells his nephews, "I hate you boys seeing me this way." Jess says, "We've seen you in jail before." Jack replies, "I meant working." Jess asks, "What you do this time?" Jack says, "I met a woman; turns out she was married. There was a little shooting involved." Mack says, "Aren't you getting a little old for that?" Jack asks, "Gun play?" Mack replies, "No, I mean the other."

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

Shooting Order: R-SG-PP

Staging: 2P-5 each holstered; Rifle 10 rounds on target box; SG on target box.

Shooter starts in jail cell door open. Indicate ready by saying the line, "**I hate you boys seeing me this way.**" ATB, move to target box. With rifle, place 10 rounds on the rifle tree any order; all targets must be engaged at least once. Make rifle safe on target box. Engage SG targets any order. Make SG safe on target box, window shelf, or rack. Move to window; repeat rifle instructions with pistols.



Stage 5 - Boot Hill

High Chaparral

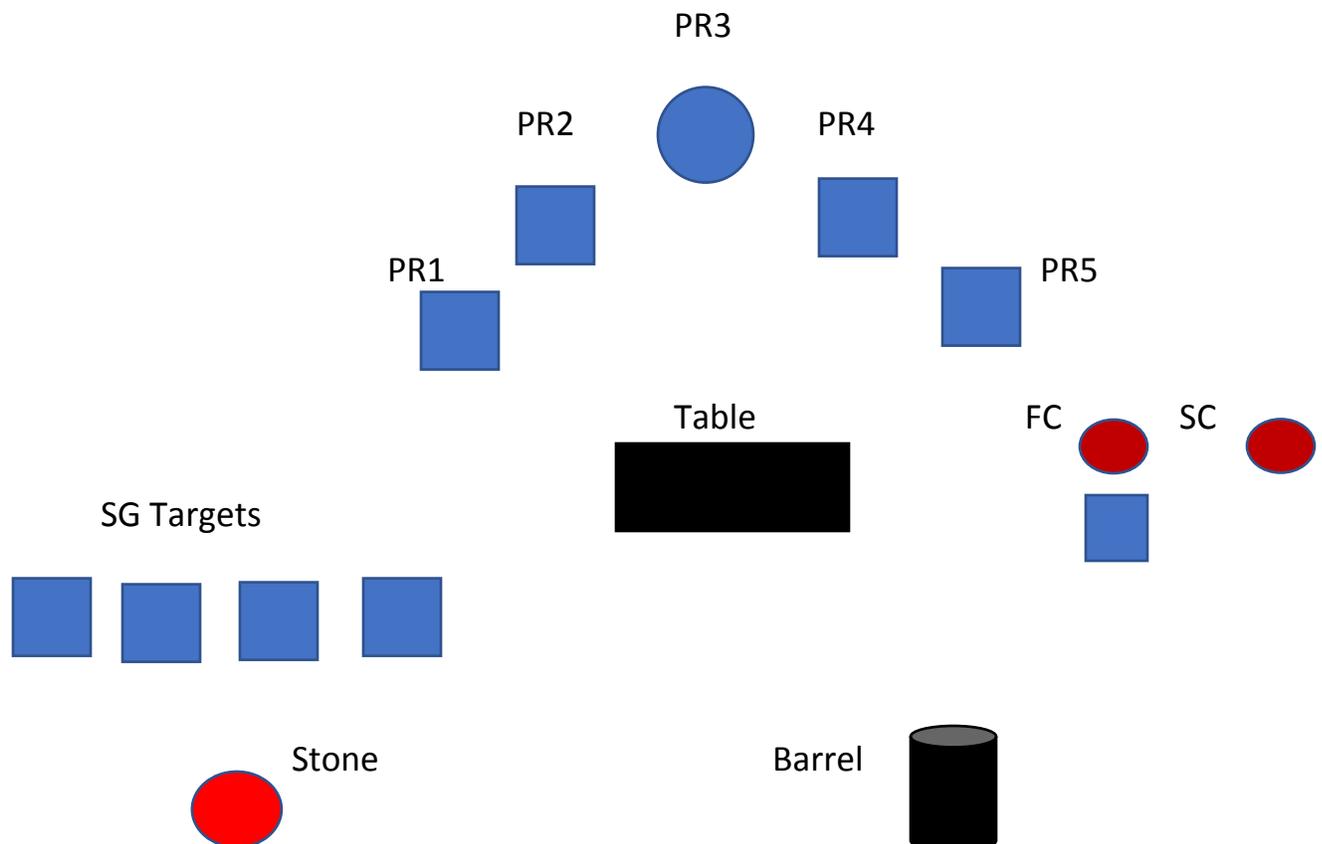
Blue, Sam and Manolito are walking down off one of the board walks in Tucson. When they meet a beautiful young woman, they step aside to let her pass by. When she goes by, Blue asks Sam, "Did you see the way she looked at Manolito?" Sam replies, "They all do."

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

Shooting Order: SG-R-PP

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

Shooter starts one foot touching starting stone. Indicate ready by saying the line, "**They all do.**" ATB, shoot SG targets any order. Move to barrel; engage KD then the clay. A miss on the flying can be made up on the stationary clay. Make SG safe on barrel. With rifle, starting on PR3, shoot an inside to outside vigilantly sweep then repeat on the other side, EX 3- 2-3-2-1 then 3-4-3-4-5. Make rifle safe on barrel or table. Move to table; repeat rifle instructions with pistols.



Stage 6 - Livery

Rawhide

Gil Favor and his crew are celebrating another successful season in the Bella Union Saloon, when a young gun fighter looking to further his reputation challenges Rowdy, then draws. The young gun is no match for Rowdy. Mr. Favor comes over to check him and finds him dead, picks up his gun, then says, "Will you look at this? He has a silver rattle snake inlaid in the grips." Then he hands the gun to Rowdy and says, "You might as well have it; he doesn't need it anymore."

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

Shooting Order: SG-shooter's choice-SG

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

Shooter starts at the left window SG in both hands. Indicate ready by saying the line, "**He doesn't need it anymore.**" ATB, engage SG 1 and 2 any order; make SG safe on center table. Shooter's choice next, pistols or rifle, engage the round target 4 times, then each square target 3 times. Same for rifle and pistols EX 4-3-3 then repeat. Take SG to right window; engage SG 3 and 4 any order.

