

## Stage 1 - Saloon

### Night Passage

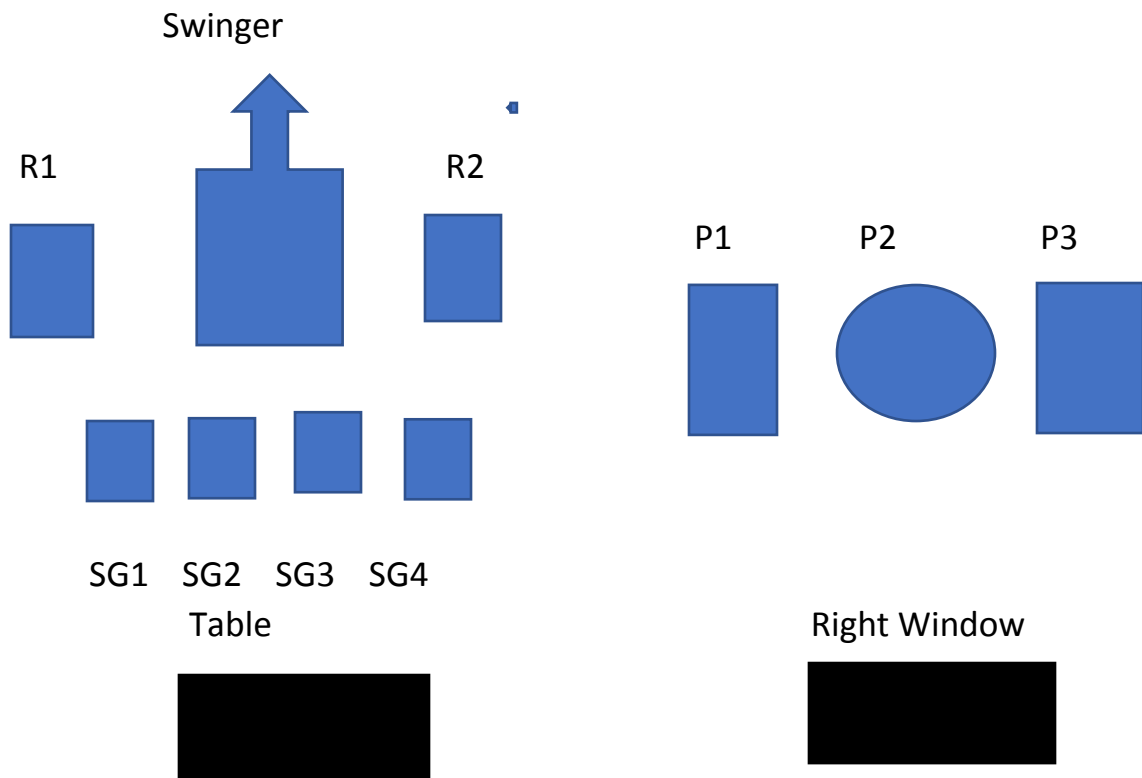
Whitey Harbin, the gang leader, is in the livery stable working when the Utica Kid throws a horse shoe at him from behind. Whitey turns and fires, hitting the post the Kid is standing by. The Kid says, "You're slowing down." Whitey replies, "You're a funny man, a real funny man. You think you're faster than me. Someday we're going to have to find out."

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

Shooting Order: SG-R-PP

Staging: 2 P-5 each Holstered; R-10 rounds on table; SG on table.

Shooter starts at table, hands on activator. Indicate ready by saying the line, "**You're a funny man**". ATB, activate swinger. With SG, engage SG targets any order; make SG safe. With rifle, place 4 rounds on the swinger, 1 round on a stationary target, then repeat, only place 1 round on the other stationary target. EX; 4-1-4-1. Make rifle safe on table or right table. Move to right window; repeat rifle instructions with pistols. EX; 4-1-4-1.



## Stage 2 - Well

### Night Passage

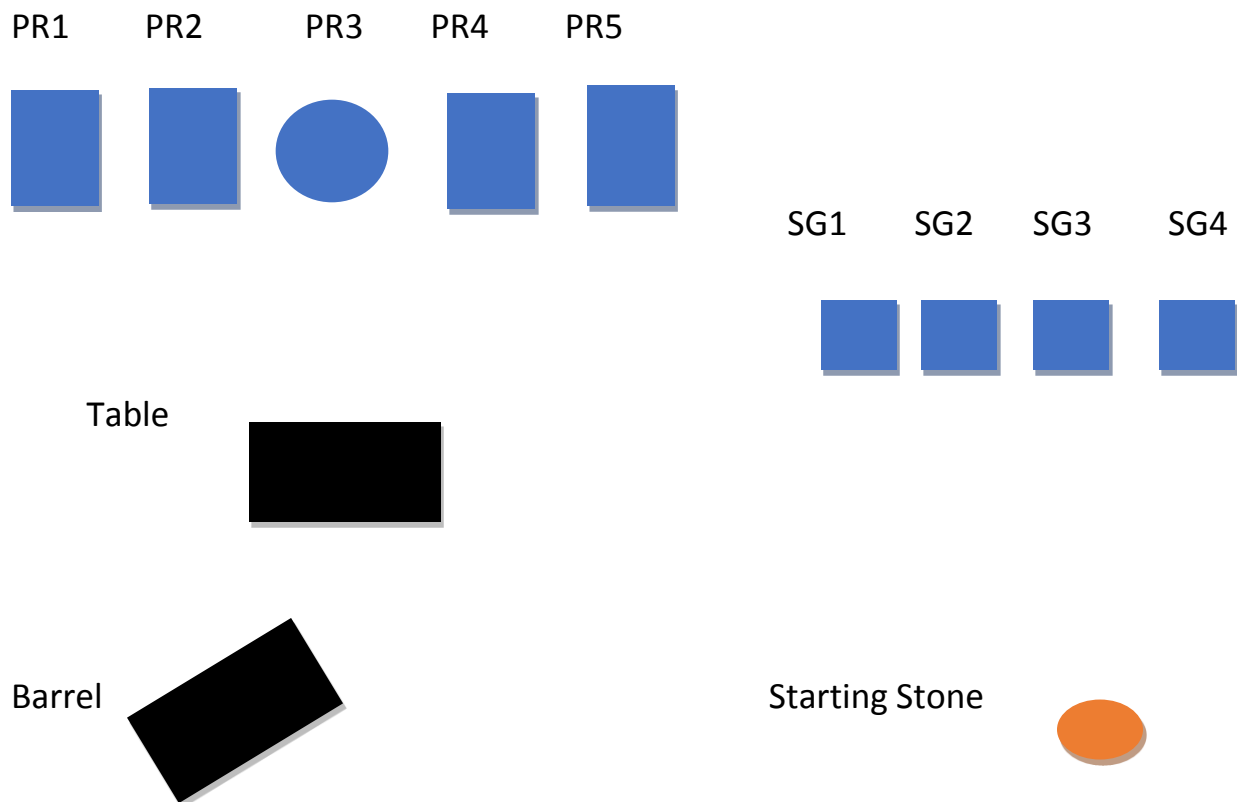
Whitey and The Utica Kid go over to the saloon. The Kid refuses to go into the saloon in front of Whitey. As Whitey walks through the swinging doors he turns and says, "You wouldn't know how to shoot a man in the back." The Kid replies, "I can always learn."

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

Shooting Order: SG-R-PP

Staging: R10 rounds on left barrel; 2p 5 each holstered; SG in both hands.

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line, "**I can always learn.**" ATB, shoot SG targets any order. Take SG to left barrel make SG safe. With rifle, sweep targets with a 1-2-4-2-1 sweep from either direction. Make Rifle safe on either table. Move to down range table; repeat rifle instructions with pistols.



### Stage 3 - Fort

#### Night Passage

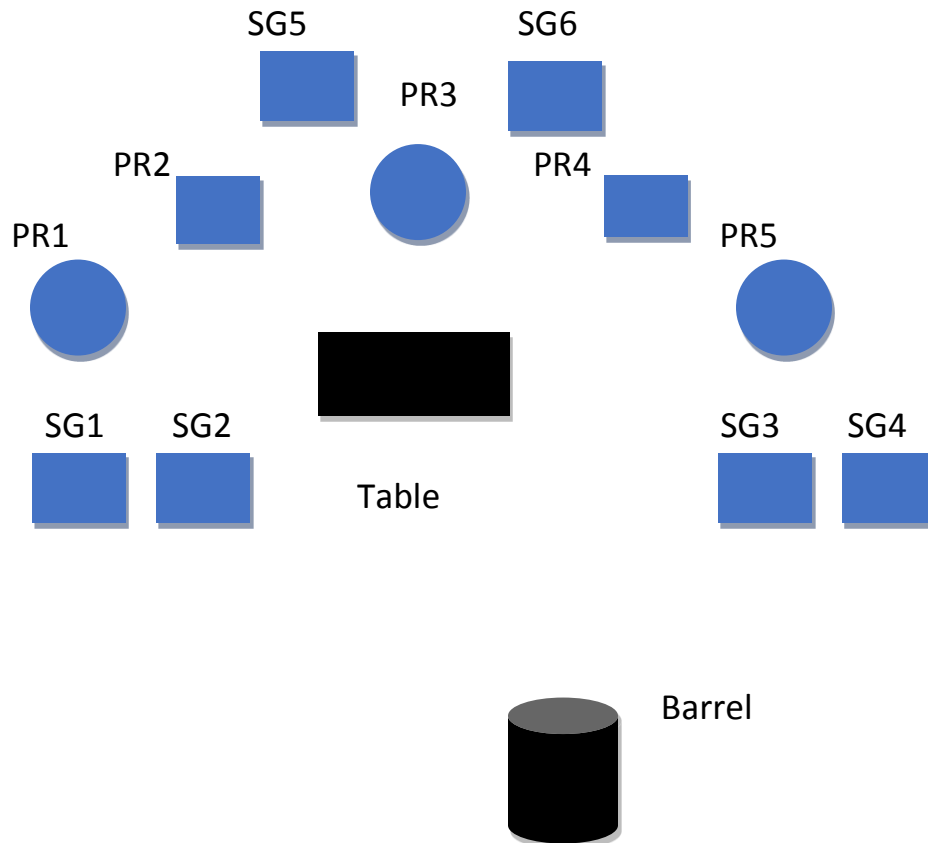
Whitey tells his gang the railroad payroll will be on the afternoon train. The Utica Kid speaks up and says, "We've taken the last three payroll trains. If I was boss, I'd let this one go through. This one could be a trap." Whitey yells back, "You're not boss. I'm boss and we're taking the train!"

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

Shooting Order: R-SG-PP

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

Shooter starts at the barrel rifle in both hands, indicate ready by saying the line, "**You're not boss, I'm boss.**" ATB, starting on PR3, shoot a 2-1-2 sweep from either direction, then repeat in the other direction starting on PR3. Place open empty rifle on barrel safely pointed at the berm. With shotgun, shoot SG 1-2-3-4 anywhere between barrel and the table. At the tables, shoot SG 5 and 6. Make SG safe on table. Repeat rifle instructions with pistols.



## Stage 4 - Jail

### Night Passage

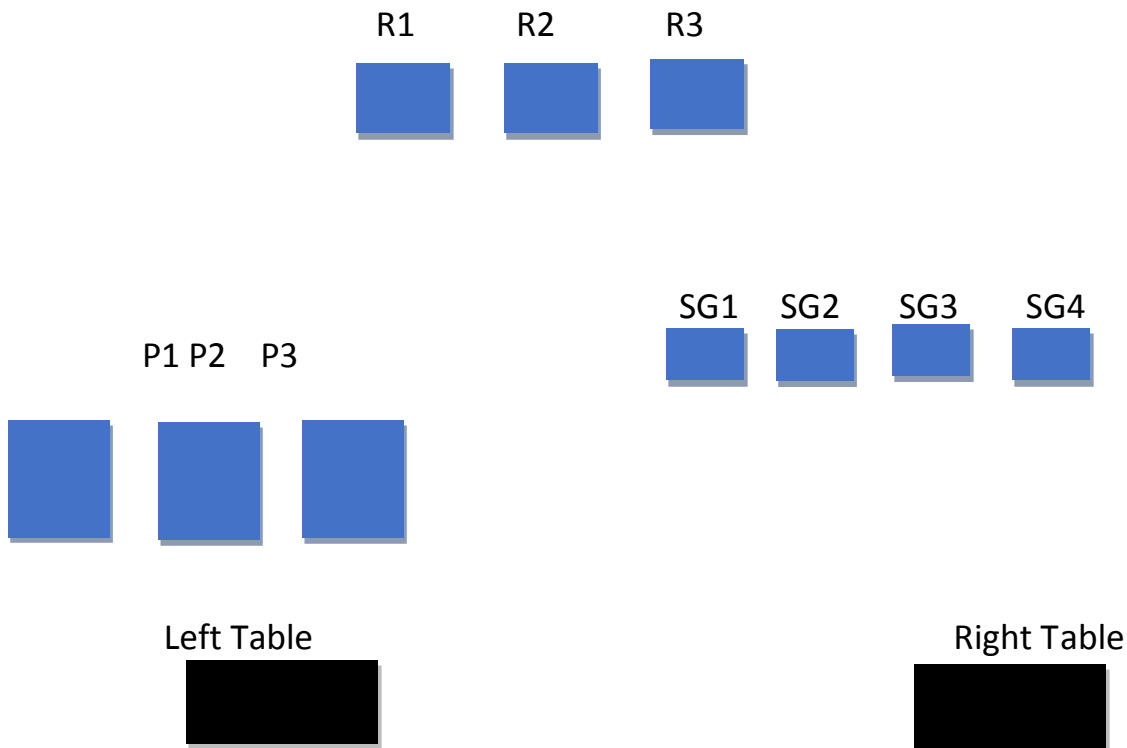
After stopping the train, the gang cannot find the payroll. So, Whitey gets the passengers off to rob them. He sees a teenage boy, Joey, that often runs errands for the gang. Whitey rides over and asks Joey, "What are you doing here?" Joey replies, "Getting robbed."

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

Shooting Order: PP-R-SG

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

Shooter starts at left table hands on pistols. Indicate ready by saying the line, "**Getting robbed**". ATB, engage pistol with a vigilante sweep from either direction, then repeat. With rifle, repeat pistol instructions. Make rifle safe on either table. Move to right table; engage SG targets any order.



# Stage 5 - Boot Hill

## Support Your local Sheriff

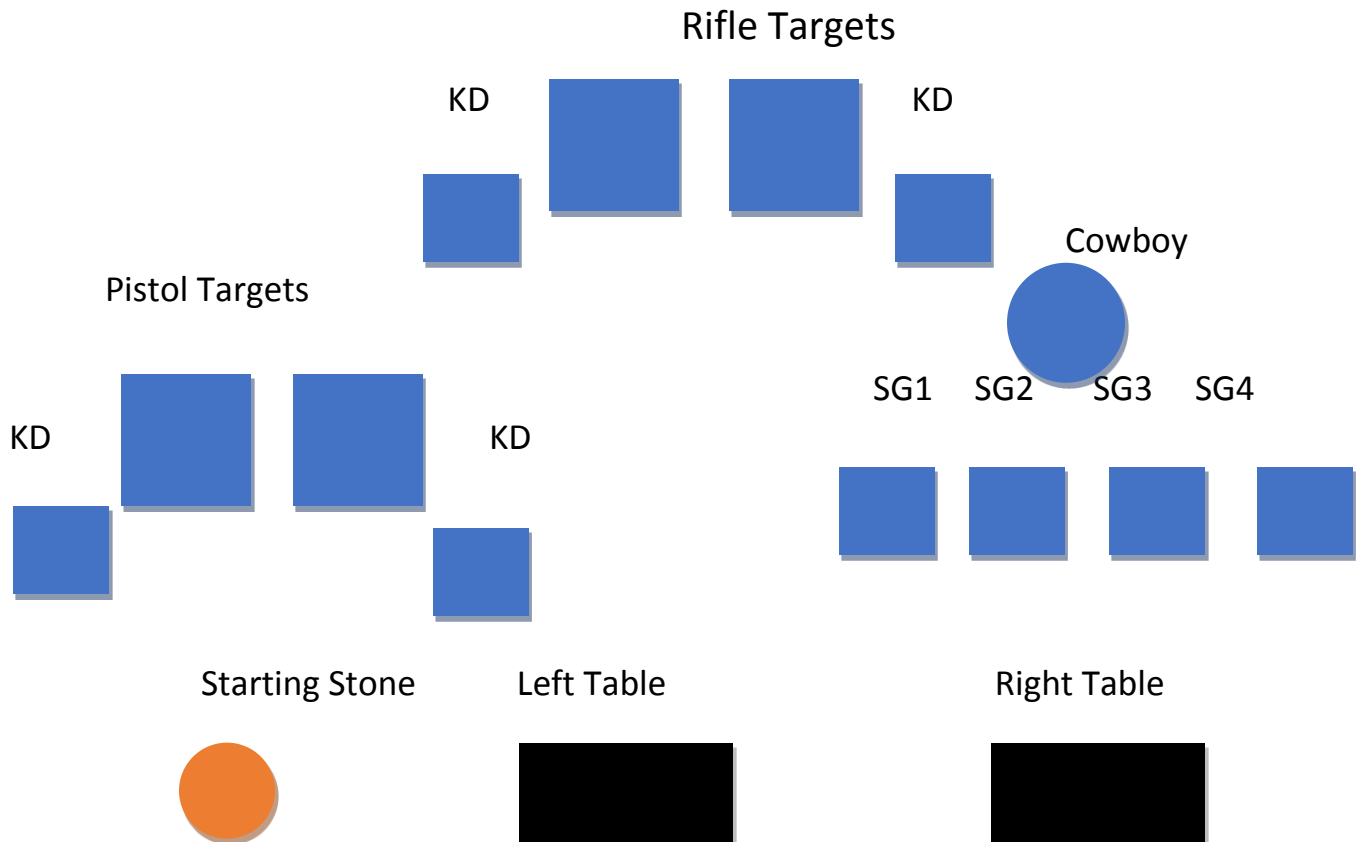
Old man Danby goes over to the jail to get his son Joe out. The sheriff will not be intimidated and will not release Joe. Old man Danby goes back to the saloon where his other two sons are waiting. Luke asks "Where is Joe?" Old man Danby replies, "Still in jail." Luke asks, "What are you going to do Paw?" Old man Danby replies, "Hire a gunfighter." Tom says, "But Paw, you always say the Danbys do their own fighting." Old man Danby replies, "That's a different branch of the family."

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

Shooting Order: PP-R-SG

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

Shooter starts one foot touching starting stone. Indicate ready by saying the line, "That's a different branch of the family." ATB, engage either KD, then double tap the stationary targets any order, then repeat starting on the other KD. Ex: KD-2-2-KD-2-2. Move to left table; repeat pistol instructions with rifle. Make rifle safe on either table. Move to right table; shoot SG targets any order. Any pistol or rifle KD still standing can be made up on the cowboy.



## Stage 6 - Livery

### Gunsmoke

After meeting Festus for the first time, Mat goes to check his wanted posters. He has ten wanted posters for Hagen's but not one on Festus. The next day Mat sees Festus in the long branch and goes over and tells him, "You must be the only honest Hagen there is." Festus replies, "Who said I was honest?"

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

Shooting Order: R-PP-SG

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

Shooter starts at the left window hands on window frame. Indicate ready by saying the line, "**Who said I was honest?**" ATB, with rifle, place 3 rounds on each target any order then engage knock down with the 10<sup>th</sup> round. Make rifle safe in window or center table. Move to center table; repeat rifle instructions with pistols. Move to right window; engage SG targets any order. KDs left standing can be made up on stationary target with SG.

