

Stage 1 Saloon

The Comancheros

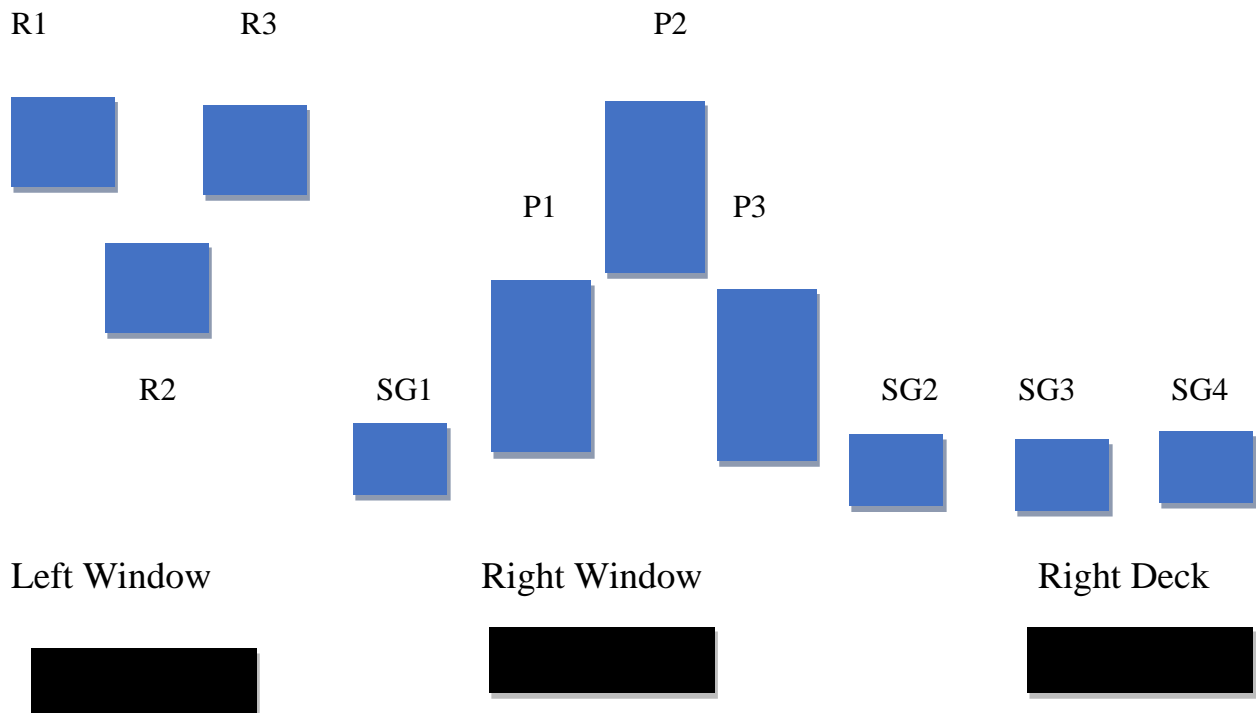
Captain Jake Cutter arrested Mon-sewer Paul Regret on a murder charge. He is to be extradited back to Louisiana. Regret tells him they have never enforced laws on dueling before. Jake replies, "That's because no one ever killed the governor's son before. Now don't you try any of them big city tricks on this old country boy?"

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

Shooting: Order R-PP-SG

Staging 2P-5 each holstered R-10 rounds in left window SG in right window.

Shooter starts at the left window hands flat on shelf. Indicate ready by saying the line. "Now don't you try any of them big city tricks." ATB engage rifle targets with a 2-1-2 sweep then repeat from the same direction. Sweep can start from either direction, but twice from the same direction. Make rifle safe in either window, move to right window repeat rifle instructions with pistols. Engage SG 1 and 2 from right window move to right deck engage SG 3 and 4.



Stage 2 – Well

Comancheros

On the way back to Ranger headquarters, Captain Jake makes camp, and then tells Regret to get some bacon out of the saddle bags. Regret finds a derringer in the saddle bags and goes over and tells Jake to take off the hand cuffs. Jake hits Regret in the jaw knocking him down. Regret says, “You’re a brave man.” Jake shows him the gun is not loaded, then says, “Mon-sewer, you are a lulu.”

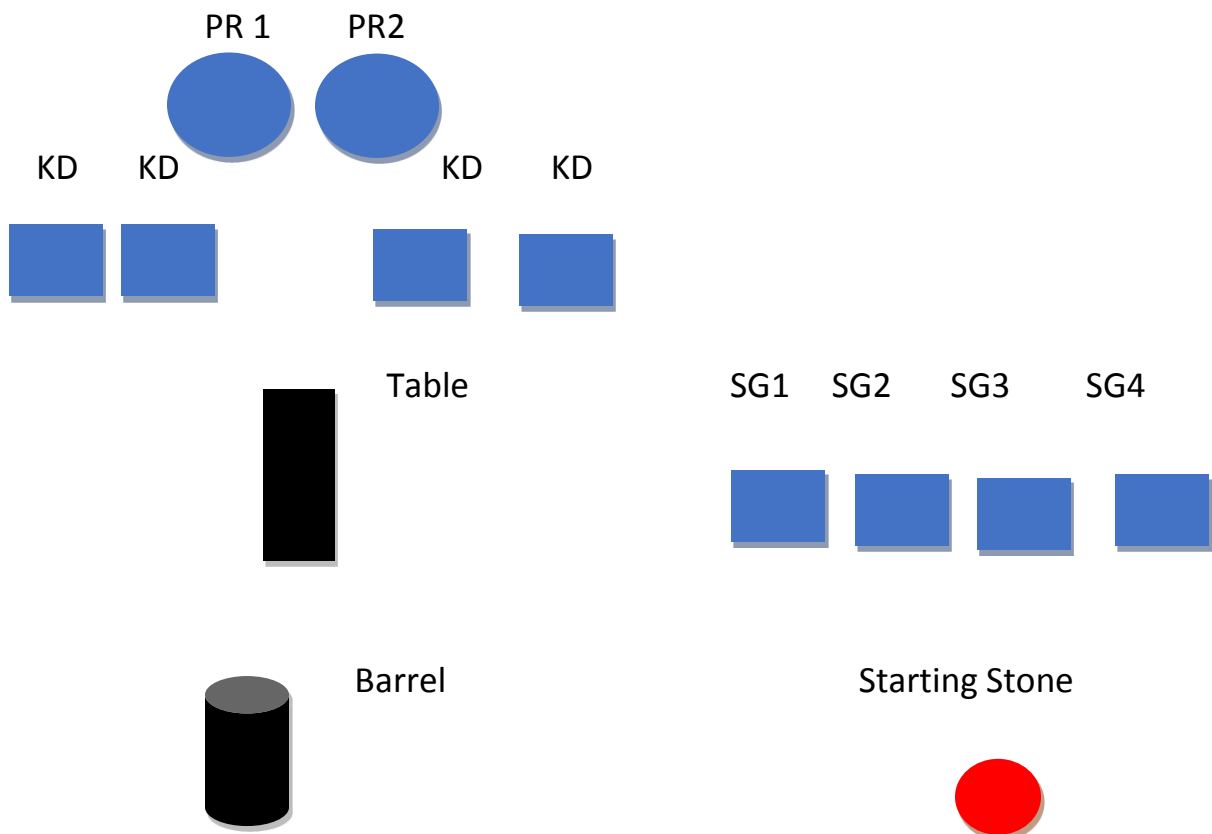
Round Count: 10R-10P-4 +SG

Shooting Order: SG-R-PP- SG if needed.

Staging 2P-5 rounds each holstered R-10 rounds on the barrel SG in both hands.

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line.” Mon-sewer, You’re a Lulu.” ATB engage SG targets any order.

Make SG safe on the barrel. With rifle engage PR targets with a double tap alternate for 8 rounds. Then engage any 2 KD targets. Take SG to down range table, repeat rifle instructions with pistols. KD’s left standing can be made up with SG.



Stage 3 Fort

Comancheros

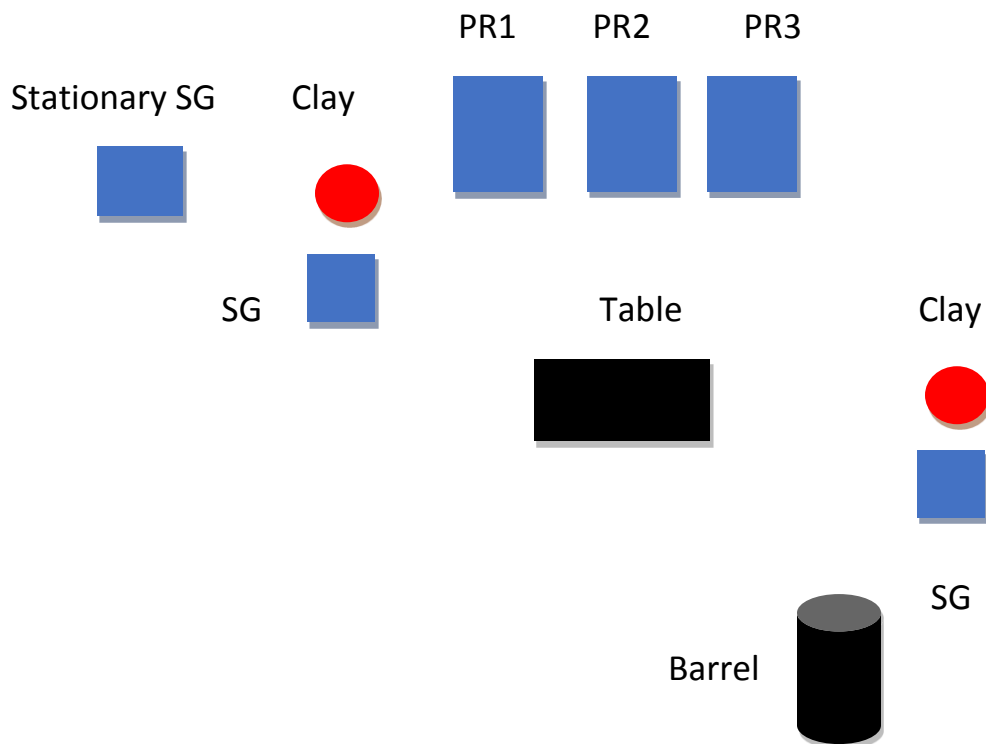
Captain Jake tells Regret if he tries to escape, "It would break my heart if I had to put a bullet in your back." Regret replies, "It would make me sad also."

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

Shooting Order: R-SG-PP

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

Shooter starts at the barrel rifle in both hands. Indicate ready by saying the line. "It would make me sad also." ATB engage rifle targets with 2 vigilantly sweep, EX;1 2-1 2 3 then repeat. Sweep can be from either direction either time. Make rifle safe on the barrel. Engage SG targets anywhere between the barrel and table. Misses on the clays can be made up on the stationary SG target. Make SG safe on the table, repeat rifle instructions with pistols.



Stage 4 Jail

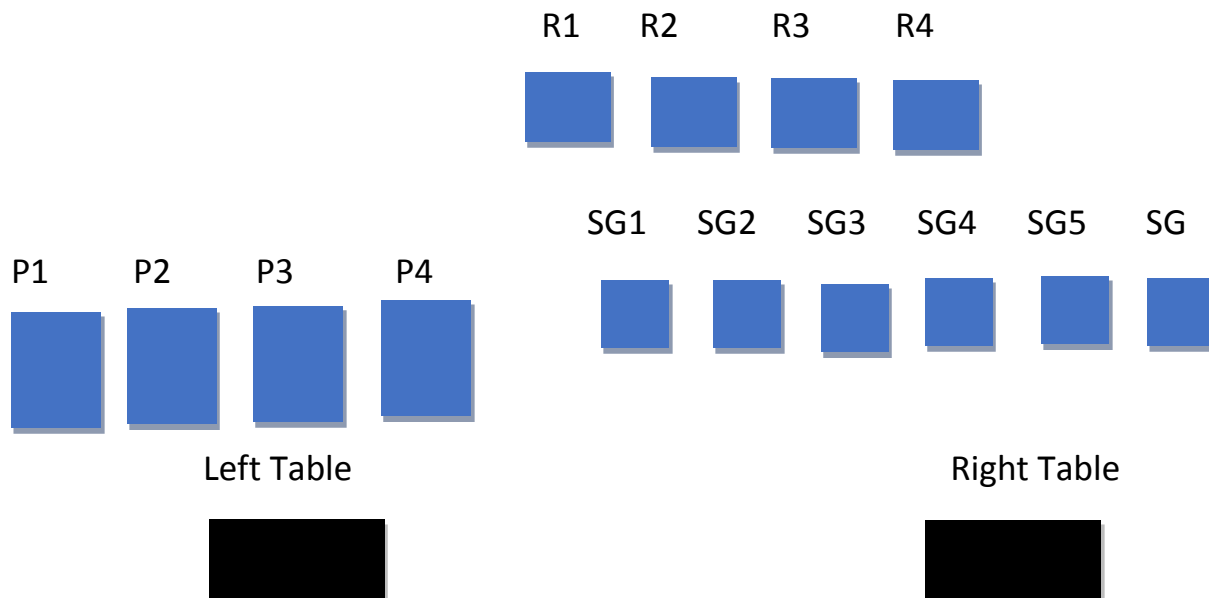
Comancheros

Major Henry and Captain Jake go to the jail to interrogate gun runner Ed McBain. He tells them, "I can't remember who I bought them guns from. If I could only find the receipt. I didn't know them guns were stolen. Looking back on it I see how bad it was. That's how I come to give myself up." Major Henry tells Jake, "Yep, after breaking one ranger's jaw and carving up two others with a Bowie knife." McBain replies, "I feel really bad about that. I wasn't using my head." Major Henry tells him, "You used everything else."

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

Shooting Order: PP-R-SG

Shooter starts at the left table hands flat on the table. Indicate ready by saying the line. "You used everything else." ATB engage pistol targets with a cat herder sweep. EX:22-1-1-22-1-1-22, sweep is the same as a Nevada Sweep but double tapping the end targets. Move to right table repeat rifle instructions with pistols. Engage SG targets any order.



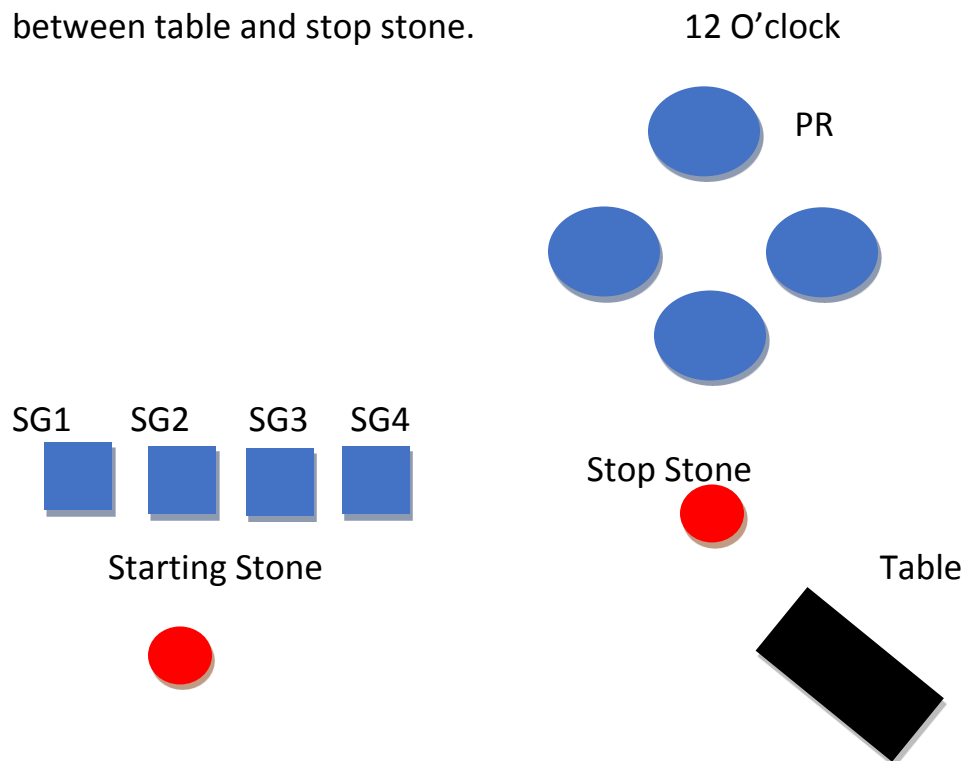
Stage 5 - Boot Hill

After assuming Ed McBain's identity, Captain Jake travels to Sweet Water to meet the Comancheros' front man. There he meets Tully Crowe. Crowe tells Jake he wants to see the guns. Jake shows him one of the guns with the firing pin removed. Crow asks, "Where are the rest?" Jake replies, "I buried them." Crow replies, "That's pretty smart partner." Jake says, "Well partner, let's dig them up and sell them." Crow says, "Not yet. We need to grow on each other a little before we do business."

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

Shooting order: SG-R-PP

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line. "That's pretty smart partner." ATB engage SG targets any order, SG targets can be engaged anywhere between starting stone and table. Make SG safe on the table, with rifle starting at the 12 o'clock position engage targets with a clockwise regressive sweep. EX:4-3-2-1. Make rifle safe on the table. Repeat rifle instructions with pistols. Pistol target can be engaged anywhere between table and stop stone.



Stage 6 - Livery

After a night of drinking, Crow and Jake end up in a poker game. After Jake wins almost every hand, Crow accuses him of cheating. After having words, Crow goes for his gun. Jake beats him to the draw. The escaped fugitive Paul Regret goes over to check on him. Jake tells him, "There's no use in that." Regret asks, "How do you know you killed him?" Jake replies, "There wasn't time not to."

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

Shooting Order: R-then shooters choice.

Staging 2 Pistols 5 each holstered Rifle 10 rounds in left window SG on center table.

Shooter starts at the left window hands on window frame. Indicate ready by saying the line. "There wasn't time not to." ATB engage rifle tree with 2 rounds on each target any order. Make rifle safe in the left window or center table. Move to center table, repeat rifle instructions with pistols. Engage SG targets any order.

