

Walter Brennan Westerns

Stage 1 Saloon, The Westerner

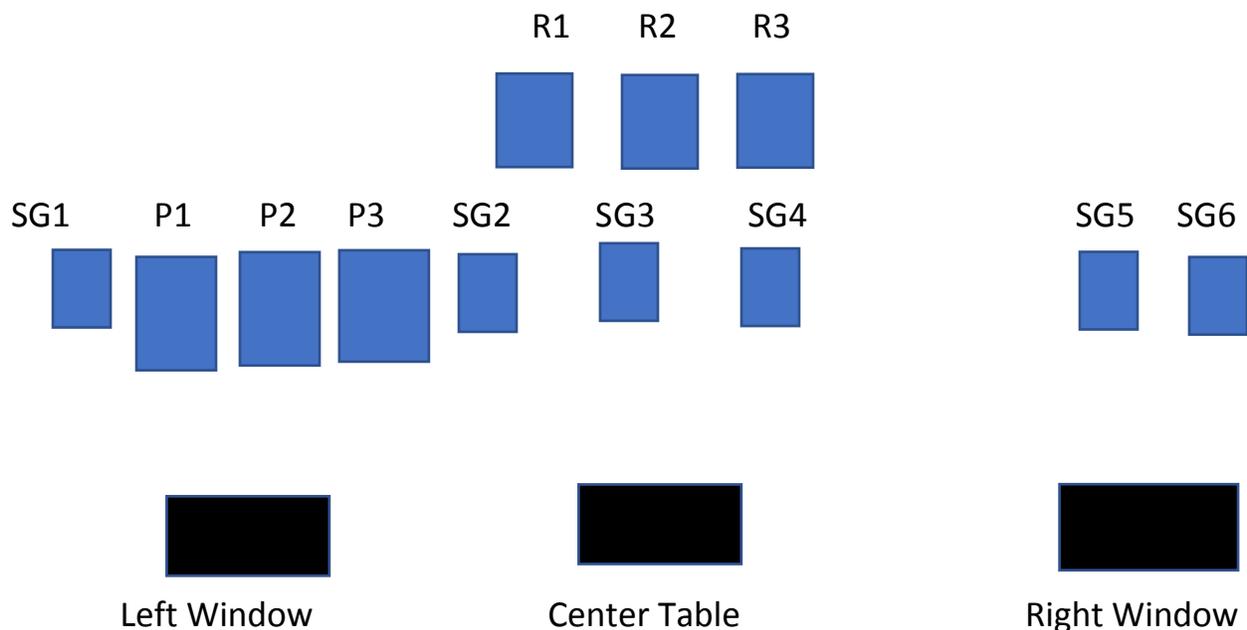
After Judge Roy Bean acquits Cole Harden of horse theft charges, Cole buys the Judge a drink. As Cole pours the drinks, the Judge says, "Don't spill any on the bar, it eats right through the wood."

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

Shooting Order: PP-SG-SG-R-SG

Staging: 2P-5 each holstered, R-10 rounds on the center table, SG in left window.

Shooter starts at the left window hands on pistols. Indicate ready by saying the line, "**Don't spill any on the bar.**" ATB, engage pistol targets with a double tap Nevada sweep from either direction. With SG engage SG 1 and 2; take SG to center table engage SG 3 and 4. Make SG safe on center table; repeat pistol instructions with rifle. Take SG to right window engage SG 5 and 6. SG targets can be engaged from either direction.



Stage 2 Well, Rio Bravo

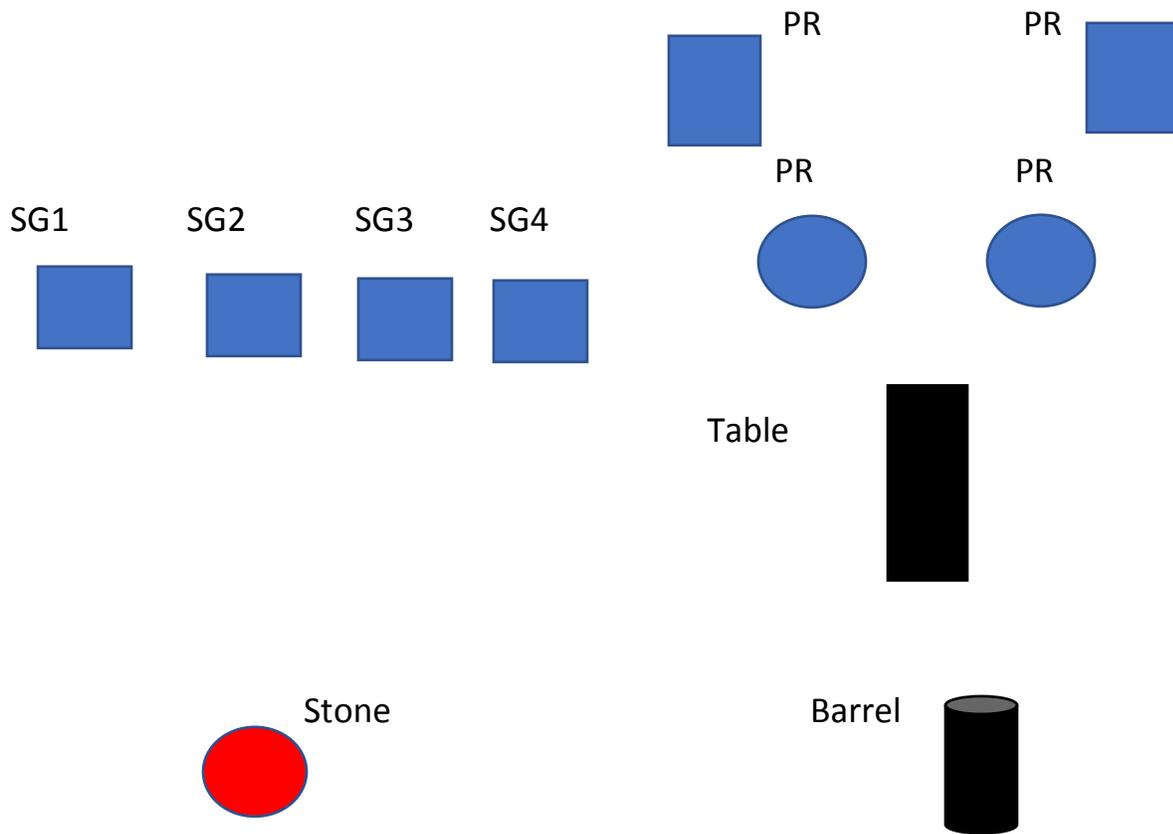
Sheriff John T. Chance is in the hotel laying down the law to Feathers. Dude and Stumpy are walking down the street in front of the hotel when a pair of black stockings land on Stumpy's shoulder. Stumpy asks Dude, "Do you think I'll ever get to be Sheriff?" Dude replies, "Not unless you mind your own business."

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

Shooting Order: SG-R-PP

Staging: 2P-5 each holstered, R10-rounds on barrel, SG in both hands.

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line, "**Think I'll ever get to be Sheriff?**" ATB, engage SG targets any order, anywhere between the stone and barrel. Make SG safe on the barrel; with rifle single tap the targets any order then triple tap the 2 round targets. (**NO QUAD. TAPS**). Make the rifle safe on the barrel or down range table. At the table repeat rifle instructions with pistols.



Stage 3 Fort, Rio Bravo

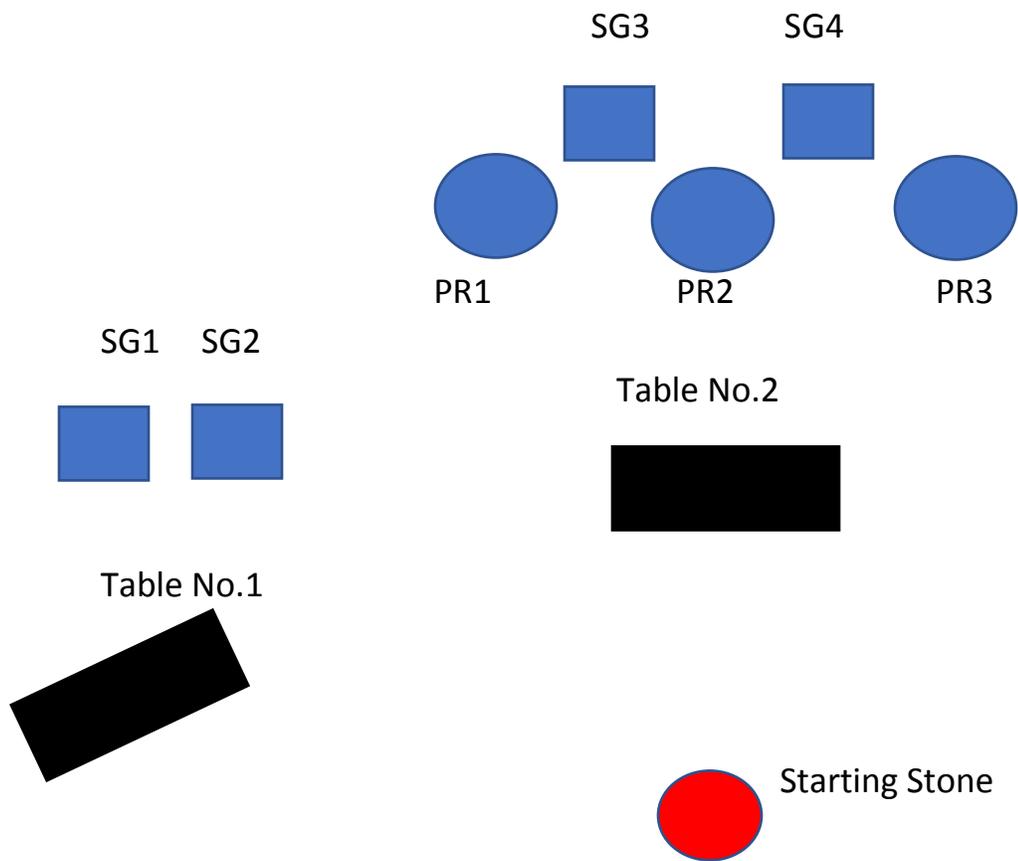
During the shoot-out with the Burdette gang, Stumpy is throwing sticks of dynamite at the Burdette warehouse and John T. is shooting them. Stumpy asks, "What would you do without me?" John T. replies, "I'd throw them myself!"

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

Shooting Order: R-SG-PP

Staging: 2P-5 each holstered, R10 rounds in both hands, SG on table 1.

Shooter starts one foot touching starting stone rifle in both hands. Indicate ready by saying the line, "**I'd throw them myself.**" ATB engage PR targets shooters choice 10 on 3 any order. Make rifle safe on table 1. Engage SG 1 and 2; Move to table 2 engage SG 3 and 4. Repeat rifle instructions with pistols.



Stage 4 Jail, Support Your Local Sheriff

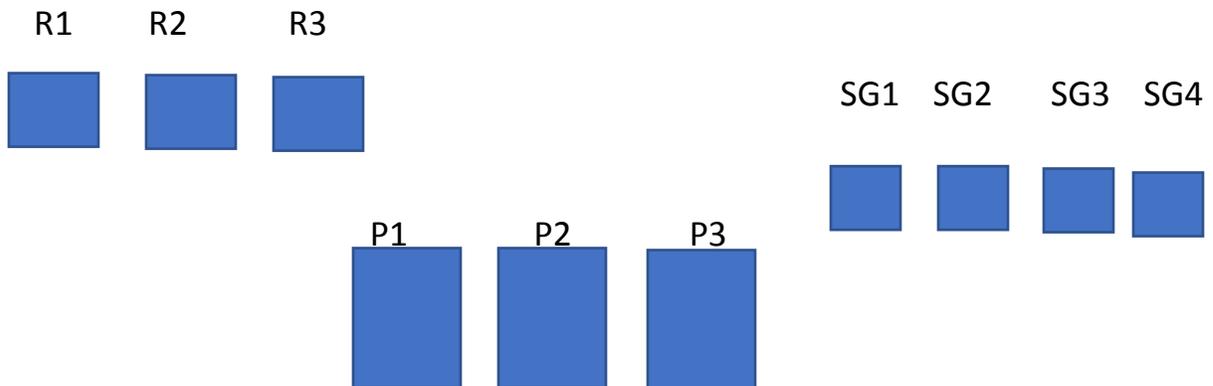
Joe Danby is locked up on a murder charge. When Old Man Danby comes to visit him, Joe asks, "When you getting me out of here Paw?" Old Man Danby says, "It's going to take some time." Joe replies, "You have always said, 'there's never been a jail that could hold a Danby.'" Old Man Danby says, "Well, they done went and built one."

Round Count :10R-10P4+SG

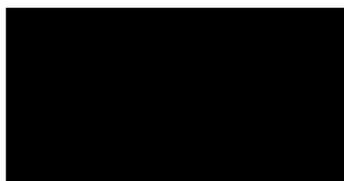
Shooting Order: PP-R-SG

Staging: 2P-5each holstered, R10-rounds on the target box, SG in right window or rack.

Shooter starts at the target box hands flat on the target box. Indicate ready by saying the line, "**They done went and built one.**" ATB, with pistols engage targets with an Indiana Sweep. EX: 22-1-2-3 or 22-3-2-1 then repeat. Repeat pistol instructions with rifle. Make rifle safe on the target box or right window or rack. At the window engage SG targets any order.



Target Box



Right Window



Stage 5 Boot Hill, Red River

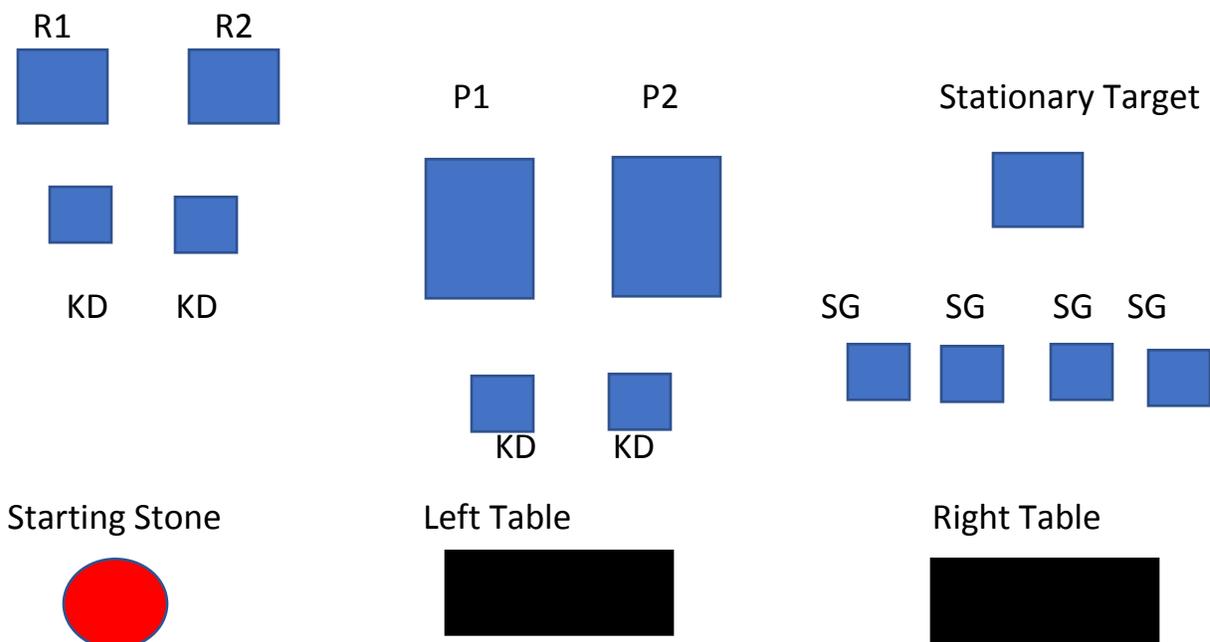
Tom Dunson and Nadine Groot had just decided this was the spot where they were going to build their ranch. Groot see a rider and tells Tom, "Never liked seeing strangers. Maybe it's because no stranger ever good newsed me."

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

Shooting Order: R-PP-SG

Staging: 2P-5 each holstered, R-10 rounds in both hands, SG on right table.

Shooter starts one foot touching starting stone rifle in both hands. Indicate ready by saying the line, "**Never liked seeing strangers.**" ATB, double tap the stationary targets any order, then engage either KD target, then repeat. EX: 2-2-1 then repeat. Make rifle safe on left table; repeat rifle instructions with pistols. Move to right table; engage SG targets any order. P/R KD targets left standing can be made up with SG on the stationary target.



Stage 6 Livery, The Guns of Will Sonnett

Will Sonnett and his grandson Jeff are on a quest to find Jeff's father, James. One night in a saloon, a young gun fighter is crowding Jeff. Will tells the young gun, "There's something you need to know. That's James Sonnett son and he's faster than his father has ever been. I should know I trained both of them. No brag, just fact."

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

Shooting Order: SG-R-PP

Staging: 2P-5 each holstered, R-10 rounds on the center table, SG in right window.

Shooter starts at the left window SG in both hands. Indicate ready by saying the, "**No brag, just fact.**" ATB, engage SG targets any order. Make SG safe in window or center table. At the center table, triple tap the square rifle targets any order. Then place the 10th round on the coffin target. Make the rifle safe on the table or right window. At the right window, repeat rifle instructions with pistols.

