

## Stage 1 Saloon

### Hopalong Cassidy

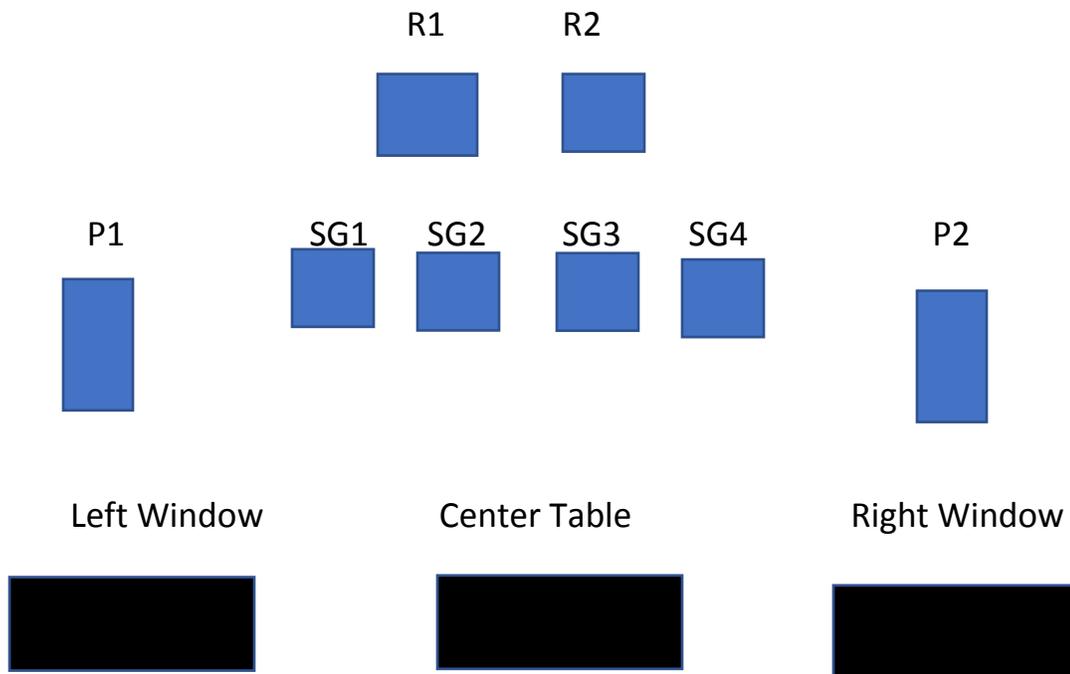
Buck Peters hires the gun fighter Bill Cassidy to take care of the men that are rustling his cattle. In the first gun fight with the rustlers Bill is shot in the leg. This keeps Bill in the bunkhouse for several days. In his first attempt to walk Red Connors says here comes Hopalong. Bill replies, I can hop along with the best of them. From then on, he was Hopalong Cassidy.

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

Shooting Order: P-R-SG-P

Staging 2P-5 each holstered Rifle 10 rounds and SG on the center table.

Shooter starts at the left window hands on hat brim. Indicate ready by saying the line, "I can hop along with the best of them." ATB engage P1-5 times at the center table engage R1 and R2 5 times each from either direction. Make rifle safe engage SG targets any order. Make SG safe on the table or right window. At the right window engage P2-5 times.



## Stage 2 Well

### Hopalong Cassidy

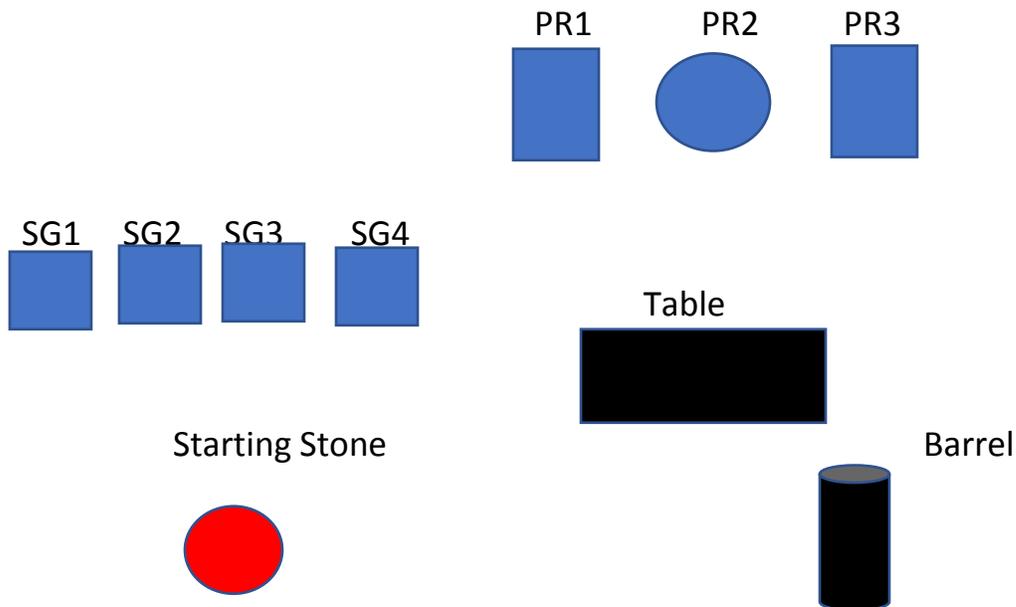
Windy and Lucky are having an argument. Wendy yells, you young whippersnapper when I was a young man you respected your elders. Lucky says, "you mean you can remember that far back?"

Round Count 10P-10R-4+SG

Shooting Order SG-R-PP

Staging 2P-5 each holstered Rifle on the barrel SG in both hands.

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line, "You mean you can remember that far back?" ATB engage SG targets any order make SG safe on the barrel. With rifle sweep the RP targets 2 times from either direction either time then place 4 rounds on PR2. Make the rifle safe on the barrel or down range table. At the table repeat rifle instructions with pistols.



## Stage 3 Fort

### Hopalong Cassidy

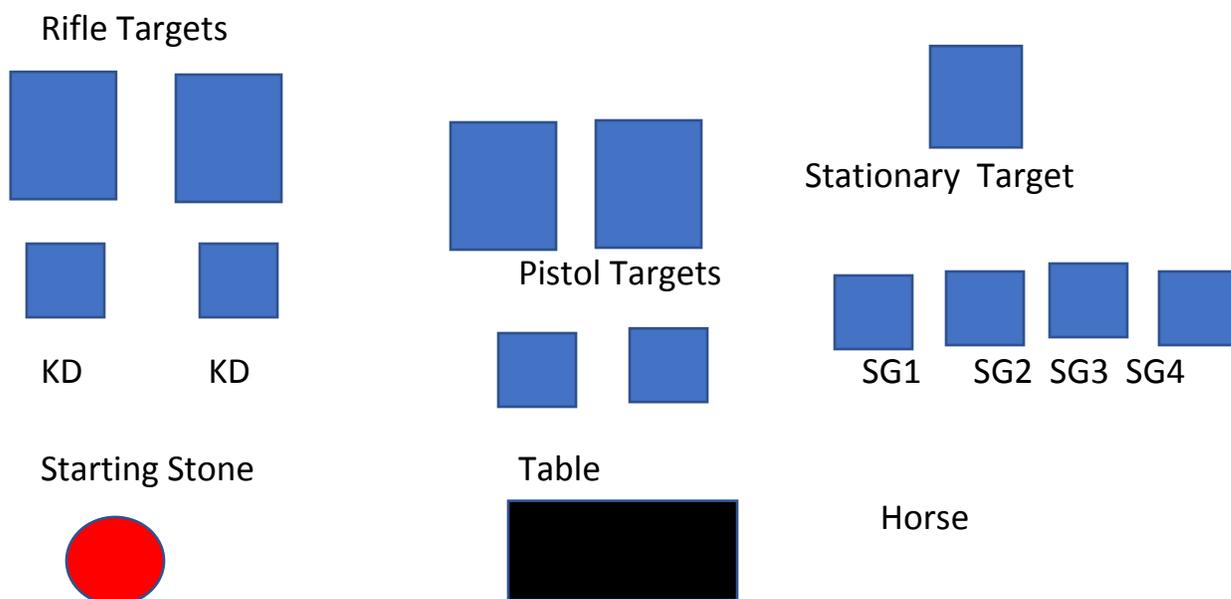
Hoppy has been to town for supplies and the mail. He hands Windy a letter then Wendy says, first letter I've had in months and I don't have my reading glasses. Lucky says give me the letter I'll read it to you. Wendy ask, " you mean you can read?" Lucky replies, I didn't waste a hole year in school for nothing.

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

Shooting Order: R-PP-SG

Staging: 2P-5 Each holstered; R10- rounds on the table; SG on the horse.

Shooter starts one foot touching starting stone rifle in both hands. Indicate ready by saying the line, "You mean you can read?" ATB, with rifle, engage either KD targets then double tap the stationary targets then repeat. EX: 1-2-2 then repeat. Make rifle safe on the table. AT the table; repeat rifle instructions with pistols. Move to the horse engage SG targets any order. Any pistol or rifle KD left standing can be made up on the stationary target.



## Stage 4 Jail

### Hopalong Cassidy

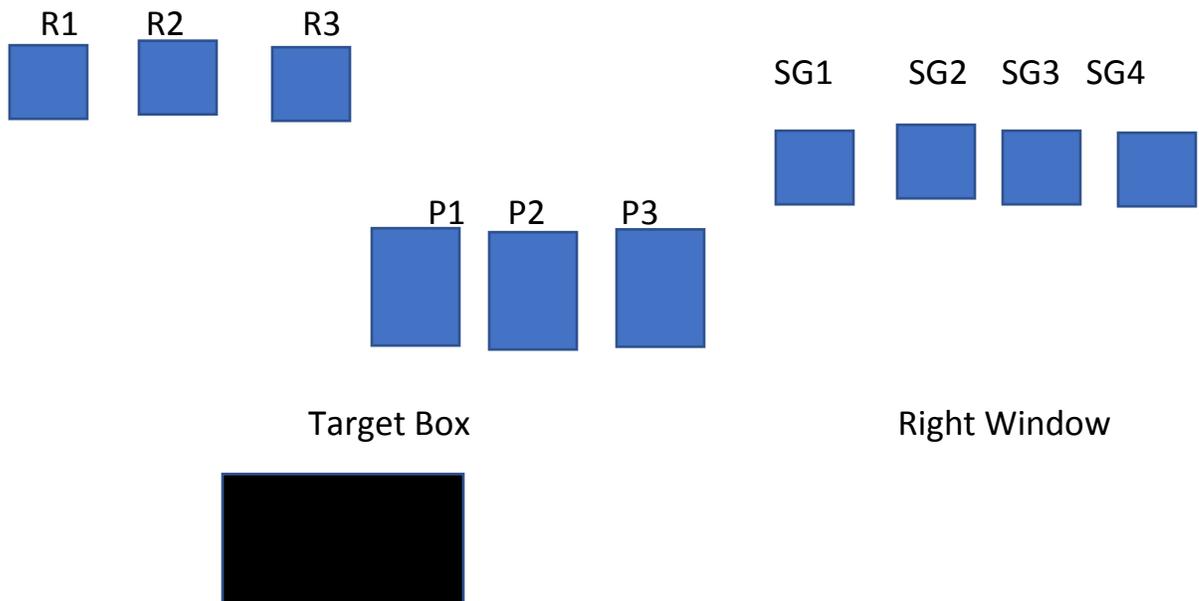
Hoppy is on his way back to the Bar 20 when he sees a mounted man riding down a man on foot. When Hoppy rides up the mounted man says clear out this doesn't concern you, then pull his pistol. Hoppy shoots the gun out of his hand. Then says, when I see a man being ridden down on like that." It upsets my disposition."

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

Shooting Order: R-PP-SG

Staging 2P-5 each holstered R-10 rounds on the target box SG in right window or rack.

Shooter starts with hands flat on the target box. Indicate ready by saying the line, "It upset my disposition." ATB engage rifle targets with a double tap Nevada Sweep from either direction. Repeat rifle instructions with pistols. At the right window engage SG targets any order.



## Stage 5 Boot Hill

### Hopalong Cassidy

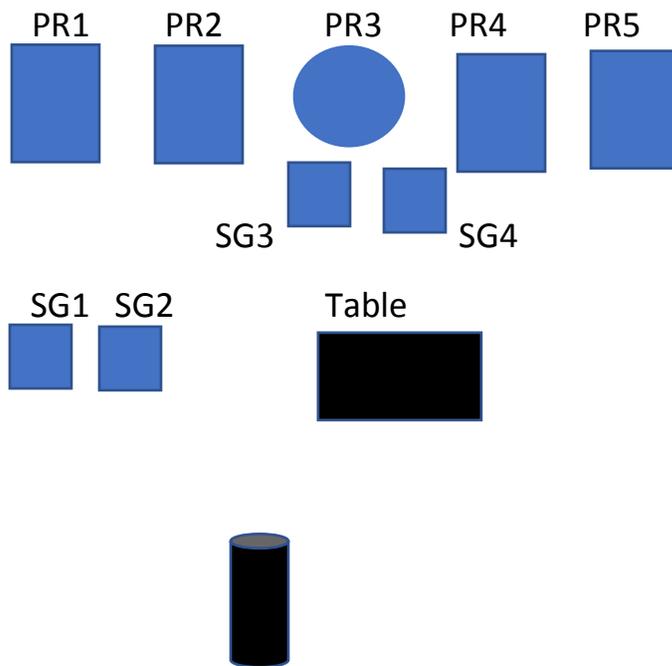
Hoppy hasn't been to town in several weeks. To his surprise there's a new saloon across the street from the school. He goes in to check it out. While standing at the bar someone throws an apple through the window. It hits Hoppy in the back of the head. He turns with both pistols drawn only to see the school teacher standing across the street. He goes over and says hello mama my name is Hopalong Cassidy. The upset school teacher yells back. I can't do anything about that!" You could always change it."

Round Count 10p-10R-4+SG

Shooting Order R-SG-PP

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

Shooter starts at the barrel rifle in both hands. Indicate ready by saying the line, "You could always change it." ATB sweep PR targets 1-2-4-2-1 from either direction. Make rifle safe on the barrel engage SG targets any where between the barrel and table. At the table repeat rifle instructions with pistols.



## Stage 6 Livery

### Hopalong Cassidy

Hoppy is at the stage stop when the sheriff rides up and ask why are you here? Hoppy replies, my nephew on the stage he's spending the summer with me. Why are you here? Sheriff; official business. Bell Starr was released from prison this morning and is on the stage. When she getting off the sheriff tells her to get back on. You're not getting off in my town. She slaps the sheriff; when he starts to pull is pistol. Hoppy draws, then says stand easy and nobody will get hurt.

Round Count 10p-10R-4+SG

Shooting Order PP-R-SG

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

Shooter starts at the table hands on pistols. Indicate ready by saying the line, "Stand easy and nobody gets hurt." ATB engage P2- 3 times then either out side target 2 times then repeat on the other outside target. EX;3-2-3-2. Repeat pistol instructions with rifle. At the right window engage SG targets any order.

