

Stage 1 - Saloon

Night Passage

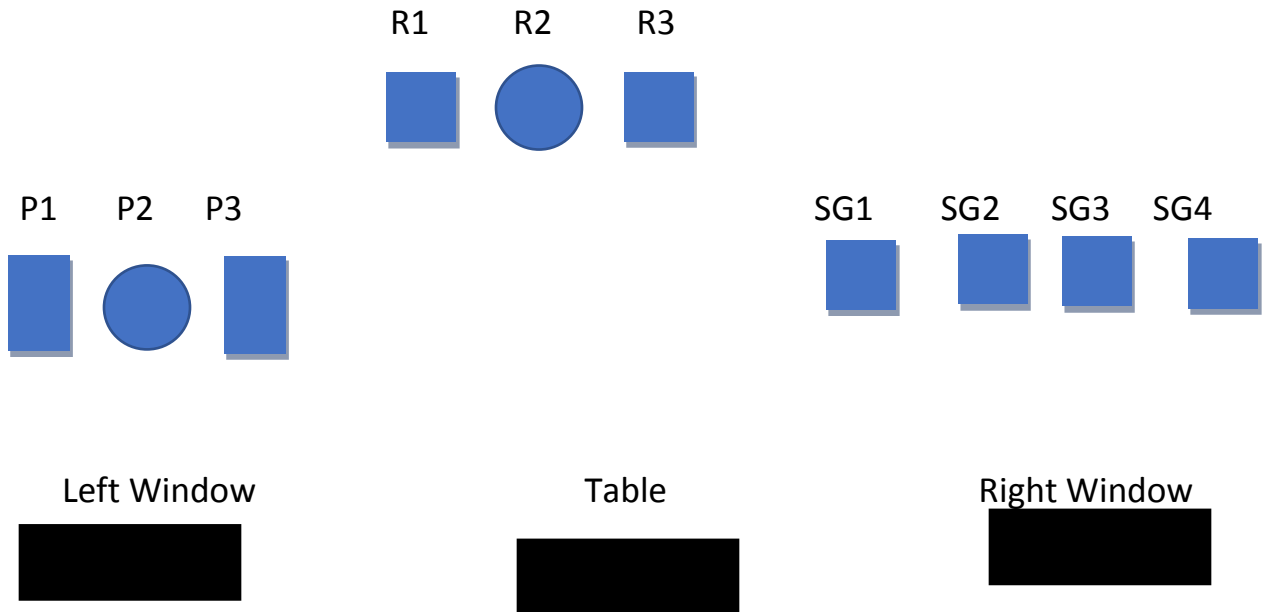
Whitey Harbin, the gang leader, is in the livery stable working when the Utica Kid throws a horse shoe at him from behind. Whitey turns and fires, hitting the post the Kid is standing by. The Kid says, "You're slowing down." Whitey replies, "You're a funny man, a real funny man. You think you're faster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

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

Shooting Order: PP-R-SG

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

Shooter starts at the left window hands on hat brim. Indicate ready by saying the line, "You're a funny man." ATB sweep the pistol targets either direction with a continues Nevada sweep, double tapping P2 each time. EX 1-22-3-22-1-22-3. At the center table repeat pistol instructions with rifle. Make the rifle safe on the table or right window. At the right window engage SG targets any order.



Stage 2 Well

Night Passage

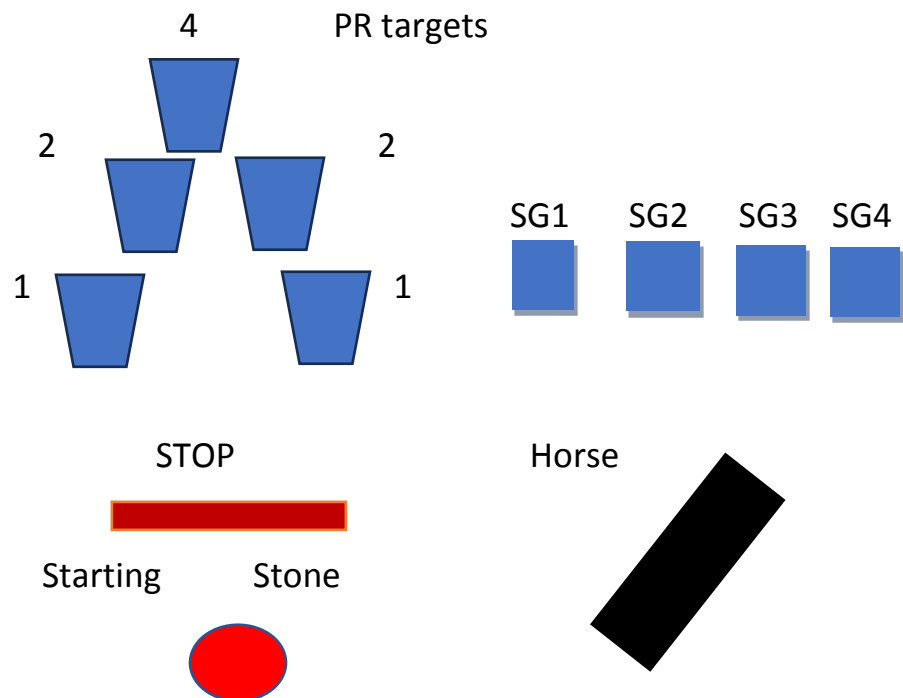
Whitey and The Utica Kid go over to the saloon. The Kid refuses to go into the saloon in front of Whitey. As Whitey walks through the swinging doors, he turns and says, "You wouldn't know how to shoot a man in the back." The Kid replies, "I can always learn."

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

Shooting Order: R-SG-PP

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

Shooter starts one foot touching starting stone rifle in both hands. Indicate ready by saying the line, "I could always learn". ATB engage rifle targets starting on either bottom target with a up and down sweep 1-2-4-2-1 ending on the other bottom target. Make rifle safe on the horse engage SG targets any order make SG safe on the horse. Repeat rifle instructions with pistols. Pistols can be shot anywhere between the horse and the stop.



Stage 3 Fort Night Passage

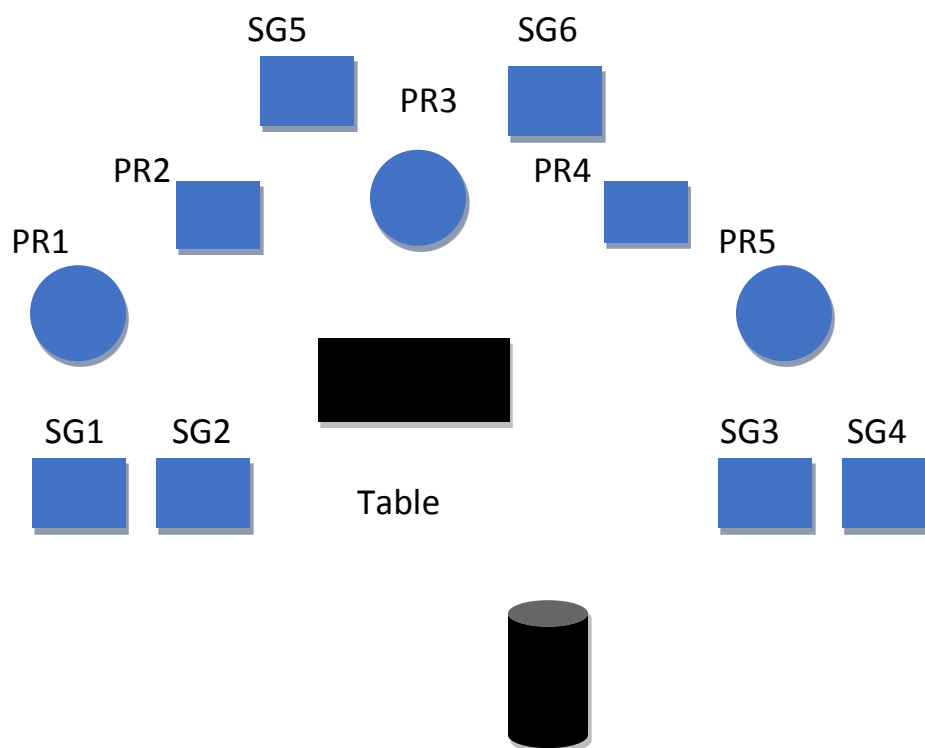
Whitey tells his gang the railroad payroll will be on the afternoon train. The Utica Kid speaks up and says, "We've taken the last three payroll trains. If I was boss, I'd let this one go through. This one could be a trap." Whitey yells back, "You're not boss. I'm boss and we're taking the train!"

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

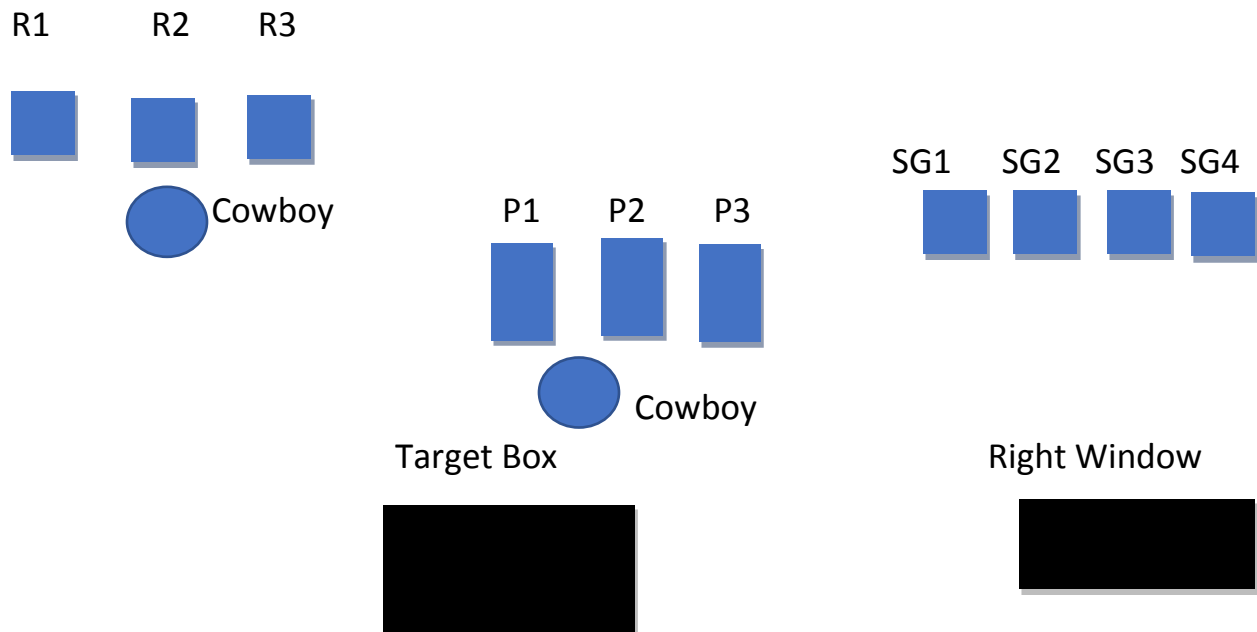
After stopping the train, the gang cannot find the payroll. So, Whitey gets the passengers off to rob them. He sees a teenage boy, Joey, that often runs errands for the gang. Whitey rides over and asks Joey, "What are you doing here?" Joey replies, "Getting robbed."

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

Shooting Order: PP-R-SG

Staging 2P-5 each R-10 rounds on target box SG staged anywhere safely.

Shooter starts at the target box hands on pistols. Indicate ready by saying the line, "Getting robbed." ATB sweep the pistol targets 3 times from either direction either time. Yes, you can double tap. Place the 10th round on the cowboy. Repeat pistol instructions with rifle. Make the rifle safe any where in the jail. Engage the SG targets any order through the right window.



Stage 5 boot Hill

The Westerner

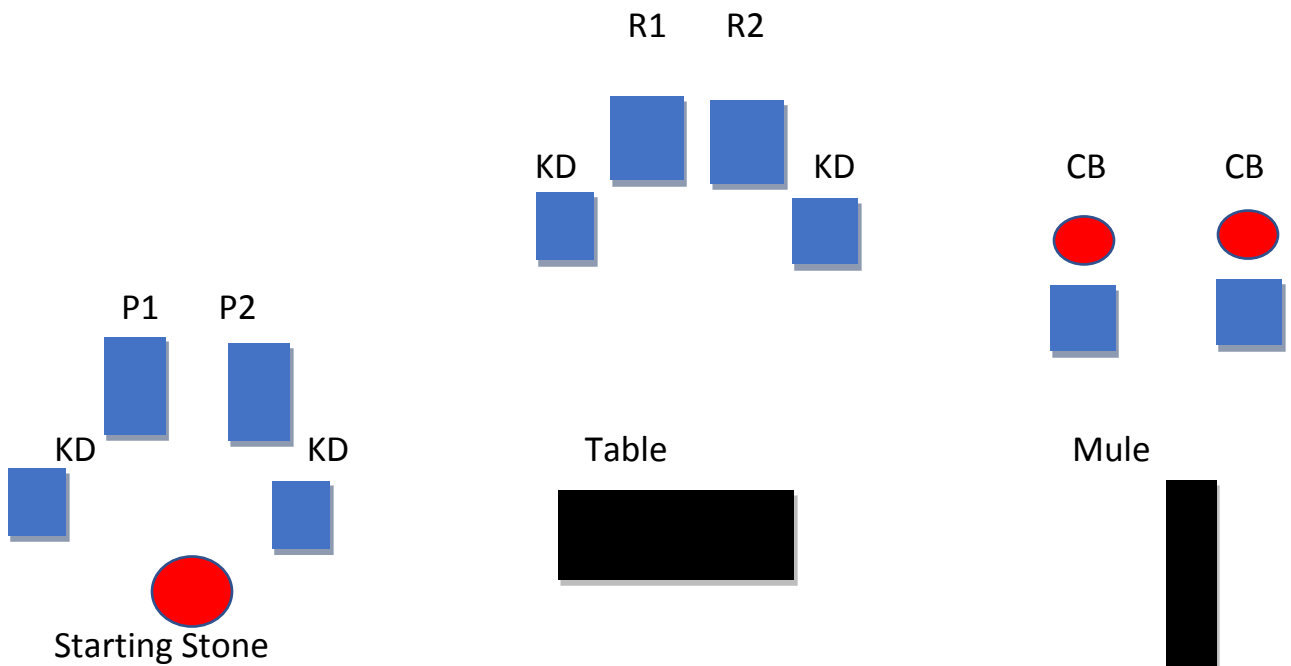
Cole Harden rides into the town of Langtree and goes in the saloon for a drink. The bartender, Chicken Foot, sees the horse he is riding and he tells Judge Roy Bean that that's my horse that was stolen. Chicken Foot brings the horse into the saloon. The Judge asks the horse, "Are you Chicken Foot horse?" The Horse shakes his head "Yes." The Judge then charges Cole with horse theft.

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

Shooting Order: PP-R-SG

Staging 2P-5 each holstered R-10 rounds on the table SG on the mule.

Shooter Starts one foot touching starting stone hands on pistols. Indicate ready by saying the line, "That my horse." ATB double tap the stationary targets any order then engage either KD target then repeat. At the table repeat pistol instructions with rifle. Make rifle safe on the table or mule. At the mule engage SG targets any order. Misses on the clay birds can be made up on the stationary target.



Stage 6 Livery

The Westerner

While the jury is out, Cole convinces Judge Roy Been he is a friend of Lilly Langtree. The Judge then suspends his sentence and buys Cole a drink. The Judge tells Cole, "Careful. Don't spill the whiskey on the bar. It eats right through the wood.

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

Shooting Order: SG-R-PP

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

Shooter starts at the left window hands on window frame. Indicate ready by saying the line, Don't spill the whiskey. ATB engage SG targets any order make SG safe in the window or table. At the table engage rifle targets with a double tap Vigilante Sweep. EX: 11-22-11-22-33.

