



## Stage 1 Berm 2 Saloon

Pig Iron Lane spat out dust as he leaned against the saloon's swinging doors, the sun glinting off his regulator badge. "Max Payne," he drawled, "we're ridin' to Arizona. Silver City just sent word that Jake and Eddie got themselves caught in a snake pit. One-eyed T," he barked, "saddle up." The trio thundered out of town, a dust storm in their wake.

### Round count

10 pistol  
10 rifle  
4 + shotgun on your person

### Shooting Order

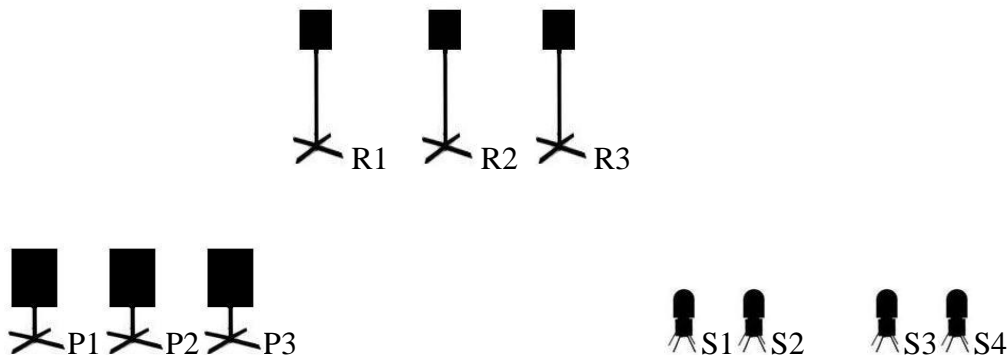
pistol  
pistol  
rifle  
shotgun

### Staging

Rifle, shotgun staged on right window. Two pistols loaded with five rounds each and holstered.

### Procedure

Shooter starts standing with both hands touching left window frame. Shooter indicates ready by saying the line **"Saddle up boys."** At the beep, through the window, double tap Nevada sweep pistol targets starting in the middle. Move to right window. Shoot rifle targets following pistol instructions. Return rifle open and empty to table. Take shotgun to porch and shoot the four targets in any order.



Left Window \_\_\_\_\_ Right window with rifle and shotgun \_\_\_\_\_

## Stage 2 Berm 3 Well

Pig Iron's said "This ain't no ordinary kidnap. Them outlaws got ties to a darker force. Our boys can't win if they can't shoot" At dawn, they reached the gang's hideout, near an abandoned mine. Max, calm as a rattlesnake, nodded at T to find the captives. T was the best tracker east of the Mississippi River.

**Round count**

10 pistol  
10 rifle  
4 + shotgun on your person

**Shooting Order**

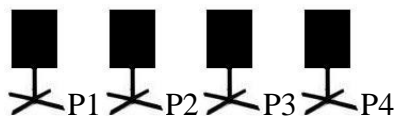
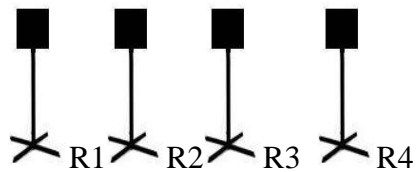
shotgun last

**Staging**

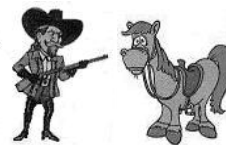
Rifle on horse and shotgun on table. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts standing with both hands on the horse (or barrel). Shooter indicates ready by saying the line "**T, can you find 'em?**" At the beep, shooters choice of guns, engage the pistol targets in Lawrence Welk sweep from either end. 1 on 1, 2 on 2, 3 on 3, 4 on 4. Shoot the rifle targets in a Lawrence Welk sweep from either end. Rifle must be returned to horse (or barrel). Shotgun targets are addressed until down in any order.



Shooter with both hands on horse



### Stage 3 Berm 4 Fort

In the mine's depths, they could see Jake Dunson and Fast Eddie bruised up and sittin' in a jail cell deep in the mine. Max squinted at the outlaw camp. "One-eyed T, you take the left flank. Pig Iron and I will hit 'em head-on. We'll free Jake and Eddie before that opening cannon shot at End of Trail."

#### Round count

10 pistol

10 rifle

6 + shotgun on your person

#### Shooting Order

rifle

shotgun

pistol

pistol

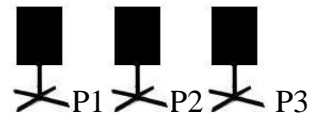
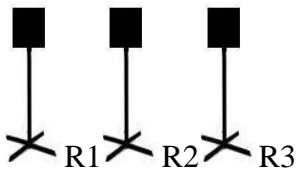
#### Staging

Shotgun on left table, rifle in hand. Two pistols loaded with five rounds each and holstered

#### Procedure

Shooter starts at the left table with rifle in hand. Shooter indicates ready by saying the line

**“We'll free Jake and Eddie “** At the beep, triple tap rifle targets in any order, put the last round on the first target shot (three triple taps first). Return rifle to table. With shotgun, shoot S1 and S2 behind table. Move to center, shoot S3 and S4. Shoot S5 and S6 from behind right table. Shotgun targets can be made up from any safe firing position for that target. Make shotgun safe on right table. With first pistols, follow rifle instructions



## Stage 4 Berm 5 Jail

The River Bend boys ambushed the outlaw lair just as the sun rode up into the clear sky, bullets whistling through the air. Pig Iron's shotgun roared, Max's aim never wavered, and One-eyed T moved like a ghost. The desert echoed with gunfire, their justice throwing lead into the hot arid soil.

### Round count

10 pistol

10 rifle

2+ shotgun on your person

### Shooting Order

pistol

rifle

pistol

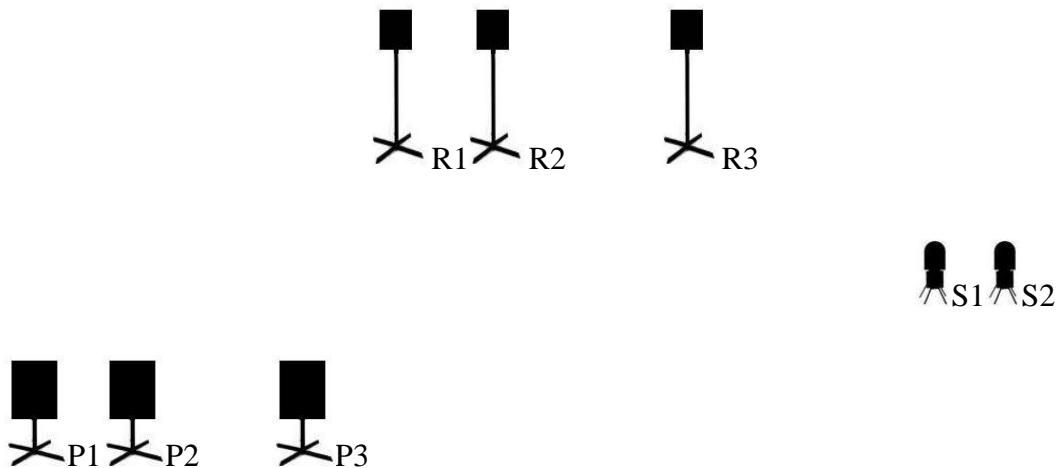
shotgun

### Staging

Rifle and both pistols staged on target box. Shotgun in right window

### Procedure

Shooter starts standing inside the jail cell with both hands on door frame. The door is standing open. Shooter indicates ready by saying the line “**The desert echoed with gunfire.**” At the beep: With first five pistol shots engage pistol targets in a Vigilante sweep (1, 2, 1, 2, 3) from the **left**. Return pistols to target box if shooting gunfighter, or if shooting one pistol it may be returned to either the box or to leather. Engage R1 through R3 with two Vigilante sweeps from the **left** (1, 2, 1, 2, 3, 1, 2, 1, 2, 3). Replace open and empty rifle on box and with second 5 pistol shots, repeat the Vigilante sweep from the **left**. Return pistols to target box or holsters. Shoot the shotgun targets in any order through the window.



Shooter starts in jail cell



## Stage 5 Berm 6

Under the noonday Arizona sky, the daring rescue was swift. "Boys," Pig Iron grinned, "you boys owe us a drink." As simple as that, with Jake and Eddie's match saved, the trio rode off, leaving the outlaw camp in ruins and the desert air echoing with tales of Pig Iron Lane, Max Payne, and One-eyed T.

### Round count

10 pistol

10 rifle

0+ shotgun on your person

### Staging

Shotgun and rifle staged on either table but not the same table. Two pistols loaded with five rounds each and holstered.

Starting position – anywhere on the firing line

### Shooting Order

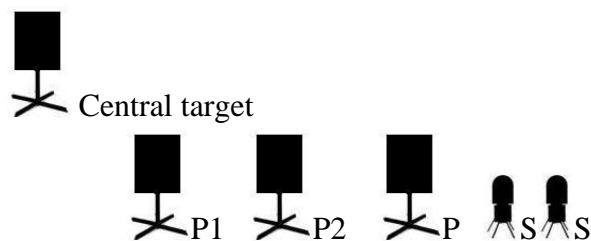
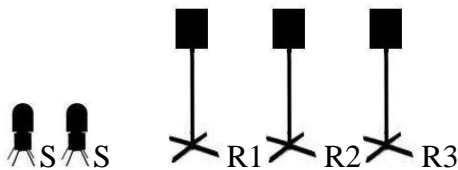
rifle

pistol - pistol

shotgun

### Procedure

Shooter starts anywhere on the firing line, hands not touching guns or ammo. Shooter indicates ready by saying the line **"Drinks are on you boys!"** At the beep, shooter can transport a long gun from one table to the other if desired, shoot from two positions or choose to stand and deliver. From anywhere along the firing line, double tap the rifle targets including the central target and **then** shoot any two knockdown targets. Make rifle safe on either table. With pistols repeat rifle sequence using pistol targets and central target. With shotgun shoot down any knockdowns left standing.



## Stage 6 Berm 7 Livery Stable

The trio was making good time on their way back to the sanctuary of the Shifty Eye Saloon, when Max Payne suddenly reined in his galloping steed. “Wait just a minute! We plum forgot about Gunner. Where’s Gunner? With that question hanging in the air, the three horsemen wheeled around their mounts; hell bent on one more rescue mission.

### Round count

10 pistol

10 rifle

4 + shotgun on your person

### Shooting Order

rifle

pistol

pistol

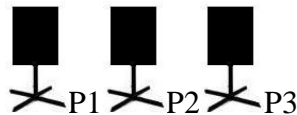
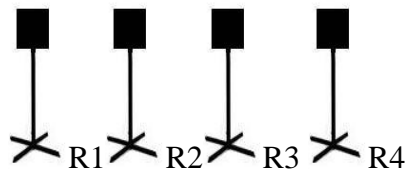
shotgun

### Staging

Shotgun on table, rifle raised. Pistols holstered.

### Procedure

Shooter starts standing behind table holding the rifle in hand. Shooter indicates ready by saying the line **“Where’s Gunner?”** At the beep, engage R1 and R4 with 3 shots each, in any order, then engage R2 and R3 with two shots each in any order. Replace rifle, open and empty on the table. With pistols put two rounds each on outside targets (starting on either end) and then one shot on center. Repeat with the second five shots. Pistols are holstered. With the shotgun, shoot the 4 shotgun targets in any order, but must be shot through opposite windows.



Left Window \_\_\_\_\_



Right Window \_\_\_\_\_