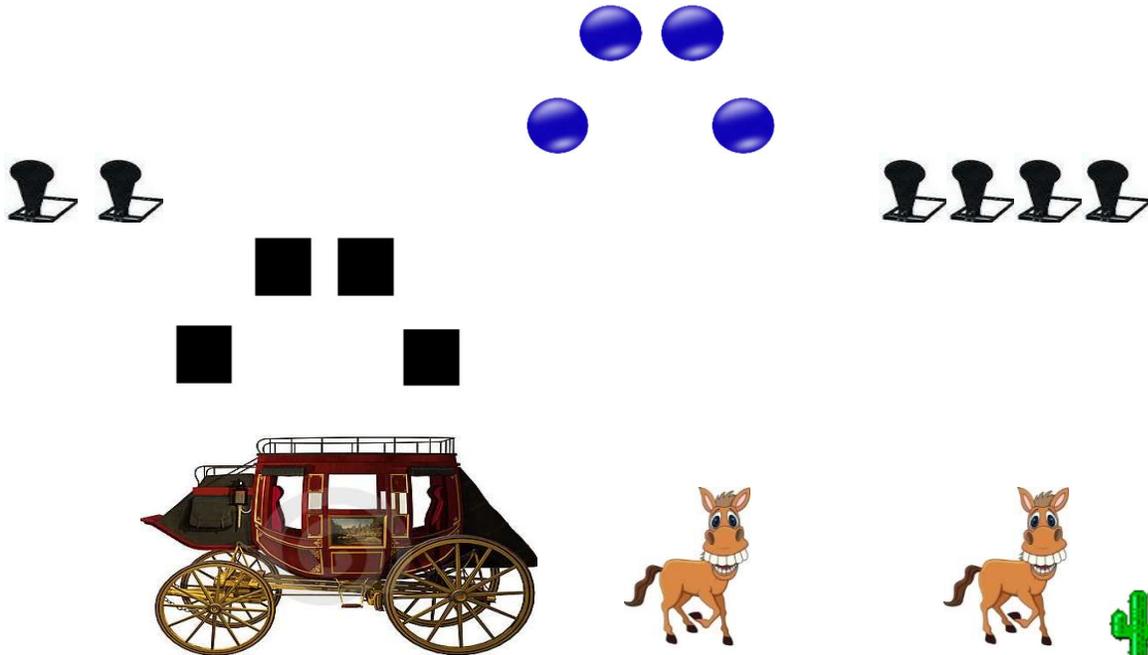


## STAGE 1

Marion Robert Morrison was born May 26, 1907, later in life ole Marion became known as John Wayne... The Duke! The Duke was known for many things, but we know him best for his western portrayals along with his straight forward honest values. Personally, I like his sayings, whether on screen or off many of them are timeless! So, "*Slap some bacon on a biscuit and let's go! We're burnin' daylight!*"

Pistols – 10 holstered      Rifle – 10 on center horse      Shotgun – 6+ starts in hands



Shooter starts at either shotgun position, with shotgun in hands. At R.O.'s command load 2 rounds. Shooter's line: "**Let's go, we're burnin' daylight!**" ATB:

Shotgun: From in front of coach, engage poppers (2) in front of coach until down; and from far right horse, engage poppers (4) until down. Restage shotgun safely.

Then move to either pistols or rifle

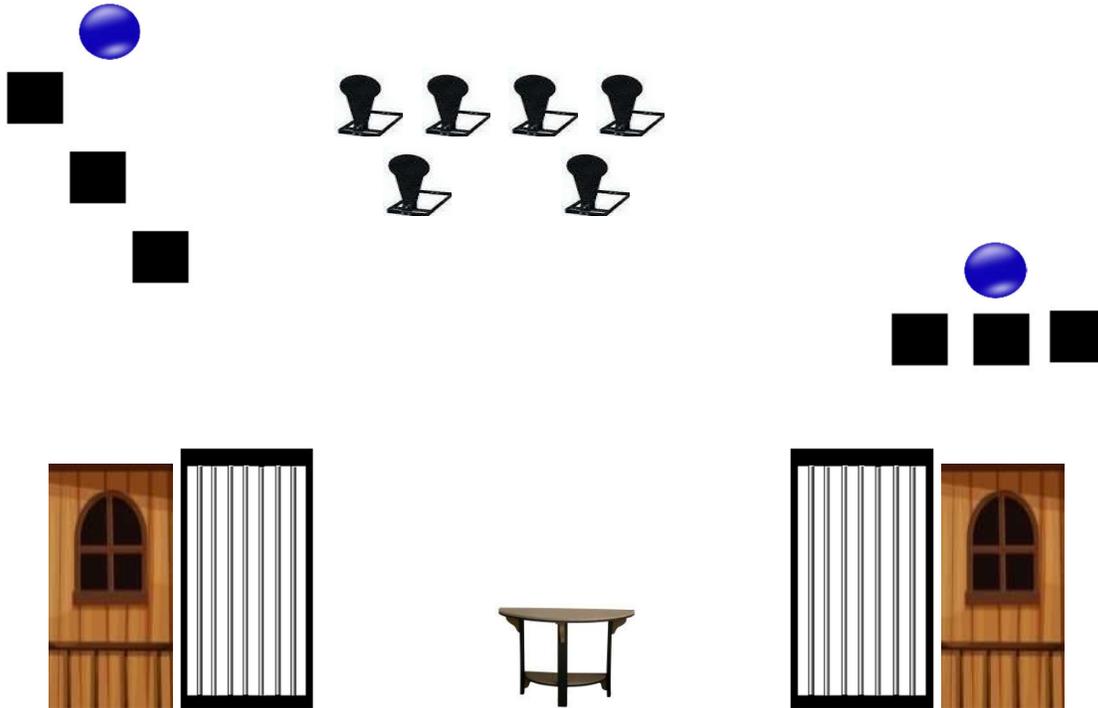
Pistols: In any order, from door of coach, engage each target with at least 2 rds, for a total of 10 rds. Reholster pistols.

Rifle: From center horse, in any order, engage each target with at least 2 rds each for a total of 10 rds. Restage rifle safely.

## STAGE 2

*Life is tough, but it's tougher when you're stupid. Sounds like something from McLintock! Some things are true from the old west right to the present day! Well Pilgrim, you're short on ears and long on mouth! So, Don't say it's a fine morning or I'll shoot ya'*

Pistols – 10 holstered   Rifle - 10 in Left window   Shotgun – 6+ staged safely



Shooter starts in either right window with pistols or left window with rifle. Both hands on frame. Rifle cannot be shot last.

Timer starts: "It's a fine morning" Shooter replies: "**Don't say it's a fine morning or I'll shoot ya!**" ATB:

Pistols: From right window, starting and ending on the circle, alternate between circle and squares, single tapping circle, and double tap squares. (Squares may be engaged in any order after starting on circle)

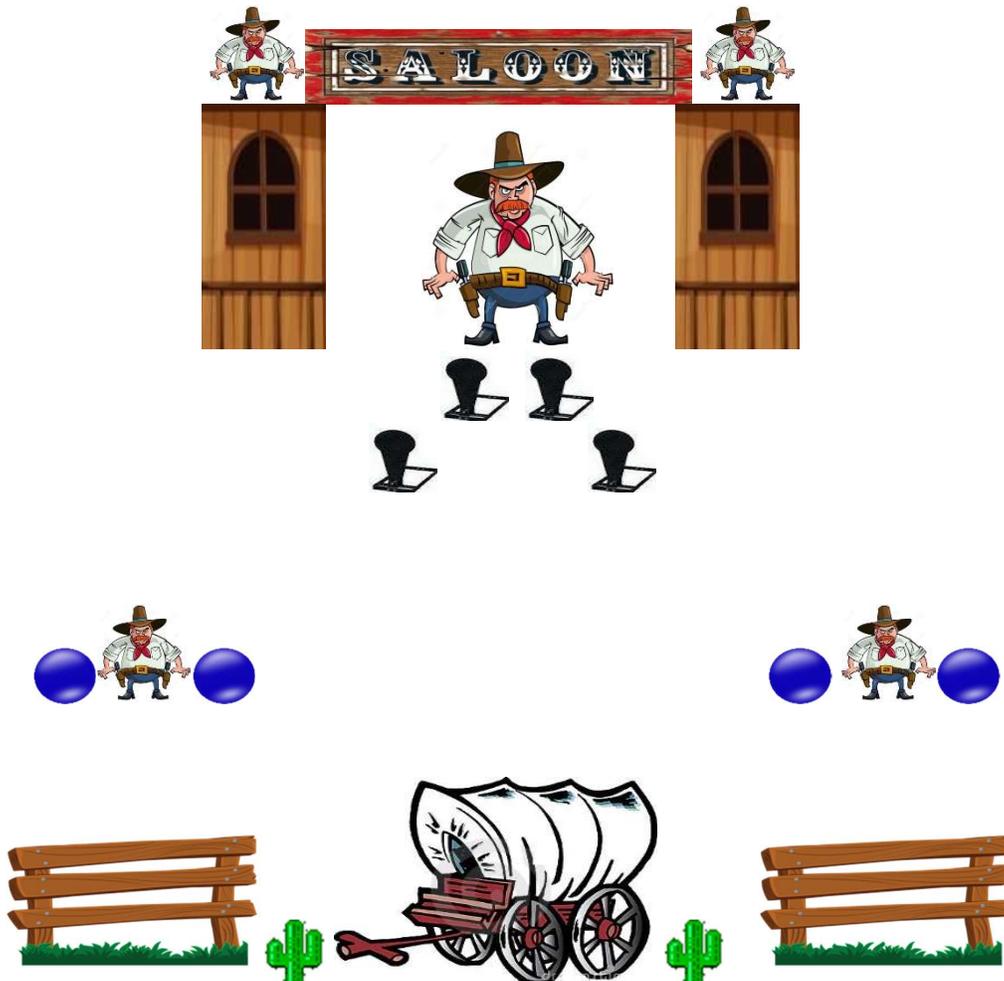
Rifle: From Left Window, starting and ending on the circle, alternate between circle and squares, single tapping circle, and double tap squares. (Squares may be engaged in any order after starting on circle). Restage rifle safely.

Shotgun: From anywhere between bars; engage poppers, PMF. Restage shotgun safely.

### STAGE 3

*Mister! I haven't lost my temper in 40 years; but, Pilgrim, you caused a lot of trouble this morning; might have got somebody killed; and somebody oughta belt you in the mouth. But I won't. I won't. Oh, The hell I won't!"*

Pistols – 10 holstered    Rifle – 10 on wagon    Shotgun – 4+ on wagon



Shooter any gun at any time, both hands either on wagon or fence:  
Shooter says, **"Someone oughta belt you in the mouth!"** ATB:

Pistols: From behind each fence; in any order, place 3 rds on cowboy and 1 rd on each outside target. Reholster.

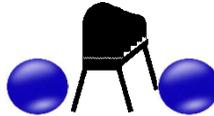
Rifle: From behind wagon; triple tap Big Sam, then 1 rd on each cowboy, then triple tap Big Sam and then 1 rd on each cowboy. Restage rifle safely.

Shotgun: from behind wagon; engage poppers until down.

## STAGE 4

You just had to love the classic Big Jake. All of the new fangled cars and motor bikes along with the good ole train. Jacob McCandle's grown son keeps calling him "Daddy!"  
"Well, son, since you haven't learned to respect your elders, it's time you learned to respect your betters." And the fight ensues! "You can call me Father, you can call me Jacob, you can call me Jake. You can call me a dirty son-of-a-bitch, but if you EVER call me Daddy again, I'll finish this fight."

Pistols – 10 holstered    Rifle – 10 on coal car    Shotgun – 4+ on safely



Starting with either shotgun or pistols, shooter starts with both hands on train.

Timer asks shooter: "This ok with you, Daddy?"

Shooter replies: "**You ever call me Daddy again, I'll finish this fight!**" ATB:

Pistols: From locomotive, in any order, either continuous Nevada sweep OR do 2 separate Nevada sweeps on squares. Reholster pistols.

Rifle: From coal car, starting on any target, continuous Nevada Sweep, in any order, using the 2 outside targets and tombstone rack. Standing tombstones on the rack may be reloaded and re-engaged at the end of the string. Misses on rack will not count unless left standing.

Shotgun: From caboose, engage 2 poppers from 1 window and 2 poppers from another window. Make-ups may be made at anytime. PMF.

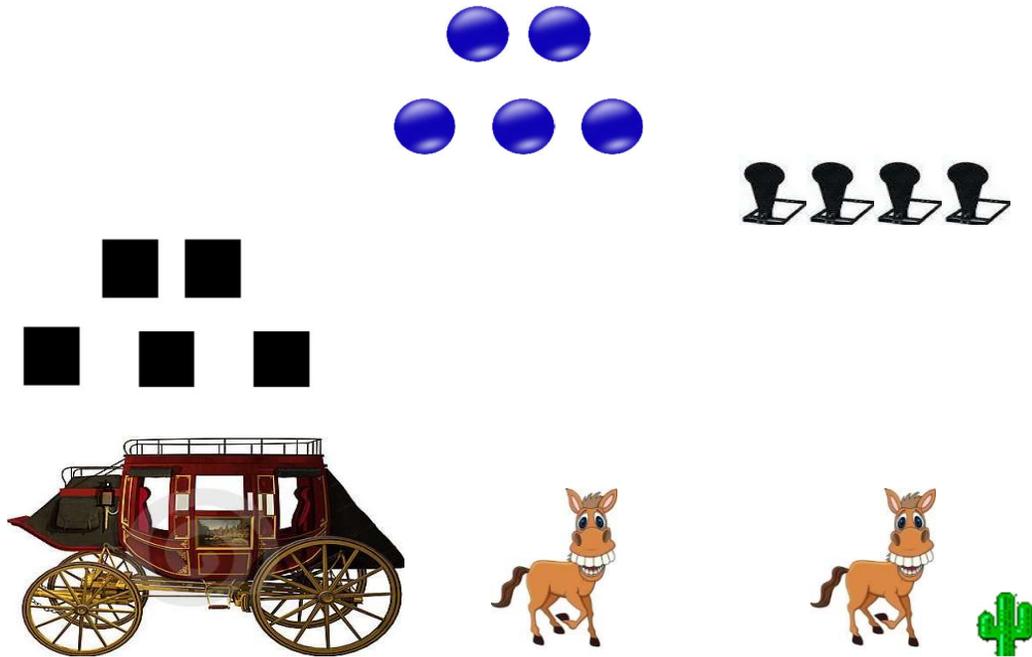
## STAGE 5

In Cahill, US Marshall, The Duke is in a shootout with some nefarious characters! As one bad hombre lays motionless on the ground in front of his coach Cahill puts a round close to his head!

Fraiser (the bad hombre) suddenly jumps up and exclaims, "You'd even shoot a dead man!"

Cahill retorts, "*No, and I wouldn't let him shoot me neither!*"

Pistols – 10 holstered    Rifle – 10 on center horse    Shotgun – 4+ on right horse



Shooter starts with either pistol or shotgun, hands either on horse or coach door frames.

Timer says to the shooter: "You'd even shoot a dead man!" Shooter replies, "**No and he won't shoot me neither!**" ATB:

Pistols: Shot from stage coach. In any order single tap bottom 3 targets twice (no double taps) and double tap the top 2 targets each. Reholster pistols

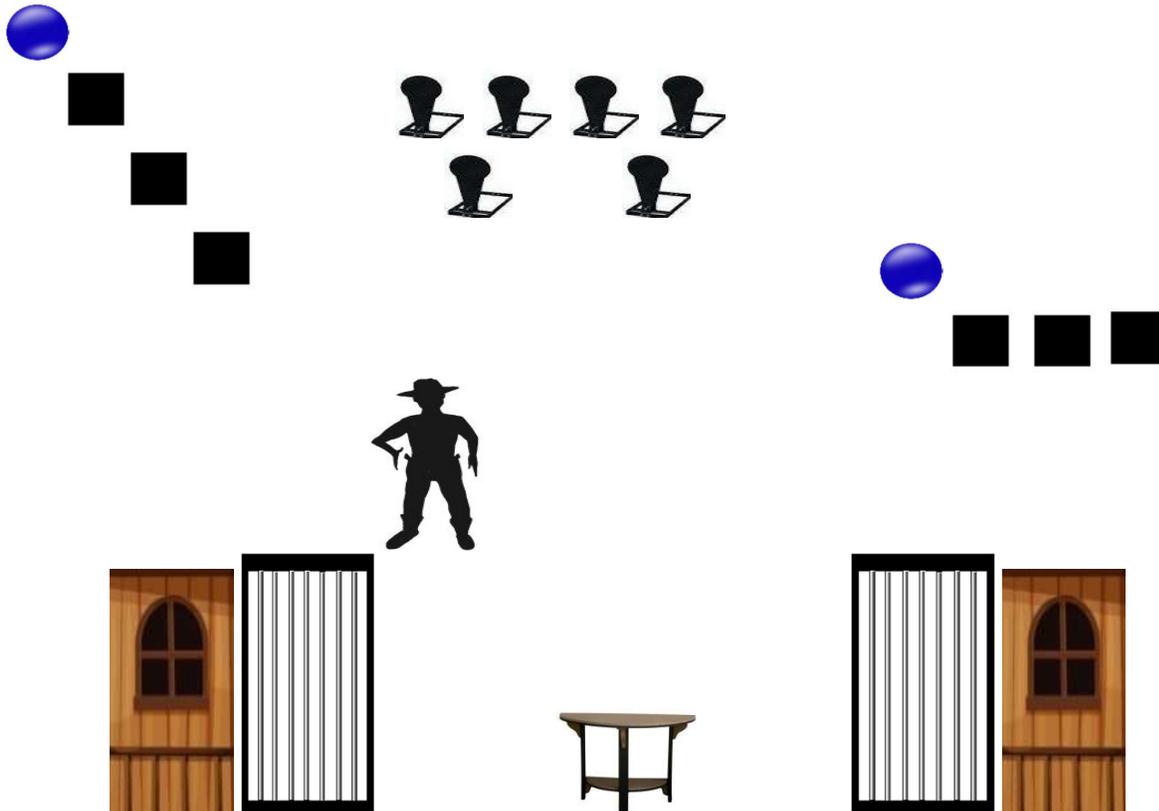
Rifle: From center horse, repeat pistol instruction. Restage rifle safely.

Shotgun: From right horse, engage poppers until down. Restage shotgun safely.

## STAGE 6

One must love the bar room brawl scene in Big Jake when a diversion was needed. “*Who is the orneriest man in the bar?*” Bartender replies, ‘Oh that would be The Swede!’ The Duke strolls up and cracks a pool cue across The Swede’s head with no affect! “Mister! You best stop being unfriendly!” says the Swede. When it is time to stop, Jake says, “*Mr. Swede, have you ever been to Nagadoches?*” Swede answers, ‘No’. Jake replies, “*Well, pardon me then!*”

Pistols – 10 holstered   Rifle - 10 in Left window   Shotgun – 6+ staged safely



Shooter starts in center Table, 1 hand on ammo and other touching (not holding) shotgun.

Timer says to shooter: “Well, I ain’t ever been to Nagadoches” Shooter replies: “**Well, pardon me then!**” . ATB:

Shotgun: From anywhere between bars, engage poppers. PMF.

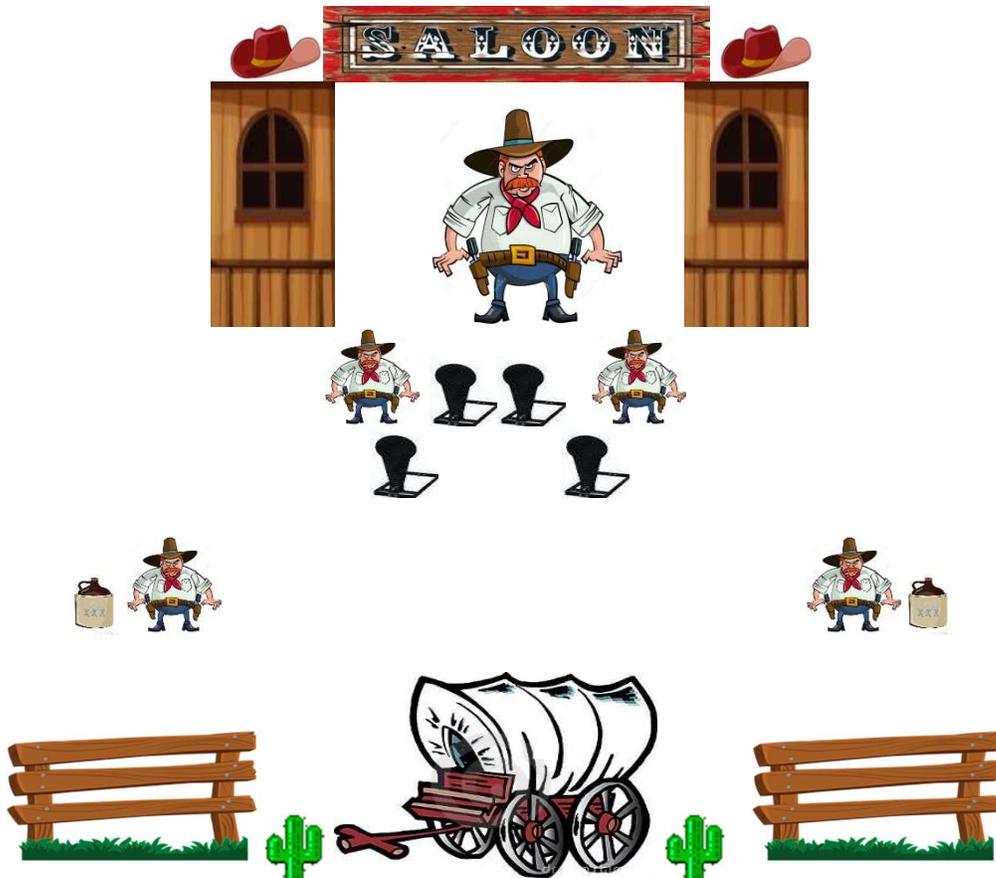
Rifle: From left window, in either direction engage targets 1 on first, 2 on second, 3 on third, then in either direction sweep all 4 targets with 1 rd each. Restage rifle safely

Pistols: From right window, in either direction engage targets 1 on first, 2 on second, 3 on third, then in either direction sweep all 4 targets with 1 rd each. Re-holster pistols.

## STAGE 7

Big Jake leans over and says in a low tone: *“And now you understand. Anything goes wrong, anything at all... your fault, my fault, nobody's fault... it won't matter - I'm gonna blow your head off. No matter what else happens, no matter who gets killed I'm gonna blow your head off. It's as simple as that!”* After the shootout, Jake's opponent is laying bleeding on the ground and says, *“Jacob McCandles! I thought you were dead!”* Jake replies, *“Not hardly!”*

Pistols – 10 holstered    Rifle – 10 on wagon    Shotgun – 4+ on wagon



Shooter starts at center of wagon, both hands on wagon, starting with rifle or shotgun...pistols are last.

Timer says to shooter: “I thought you were dead!” Shooter replies, **“Not hardly!”** ATB:

Rifle: From behind wagon; in any order place 1 rd on each hat, 2 rds on each cowboy and 4 rds on Big Sam. Restage rifle safely.

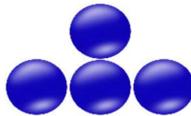
Shotgun: From behind wagon, engage poppers until down. Restage shotgun safely.

Pistols: From behind each fence, in any order, place 1 rd on each jug and 4 rds on cowboy. Reholster pistols

## STAGE 8

True Grit was a true classic. Classic Duke, classic action. So, “*Young fella, if you’re looking for trouble I’ll accommodate ya!*” *Who can forget Rooster Cogburn on horseback riding down on 3 bad hombres, reigns in teeth, six gun in one hand, rifle in the other ridin’ hard and shooting away! “Fill your hands, you son-of-a-bitch!”*

Pistols – 10 holstered    Rifle – 10 on Coal Car    Shotgun – 4+ staged safely



Shooter starts at bell both hands on bell or bell cord. Shooter says: “**Fill your hands you son-of-a-bitch!**” ATB:

Pistols: From either locomotive window, double tap top target and single tap bottom 3 targets (any order on bottom targets), then repeat instructions. Reholster pistols.

Rifle, double tap top target and single tap bottom 3 targets (any order on bottom targets), then repeat instructions. Restage rifle safely.

Shotgun: From caboose, engage poppers from any caboose window. PMF.

### **Stages 1 & 5**

Bases: 11  
Uprights: 4 tall Blue, 6 white  
Targets: 5 18" Round  
5 18" Square  
Poppers: 6  
Props: 1 Stagecoach, 2 horses, 1 small cactus

### **Stages 2 & 6**

Bases: 8  
Uprights: 2 Red, 2 White, 2 Blue, 2 Black  
Targets: 2 18" Round  
6 18" Square  
Poppers: 6  
Props: 2 Brown walls, 2 jail bars, 1 half-moon table, 1 cowboy

### **Stages 3 & 7**

Bases: 12  
Uprights: 4 Blue, 6 white  
Targets: 4 18" Round  
4 Cowboys  
2 Jugs  
2 Hats  
1 Big Sam  
Poppers: 4  
Props: 2 Wooden walls and saloon sign, Bullhead wagon, 2 fences, 2 cacti

### **Stages 4 & 8**

Bases: 6  
Uprights: 2 Black, 4 white  
Targets: 4 18" Round  
4 18" Square  
Tombstone popper target  
Poppers: 4  
Props: Locomotive, coal car, caboose