

Give me my lucky charm!

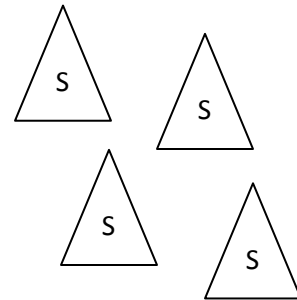
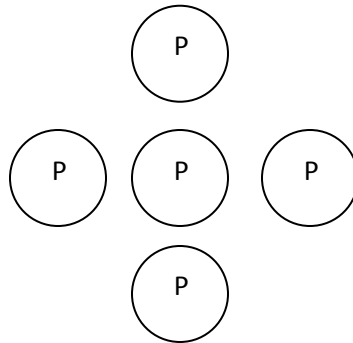
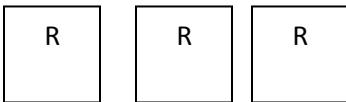
Stage 1

You been hearing stories around town about a little green guy sneaking up on people and stealing their gold. You figure the people of Burritoville been out in the sun without their hats on. Then in a puff of smoke right in front of you there he is. He reaches up and steals your lucky charm, laughs and then hits you in the shin with a stick.

P – 10 Rds. Holstered

R – 9 Rds. staged in left window

S – 4 Rds. staged in right window



BUILDING

Shooter starts in shooters box both hands on a knee and says **“OUCH.”** At beep, rifle from left window shoot 3 sweeps return rifle to window action open. Pistol from doorway, each target must be shot once with each pistol. Holster. Shotgun from right window, poppers must fall. Shooter may start with either pistols or rifle but must finish with shotgun.

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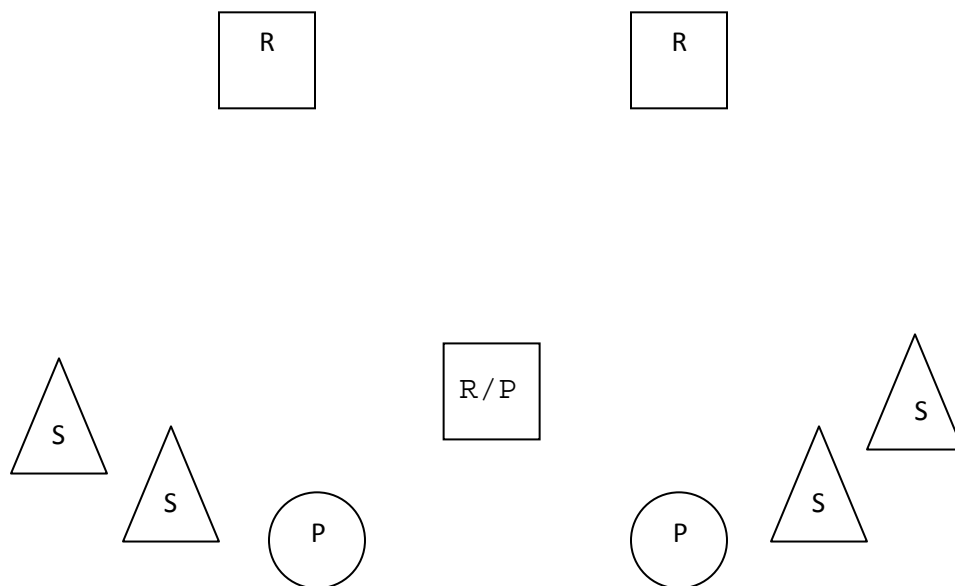
Stage 2

You watch that little greenie run into the bar and you go in after him. You're going to fill him with hot lead for stealing your lucky charm, but he's moving around like a Mexican jumping bean in a frying pan.

P – 10 Rds. staged on bar

R – 10 Rds. staged on bar

S – 4 Rds. staged on bar



BAR

Shooter starts standing at bar both hands chest high and says “**Stand still.**” At beep pistol or rifle any order, shotgun must be fired last. Pistols. First and last round must be on a small pistol target. Rifle. At least two rounds on each rifle target. Shotgun, two poppers on the left from left end of bar two poppers on right from right end of bar. Poppers must fall. All guns must be re-staged safely on the bar.

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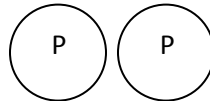
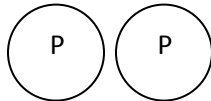
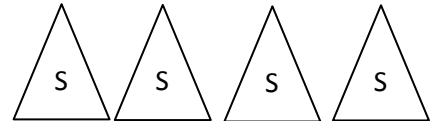
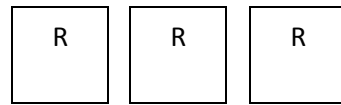
Stage 3

When the smoke clears in the bar that little green munchkin is nowhere to be found. Then you hear him laughing out in the street. You see him waving your lucky charm around as he jumps into a wagon and rides off. You go after him.

P – 10 Rds. Holstered

R – 10 Rds. Staged and re-staged safely

S – 4 Rds. Staged and re-staged safely



Wagon Horse rack

Shooter starts in shooters box and says **“I gotcha now.”** At beep, one pistol from back of wagon alternate on the two pistol targets. One pistol from center of wagon alternate on the two pistol targets. Holster. Rifle from front of wagon shoot rifle targets with a double tap Nevada sweep. Shotgun from front of wagon poppers must fall. Shooter may start with either rifle or pistols but must finish with shotgun.

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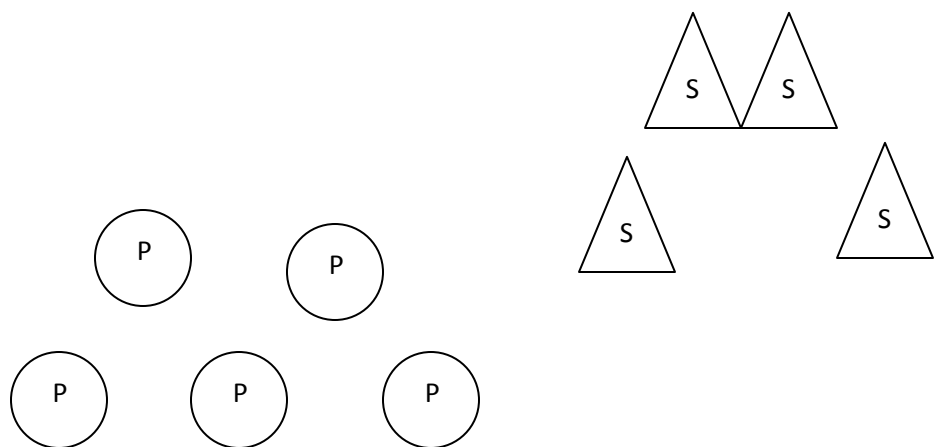
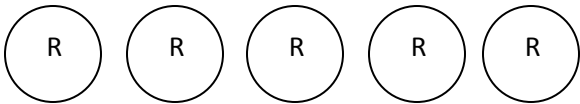
Stage 4

You can't believe it, but he somehow got out of the wagon without you seeing him. Now he's over in Boot Hill singing and dancing. As you get closer you hear him singing "You're always after me lucky charm, you're always me lucky charm" That's it, now the little green booger has really made you mad.

P – 10 Rds. Holstered

R – 10 Rds. Staged and re-staged safely

S – 4 Rds. Staged and re-staged safely



Box Boot Hill Box

Shooter may start with pistol or rifle. With hands on hat shooter and says "**Now you're dead.**" At the beep with pistols from boot hill shoot two sweeps on the pistol targets starting from either end. Rifle from left box, pendulum sweep the rifle targets from either direction. Shotgun from right box, shoot poppers in any order poppers must fall.

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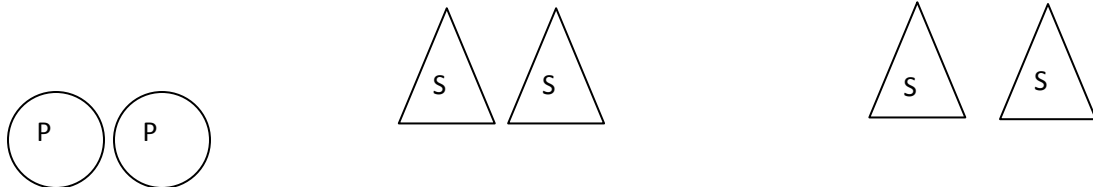
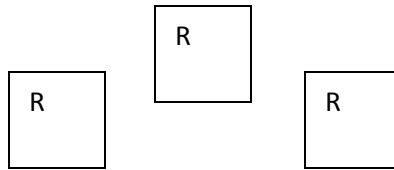
Stage 5

It must be because he has your lucky charm but you didn't get him at Boot Hill either. And to add insult to injury as he ran by you he hit you with that stupid stick of his, this time in the other shin. You watch him run into a building back in town so you hobble after him all the while thinking if I ever get my hands on this little green turd I'm going to.....

P – 10 Rds. Holstered

R – 9 Rds. Staged and re -staged safely

S – 4 Rds Staged and re-staged safely



Building

Shooter starts standing at left window, hands at Gabby Hayes and says **“Where did he go?”** At the beep alternate on the two pistol targets with double taps for ten rounds. Rifle. From doorway triple tap the rifle targets any order. Shotgun. Two poppers from doorway and two poppers from right window.

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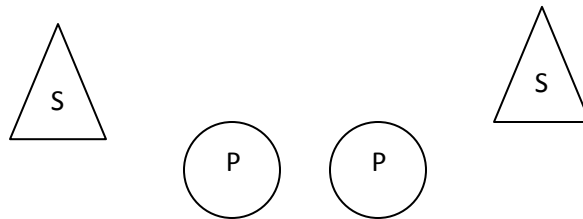
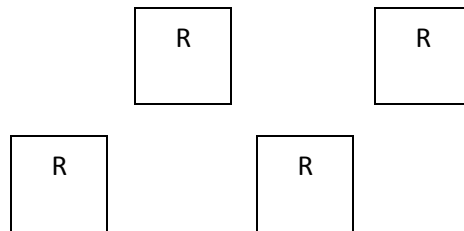
Stage 6

Your luck must be getting better. You didn't hit him but you did shoot a bag of gold off his belt. Now he wants to give you back your lucky charm for his gold. You tell him "Keep it you little green monkey. I'll buy a new one." Then he tells you he'll give you three wishes. OK I wish I had my lucky charm back. I wish you were out of town, and I wish....

P – 10 Rds. Holstered

R – 10 Rds. Staged on horse rack

S – 2 Rds. Staged on other horse rack



Horse rack HITCHING POST Horse rack

Shooter starts holding bag of gold in both hands chest high and says "**And I wish everyone a Happy Saint Patrick's Day.**" At the beep shooter may start with pistols or rifle, shotgun must be fired last. Pistols shoot the pistol targets 3, 2 in either direction, then 2, 3 in the other direction. Rifle. Shoot rifle targets in a 2,3,2,3 sweep. Shotgun. Shoot poppers in any order. Poppers must fall. All targets are shot from behind hitching post.

PROPS

Stage 1

Building w/ shelves

Stage 2

Bar

Stage 3

Cart w/ horse rack

Stage 4

Boot Hill / two half and two full size boxes

Stage 5

Building w/ table and one shelf

Stage 6

Hitching post w/ 2 horse racks and a bag of gold

STEEL

Stage 1

P – 5 Med Round 1 Double 2 White
R – 3 Large Squar 3 – Blue
S – 4 Poppers 1 – Red
 7 Bases

Stage 6

P- 2 Large Circles 2 - White
R – 4 Large Squares 4 - Blue
S – 2 Poppers
 6 - Bases

Stage 2

P – 2 Large Round 2 – Red 1 White
R – 3 Large Squares 2 – Blue
S – 4 Poppers 4 –Bases

Stage 3

P – 4 Large Circles 4 – White
R – 3 Large Circles 3 – Blue
S – 4 Poppers
 7 – Stands

Stage 4

P – 5 Large Circles 2 White 3 Reds
R – 5 Large Circles 5 Blue
S - 4 Poppers
 10 Bases

Stage 5

P – 2 Large Circles 2 White
R – 3 Large Squares 3 Blue/one tall
S – 4 Poppers
 5 Bases