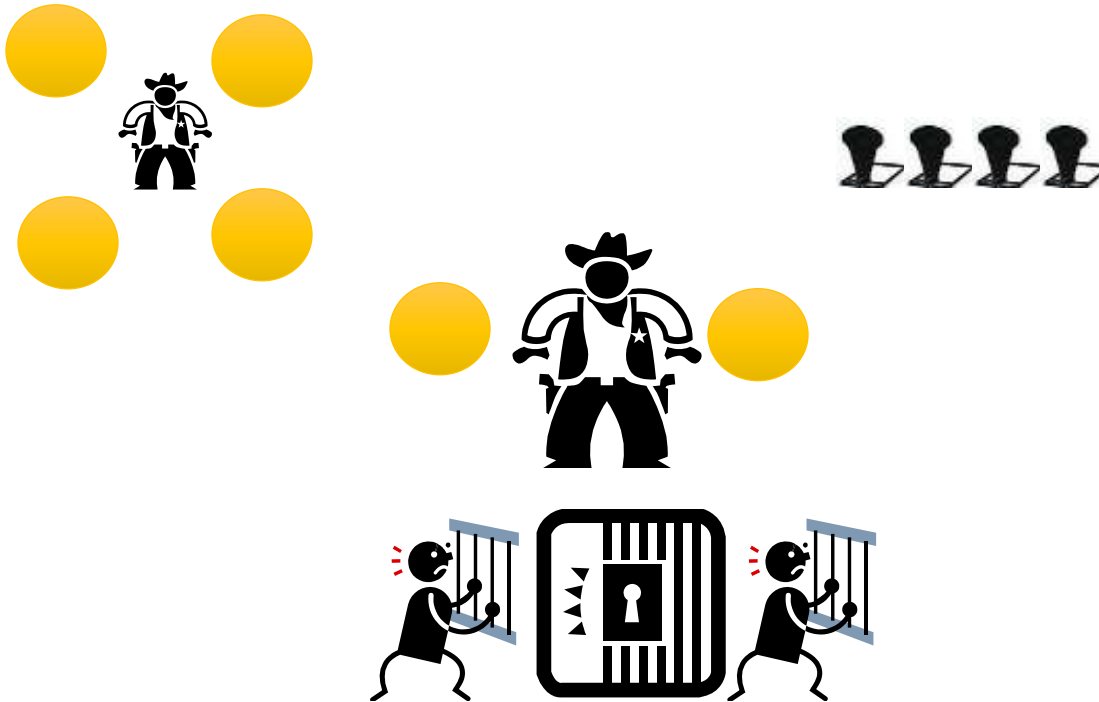


## STAGE 1

### THE GREAT BANK ROBBERY

You and several of the town folk have gathered in town square to take in a beautiful evening. All of the sudden you hear several blasts coming from the bank. You and the town folk head over to the bank just in time to witness “Bad Bart”, coming out of the bank totting the town’s loot. Better fill him and his posse full of lead before they make off with the towns fortunes.

Pistols – 5 rounds each holstered  
Rifle – 10 rounds staged safely  
Shotgun – 4 rounds staged safely



Shooter starts standing at any position, but rifle cannot be last.

Your line: “Way to ruin an evening Bart”.

ATB:

Rifle: From left window, diagonally sweep targets with a double tap – single tap (center target) – double tap, then diagonally sweep opposite diagonal targets with a double tap – single tap (center) – double tap Safely stage rifle.

Pistols: From doorway Shoot one round on a circle, three rounds on Square, one round on the other circle. Reverse the order with your second pistol. Holster safe pistols

Move to right window,

Shotgun: Shoot the shotgun poppers. **PMF**

## STAGE 2

### TIME TO WET YOUR WHISTLE

All of that excitement has left your throat a little parched so you, as well as the town folk, head over to Velvet's Palace for a little taking of the spirits. Just as you enter through the saloon doors, you guessed it, more of the same festivities that you left out in the streets. Only this time it's Injuns, not "Bad Bart". What the hell, better take care of them Injuns the same way you took care of "Bad Bart".

Pistols – 5 rounds each holstered

Rifle – 10 rounds staged on left hand side of bar

Shotgun – 4 rounds staged on left side of bar



Shooter starts standing at door, rifle cowboy port arms.

Your line: "First Bart now Injuns"; ATB, kick the door down and:

Rifle: From doorway, double tap sweeping the Rifle targets from either direction.

Re-stage rifle safely

Pistols: From the completely behind bar, double tap Nevada sweep in any order.

Re-holster pistols

Shotgun: From the right of the bar, shoot the four shotgun poppers, **PMF**

## STAGE 3

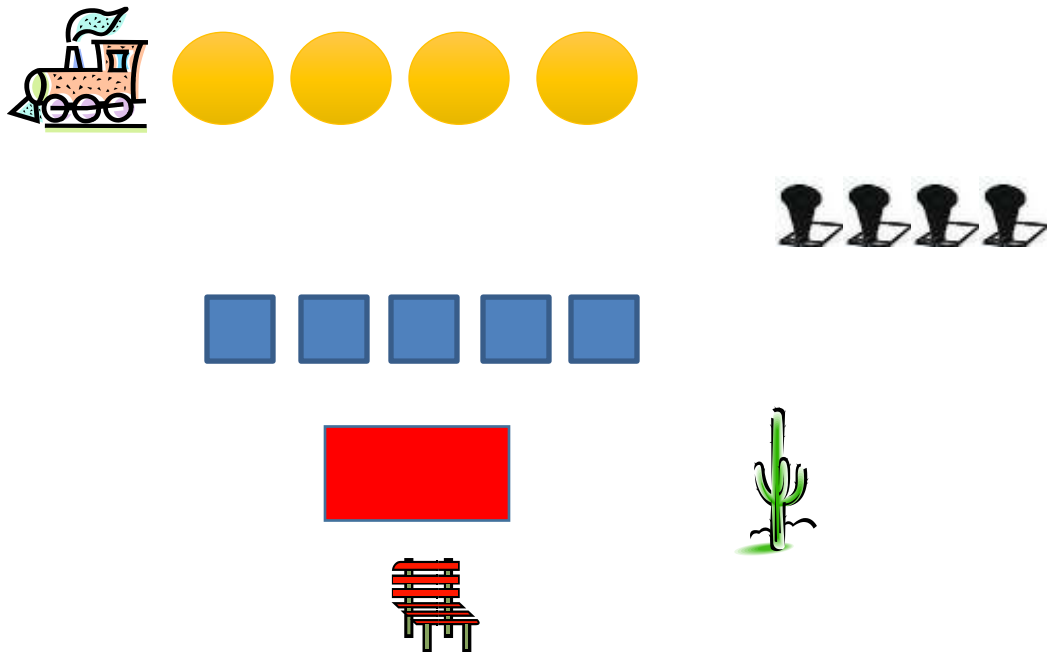
### 4:20 OUT OF BURRITOVILLE

You've had enough of Burritoville for one night so you decide to take the 4:20 out of town. Just as you board the train, Bad Bart's henchmen head your way wanting to even the score. Better give them what they want, it's not nice to leave town undignified.

Pistols – 5 rounds each staged on buggy front

Rifle – 10 rounds staged on buggy front

Shotgun – 4 rounds staged on buggy front



Shooter starts seated on train seat with hands on knees. Shooter starts the clock by saying, "Boy's, boy's, boy's". ATB, shooters choice of guns. Sitting or standing.

Rifle: Pendulum sweep the rifle targets in either direction.

Pistols: Pendulum sweep the pistol targets in either direction.

Pistols may be holstered or re-staged safely upon completion, shooters choice.

With shotgun, move to right side of cactus

Shotgun: Shoot the poppers, **PMF**.

**NOTE: Shooter may remain seated or stand once the timer has started.**

## STAGE 4

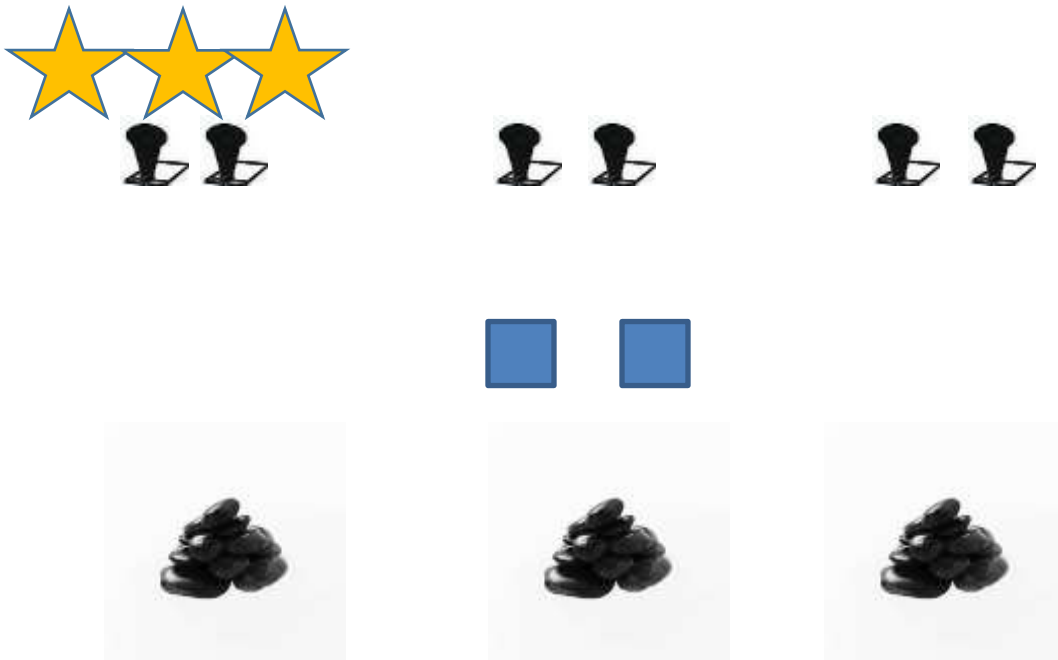
### TRAIN HOLDUP

After shooting your way out of Burritoville you sit back and relax. While enjoying the scenery you notice several lawmen riding towards the train. Hey, those aren't lawmen, their more of Bart's henchmen. Better knock them out of the saddle before they get a chance to board the train.

Pistols – 5 rounds each holstered

Rifle – 9 rounds held rifle port arms

Shotgun – 6 rounds staged on left rock



Shooter starts standing to the left of the left hand rock with rifle held cowboy port arms. Shooter starts the clock by saying, "Enoughs, enough". ATB,

Rifle: From the left of the left rock: Triple tap sweep the three targets in either direction. Place safe rifle on left hand rock

Then with Shotgun from the Left of the lefthand rock: Shoot two poppers until down. With shotgun safe move to the center table and shoot the two poppers until down. Move to right rock and shoot the 2 popper until down; stage shotgun safely.

Move to behind center table (at least 1 foot)

Then with first pistol from center rock, place five rounds either target.

With second pistol place five rounds on the other target. Holster safe pistol

## STAGE 5

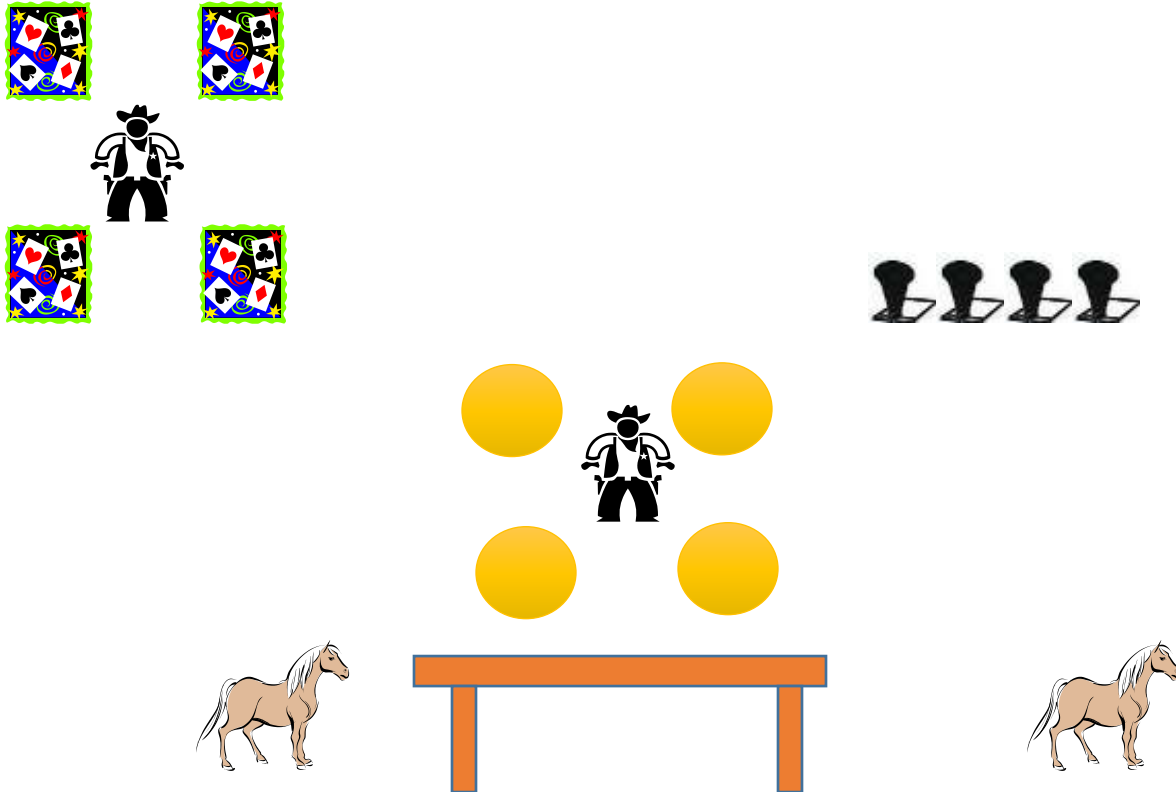
### LADY LUCK

You and some of the other men pick the pockets of all of Bart's dead men. Seems there's some discrepancy on who gets what. You all decide to place all of the newly found property on the ground in a winner take all poker pot.

Pistols – 5 rounds each holstered

Rifle – 10 rounds staged on left hand horse gun rack

Shotgun – 4 rounds staged on right horse



Shooter starts standing at the center of the hitching post in a Texas surrender. Shooter starts the clock by saying, "Winner take all boys". ATB

**Pistols:** From center of hitching post: Double tap all the Circles, last two rounds on Sam. Holster safe pistols

Move to the left hand horse gun rack, retrieve rifle

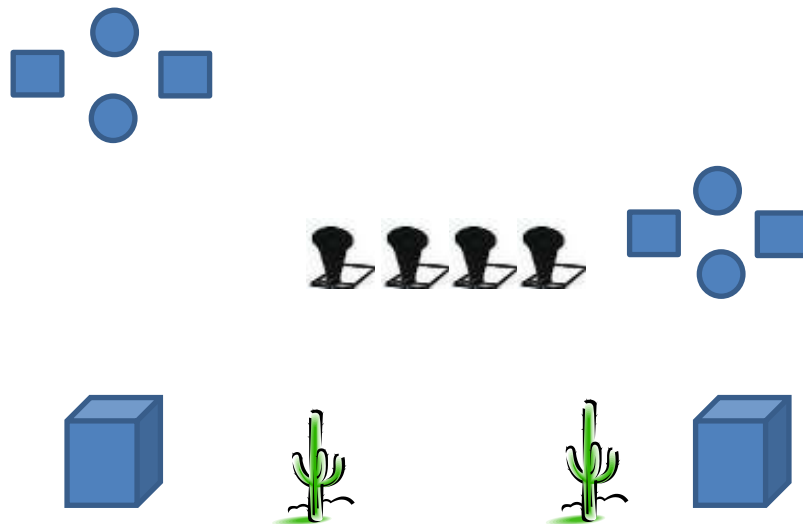
**Rifle:** From Left of left horse: Double tap all the Tombstones, last two rounds on center target. Stage safe rifle in horse gun rack and move to the right of the right horse gun rack.

**Shotgun:** from Horse, shoot the four poppers. **PMF**

## Stage 6 3 of a Kind

“Winning” all the money means you can spend some of that ill-gotten gain on a card game. Go for a little 5 card stud, and you find yourself holding 3 of a kind, 3 times in a row.... Nobody is that lucky, and those you are up against insist you must be a cheat.

2 Pistols 5 rds each holstered  
Rifle 10 Rds – Staged and re-staged safely  
Shotgun 4 Rds – Staged and re-staged safely



Shooter starts at left box both hands on box  
Start Line: “Are we cross?” ATB

From behind left box with rifle, in any order with 1<sup>st</sup> string of 5 rounds; shoot either outside target 3 times and the center targets 1 time each, then in any order with 2<sup>nd</sup> string of 5 rounds, shoot the other outside target 3 times and each center target 1 time each.

Restage rifle safely.

Then from in between cactii

With shotgun shoot the poppers, PMF

Re-stage the shotgun safely.

Then

Pistols from behind right box,

1<sup>st</sup> Pistol: In any order Shoot either outside target 3 times and the 2 center targets 1 time each. Re-holster

2<sup>nd</sup> Pistol: In any order, Shoot the other outside target 3 times, and the 2 center targets 1 time each. Re-holster

### Stage 1

Bases: 7

Uprights: 2 Double

2 white

2 Blue (same size)

Targets: 1 cowboy

1 big sam

6 18" round

4 Poppers

Props: Jail center, 2 Jail walls with windows, 1 cactii

### Stage 2

Bases: 9

Uprights: 3 Blue

5 white

Targets: 2 Indians

3 18" Square

3 18" round

4 Poppers

Props: Bar, kick down door, 1 cactii

### Stage 3

Bases: 12

Uprights: 6 Blue

5 red

Targets: 1 Locomotive

5 18" Square

4 18" round

4 Poppers

Props: Buggy bench and buggy front, 1 cactii

### Stage 4

Bases: 5

Uprights: 3 Blue

2 White

Targets: 3 Stars

2 18" Square

6 Poppers

Props: Rock Tables 3 each (or something similar)

### Stage 5

Bases: 2 4-circle sam targets

Targets: 2 center 4-circle sam targets

4 Tombstones

4 18" Squares

4 Poppers

Props: Corral, and 2 long gun staging horses

### Stage 6

Bases: 8

Uprights: 2 Double

2 White

Targets: 2 18" Square

2 18" Round

2 15" Round

4 Poppers

Props: 2 Boxes, 2 Cactus