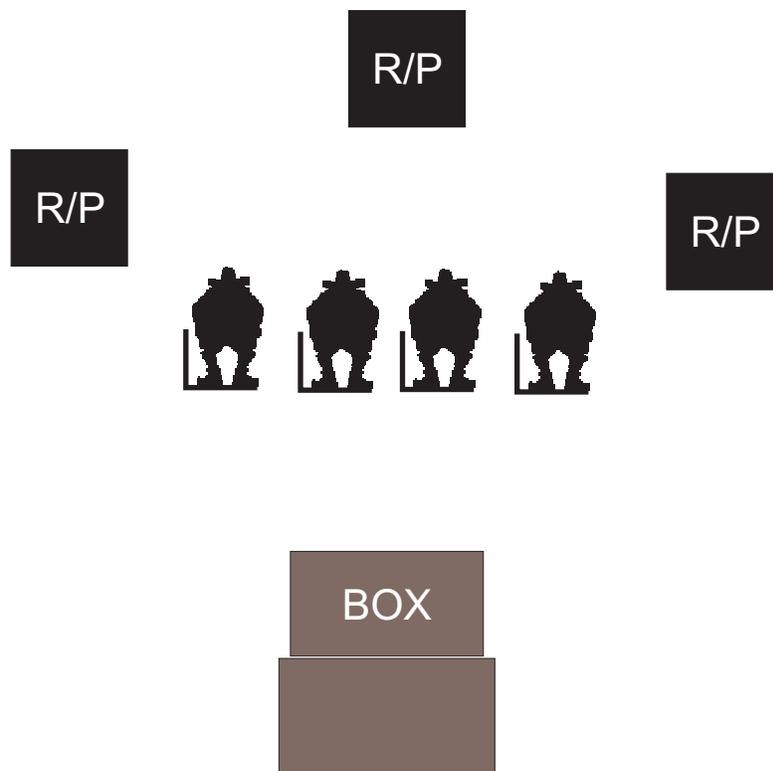


Stage 1

Some of the cowboys who have passed through Burritoville over the years have often died in unpleasant fashion, as cowboys sometimes will, and they just don't want to accept their fate of an early and violent death. Some are a might angry about what happened to them, and their spirits live on, so to speak, to haunt the living and vent their ghostly frustrations. Burritoville legend has it that if you stand this spot and stare out at the prairie for any length of time, you will start to see some of the cowboys who have died so tragically in Burritoville, coming straight at you, guns drawn and fire in their eyes. You have to be ready unless you want to meet the same fate.

Pistols 10 rounds holstered.
Rifle 10 + 1 rounds in hands.
Shotgun 4+ rounds on box.

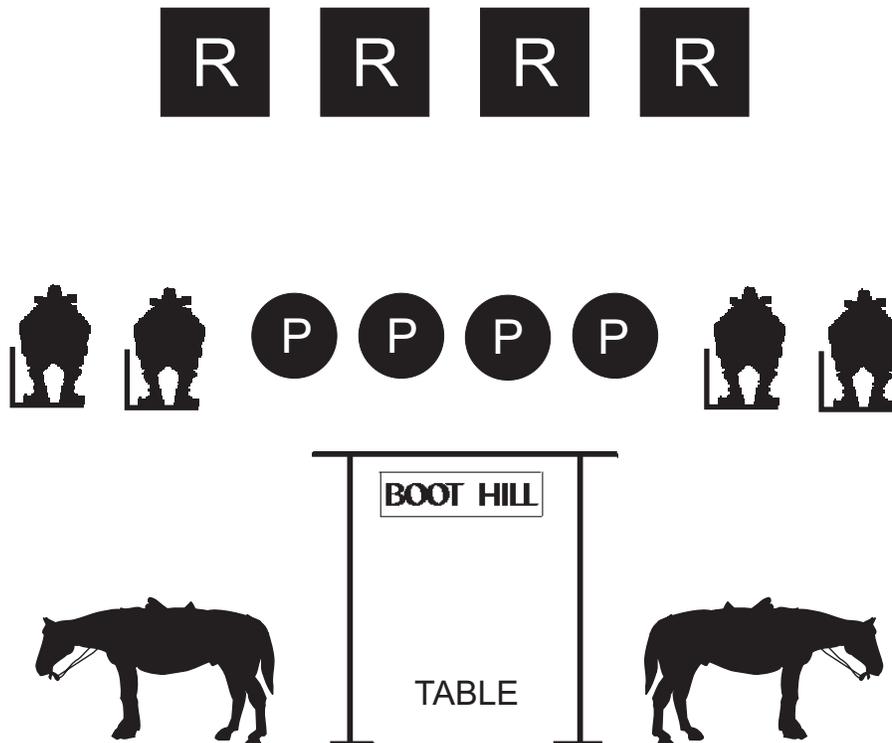


Shooter starts with rifle in hands, behind box with the muzzle touching top of the box. When ready Say "I ain't afraid of no ghosts!" ATB using rifle first, then pistols, engage each target seven times. The 11th rifle round may be loaded anytime after the first rifle shot. With shotgun engage targets in any order PMF.

Stage 2

The Burritoville Boneyard is rivaled only by Boothill Cemetery in Tombstone when it comes to ghostly inhabitants, especially at night. To some of the cowboys who have long passed, this is the only place where they can roam undisturbed, until someone like you comes along and disturbs their deathly unrest. Get ready to face them!

Pistols 10 rounds holstered
Rifle 10 rounds staged on table
Shotgun 4 + rounds stage on either horse.



Shooters starts with hands on shotgun. When ready shooter says “I am sending you back to HELL!” ATB with shotgun engage poppers at start position then move to opposite horse and engage remaining poppers, PMF. Re-stage shotgun safely on horse or table. Move to boot hill. With rifle, Nevada sweep the rifle targets starting on either end double tapping the end targets when engaged. With pistols use same instructions as rifle.

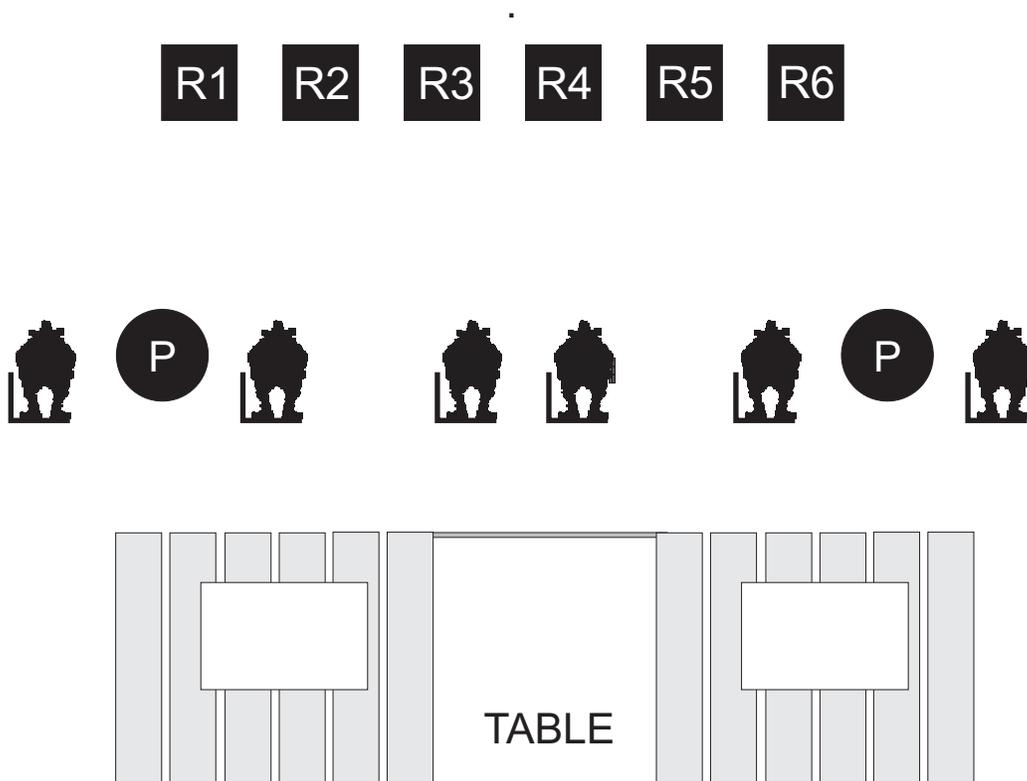
Stage 3

Some of the establishments in Burritoville are said to be haunted by the spirits of cowboys who didn't make it out of town alive for one reason or another. Some of them died in this very doorway where you stand, and it is said that if you stand here with guns drawn, you will feel some unseen force pushing you from behind, forcing you through the doorway and into deadly gunfire. But your guns are loaded and you have to stand your ground.

Pistols 10 rounds holstered.

Rifle 10 rounds staged in doorway.

Shotgun 6 + rounds staged in either window.

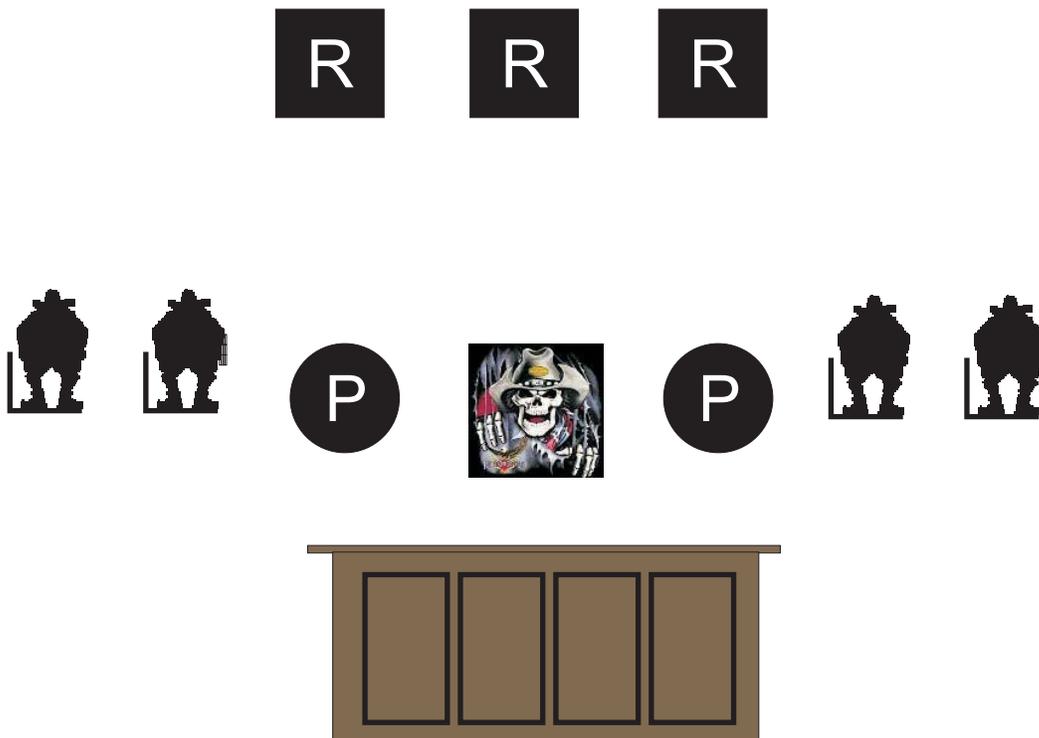


Shooter starts in doorway with rifle in hands muzzle touching table. When ready shooter says, “Well Bye Again”. ATB with rifle engage rifle targets 1 round each on targets 3 and 4, three rounds each on targets 2 and 5 then one round each on targets 1 and 6. Move to shotgun engage shotgun targets in any order from windows and doorway. Re-stage shotgun safely. From either window position with first pistol engage pistol target with five rounds. Move to opposite window and repeat.

Stage 4

The Burritoville Bar is a likely place for some of the most violent of tempers to have flared over the years, and the ghosts of the men who have died here are said to still haunt the place. Some nights, even though they're long gone, you can still see their faces in the mirror behind the bar, and they're taking aim at you!

Pistols 10 rounds holstered
Rifle 10 rounds staged on bar
Shotgun 4 + rounds staged on bar



Shooter starts standing behind the bar with hands holding hat *above* your head. The top of your head must be visible while holding hat. When ready shooter says “yikes!!” ATB with rifle double tap either end target, triple tap the opposite end target, then engage center target with five rounds. Pistols same instructions as rifle. (There are no misses on the ghost pistol target as long as rounds are fired safely down range.) With shotgun engage the shotgun target two from left end of bar and two from right side of bar any order, PMF.

Stage 5

Some of the most pleasurable times in Burritoville have occurred at Velvet's Palace, but also some of the most violent, resulting in the untimely demise of some of the cowboys. It seems there has been gunfire and bloodshed at Velvet's Palace over the years, due to fights between the boys over some of Velvet's fine ladies, and those fights don't ever seem to end, even after the cowboys have been carried away in a pine box. Nope, they're still here, angry and still ready to fight to the death for the lady of their choice. Take aim!

Pistols 10 rounds stages on table.

Rifle 10 rounds staged on table.

Shotgun 4 + rounds staged on table.



Shooter starts behind table dancing with Velvet. When ready shooter says "A dead man can't make his woman happy.....but I can!" ATB let go of Velvet and move to table. With first pistol double tap either end target then the remaining targets one round each. Repeat same instruction for second pistol. Rifle, same instructions as pistol. Shotgun engage two targets from either side of table, then two targets on opposite side of table, PMF.

Prop List for October 5th 2015 Match

Stage 1

Targets: 3 Large squares

Stands: 1 Blue, 2 White

Bases: 3

Poppers : 4

Props: 1 Set of wood boxes

Stage 2

Targets: 4 Large squares, 4 Large rounds

Stands: 4 Blue, 4 White

Bases: 8

Poppers: 4

Bases: 8

Props: Boot Hill, Table, 2 Horses

Stage 3

Targets: 6 Large squares, 2 Large rounds

Stands 6 Blue 2 White

Bases: 8

Poppers: 6

Props: 2 Window walls, 1 Wood Table

Stage 4

Targets: 1 Large squares, 4 Large rounds

Stands: 3 Blue, 1 White

Bases: 5

Poppers: 4

Props: Bar

Stage 5

Targets: 4 Large Squares

Stands: 2 Blue, 2 White

Bases: 4

Poppers: 4

Props: Half round saloon table