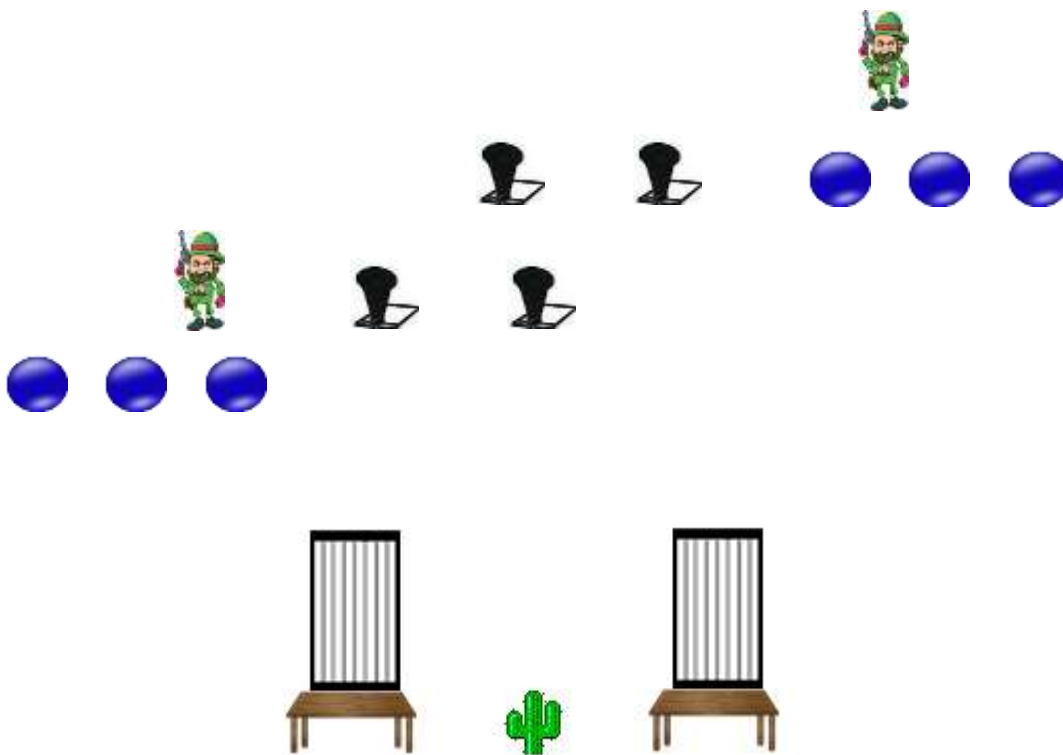


## Stage 1

Ahhhhh, Saint Patrick's Day. Time for some r & r in town. First to the bank to withdraw some cash for the night's activities. You walk in and what do you see? A short little guy in a green suit and hat holding the tellers at gunpoint, filling his goody bag full of yours and the other townfolks money. Not today. You pull your guns.

Pistols – 10 Rds. Holstered    Rifle – 10 Rds. On right table    Shotgun – 4+ Rds. On left table

Shooter starts to left of left table. Hands at Texas surrender. The line is **“Hold it, Shorty”**. ATB with pistols engage the pistol targets with a double tap sweep on the circles then 4 rds. on the Leprechaun. Holster pistols. Pick up shotgun, move safely with shotgun to between tables and engage poppers. PMF. Restage shotgun safely. Pick up rifle, and move safely to right side of table. With rifle engage rifle targets with the same sequence as the pistols.

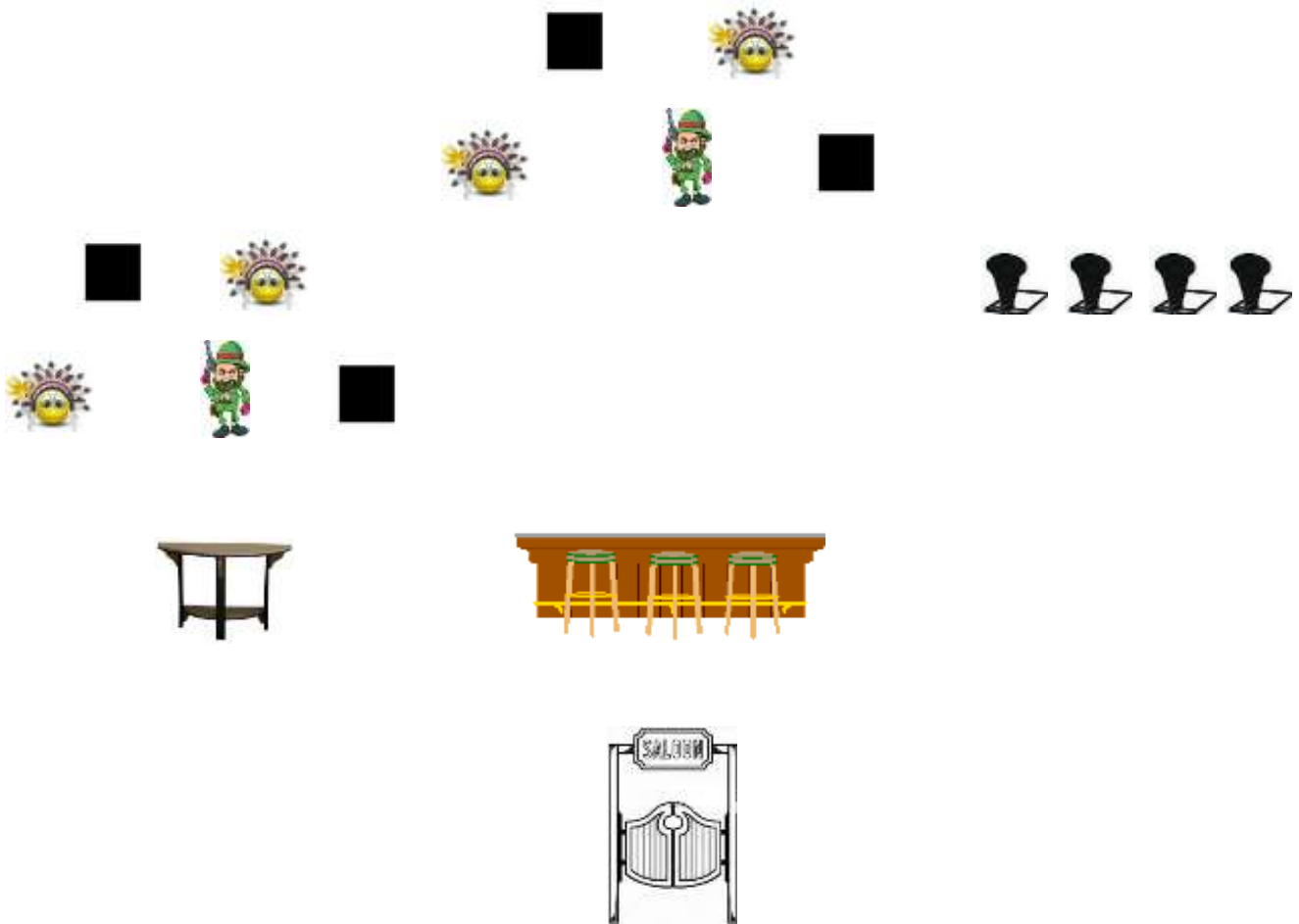


## Stage 2

After your withdrawal you head over to the Saloon to get started on the right foot. You get thru the doors, lo and behold that little green bugged is at the end of the bar, slugging back some rot gut Irish Whiskey, and attempting to charm your main squeeze Rosita. Time to sling more lead.

Pistol – 10 rds. on table    Rifle – 10 rds. on bar    Shotgun – 4+ rds. on bar

Shooter starts behind saloon doors. The line is “Time for a drink”. ATB move thru the doors to the bar. With rifle engage rifle targets with 1 rd. on each circle, 3 rds. each on each square, with last 2 rds. on the leprechaun. Place safe rifle on bar. Move to left side table. With pistols engage the pistol targets with same sequence as the rifle. Restage pistols safely, (back on table or holstered). Pick up shotgun and safely move to the right of the bar (both feet). Engage poppers. PMF.

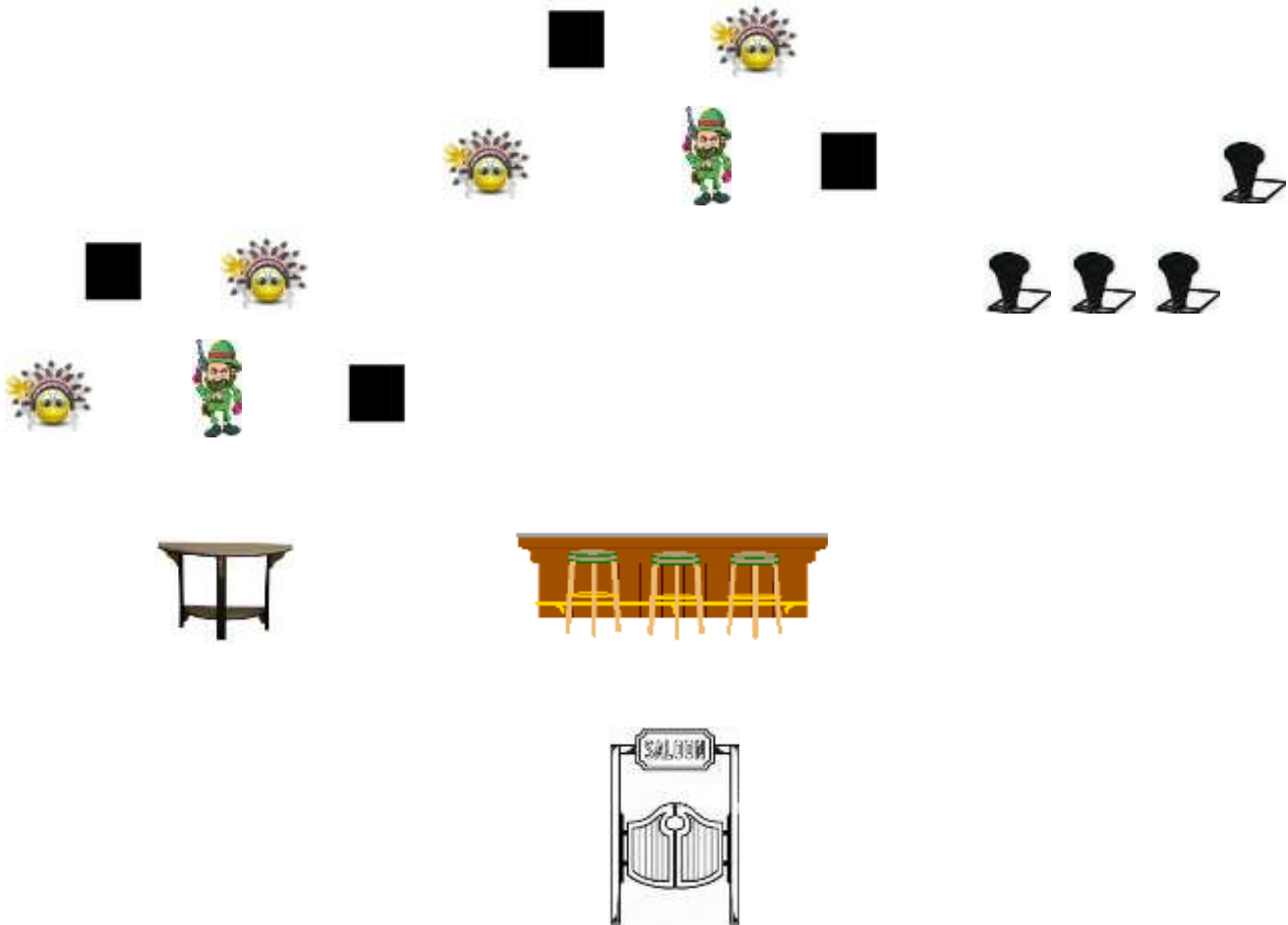


### Stage 3

After chasing that little green varmint out of the saloon you sit down with your squeeze Rosita. After a couple stiff shots you see that little green weasel, with funny hat, sneaking behind the bar headed for the cash box. Here we go again.

Pistols – 10 rds. on left table    Rifle – 10 rds. on bar    Shotgun – 4+ rds. in hand

Shooter starts standing to the right of the bar (both feet) shotgun in hand. At the direction of the R.O. load 2 rds. with shotgun at the ready say your line, "Not you again". ATB engage poppers. PMF. Stage shotgun safely. Move to bar. With rifle engage rifle targets with 2 rds. on each target. Leprechaun cannot be double tapped. Place safe rifle back on bar. Move to table. With pistols engage pistol targets in the same fashion as the rifle. (place pistols back on table or holster).

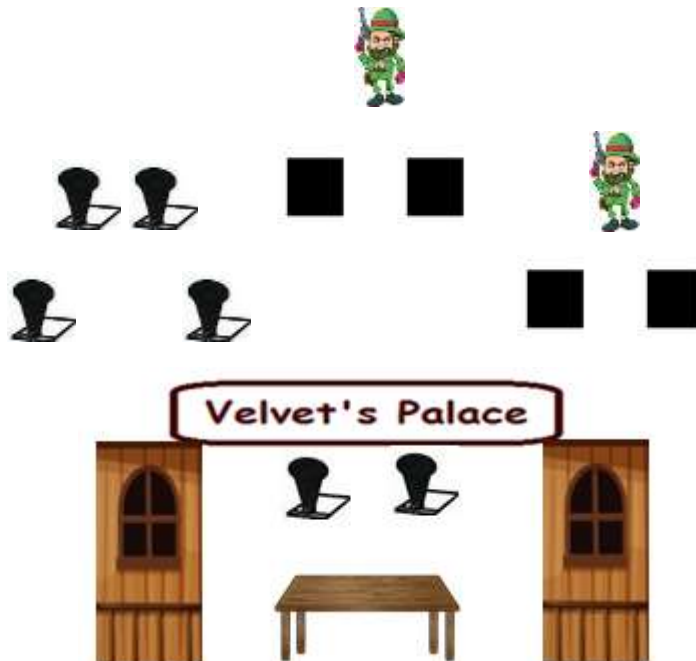


## Stage 4

After the shenanigans at the saloon your sweetie is in no mood for your advances. You leave and head down the street for a sure thing, "Velvet's Palace", best brothel in the territory. You walk in and the place is in an uproar. Your little green buddy is swinging from the chandelier with one hand and blasting away with a six-gun in the other. Mayhem.

Pistols – 10 rds. holstered   Rifle – 10 rds. on table   Shotgun – 6+ rds. in left window

Shooter starts behind table, hands on hat. The line is, "Not to fear ladies". ATB with rifle engage the rifle targets with 2 rds. on each outside target, 2 rds. on the Leprechaun, then two rds. each back on the outside targets. Place safe rifle back on table. Move to right window and engage pistol targets with the same sequence as the rifle targets. Holster pistols. Move to left window and engage poppers. PMF. With safe shotgun move to between the facades and engage the remaining two poppers. PMF

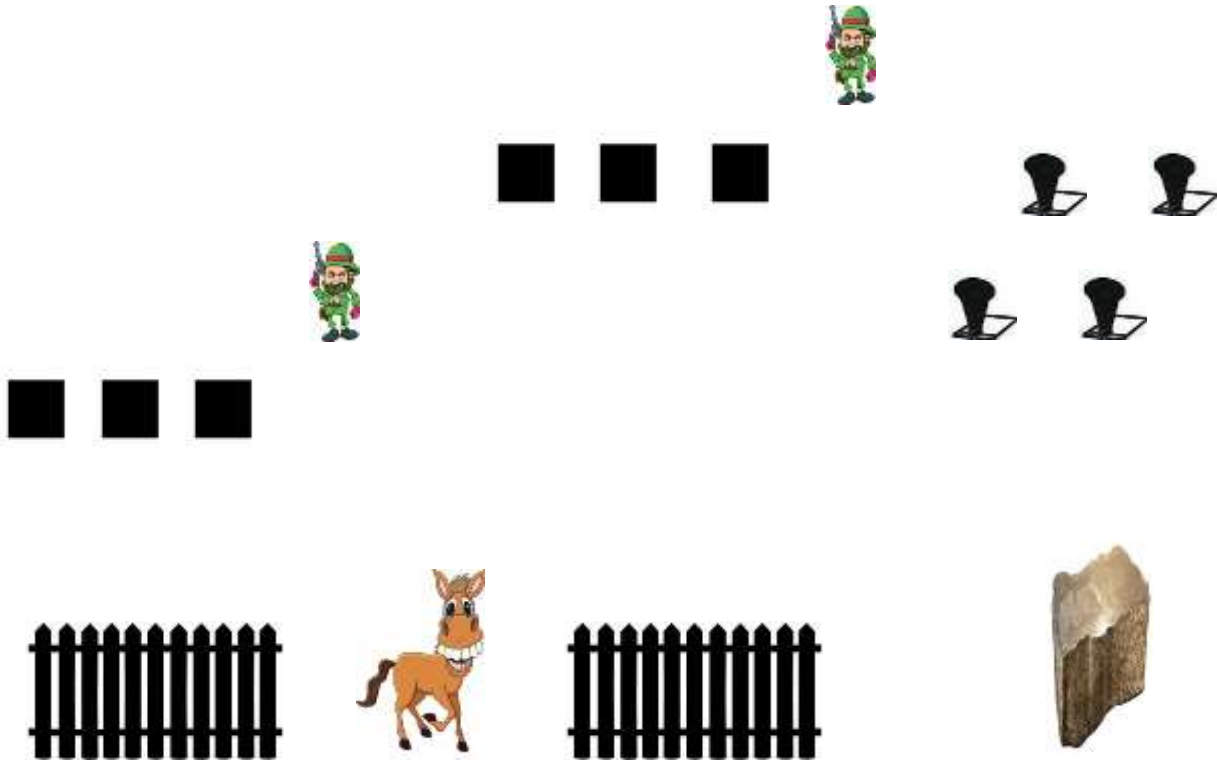


## Stage 5

Well, you chased that green devil away. The ladies were very grateful and sent you on your way with all your needs fulfilled. Walking by the corral you notice the horses are very skitterish. You look under the fence. There he is, the little green s. o. b. opening the gate to create a stampede. Not tonight.

Pistols – 10 rds. holstered    Rifle – 10 rds. on horse    Shotgun – 6+ rds. on rock

Shooter starts at center of left corral fence. Hands on fence bent over peering under the top rail of the fence. The line is "That little bugger", ATB with pistols engage the pistol targets with 1 rd. each starting on the Leprechaun, (r – l), for 4 rds. 4, 3, 2, 1. Then 3, 2, 1. Then 2, 1. With last rd. back on the Leprechaun. Holster pistols. Move to right fence, picking up safe rifle along the way. Engage the rifle targets in the same fashion as the pistol targets. Restage rifle safely on rock. With shotgun engage poppers. PMF.

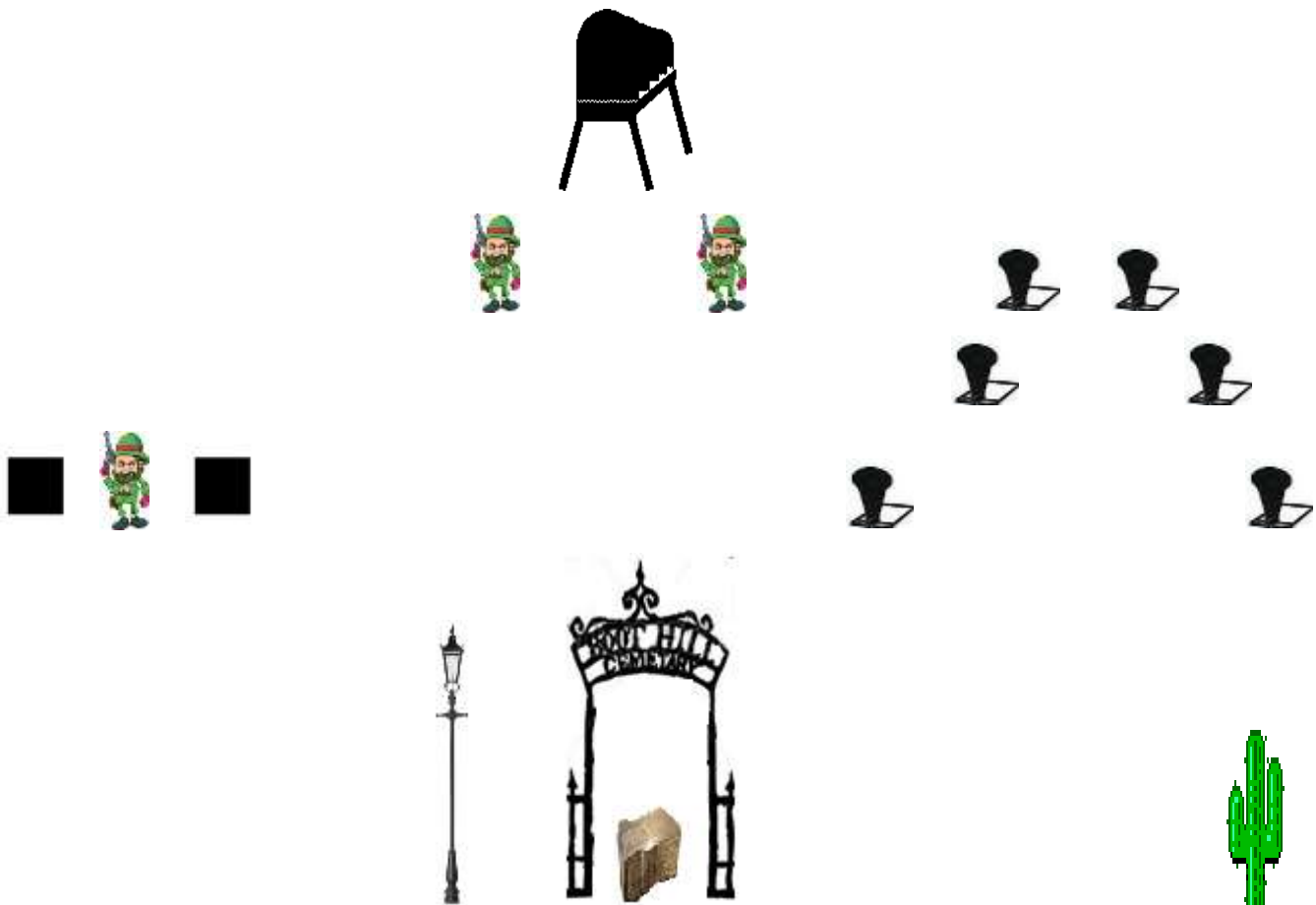


## Stage 6

That little green toad is everywhere. You saved the town from a stampede. Walking back to your trusty steed, Midnight, passing “Boot Hill” you hear yelling about “Lucky Charms”. You investigate and silhouetted against the full moon the little green rat is digging up graves singing about finding his “Lucky Charms”. You have some “Lucky Charms” for him, filled with lead.

Pistols – 10 rds. holstered    Rifle – 10 rds. on rock    Shotgun – 6+ rounds on rock

Shooter starts behind rock at entrance to “Boot Hill”, one hand on rock and the other hand shaking a fist down range. The line is **“I got your Lucky Charms for ya’. In HELL”**. With rifle engage rifle targets with a Nevada sweep starting on the center tombstone rack and the Leprechauns for the first 5 rds. With the second 5 rds. engage the remaining tombstone targets until down. Dump any remaining rounds on either Leprechaun. Place safe rifle on rock. Move to left of Boot Hill beyond gas light pole. With pistols engage the pistol target with two Nevada sweeps with both starting on the center target. Holster pistols. Move to right side of Boot Hill picking up safe shotgun along the way. Engage poppers. PMF



## STAGE 1

Bases: 9  
Uprights: 6 - red  
          2 - blue  
Targets: 6 18" Circles  
          2 Cowboys  
          4 Poppers

Props:  
2 Cardboard Tellers  
2 Jail Bar Inserts  
1 Small Cactus  
2 Tables

## STAGES 2 & 3

Bases: 11  
Uprights 3 - red  
          5 - white  
          2 - blue  
Targets: 4 18" Squares  
          4 - Indians  
          2 - cowboys  
          4 - poppers

Props  
1 - half-moon table  
1 - bar  
1 – set of saloon doors

## STAGE 4

Bases: 6  
Uprights 2 - red  
          3 - white  
          1 - blue  
Targets: 2 – cowboys  
          4 - large squares  
          4 - poppers

PROPS  
2 – Window facades  
1 - Velvet's Palace sign  
1 - table  
(Need 4 or 5 ft board to attach sign to facades)

## STAGE 5

Bases: 8  
Uprights: 3 – red  
          4 – white  
          1 – blue  
Targets: 6 – 18" squares  
          2 – cowboys  
          4 – poppers

PROPS  
2 – corral fences  
5 - horses  
1 – rock table

## STAGE 6

Bases: 6  
Uprights 4 – white  
Targets: Tombstone Rack  
          2 18" Squares  
          3 Cowboys  
          6 Poppers

PROPS  
1 – Boothill façade with sign  
1 – light pole  
1 – large cactus  
1 – rock table  
8 - gravestones