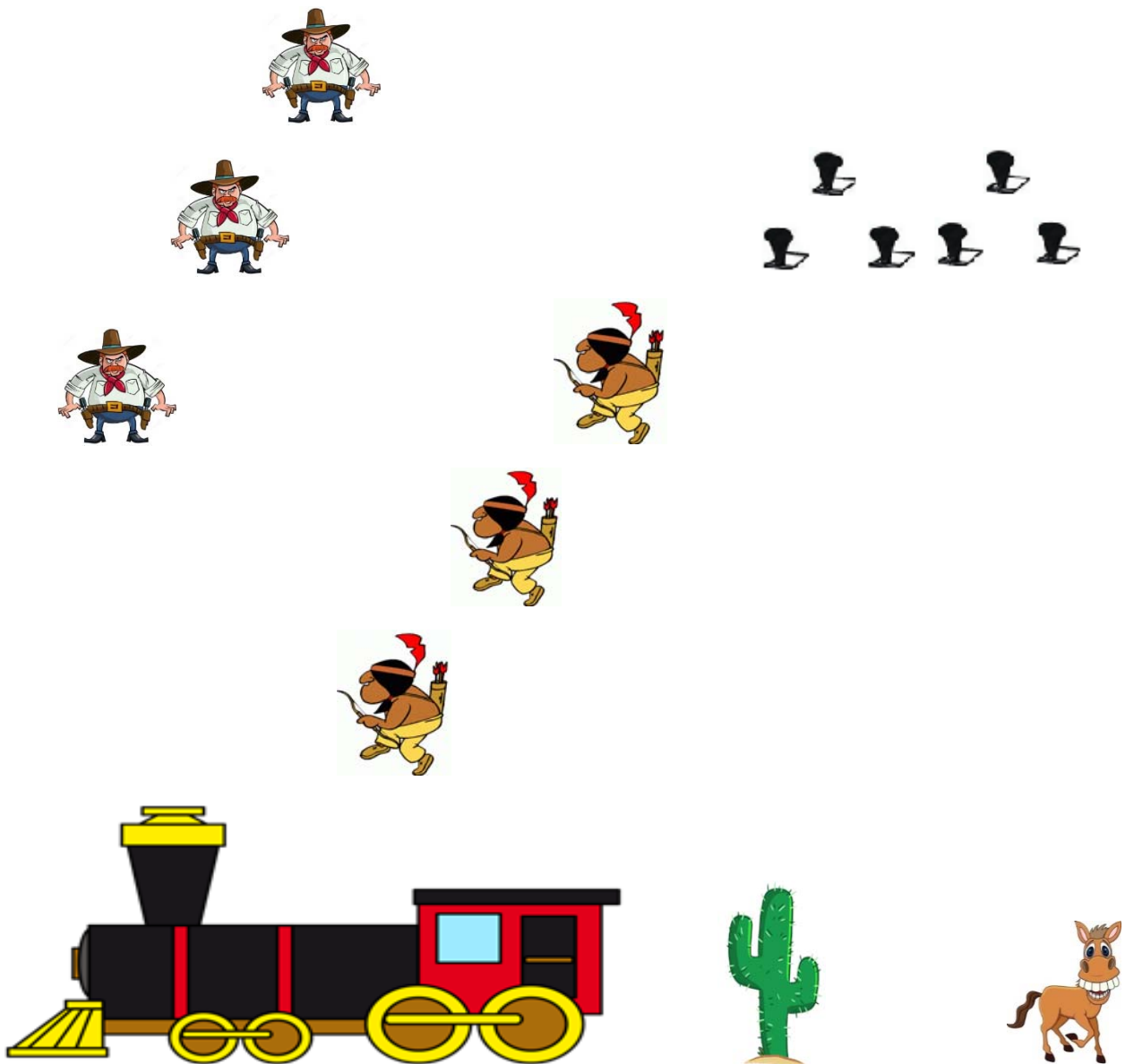


Stage 1

You are taking the train back to Burrittoville. The engineer lets you ride up front for a while. Gazing out the window you see wisps of white floating in the air all around the engine. Time to fill the air with lead.

Pistols -10 rds. holstered Rifle – 9 rds. in left window Shotgun – 6+ on horse

Shooter starts in left window, one hand on bell rope, the other pointed downrange. RO will say, "All aboard!" Shooter will then ring bell and exclaim, "What the hell is that!" ATB with rifle engage rifle targets with a 1 on 1, 2 on 2, 3 on 3 sweep. Then sweep the targets again from the same direction with the remaining 3 rds. Remember to only load NINE in the rifle. Restage rifle safely. Move to right window. With pistols engage pistol targets in the same fashion as the rifle with the 10th rd. back on the center target. Holster pistols. Move to horse. Engage poppers. PMF.

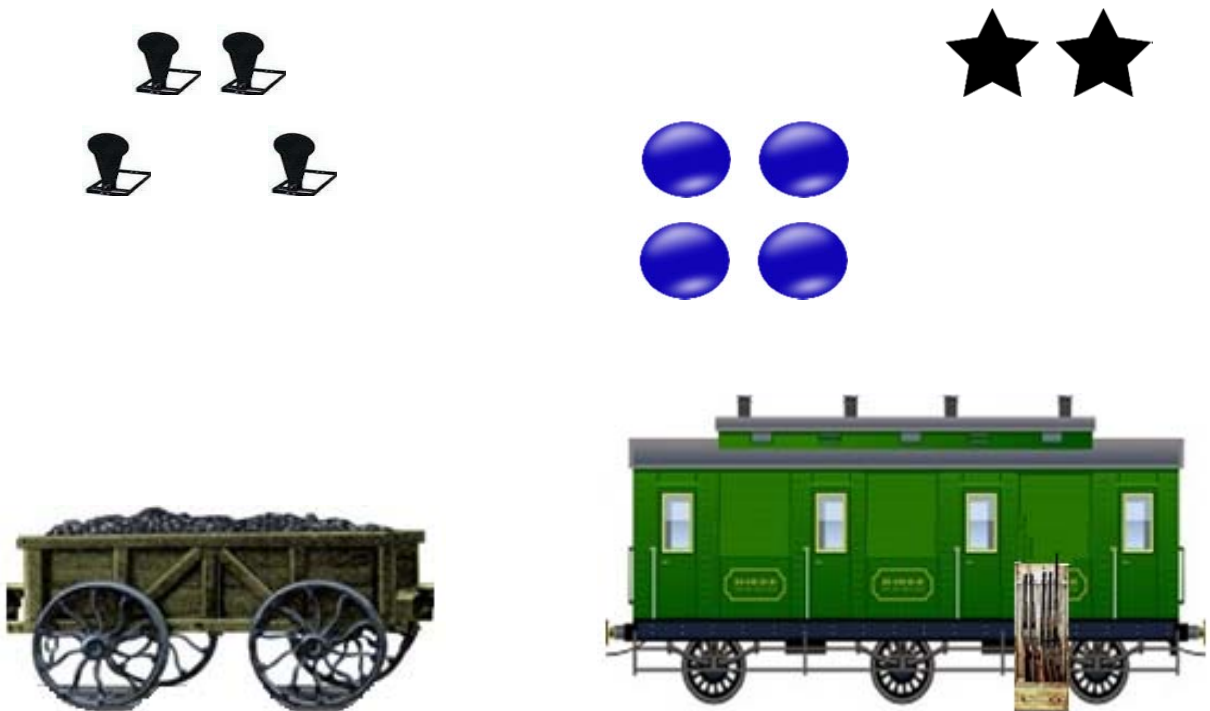


Stage 2

The train stops for water. You get down from the engine and move toward the rear of the train. All of a sudden more of the white wispy devils appear all around. Time for more lead.

Pistols – 10 rds. holstered Rifle – 10 rds. on stand Shotgun – 4+ on coal car

Shooter starts in left railcar window hands on hips. The line is **“More ghosts!”** ATB with 1st pistol engage targets with 2 rds. on a bottom target then single tap the remaining 3 targets. Holster. With 2nd pistol engage the opposite bottom target with 2 rds. then single tap the other 3 targets. Holster. Move to coal car. Engage poppers. PMF. Restage shotgun safely. Move to right railcar window. With rifle engage targets with five rds. on each.

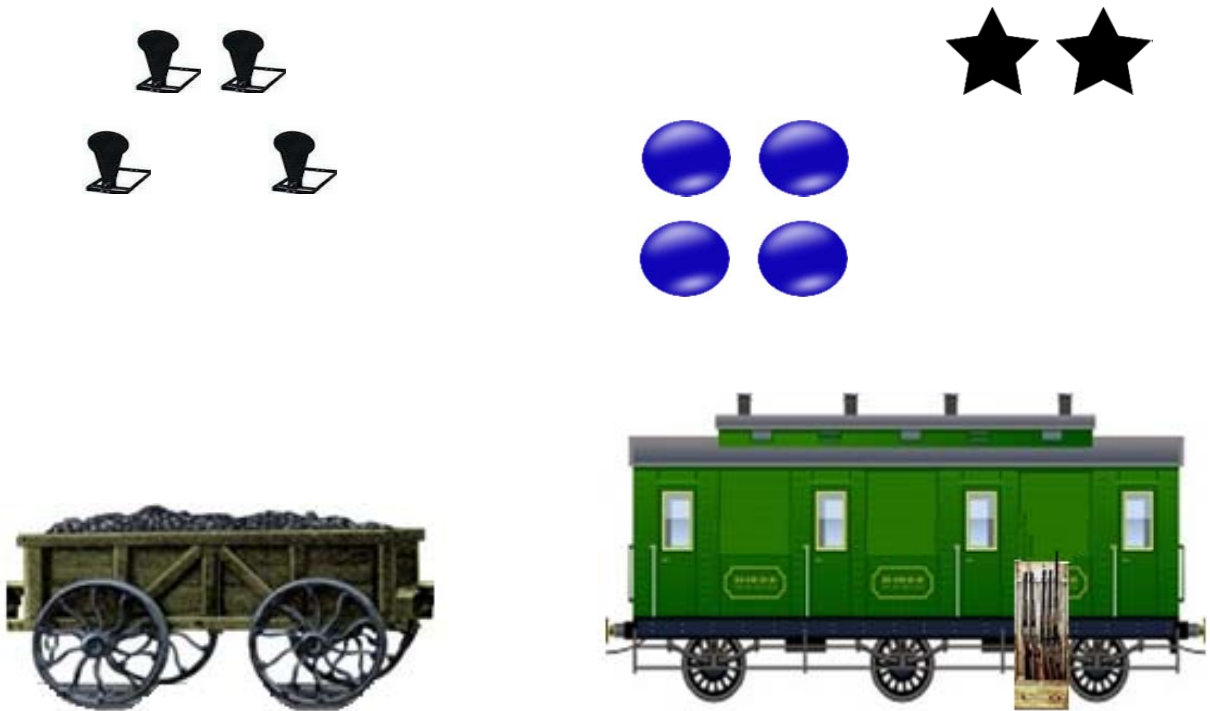


Stage 3

Thinking the white devils have had enough lead you take a minute to reload. And lucky you did. More of the white heathens appear. Here we go again.

Pistols – 10 rds. holstered Rifle – 10 rds. on stand Shotgun – 4+ on coal car

Shooter starts behind coal car hands on ammo. The line is **“This is spooky.”** ATB with shotgun engage poppers. PMF. Restage shotgun safely. Move to left railcar window. With pistols engage pistol targets with a reverse Lawrence Welk sweep, 4,3,2,1, starting on any target. Holster pistols. Move to far right window. With rifle engage rifle targets by double tapping targets for 10 rds.

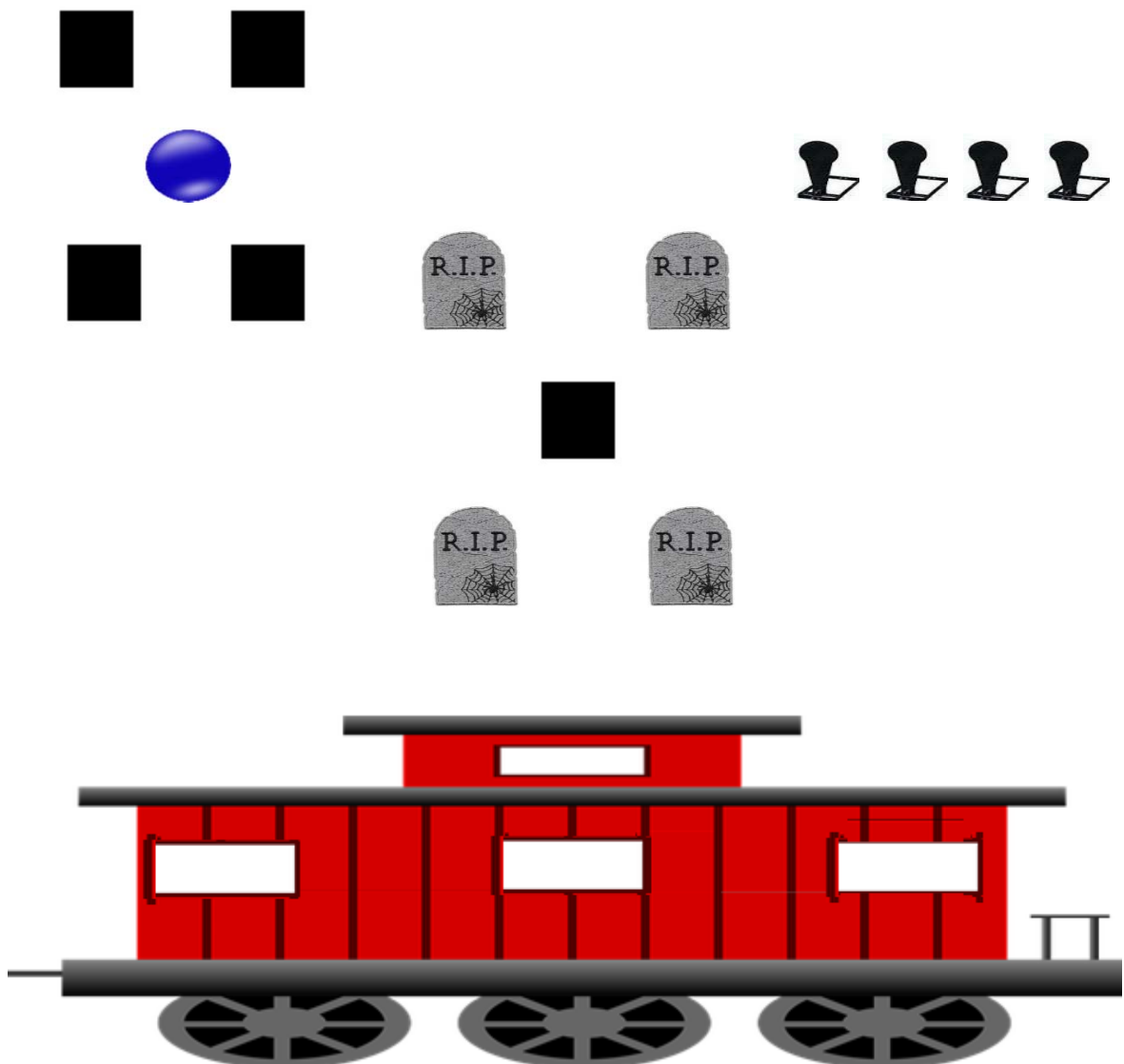


Stage 4

Well, after blasting the spooky devils again you climb aboard the Caboose. There you find the conductor scared _ _ _ _ less. Lots of ghosts. More lead.

Pistols – 10 holstered Rifle 10- on left shelf Shotgun- 4+ on right shelf

Shooter starts in window hands on hat. The line is **“They’re everywhere!”** ATB with pistols engage pistol targets starting with 2 rds. on the center target, 1 rd. on each of the top targets, 2 rds. back on the center target, 1 rd. each on the bottom targets , with last two rds. back on the center target. Holster pistols. Move to left shelf. With rifle engage rifle targets with the same sequence as the pistols. Restage rifle safely. Move to right shelf. With shotgun engage poppers. PMF.

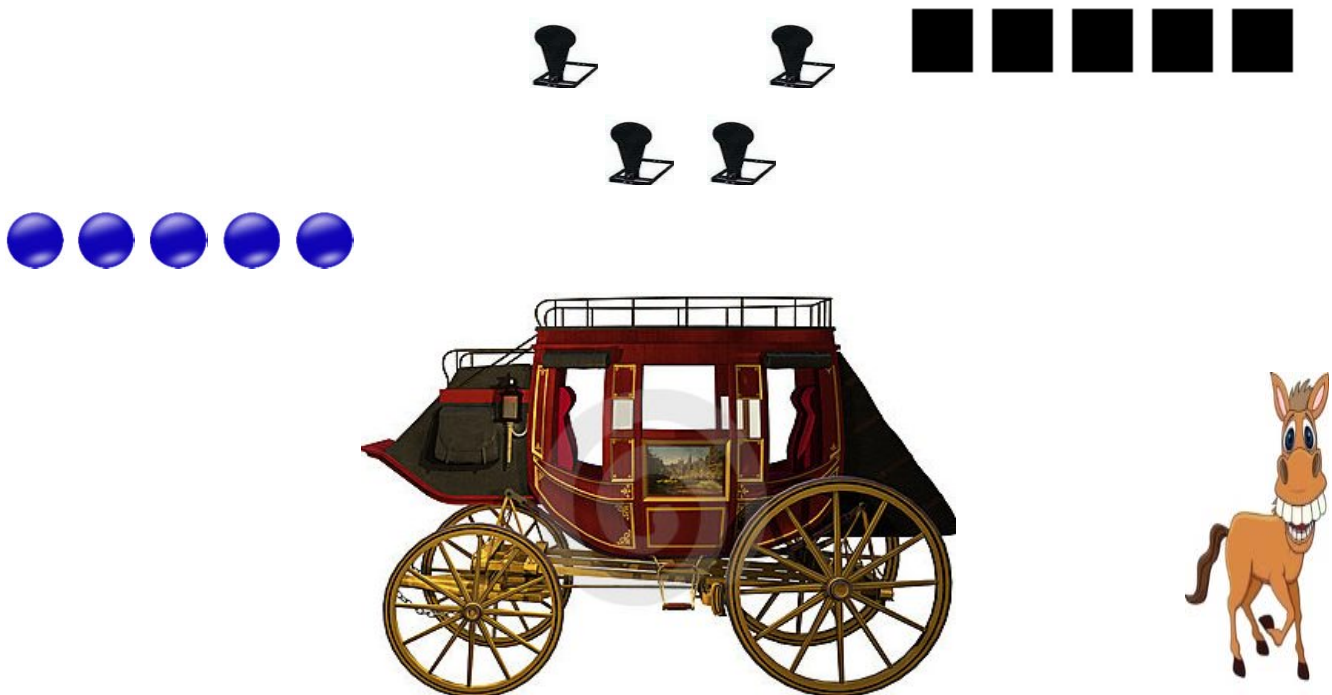


Stage 5

You make it to Burritoville, finally. But Burritoville IS a ghost town. Filled with them. You spy the last stage out and blast your way to it.

Pistols – 10 rds. holstered Rifle – 10 rds. on horse Shotgun – 4+ in stage doorway

Shooter starts to left of Stagecoach hands at Texas Surrender. The line is **“Damn these ghosts.”** ATB engage the pistol targets in this order. 2 rds. on the center target, 2 rds. on each outside target, then 2 rds. on each inside target. Holster pistols. Move to stage doorway. With shotgun engage poppers. PMF. Restage rifle safely. Move to horse. With rifle engage rifle targets with the same sequence as the pistols.

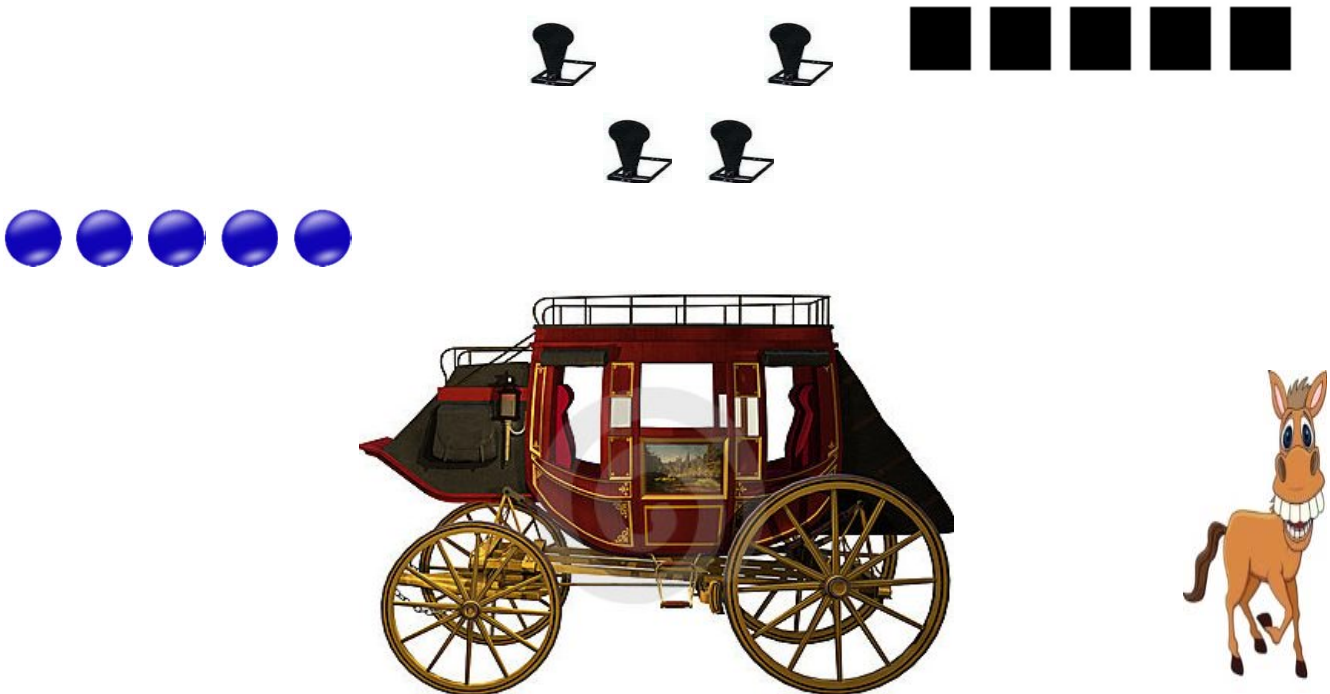


Stage 6

Finally headed home. You look out the window and all you see is ghosts following the stage. Time for a final showdown.

Pistols – 10rds. holstered Rifle – 10 rds. on horse Shotgun – 4+ on horse.

Shooter starts beside horse arms folded. The line is **“Get me outta’ here!”** ATB with rifle engage rifle targets with a Hoot Sweep. With 1st 5 rds. double tap an end target, then single tap the middle 3 targets in order. With 2nd 5 rds. single tap the 3 middle targets, ending with 2 rds. on the opposite end target. Restage rifle safely. Move to stage door. With shotgun engage poppers. PMF. Restage shotgun safely. Move to the left of the stagecoach. With pistols engage pistol targets with the same sequence as the rifle.



Stage 1

Steel – 2 short red uprights
2 white uprights
2 blue uprights
3 Indians
3 cowboys
6 poppers
6 bases

Props – 1 steam engine
1 horse
1 large cactus

Stages 2 & 3

Steel – 1 big Sam rack
2 blue uprights
4 large circles
2 stars
4 poppers
2 bases
2 big Sam rack stands

Props – 1 coal car
1 railcar
1 upright gun stand

Stage 4

2 double brown uprights
2 white uprights
5 large squares
1 large circles
4 tombstones
4 poppers
6 bases

Props – 1 caboose

Stages 5 & 6

5 red uprights
5 blue uprights
5 large circles
5 large square
4 poppers

Props – 1 stagecoach
1 horse