



Stage 1

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

Recently there has been a rash of clown sightings in towns near Burritoville, and even reports of town folk being chased by clowns. Everyone has been hoping it's a hoax and that there ARE no clowns. But you can never be sure.....

Shooter starts to left of cowboy, hands on hat. **“I don't trust NO clowns!** ATB with 1st pistol engage pistol targets with 1 rd. on either end target, 3 rds. on the opposite end target, then 1 rd. on the center target. Holster. With 2nd pistol engage targets in reverse. 1 rd. on the center target, 3 rds. on either end target, then 1 rd. on the opposite end target. Holster pistol. Move to table. With shotgun engage poppers. PMF. Restage shotgun safely. Move to horse. With rifle engage rifle targets in this order, 2 rds. on the center target, 2 rds. each on the outside targets, 2 rds. back on the center target , then 1 rd. each on the 2 inside targets.





Stage 2

Pistols – 10 holstered Rifle - 10 on table Shotgun – 4+ on horse

Well....what was thought to be a hoax is reality. Not only were clowns spotted near Burritoville, but some of the town folk were physically accosted. That's going too far. No one seems to know where they came from or what they want but one thing's for sure.....they're real, they're scary and they've got to go!

Shooter starts to left of cowboy, hands on hips. **"I REALLY hate clowns!"** ATB with 1st pistol engage pistol targets with a 2, 1, 2, sweep. Holster pistol. Move to table. Engage poppers. PMF. Restage shotgun safely. Move back to left side of cowboy. With 2nd pistol engage pistol targets with a 2, 1, 2, sweep. Holster pistol. Move to horse. With rifle engage rifle targets in this order. 2 rds. on the center target, 2 rds. on each inside target, then with the remaining 4 rds. single tap the 2 outside targets and the center target.





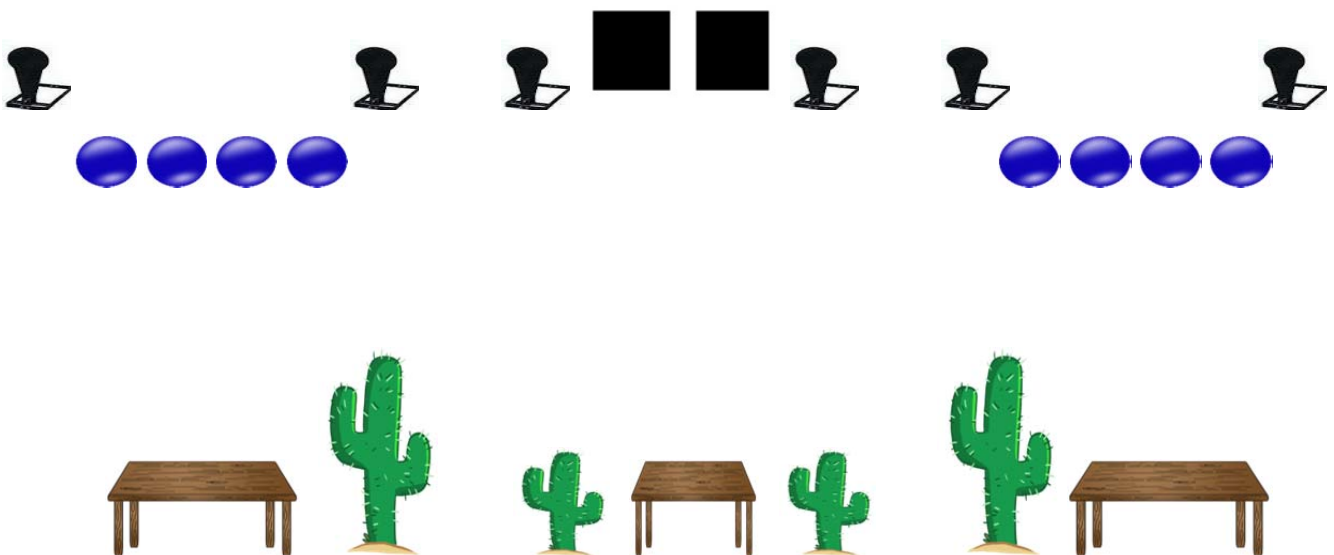
Stage 3

Pistols – 10 holstered Rifle – 10 + reload on center table Shotgun – 6+ on either end table

As if a clown invasion wasn't weird enough for a town, these goofy creatures are have been killing and eating the livestock and now people are disappearing. These guys are downright evil and they must be stopped! Time to load up and show these circus monsters who's boss.

Shooter starts at end table opposite of where shotgun is staged. Hands at Texas Surrender. **"I ain't afraid of no clowns!"**

ATB with pistols engage pistol targets with a Lawrence Welk sweep. 1 on 1, 2 on 2, 3 on 3, 4 on 4. Holster pistols. Move to center table. With rifle engage rifle targets with 5 rds. on 1 target and 6 rds. on the other. Shooter may load additional rd. before, after, or during engagement of rifle targets. Restage rifle safely. Move to last table. With shotgun engage poppers from behind all three tables. PMF.



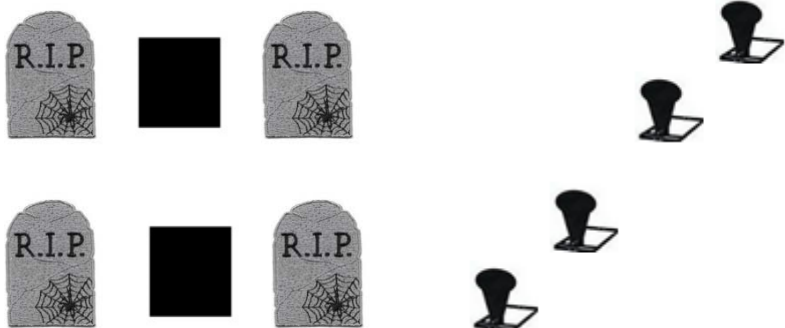


Stage 4

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

Our worst fears are realized when Pennywise the clown appears. He is the leader of this killer posse and now he's out there in the dark, staring us down with his deadlights. It's souls he wants, and he means to take as many as he can. It's us or him.

Shooter starts behind ammo boxes, hands on boxes. **"This is a no-clown town, bozo!"** ATB with rifle engage rifle targets in this order. 1 rd. on the bottom center target, then double tap the 2 bottom outside targets. With 2nd 5 rds. engage the upper level targets in the same manner as the bottom targets. Restage rifle safely. Move to the left of the cactus and engage pistol targets with a 4, 1, 1, 4, sweep from either direction. Holster pistols. Move to horse. Engage poppers. PMF.



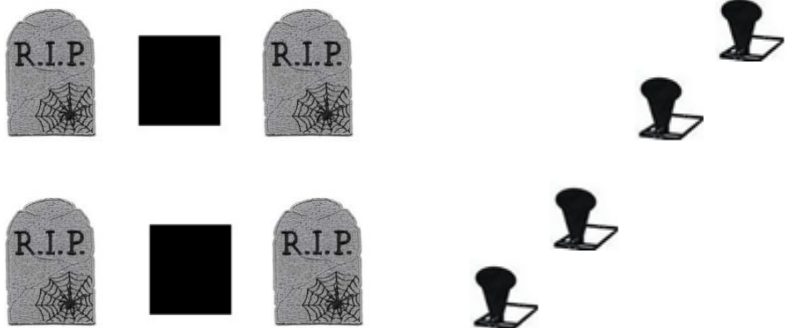


Stage 5

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

You've got one last shot and you better make it good because if you don't, Pennywise and his gang will take you down. They growl, bare their ugly fangs, and you aim.

Shooter starts standing next to horse hands on ammo. **“You clowns are finished!”** ATB engage poppers. PMF. Restage shotgun safely. Move to ammo boxes. With rifle engage rifle targets with 2 rds. each on the center targets, then 1 rd. each on the 4 outside targets, with the last 2 rds. back on the center targets. Restage rifle safely. Move to the left of cactus. With pistols engage pistol targets with a continuous Nevada sweep from either end. Holster pistols.



Stages 1 and 2

Steel – 4 red uprights
4 blue uprights
3 buffaloes
4 large squares
1 large circle
4 poppers
8 bases

Props – 1 horse
1 stand up cowboy
1 half round table

Stage 3

Steel – 8 red uprights
2 white uprights
8 large circles
2 large squares
14 bases
6 poppers

Props – 3 tables
2 small cacti
2 large cacti

Stages 4 and 5

Steel – 4 white uprights
3 double uprights
4 stars
4 tombstones
2 large squares
4 poppers
8 bases

Props – 1 large cactus
1 small ammo box
1 large ammo box
1 horse