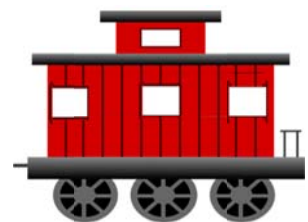
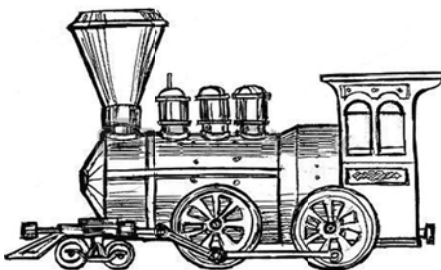
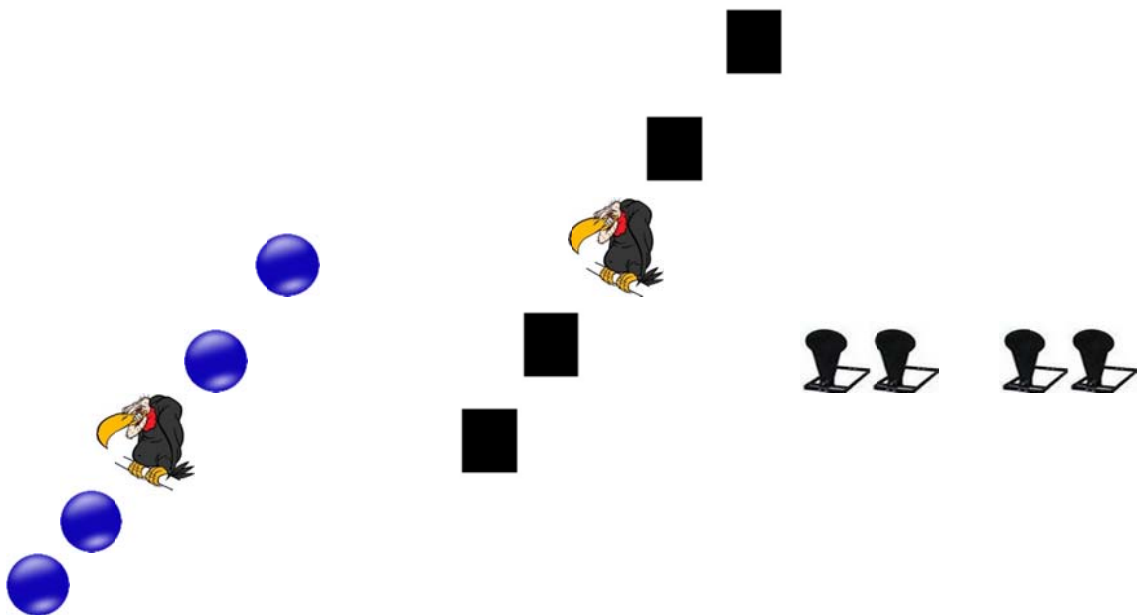


Stage 1

Well you are leaving the big city, fresh from the inauguration. It was great to be part of, but there were just too many people. It feels good to be headed back to Burritoville. After getting away from the city you start to get comfortable. All of a sudden the conductor yells, "ROBBERS!". You reach for your guns.

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

Shooter starts with both hands on bell cord. Shooter initiates sequence by ringing the bell and exclaiming, "**All aboard!**" ATB, from any steam engine window, engage the pistol targets. With 1st pistol double tap the center target then single tap the two targets to the left or right for 3 rds. Holster pistol. With 2nd pistol repeat instructions using the opposite two targets. Holster pistol. Move to coal car. With rifle engage the rifle targets with the same sequence as the pistols. Restage rifle safely. Move to caboose. With shotgun engage 2 poppers from the left shelf. PMF. Then with safe shotgun move to the rear shelf and engage the remaining 2 poppers. PMF.

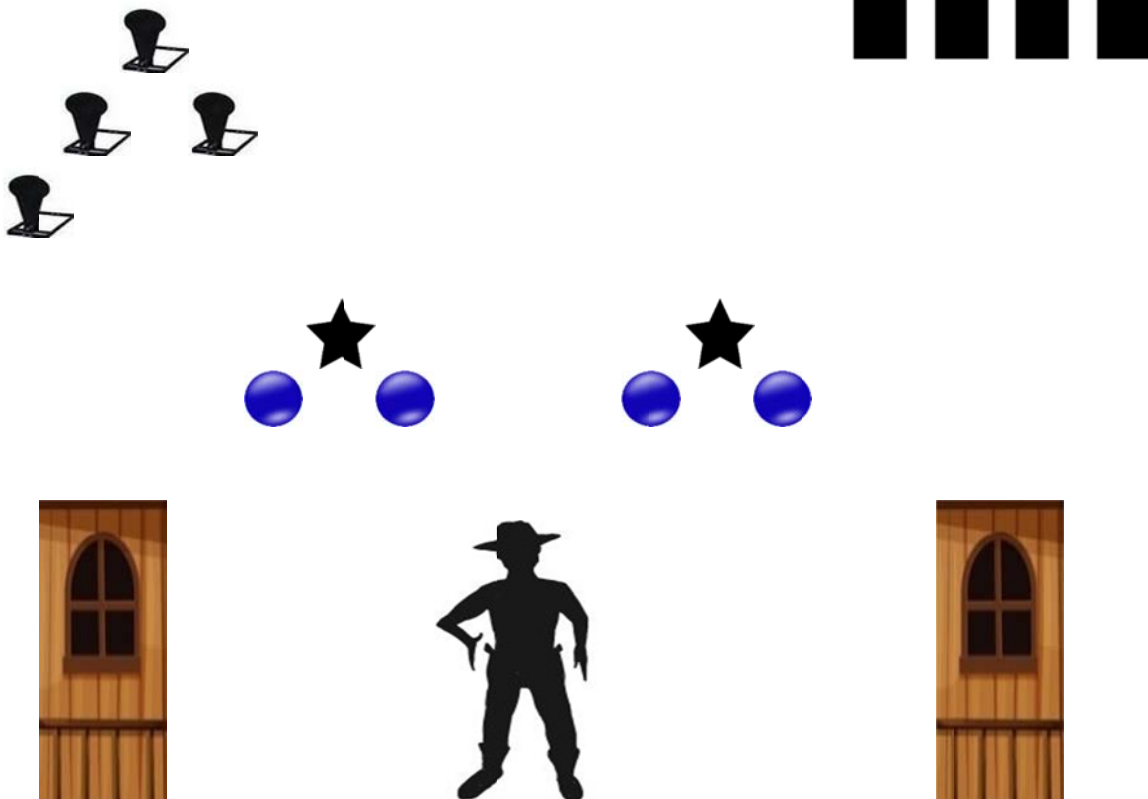


Stage 2

It is a long ways back to Burrittoville. After running all day, the train stops for repairs. Damn if those outlaws didn't follow the train. Riff raff everywhere. Time to throw down some lead.

Pistols – 10 rds. holstered Rifle – 10 rds. in right window Shotgun – 4+ rds. in left window

Shooter starts standing eye to eye with the cowboy, hands at sides. The line is, “**No rest for the weary**”. ATB shooter may move either left or right. Shooter must engage shotgun targets from the left window. PMF. Restage shotgun safely. Shooter must engage the pistol targets by double tapping the top center target, then single tap all three targets. Holster pistols. With rifle, from the right window, engage rifle targets with a 4,3,2,1, sweep from either end. Restage rifle safely. NOTE: One set of pistol targets must be engaged from one side of the cowboy with the other set engaged from the opposite side of the cowboy.

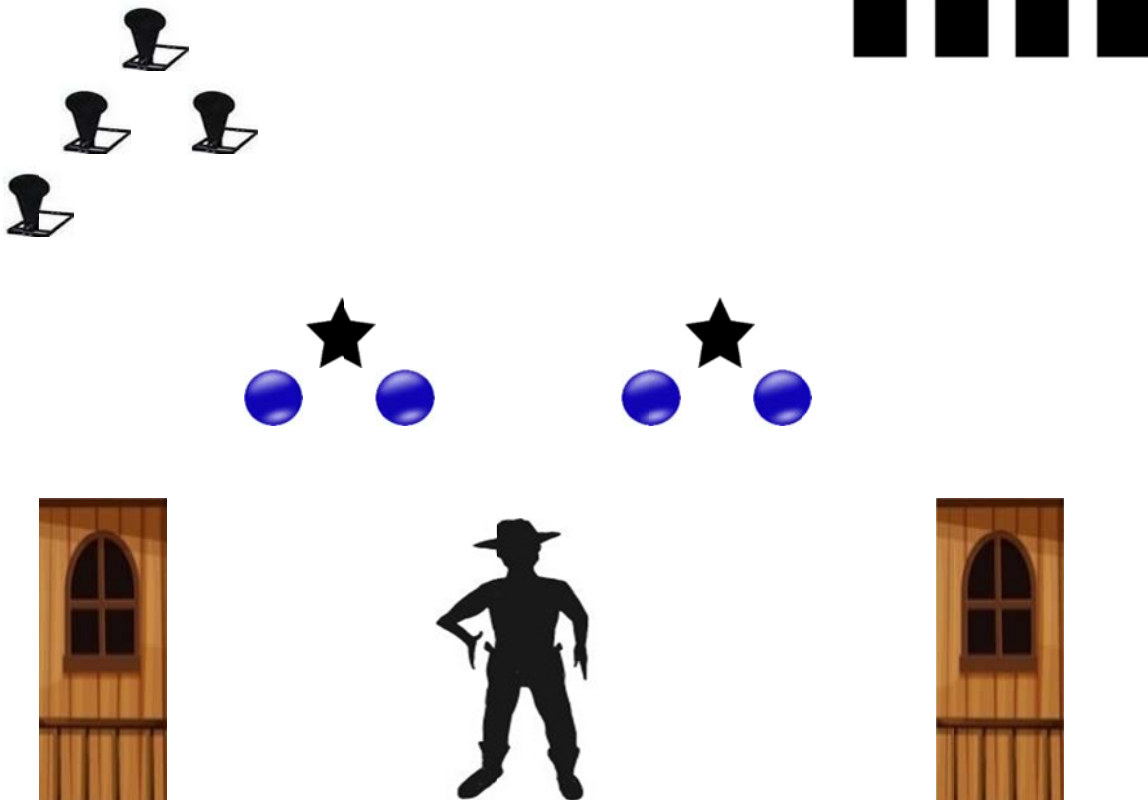


Stage 3

A wonderful brisk morning. You head on down to the train station. Still broken. So you head over to get some vittles. Some more thugs show up to create havoc. Havoc they shall have.

Pistols – 10rds. holstered Rifle – 10 rds. in right window Shotgun – 4+ in right window

Shooter starts in left window, hands on ammo. The line is, **“It is too early for this.”** ATB, engage poppers outside, outside, inside, inside. PMF. Restage shotgun safely. Move between façade and cowboy. With 1st pistol engage the pistol targets starting on the center target, alternating for 5 rds. Center, outside, center, other outside, center. Holster pistol. Move to other side of cowboy. With 2nd pistol engage targets with the same sequence as the 1st pistol. Holster pistol. Move to the right window. With rifle engage targets with a 3 single tap sweeps from the same direction.

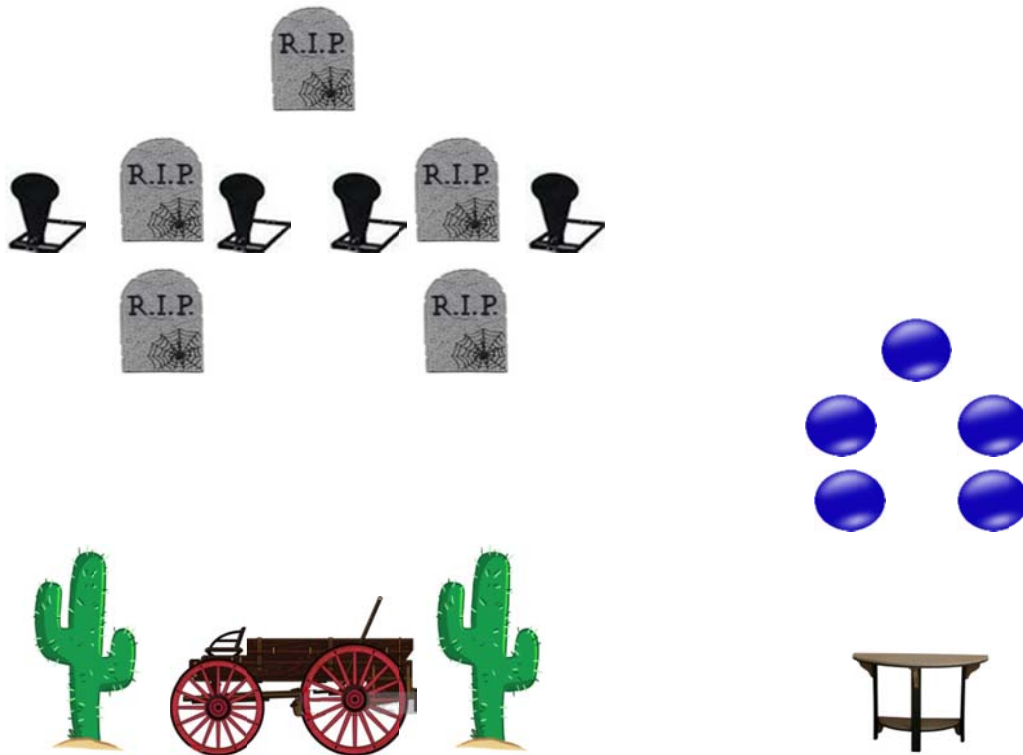


Stage 4

After your little skirmish you eat your fill and head over to the livery to scrounge up a horse and buggy. On the way out of town more vermin show up. This is very peculiar. You blast them.

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

Shooter starts seated at table, hands in lap. The line is, “**Them was good vittles.**” ATB with 1st pistol, seated or standing, engage targets with 2 rds. on a bottom target, then 2 rds. on the opposite upper target, then 1 rd. on the upper center target. With 2nd pistol repeat instructions starting on the opposite lower target. Holster pistols. Move to wagon. With rifle engage rifle targets with the same sequence as the pistols. Restage rifle safely. With shotgun engage poppers. PMF.

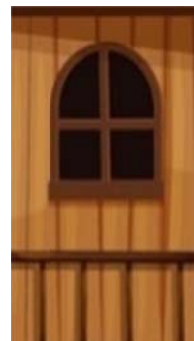
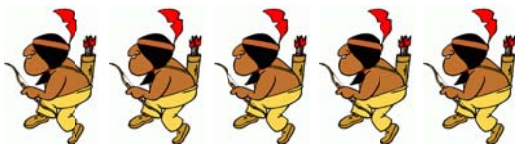


Stage 5

Whoo Hoooo! You make it to Burrittoville. Home. You're the Sheriff again and yet here come those nasty cowboys, again. They look familiar.

Pistols – 10 rds holstered Rifle – 10 rds. on ammo box Shotgun – 6+ rds. in window

Shooter starts behind ammo boxes, hands at Texas Surrender. The line is, **“Good to be Sheriff again.”** ATB engage pistols targets with a Hoot sweep starting on either end. Holster pistols. With rifle engage the rifle targets with the same sequence as the pistols. Restage safely. Move to window. Engage poppers.

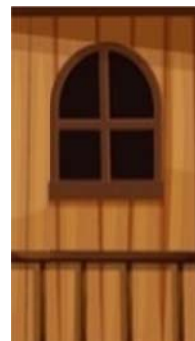
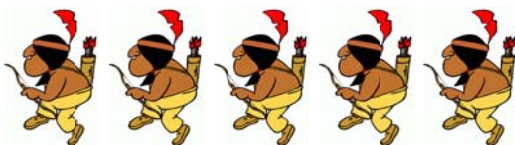


Stage 6

You are truly putting a dent in those outlaws. Then, all of a sudden you realize it is Bart and his band of cutthroats. He and his scum have been dogging you across the country. Glad you have all the necessary fire power.

Pistols – 10 rds. holstered Rifle 10 rds. on ammo boxes Shotgun – 6+ rds. in window

Shooter starts in window, hands on ammo. The line is, “**Damn you Bart!**” ATB with shotgun engage a maximum of 4 poppers. Restage rifle safely. Move to ammo boxes. With pistols engage pistol targets double tapping from either end. Holster pistols. With rifle engage rifle targets with the same sequence as the pistols. Restage rifle safely. Move back to window and engage the remaining poppers. PMF. NOTE: Shooter does not have to engage missed shotgun targets on the first pass. Shooter can make up targets on the second pass.



Stage 1

Steel – 2 short red uprights
2 red uprights
2 white uprights
2 blue uprights
2 double brown uprights
2 buzzards
4 large circles
4 large squares
4 poppers
10 bases

Props – 1 steam engine
1 coal car
1 caboose

Stages 2 & 3

Steel – 4 red uprights
2 white uprights
4 blue uprights
4 large squares
2 stars
4 large circles
4 poppers
10 bases

Props – 2 facades
1 standup cowboy

Stage 4

Steel – 2 short red uprights
2 blue uprights
2 double brown uprights
5 tombstones
5 large circles
4 poppers
12 bases

Props – 1 wagon
1 half moon table
2 large cacti

Stages 5 & 6

Steel - 5 red uprights
5 blue uprights
5 cowboys
5 Indians
6 poppers
10 bases

Props – 1 small ammo box
1 large ammo box
1 façade