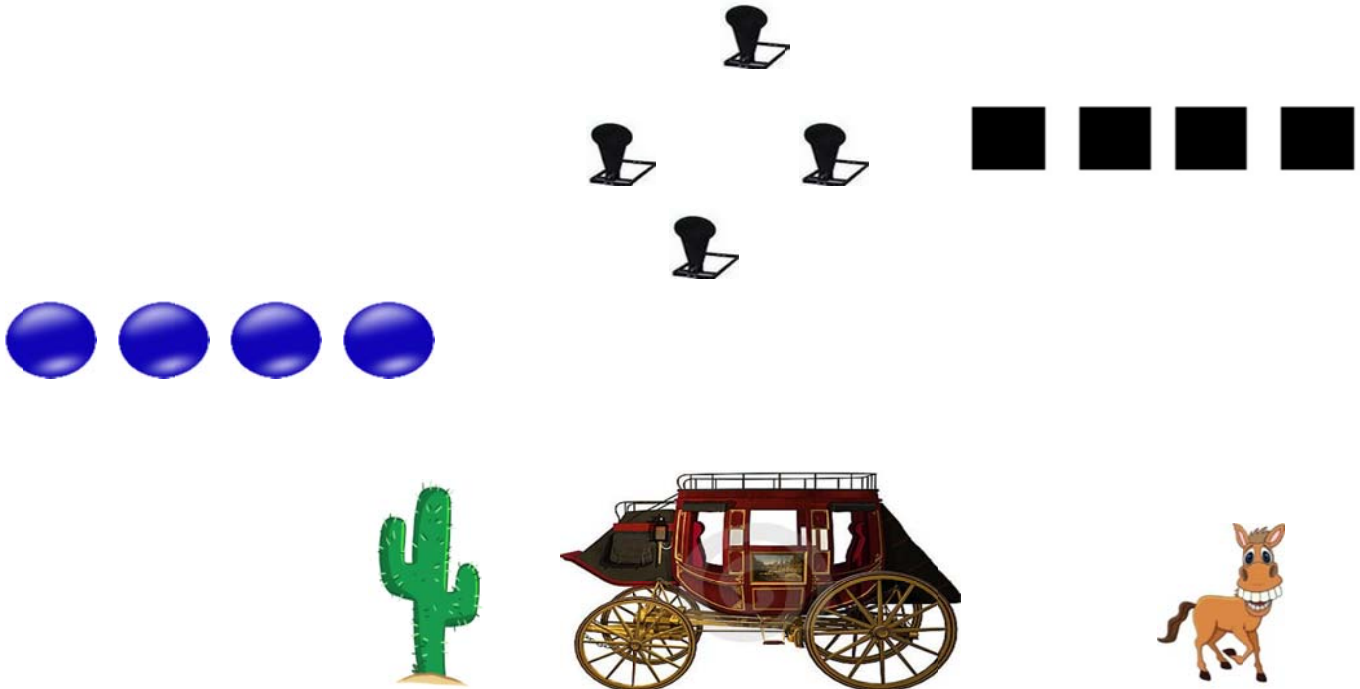


Stage 1

You have left Ireland with your “Pot O’ Gold” in search of your “Lucky Charms”. Here in America you are sure to find them. Off you go to the wild untamed west. In your finest green duds, of course. And here, like back in Ireland, thieves are lurking for the gold in your pot.

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

Shooter starts to left of cactus, hands at Texas Surrender. The line is, “**Stay away from my gold!**” ATB, engage the pistol targets with the infamous “Pinto Kid Sweep”. Starting from either end 2,1,1,2, Then back to the beginning and single tap sweep all 4 targets. Holster pistols. Move to doorway. With shotgun engage poppers. PMF. Restage shotgun safely. Move to horse. With rifle engage rifle targets with the aforementioned “Pinto Kid Sweep”.

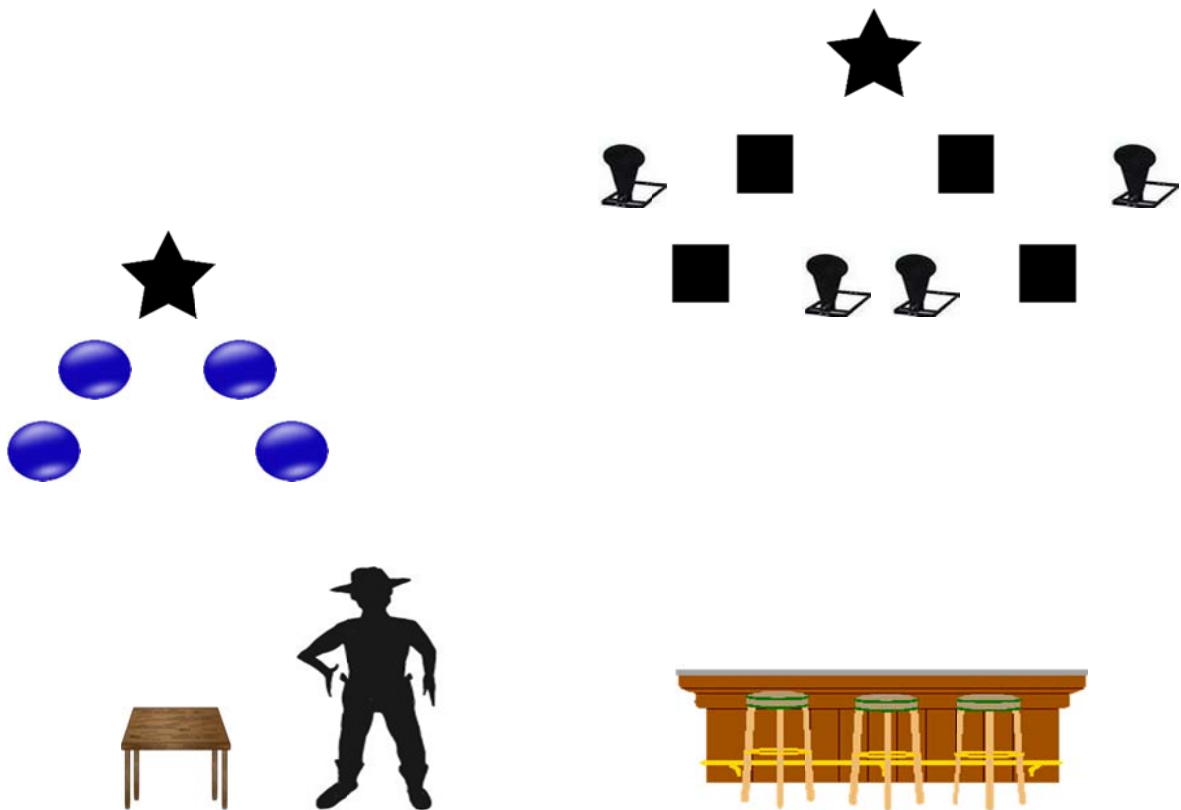


Stage 2

You've made it to some little hole in the wall called Burrittoville. It has a raucous reputation you are told. There is the bar. Time for some refreshment. The bartender laughs at your green suit and hat but gladly serves you your whiskey after spying your "Pot O' Gold." Others also take notice.

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

Shooter starts seated at the knockdown table, hands on table. The line is, "**Find your own gold!**" ATB stand, knock over table and engage the pistol targets with a pendulum sweep from either end. Holster pistols. Move to bar. With rifle repeat pistol instructions. Restage rifle safely. With shotgun engage poppers. NOTE: Shooter may engage long guns in any order.

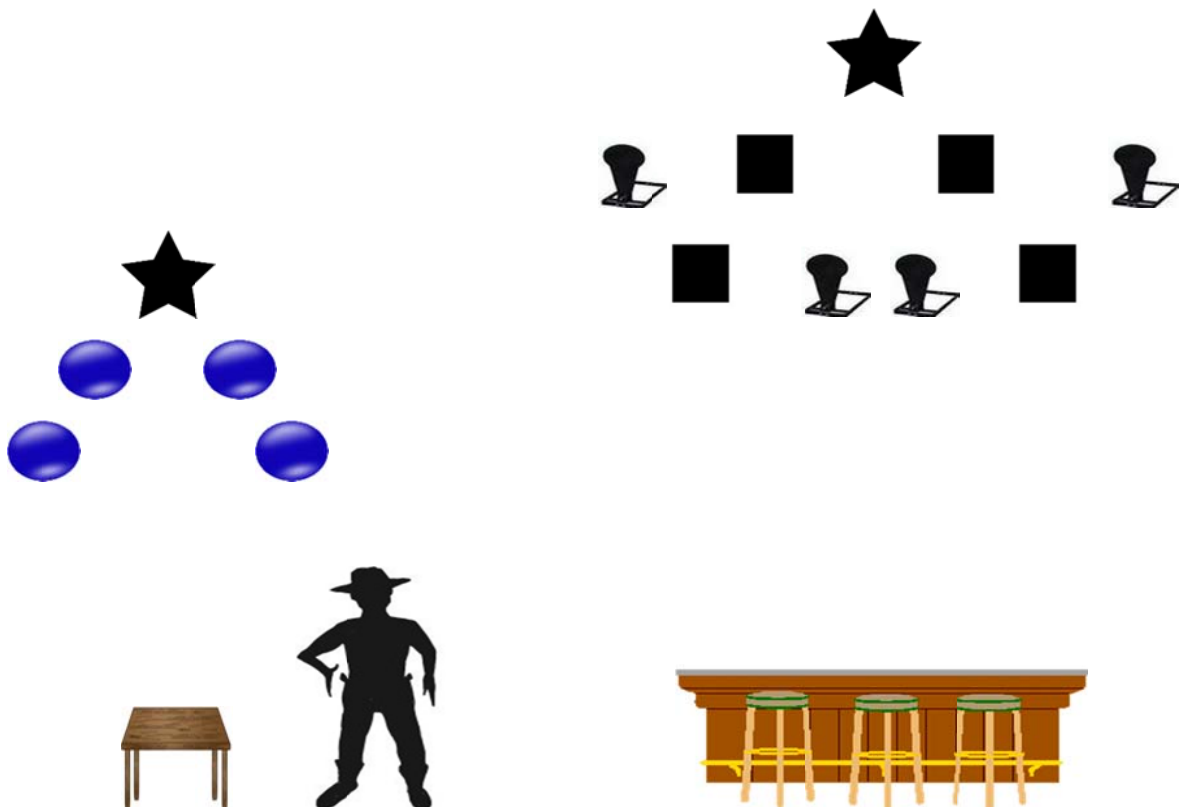


Stage 3

After dealing with the evil doers you move to the bar to knock back a bit more whiskey. It seems Burritoville is living up to its reputation. More villains show up to make off with your "Pot O' Gold".

Pistols - 10 rds. holstered Rifle – 10 rds. on bar Shotgun – 4+ in hand
behind bar

Shooter starts behind bar with shotgun in hand. At the direction of the R.O. shooter will load 2 rds. and shoulder weapon. The line is, "**Be gone you ruffians**"! With shotgun engage poppers inside, inside, outside, outside. Restage shotgun safely. With rifle engage rifle targets with a 2,1,4,1,2, sweep from either end. Restage rifle safely. Move to table. With pistols engage pistol targets with the same sequence as the rifle. Holster pistols.



Stage 4

Well, you did not find your “Lucky Charms” at the local watering hole. Walking thru town you notice some bad guys escaping from the jail. They spot your “Pot O’ Gold”, and here they come like the rats they are.

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

Shooter starts in window, hands on hat. The line is, “**Back to jail vermin!**”! ATB, with rifle engage the bull butt with a West Virginia Sweep. Restage rifle safely. With pistols engage pistol targets with 5 rds. each. Holster pistols. Move to horse. Engage poppers. PMF.

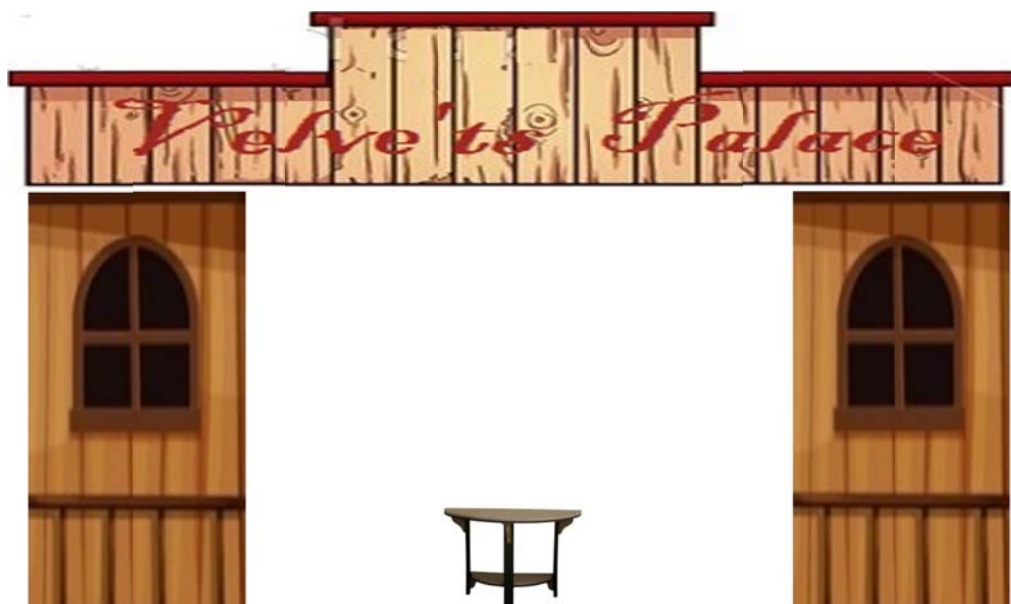


Stage 5

After putting the escapees back in jail you notice a finely painted building with a sign on it that says "Velvet's Palace". Sounds pleasant enough, so you mosey inside. When you enter all you see are nefarious looking cowboys sitting and standing around the foyer. Their eyes light up when they see your "Pot O' Gold".

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

Shooter starts behind table with hands on hips. The line is, "**This is my gold, SCUM**"! ATB, with rifle engage the rifle targets with 2 Nevada Sweeps starting on the middle target with both. One horizontal the other vertical. Restage rifle safely. Move to left window. With pistols repeat rifle instructions. Holster pistols. Move to the right window. With shotgun engage poppers. PMF.

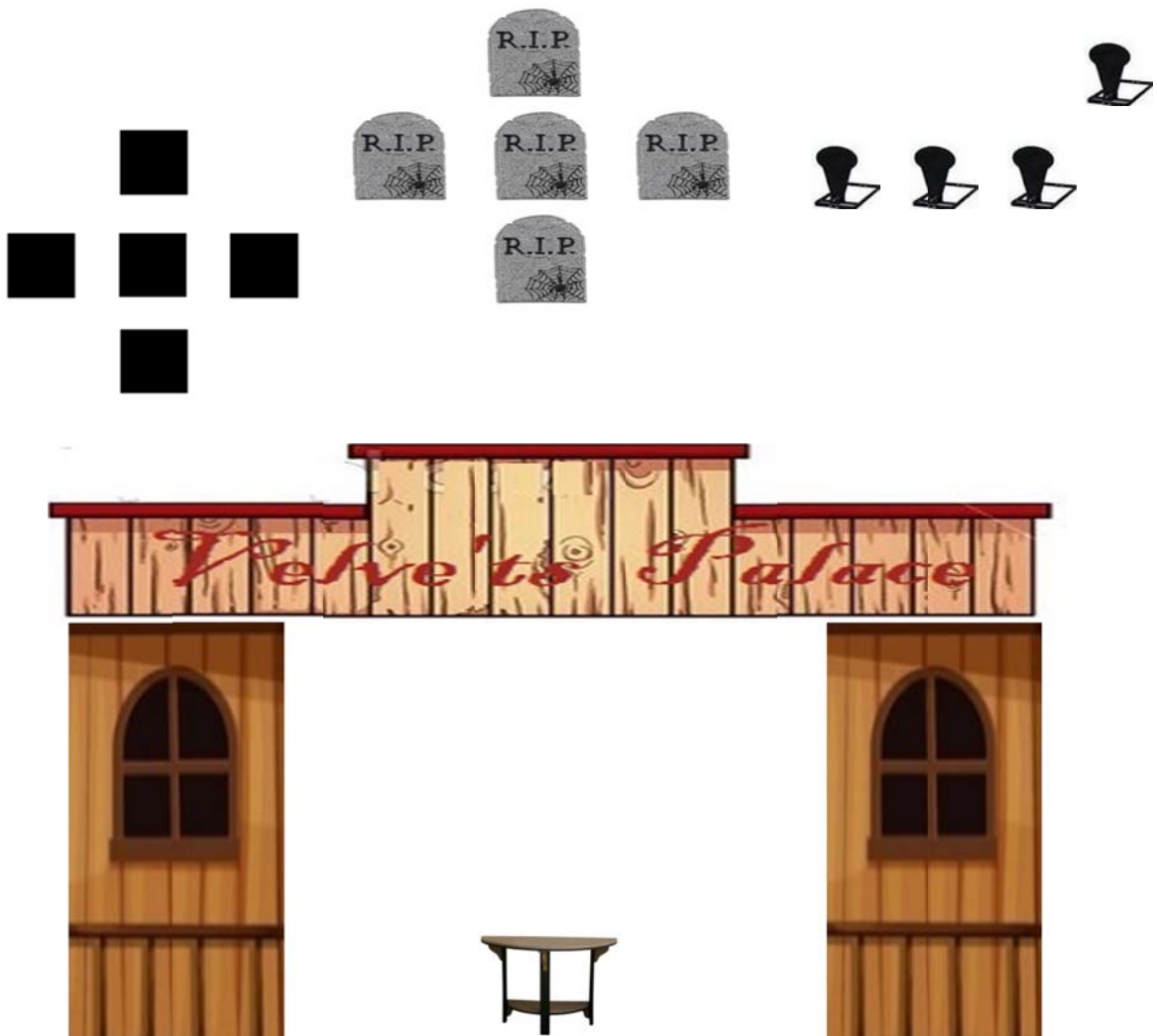


Stage 6

After dispersing of those varmints you have enjoyed the wonderful delights of “Velvet’s Palace”. And yes you have found your “Lucky Charms”. They were with you all along your journey. Go figure. One thing though, your “Pot O’ Gold” is now a handful of change. Time to search for the next rainbow.

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

Shooter starts in right window, hands on ammo. The line is, **“I found my Lucky Charms! Whoo Hooooo!”** ATB, with shotgun engage poppers. PMF. Restage shotgun safely. Move to table. With rifle engage rifle targets single tapping each outside target, then double tapping the center target, then single tap the outside targets again. Restage rifle safely. Move to left window and repeat rifle instructions. Holster pistols.



Stage 1

Steel – 4 red uprights
4 blue uprights
4 large circles
4 large squares
4 poppers
9 bases

Props – 1 stage coach
1 large cactus
1 horse

Stages 2 & 3

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

Props – 1 knockdown table
1 standup cowboy
1 bar

Stage 4

Steel – 2 red uprights
1 blue upright
1 bull butt
2 cowboys
6 poppers
4 bases

Props – 1 jail façade
1 full set of jail bars
1 small cactus
1 horse

Stages 5 & 6

Steel – 2 short red uprights
2 double uprights
4 white uprights
5 large squares
5 tombstones
4 poppers
5 bases

Props – 2 facades
1 halfmoon table
2 wood bases for double
uprights
1 long piece of wood for
the sign
1 Velvet's Palace sign