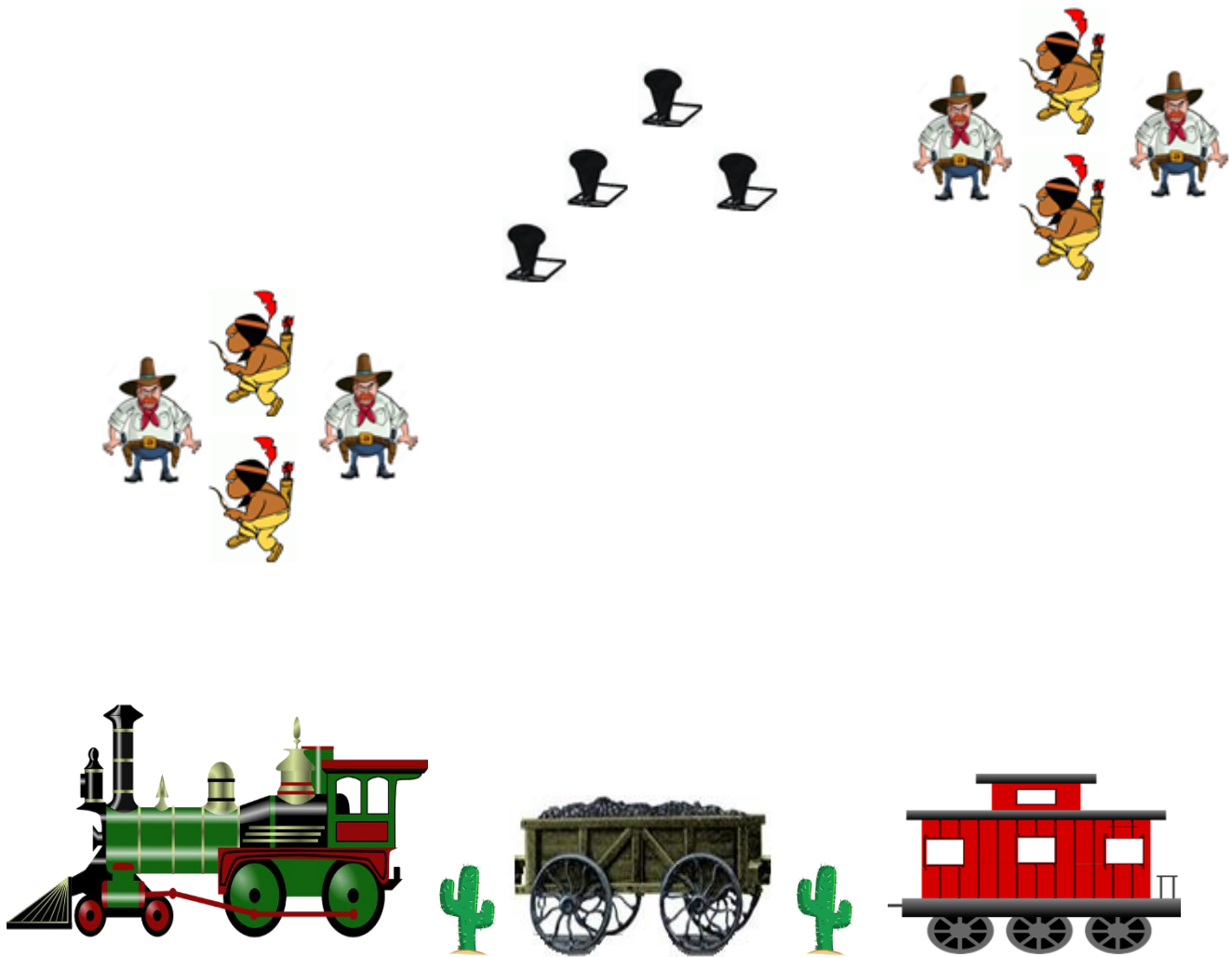


Stage 1

There is a clamor outside your hut. You head to the center of the village. The “Golden Coconutz” are gone. You organize your warriors to journey up Mount Kamaniwanaleia. Your warriors all yell out, “To the train!” You think, what the hell is a train??

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

Shooter starts by engine, hands on bell lanyard. Ring the bell and say the line. The line is, **“What the hell is this?!”** ATB, with pistols double tap the two cowboys for 8 rds. then single tap the two Indians. Holster. Move to coal car. With shotgun engage poppers. PMF. Restage. With safe rifle move to the caboose window and engage rifle targets with the same sequence as the pistols.

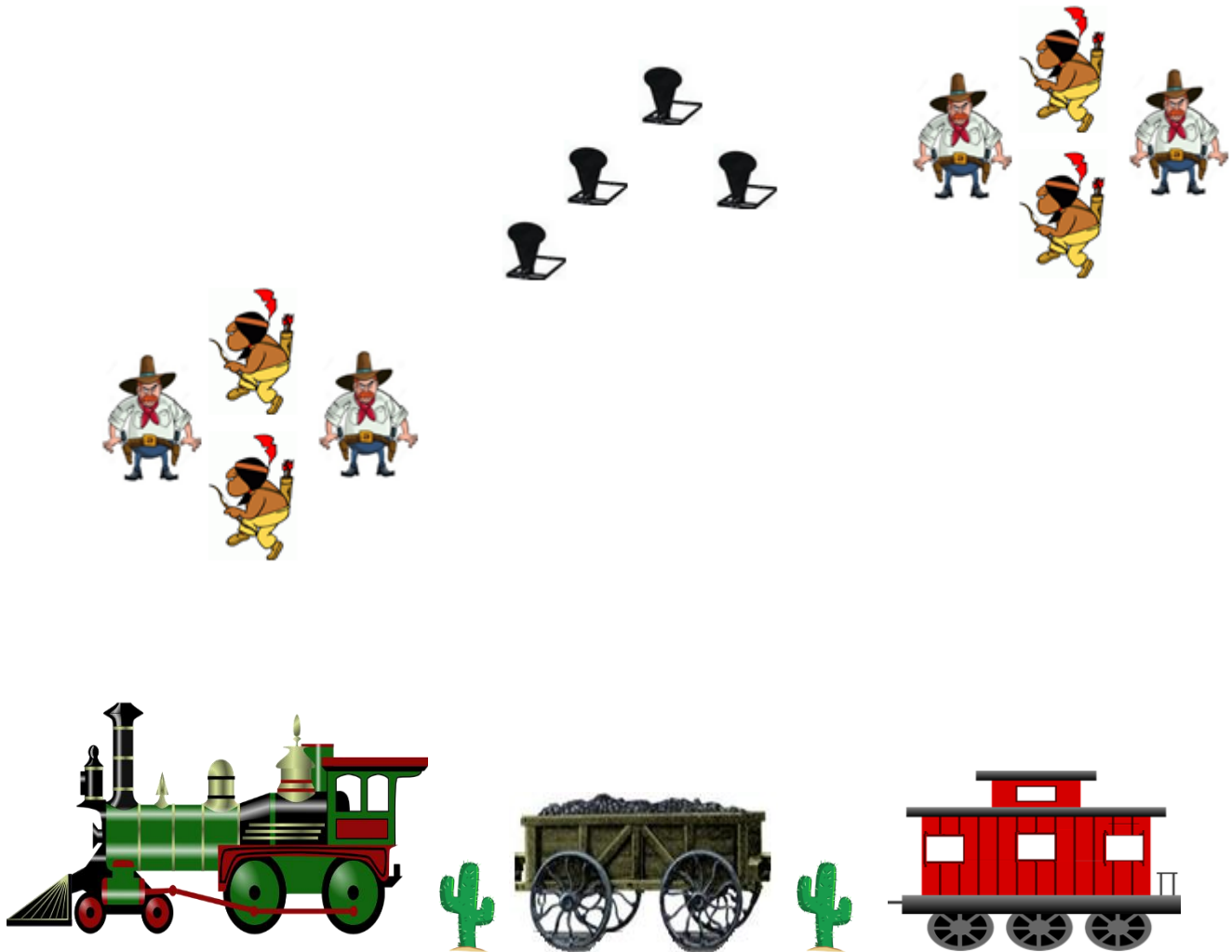


Stage 2

Your war party rides the noisy, smelly, smoky, infernal machine to the top of the mountain. No "Golden Coconutz". On to the hunt camp. Your warriors yell, "Back to the train"! Not again.

Pistols – 10 rds. holstered Rifle - !0 rds. at Port Arms Shotgun – 4+ rds. on coal car

Shooter starts at caboose window, rifle at Port Arms. The line is, "**Not this thing again!**". ATB, engage the rifle targets clockwise for 5 rds, then counter clockwise for 5 rds. Starting both sweeps on the same target. Restage rifle on coal car. With shotgun engage poppers. PMF. Move to engine. Engage pistol targets with the same sequence as the rifle. Holster.

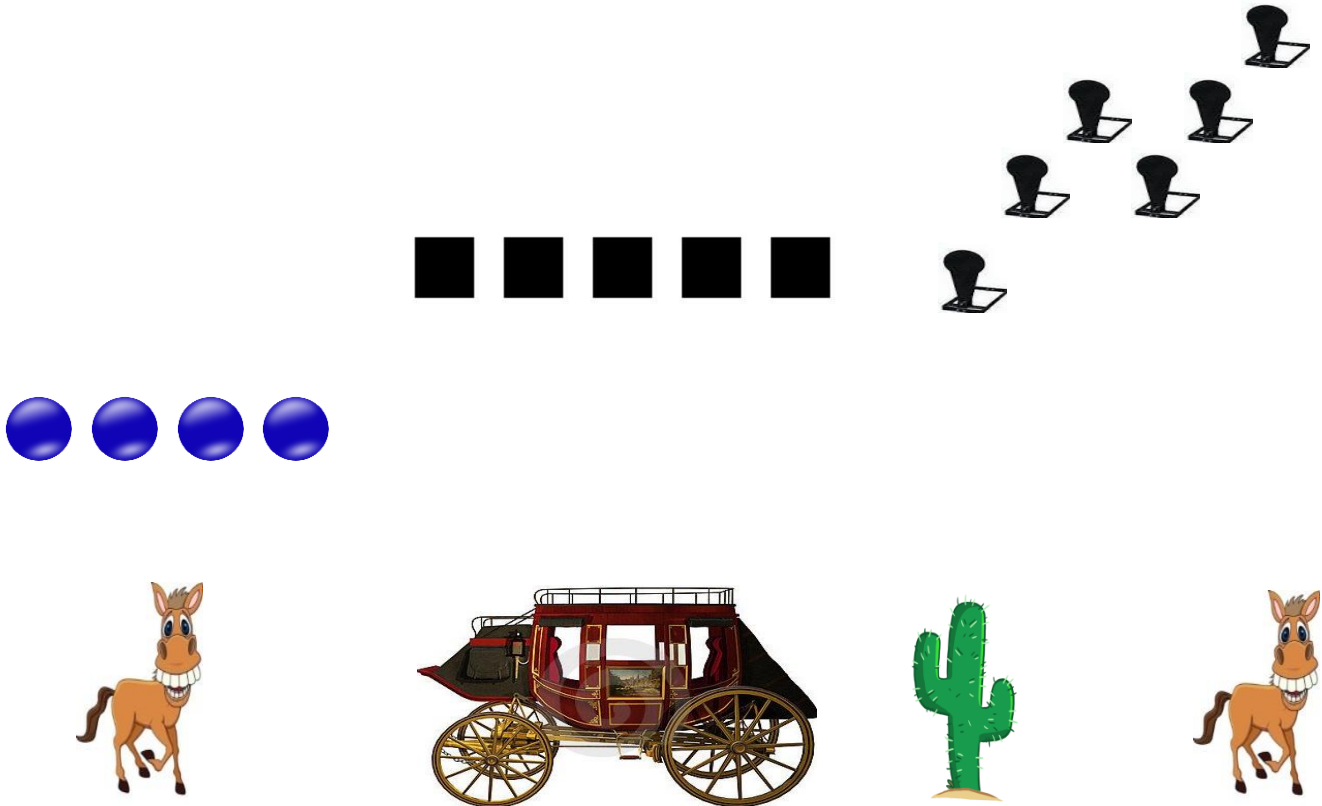


Stage 3

Your party arrives at the hunt camp, deaf and choking. A search of the camp reveals, “ No Coconutz”. You spy an enclosed contraption with a large beast tethered to it. You are told it is called a stagecoach and that you ride inside. On to the lake.

Pistols – 10 rds. holstered Rifle – 10 rds. in stage window Shotgun – 6+ rds. on horse

Shooter starts in front of stagecoach at center of the horse, hands raised above shoulders, palms up. The line is, “**Help us, Great Kahuna!**” ATB, with pistols engage the targets with a Hoot Sweep. (1st pistol -2rds. on an outside target, 1 rd. on each inside target. Holster. 2nd pistol – single tap the 3 inside targets again, then double tap the opposite outside target) Holster. Move to horse. With shotgun engage poppers. PMF. Restage safely. Move to stage window. With rifle engage rifle targets with the aforementioned Hoot Sweep.

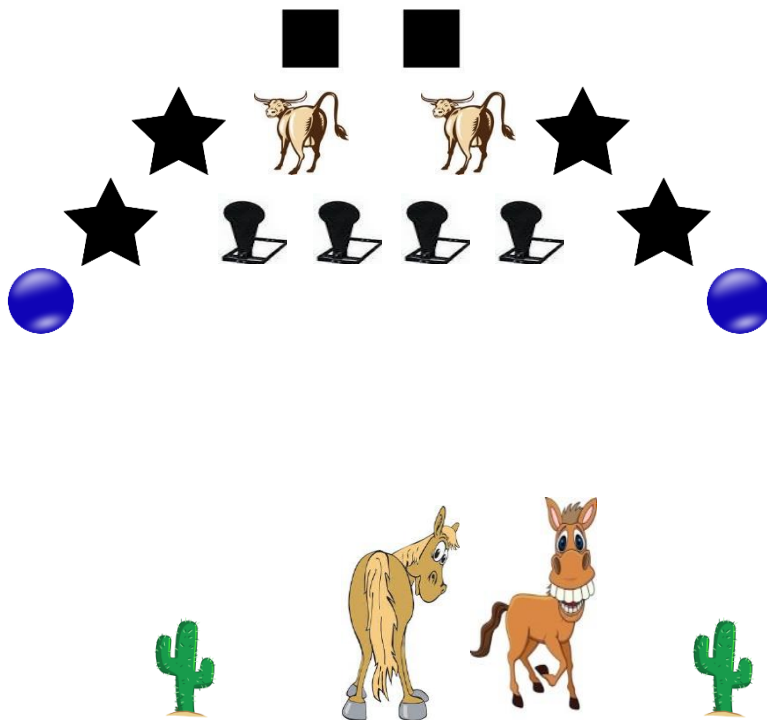


Stage 4

At the lake you all tumble out of the contraption. A bumpy, cramped ride. Too many stinky warriors. A quick look around tells you, "No Coconutz". Your warriors exclaim, "To the horses"! You think to yourself, "Oh Noooo"! , as you bounce and bump down the trail to the fishing camp by the river.

Pistols – 10 rds. in pommel holsters Rifle – 10 rds. on horse Shotgun – 4+ rds. on horse

Shooter starts seated on Buttercup, hands holding the reins. The line is, "**You can ride the beast?**" ATB, seated or standing, with pistols engage the two bull's butts with 5 rds. each. Holster pistols back in pommel holsters. With rifle engage the rifle targets, (circles, stars and squares. No bulls butts.) starting from either side with a 1,1,1,2,2,1,1,1 sweep. Restage. With shotgun engage poppers. PMF.

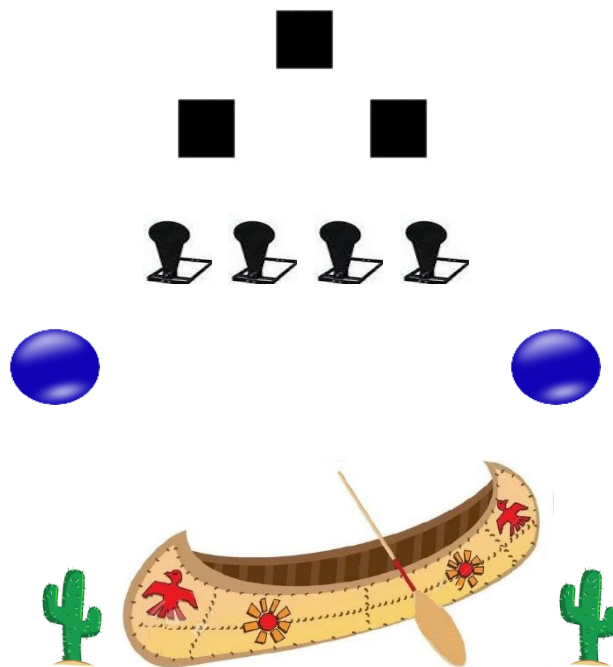


Stage 5

Half a day later , with a sore butt, you get to the river. It is clear, “No Coconutz’. You must travel down to the ocean in canoes. “Ahhhh, this is much better”. As the party gets closer to the ocean there is smoke. Upon arrival, there is a large ring of intense fire around a single coconut tree. There are the “Golden Coconutz”! The Queen has been tied to the tree. The Wegotlaid tribe had taken her to pay homage. They left a large mound of valuables. The “Golden Coconutz” glisten with all the heat of the fire. Your warriors all drop to their knees and bow to the exquisite magnificence of the “Golden Coconutz”. Oh yes, the Queen also. You cut the Queen free. All is well.

Pistols – 10 rds. on canoe seat Rifle – 10 rds. on canoe seat Shotgun - 4+ rds. on canoe seat

Shooter starts seated in canoe, hands on knees. The line is, “**This is better. No noise, no smoke, no bumps, no sore ass!**” ATB, start with any gun in any order. Pistols – engage the two, lower pistol targets 3,2 in one direction, then 2,3 in the opposite direction. Restage pistols on canoe seat. Rifle – engage the 3 rifle targets, triple tapping the center target, then double tap the two outside targets, then triple tap the center target again. Restage rifle on canoe seat. Shotgun – engage poppers. PMF. Restage shotgun on canoe seat. Note: Shooter may choose to stand at any time during the shooting sequence, safely.



Stages 1 and 2

Steel – 2 double black uprights
4 white uprights
4 cowboys
4 Indians
4 poppers
8 bases

Props – 1 steam engine
1 coal car
1 caboose
2 small cacti

Stage 3

Steel – 5 red uprights
5 white uprights
5 large circles
5 large squares
6 poppers
4 bases

Props – 1 stagecoach
2 horses
1 large cactus

Stage 4

Steel – 2 double black uprights
2 blue uprights
2 white uprights
2 short red uprights
2 large squares
4 stars
2 large circles
2 bulls butts
4 poppers
10 stands

Props – Buttercup
1 horse
2 small cacti

Stage 5

Steel - 1 blue upright
2 white uprights
2 short red uprights
2 large circles
3 large squares
4 poppers
7 bases

Props – 1 canoe
2 small cacti