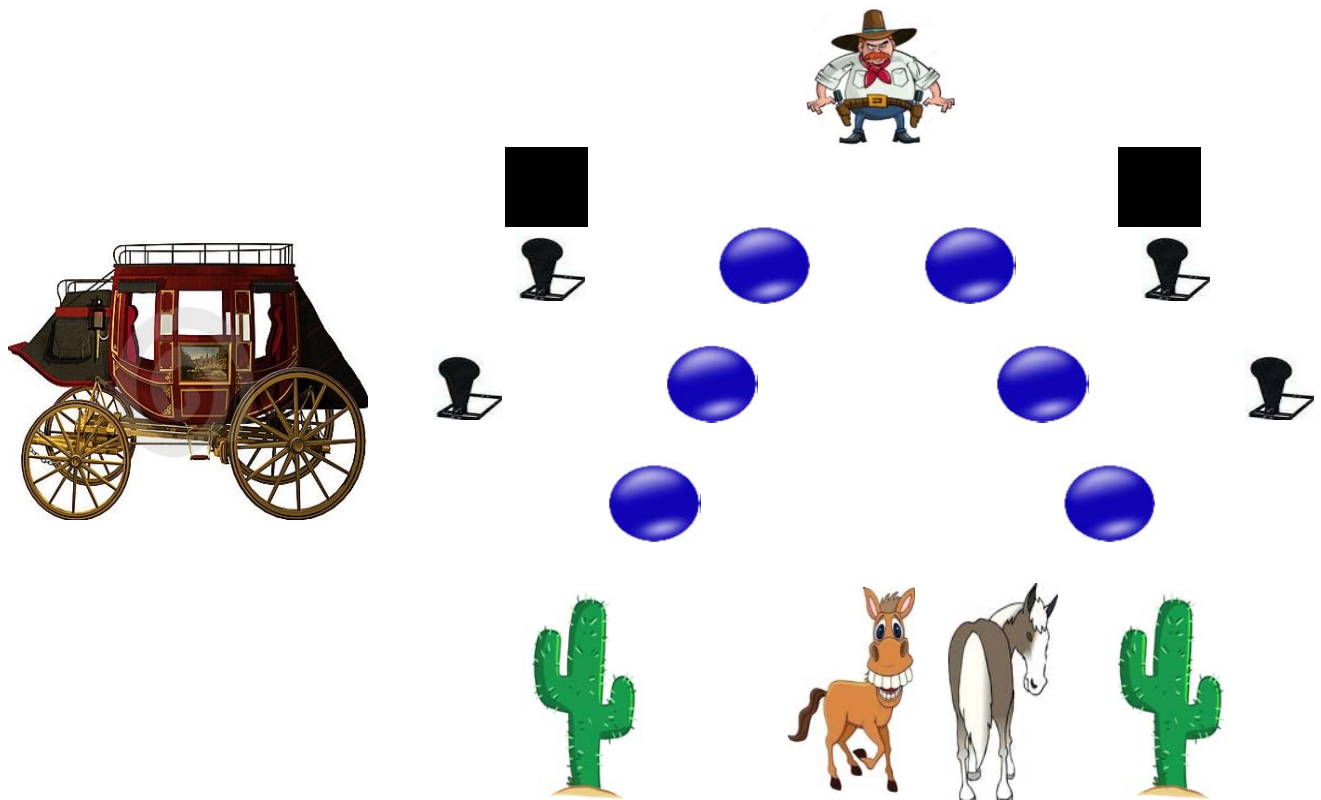


Stage 1

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

Well now. You are on the way into town on your trusty steed, Buttercup. Up ahead you see the stage stopped in the middle of the trail. You ride up and to your amazement out of the stage jumps a goofy looking short guy, dressed in a green shiny suit, making off with the strong box. You know it is filled with the bank's greenbacks. You give chase.

Shooter starts seated on buttercup. The line is, “**Drop that strong box!**” ATB, with 1st pistol engage targets with 1 rd. on a bottom target, double tap the opposite center target, then double tap the opposite top target. (left, right, left, or right, left, right) Restage in pommel holster. With 2nd pistol repeat instructions starting on the other bottom target. Restage in pommel holster. With rifle engage the rifle targets with a double tap Nevada sweep starting on the center target. Restage. With shotgun engage poppers. PMF. Note: Shooter may remain seated or stand after the beep.

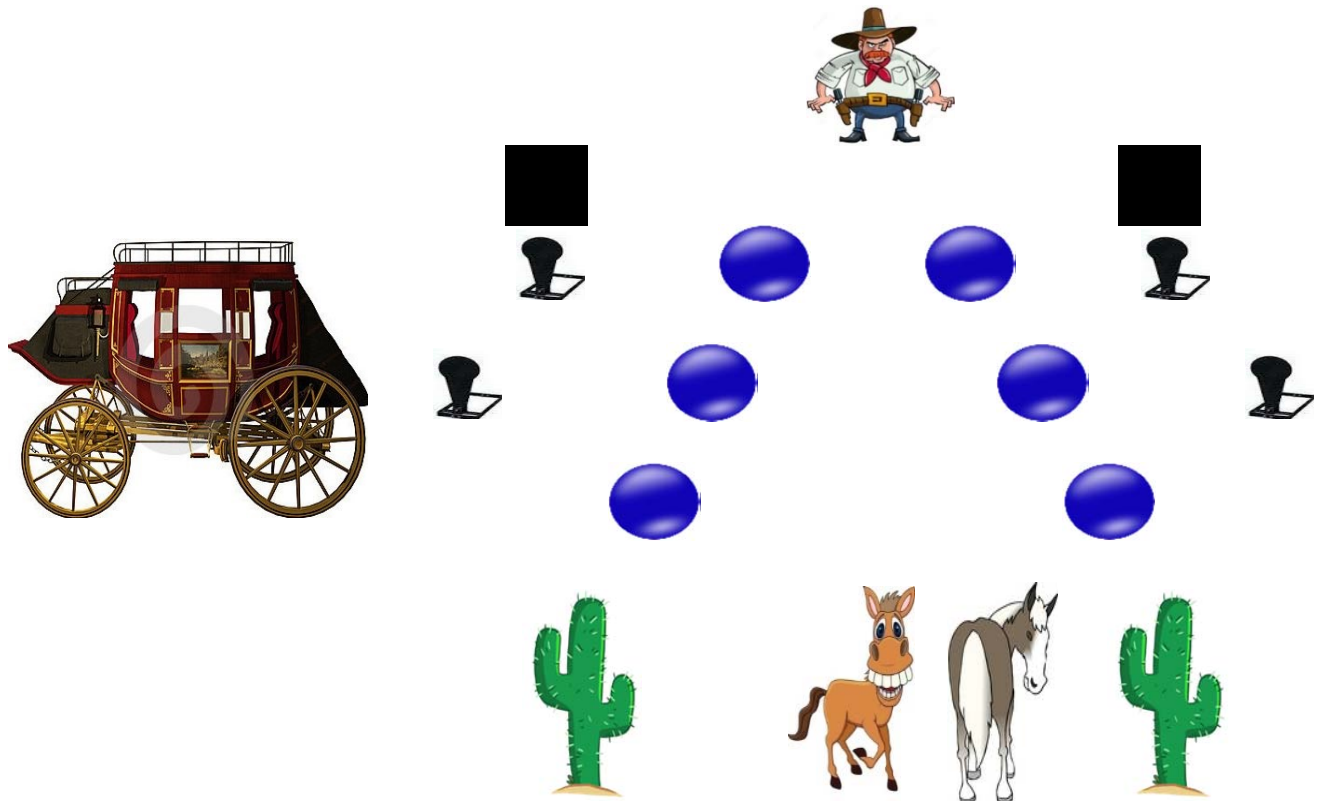


Stage 2

Pistols – 10rds. in pom holsters Rifle – 9 rds. on horse Shotgun – 4+ on horse

Damn, that little varmint is quick. It is taking Buttercup all she has just to keep up with the green bugger.

The line is, **“Hold up there, you varmint!”** ATB, with 1st pistol double tap a center target, then single tap sweep the 3 targets on the same side. Restage in pommel holster. With 2nd pistol repeat instructions. Restage in pommel holster. With rifle triple tap the rifle targets starting on either end. Restage. With shotgun engage poppers. PMF.

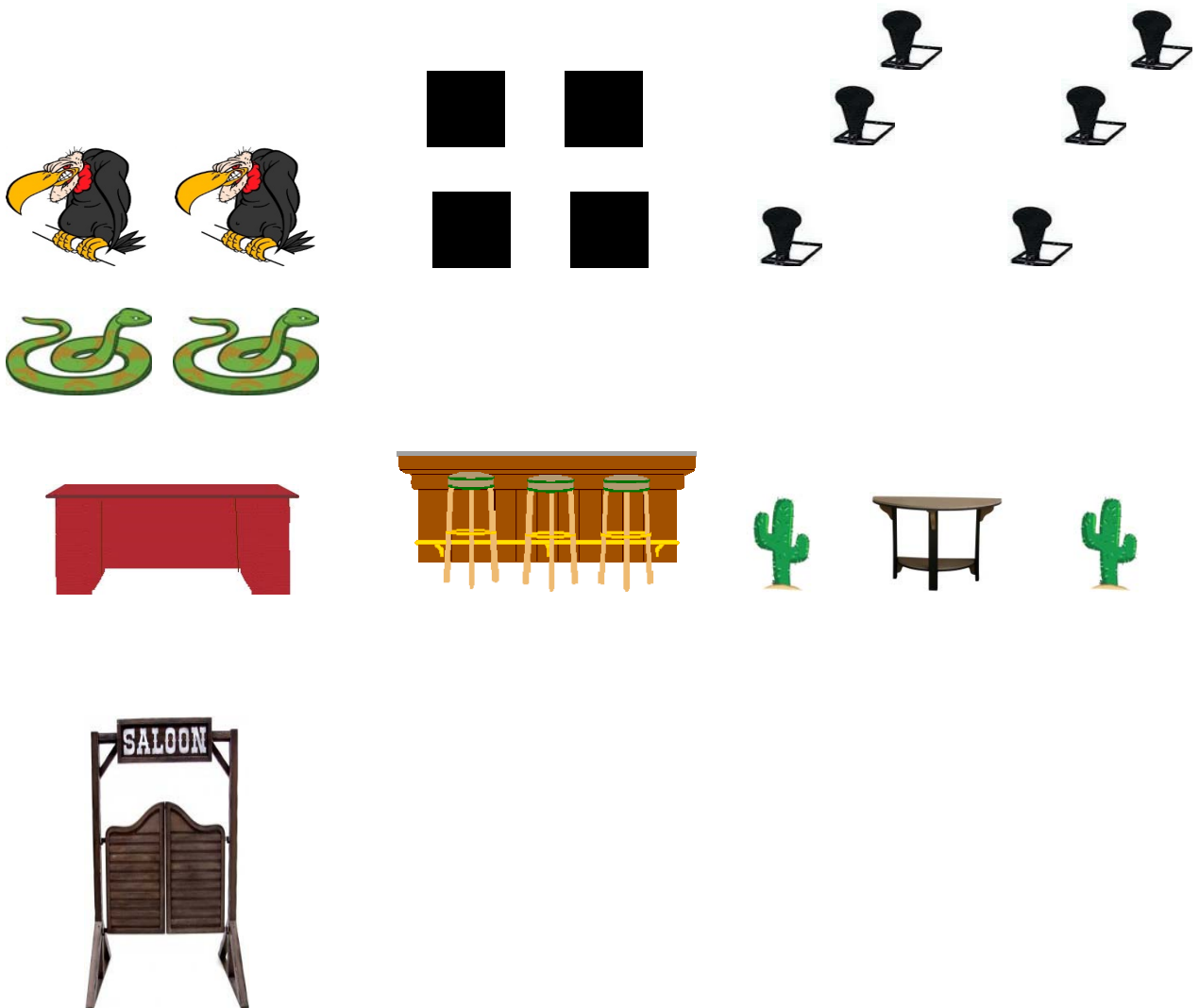


Stage 3

Pistols – 10 rds. holstered Rifle – 10 rds. on bar table Shotgun – 6+ rds. on right table

You tracked the little green devil to the saloon.

Shooter starts behind saloon doors. The line is, **“Drop that box!”** ATB, shooter proceeds to table and engages the targets with a 4,3,2,1, regressive sweep starting on any target. Holster. Move to bar. With rifle repeat pistol instructions. Restage. Move to the right table. With shotgun engage poppers. PMF.

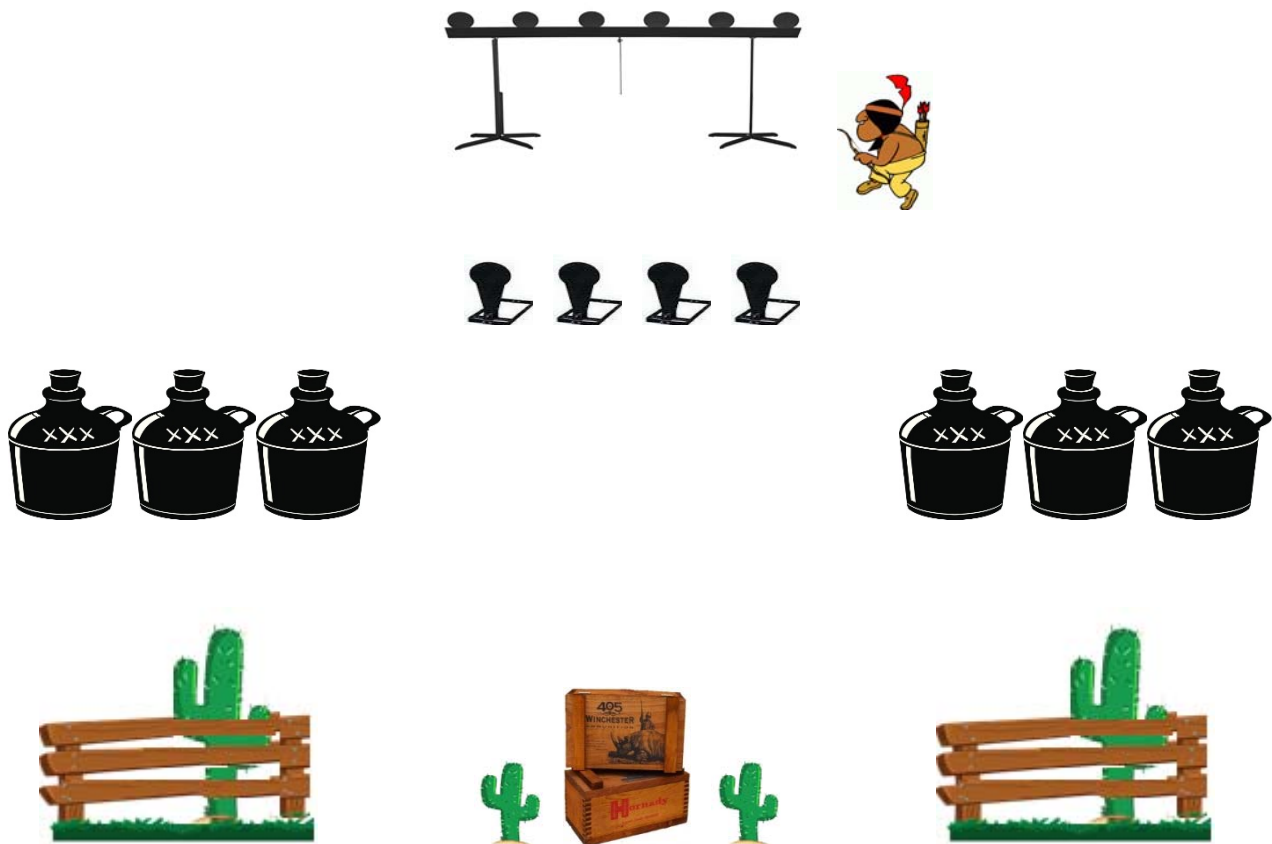


Stage 4

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

That is one elusive little tart. He escaped out the rear entrance of the saloon. You give chase and catch up with him at the corral. He is slowing down quite a bit lugging that strong box all around.

Shooter starts behind either corral fence (to the outside of the cactus), pistol in hand, muzzle on fence top. The line is, **“Gotcha now, you pipsqueak!”** With 1st pistol engage jugs with a 1,3,1, sweep from either end. Holster. Move to ammo boxes. With rifle engage the knockdown rack and dump the remaining rounds on the Indian. Misses on rack do not count, unless left standing. Misses on Indian count. Restage. With shotgun engage poppers. PMF. Restage. Move to opposite corral fence (past the cactus). With 2nd pistol engage jugs 1,3,1, from either end. Rifle and shotgun maybe shot in either order (rifle, shotgun, or shotgun, rifle).



Stage 5

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

You'd swear he was a cat, escaping all the time. Time for some relief. Off to the outhouse. While doing your business you hear singing coming from the pasture in front of the outhouse. It is the little green escape artist.

Shooter starts seated in outhouse, hands on knees. The line is, **"Not this time!"** ATB, exit the outhouse. From behind the haystack, with shotgun engage poppers. PMF. Move with safe shotgun to ammo boxes and engage the remaining 2 poppers. PMF. With rifle engage rifle targets with 5 rds. each. Restage. With pistols double tap the 2 pistol targets for 10 rds. Holster.



Stage 6

Pistols – 10 rds. in strong box Rifle – 10 rds. on table Shotgun – 4+ rds. in clerk window

Your ambush at the outhouse caught the green munchkin off guard. You have the strong box but the green guy escaped. Delivering the strong box back to the bank, you spy the little green outlaw making one more run at the box.

Shooter starts in front of strong box with hands on hips. The line is, “**Too late, my little green friend!**” ATB, with 1st pistol double tap the center target, then single tap the 2 targets to the left or right. Holster. With 2nd pistol repeat instructions using the opposite 2 targets. Holster. With rifle repeat pistol instructions. Restage. Move to clerk’s window. With shotgun engage poppers. PMF.



Stages 1 & 2

Steel - 1 double black upright
2 blue uprights
2 short red uprights
2 red uprights
2 white uprights
1 cowboy
2 large squares
6 large circles
4 poppers
11 bases

Props - Buttercup
1 horse
2 large cactus
1 stagecoach

Stage 3

Steel - 4 double black uprights
2 buzzards
2 snakes
4 large squares
6 poppers
6 bases

Props - 1 red table
1 bar
1 half-moon table
2 small cacti
saloon doors

Stage 4

Steel - 1 blue upright
6 red uprights
1 plate rack
1 Indian
6 jugs
4 poppers
11 bases

Props - 2 corral fences
1 small ammo box
1 large ammo box
2 large cacti
2 small cacti

Stage 5

Steel - 3 red uprights
1 blue upright
2 large squares
2 cowboys
6 poppers
6 bases

Props - 1 haystack table
1 small ammo box
1 large ammo box
2 small cacti
1 outhouse
1 outhouse seat

Stage 6

Steel - 5 red uprights
5 blue uprights
5 large squares
5 tombstones
4 poppers
10 bases

Props - 2 small white tables
1 strong box
1 clerk's window