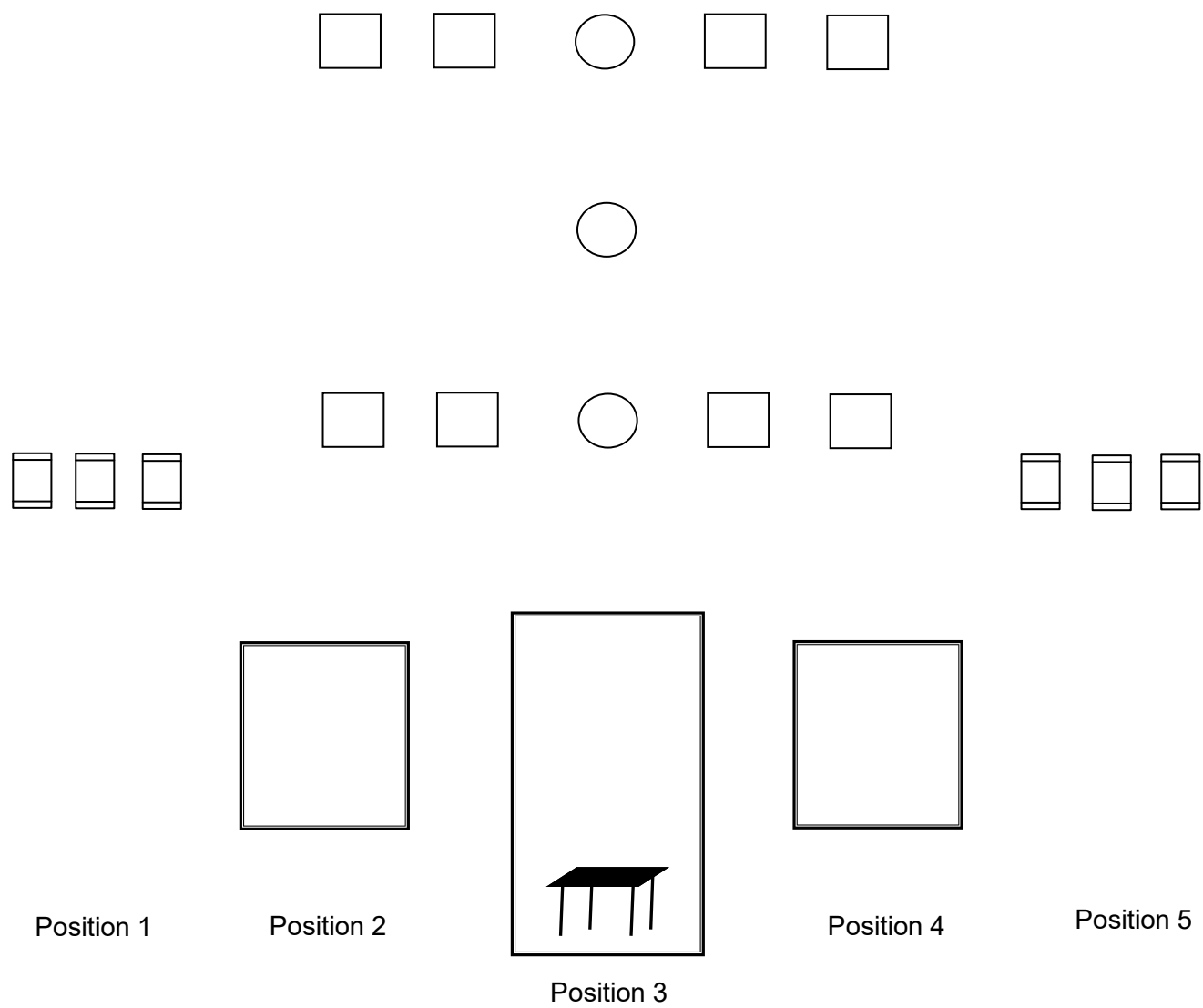


Bay 6, Stage 1: Marshals Office



21 Pistol - 7 Rifle - 6 Shotgun

Start: Starting at either Position 1 or 5 with shotgun in hands. Rifle staged appropriately. Must use 3 shooting positions.

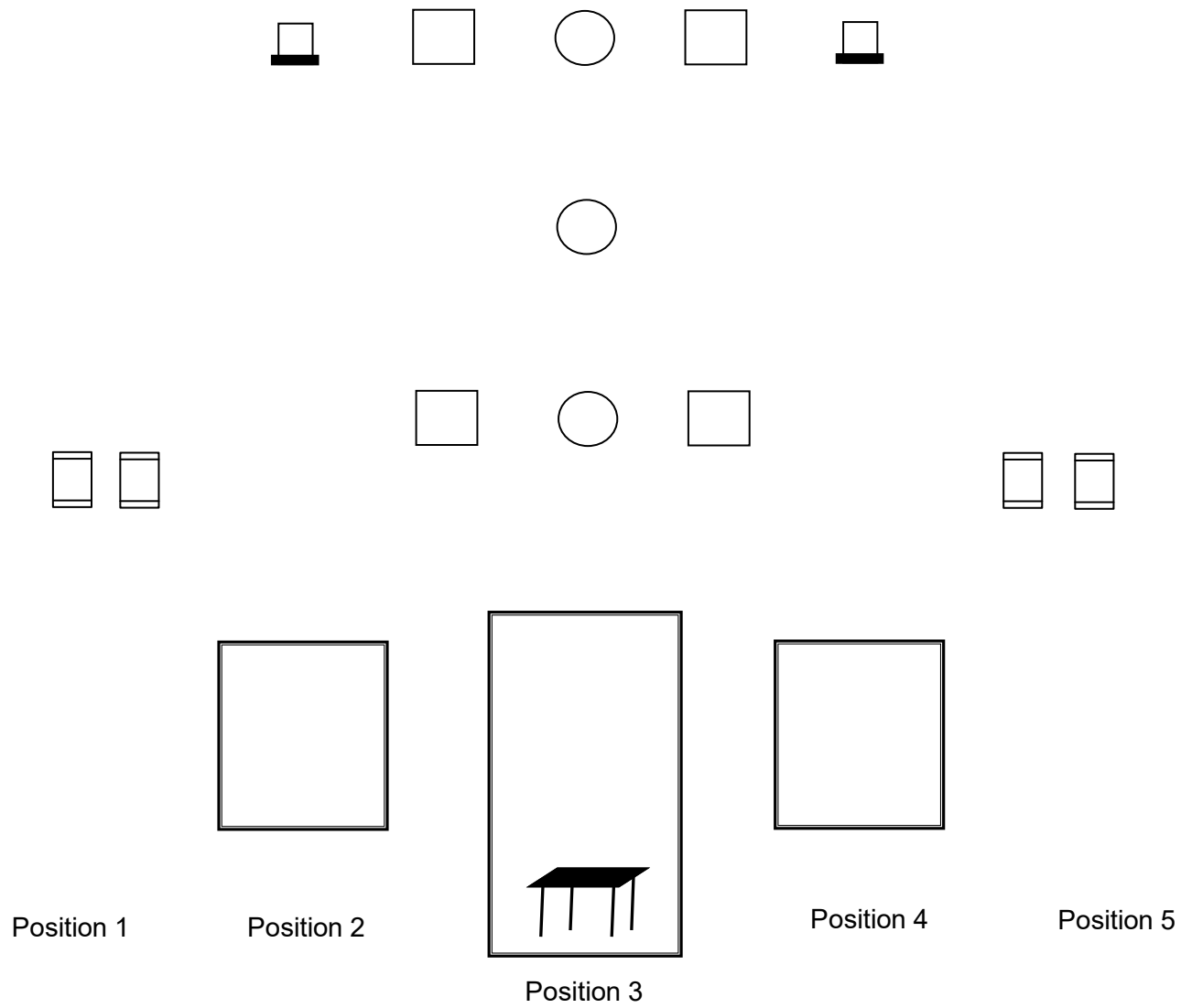
When ready say: ***“You can kiss my sister’s black cats ass.”*** Wait for the buzzer.

On signal:

With Shotgun: Engage shotgun targets, any order, from Positions 1 and 5.

With Pistol and 21 Rounds and Rifle with 7 Rounds: Engage squares twice each and circles four times each.

Bay 6, Stage 2: Marshals Office



14 Pistol - 9 Rifle - 4 Shotgun

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. Must use 3 shooting positions.

When ready say: ***“They . . . Who in the hell are They?”*** Wait for the buzzer.

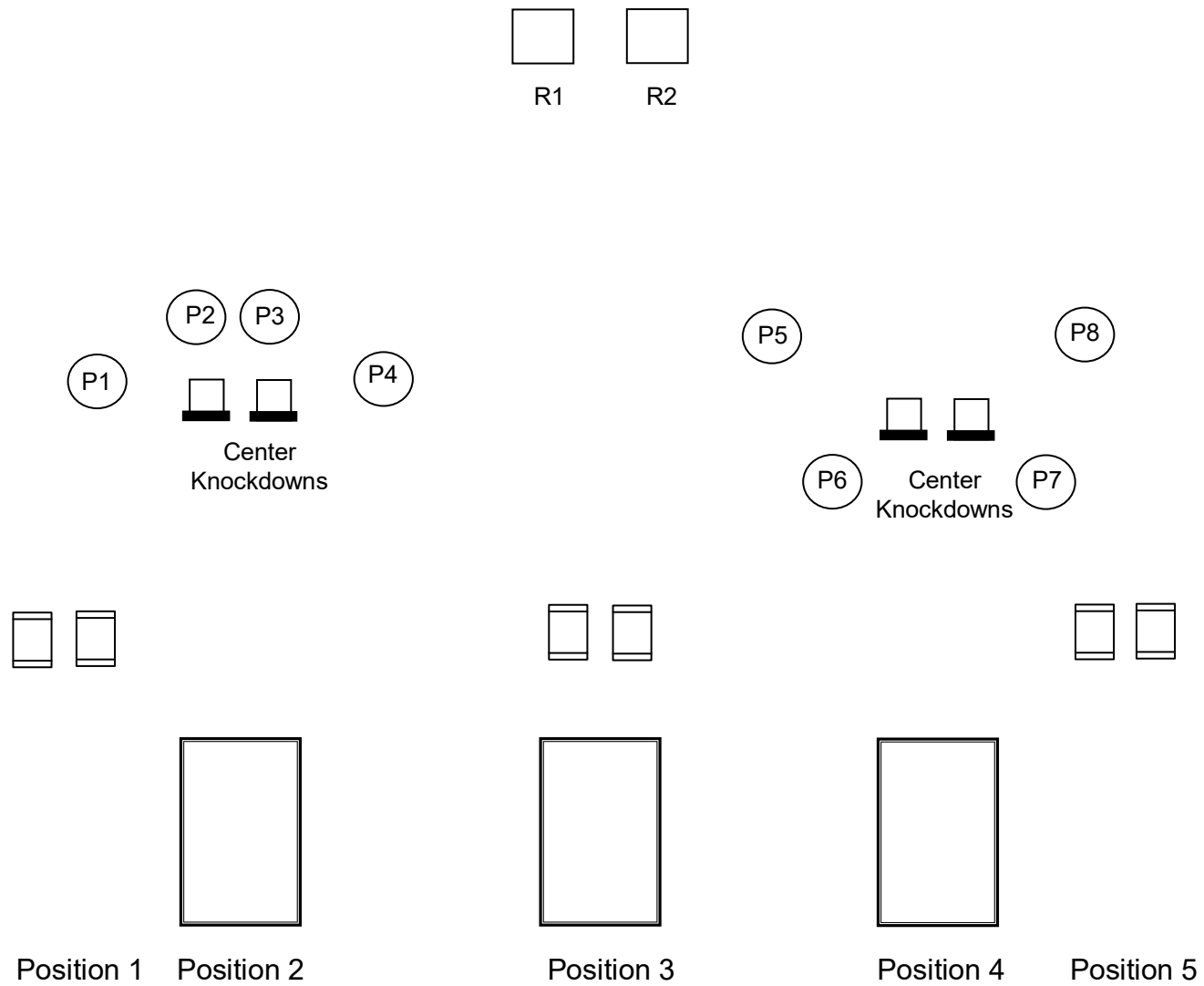
On signal:

If Pistol and 14 Rounds: Double tap targets in a “Z” pattern starting on either upper left target or lower right target.

If Rifle and 9 Rounds: Single tap targets in a “Z” pattern, with 7 rounds using same instructions as pistol. Engage far knockdowns with single a round each.

With Shotgun: Engage shotgun knockdowns any order.

Bay 4, Stage 3: Bordello



28 Pistol - 6 Rifle - 6 Shotgun

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. 4 shooting positions must be used.

When ready say: "Where is Mapatche?" Wait for the buzzer.

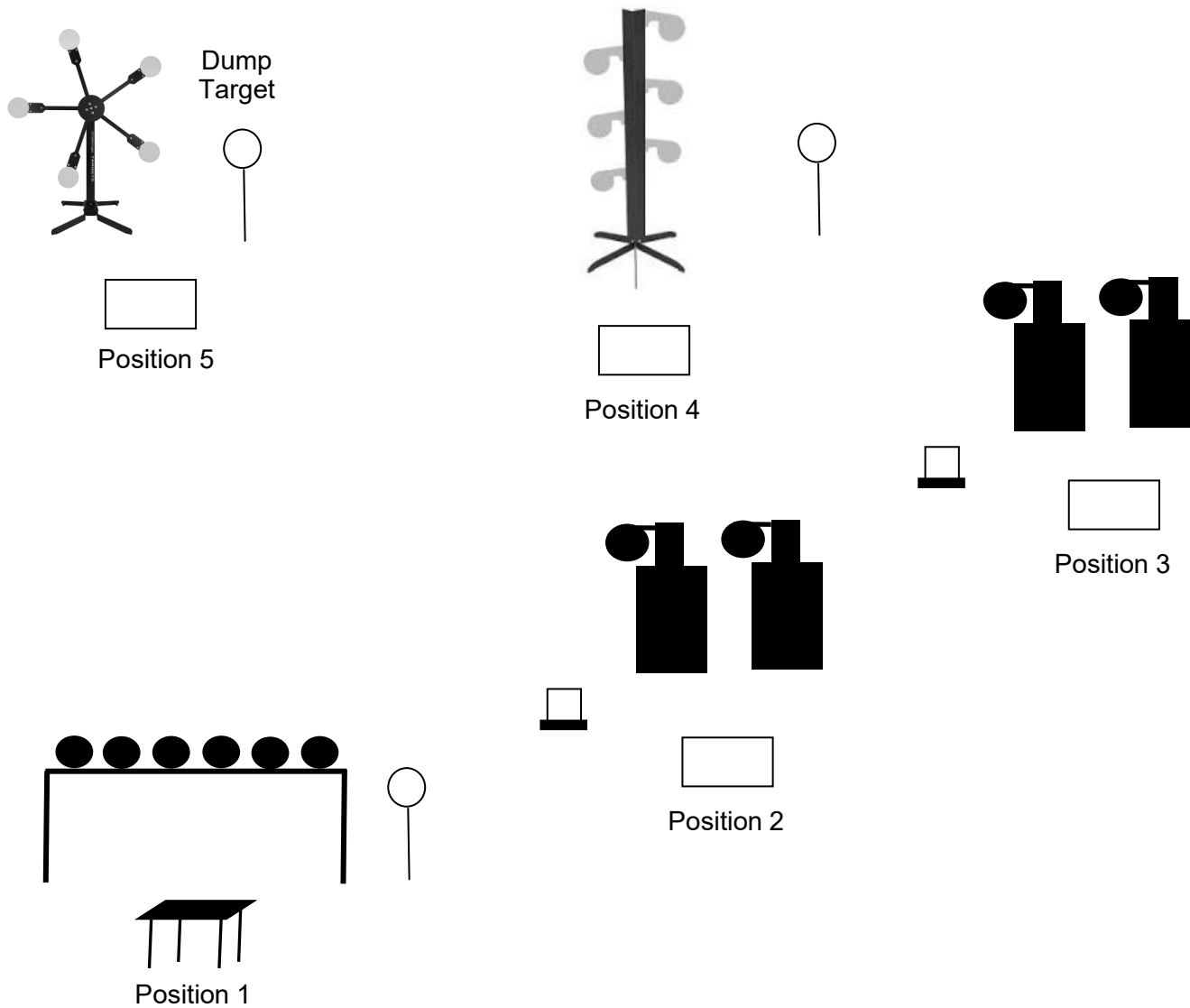
On Signal:

If Pistol and 28 Rounds: Starting at any position, engage 1 Center Knockdown and P1 - P4 in a 2 - 1 - 2 - 1 sweep starting on either end. Repeat using the other Center Knockdown. Follow same instructions using a different position on Center Knockdowns and P5 - P7

If Rifle and 7 Rounds: Starting on either end, alternate R1 and R2 with a 2 - 1 - 2 - 1 sweep.

With Shotgun: Engage shotgun knockdowns any order.

Bay 3, Stage 4: Big Bay



35+ Pistol

Start: Starting at Position 1 with thumbs hooked in gun belt and then moving through Positions 2 - 5.

When ready say: ***“The General would soon kill us as break wind.”*** Wait for the buzzer.

On Signal:

With Pistol and 35 Rounds: Starting at either end, engage the plate rack and the circle target once each. From Position 2, engage each hostage twice each, each hostage taker once each (paddle must go at least half way around to count) and the knockdown for 7 rounds. Repeat at Position 3. From Position 4, engage the Dueling Tree paddles (must go at least half way around to count) and circle target with 7 rounds. Miss on circle target is a miss. From Position 5, engage the Texas Star and the circle target with 7 rounds. Paddles left on the Texas Star count as misses. Misses on the circle target count as misses.

Misses on any target may be made up on the Texas Star Dump Target. TO will give you a round count of misses. Misses on the Dump Target are misses which may be made up as well. Bring along/stage enough ammo to shoot this stage clean if you wish.