

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in hands. Shotgun right table.
Pistols holstered.

Shooter starts at left table, with rifle in hands. Signal ready by saying, **"What's A Bounty!"**

ON SIGNAL:

With rifle, engage R2&R4 with 2 rounds each any order, then R3 with 1 round, then sweep R1-R5 either direction.

Make rifle safe.

Move to right table retrieve shotgun, engage S1,S2,S3&S4 any order.

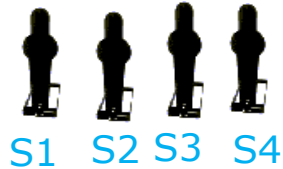
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun safe.

With pistols, engage in the same manner as the rifle, P2&P4 with 2 rounds each any order, then P3 with 1 round, then sweep P1-P5 either direction. Holster.

The pistol may be shot from anywhere in the saloon.

When done, get rifle and shotgun and move to unloading table.



Stage 2

**10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands. Shotgun in outhouse.
Pistols holstered.**

Shooter starts at table, rifle in hands. Signal ready by saying, **"It's Like A Reward!"**

ON SIGNAL:

With rifle, engage R1-R5 in a Rattler John sweep from either direction. Double tap R1, then sweep R2-R4 twice, then double tap R5.

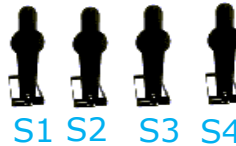
Make Rifle Safe.

With pistols, engage P1-P5 in the same manner as the rifle, with a Rattler John sweep. Double tap P1, then sweep P2-P4 twice, then double tap P5. Holster.

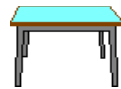
Move into outhouse, Retrieve shotgun, engage S1,S2,S3,&S4 in any order. Make Shotgun Safe

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Cabin



Outhouse



Stage 3

10 Pistol, 10 Rifle, 3+ Shotgun

**Rifle in Hands. Shotgun in train.
Pistols Holstered.**

Shooter starts in train, rifle in hands.
Signal ready by saying,

**“You Kill People And They Give
You A Reward!”**

ON SIGNAL:

With rifle engage R1 with 10 rounds.

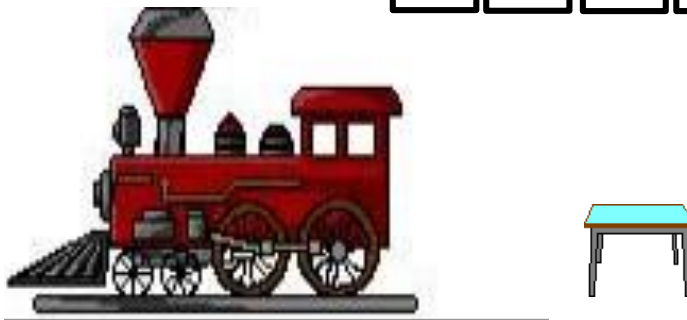
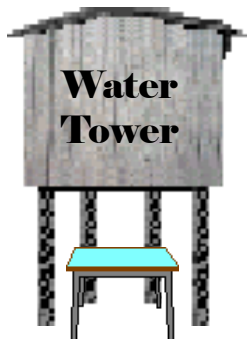
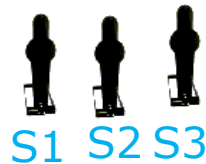
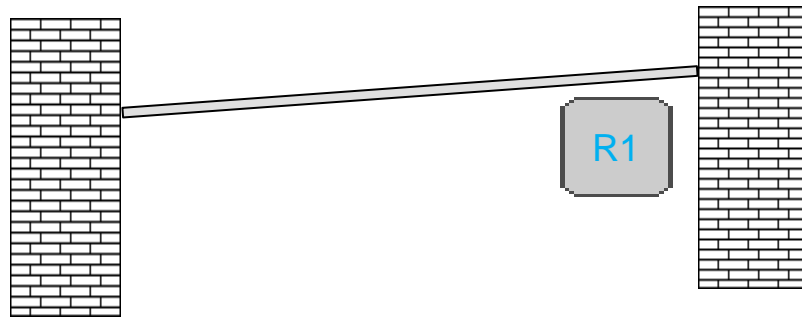
**Target R1 Must Be Released Before
Engaging.** Make Rifle Safe.

Retrieve shotgun, engage S1,S2,&S3 in any
order. Make Shotgun Safe.

**The knockdowns must fall to
avoid being scored as a miss.**

Move to table behind train with pistols
engage P1-P4 with a Lawrence Welk
sweep form either direction.

When done get rifle and shotgun and
move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Alley. Shotgun in hands. Pistols Holstered.

Shooter starts in Alley, with Shotgun in hands. Signal ready by saying, "**Certain People, Yeah!**"

ON SIGNAL:

With shotgun, engage S1-S4 any order.

The knockdowns must fall to avoid being scored as a miss.

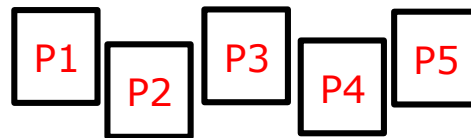
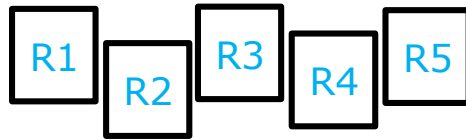
Make Shotgun Safe.

Retrieve rifle engage R1-R5 with a double tap sweep either direction.

Make rifle safe.

Move into Madam Orr's house, with pistols engage P1-P5 in the same manner as the rifle. With a double tap sweep either direction.

When done get rifle and shotgun and move to unloading table.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Door 1, Shotgun in hands,
Pistols holstered.

Shooter starts at window 2, shotgun in hands. Signal Ready by Saying, **"Bad People!"**

ON SIGNAL:

With shotgun, engage S1-S4 any order.

The knockdowns must fall to avoid being scored as a miss.

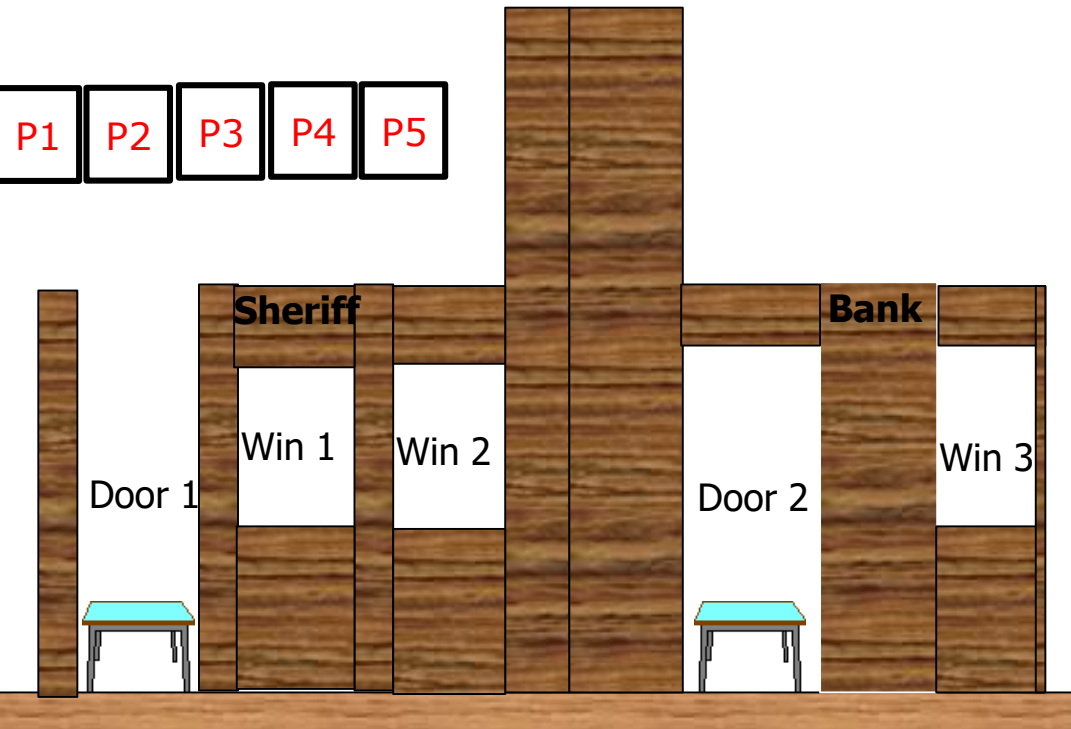
Make Shotgun Safe.

Move to door 1 retrieve rifle, engage R1-R5 with a 3-1-2-1-3 sweep either direction.

Make Rifle Safe.

With pistols engage P1-P5 in the same manner as the rifle, with a 3-1-2-1-3 sweep either direction.

When done get rifle and shotgun and move to unloading table.



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table, Shotgun in hands,
Pistols Holstered.

Shooter starts at fence, Shotgun in hands.
Signal ready by saying, **"Ah! Badder
They Are, Bigger The Reward!"**

ON SIGNAL:

With shotgun, engage S1-S4 in any order.

**The knockdowns must fall to avoid
being scored as a miss.**

Make Shotgun Safe on Table.

Retrieve rifle engage R1-R5 with 2 sweeps
either direction, no double taps.

Make rifle safe.

With pistol's engage P1-P5 in the same
manner as the rifle, with 2 sweeps either
direction, no double taps.

When done get rifle and shotgun and move to
unloading table.

