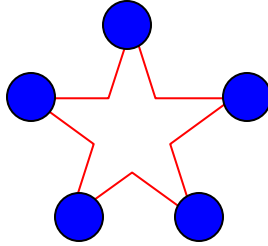


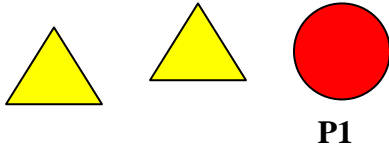
“Bring Him in Alive?”

Stage 2

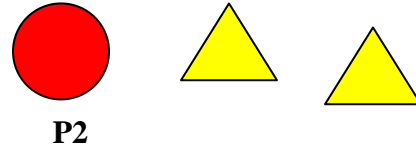
10 Pistol, 10 Rifle and 4 Shotgun



“Rusty”



P1



P2

Pony

Story: Rusty got away and the new judge, appointed by Governor Clanton, tells you he is a misguided soul that probably had a bad childhood and for you to bring him in alive! Being a good lawman, you try to follow the judges order. When Rusty’s gang starts slingin’ lead, you try your best to avoid ole Rusty. But when Rusty starts a shootin’, judges order be darned!

You will need: Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A shotgun, empty with action open, staged on the rest, with at least 4 rounds on your person. A rifle loaded with 10 rounds in your hands.

Directions: Start standing at the pony with both hands on your rifle held a Cowboy Port Arms. When ready say “Darned liberal judges!”

At the Signal: Engage the targets on the Texas Star, being careful not to hit “Rusty”. If you knock off all the star targets, alternate any remaining rounds between R1 and R2. Misses are any star targets left after you empty your rifle, any hits on “Rusty” and any misses on R1 or R2. Set the rifle on the pony and ...

Pick up your **shotgun** knock down the four shotgun targets. Set the shotgun on the pony and...

Draw your first pistol and alternate between P1 and P2. Holster and draw your second pistol and engage “Rusty” with all five rounds.

Take your firearms to the unloading table.