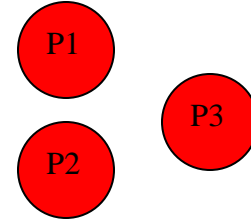
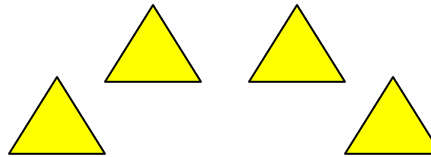
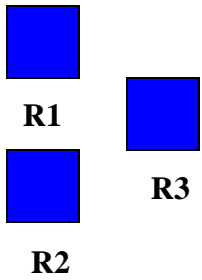


# “10 to 1!”

## Stage 5

10 Pistol, 9 Rifle, 4 Shotgun



Pos. A

Pos. B

Pos. C

**Story:** As you stand in front of the livery stable, you get to thinkin' that maybe takin' that Deputy Marshal's job wasn't such a great idea. You're all alone and the entire Group W Gang that you've been trailin' is facin' you from down the street. They're wanted for rustlin', horse theft, robbery, mother-rapin', father-stabbin', and litterin' (and creatin' a nuisance). It's your job to bring 'em in, dead or alive. Of course, when you call out to them to surrender, they kinda see it as a joke. After all, there's one of you and ten of them... That's when Arlo, the gang's leader, starts the ball rollin' by pullin' his gun.

**You will need:** A shotgun, empty with action open, in your hands at Cowboy Port Arms (CPA), with at least 4 rounds on your person. A rifle loaded with 9 rounds with hammer down over an empty chamber at Position A. Two pistols, loaded with 5 rounds each in your holsters.

**Directions:** Begin at Position B with your shotgun in both hands at CPA. When ready call for the gang to surrender. (Anything appropriate will do, such as “FREEZE” or “Drop ‘em” or “I’m takin’ you in”)

**At the Signal:** Load and knock down the 4 shotgun targets. Set the shotgun down, and move to Position A and..

Pick up your rifle and engage the 3 rifle targets with 9 rounds, no double taps. Set down the rifle and..

Move to Position C and draw your **first pistol** and engage the P1 and P2 with 5 rounds, no double taps. Holster and draw your second pistol and engage P3 with 5 rounds.