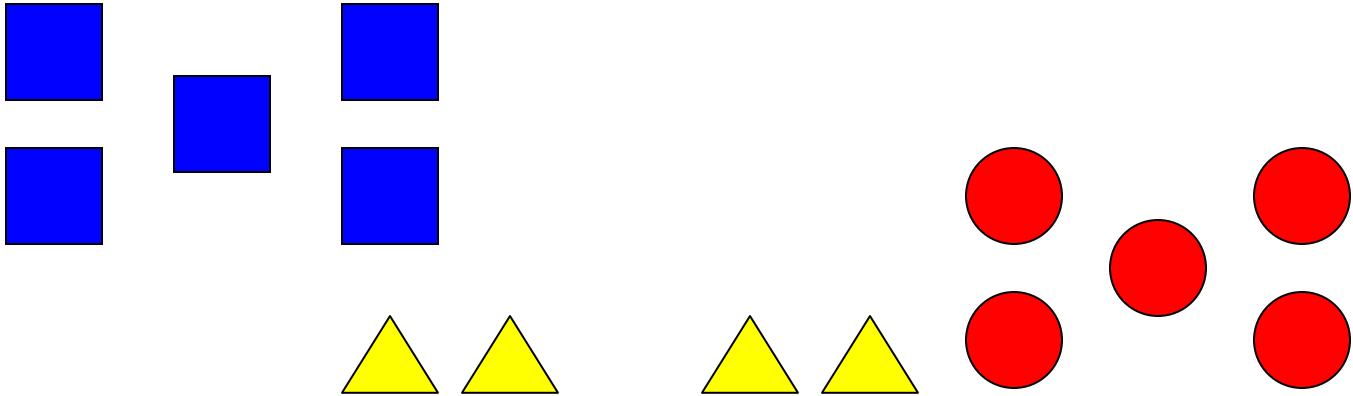


Cave Dwelling Misfits!

Stage 5

10 Pistol, 10 Rifle, 4 Shotgun



Pos. A

Pos. B

Pos. C

Start

Story: You are finding that Big Lick is a dangerous place. As Sheriff, you must be prepared. You stash guns around town, just in case. Late one night, Cavern Bill and his cave dwelling misfits ride into town, causing a ruckus and just generally being misfits. By the time you get your lantern, they have sunk into the shadows all around town. As you holler for ‘em to come out, the lead starts a flyin’!

You will need: Two pistols loaded with 5 rounds each with hammer down over empty chambers in your holsters. A rifle loaded with 10 rounds, with hammer down over an empty chamber on the rest at A. A shotgun, empty with action open, on the rest at B.

Directions: Start with both hands on the lantern. When ready, yell “Come out where I can see ‘ya!”

At the Signal: Hang the lantern on the hook and move to position A, and engage the 5 rifle targets with 2 rounds each. The first and last shot must be on the middle target.

Safely carry your EAO rifle to position B and set it down and pick up your shotgun and knock down the 4 shotgun targets. Set down your shotgun and move to position C, and...

With your two pistols, one after the other (unless your shootin’ Gunfighter), engage the five pistol targets with two rounds each. The first and last shot must be on the middle target. Holster, and...

Take your firearms to the unloading table, muzzle up.