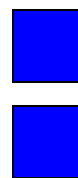
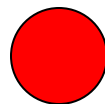
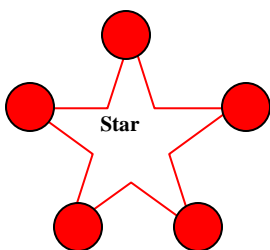
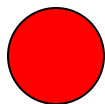
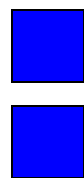


# “Blasted Blaylock Brothers”

## Stage 1

10 Pistol, 10 Rifle, 4 Shotgun



**Pos. B**

**Pos. A**

**Story:** You are the Sheriff of the town of Big Lick. You just received a telegraph from Fincastle warning you of the approach of the Blaylock Brothers. The Blaylock Brothers are wanted in several eastern states for the murder of over 30 men. They have been convicted for murder more than once, only to escape before their hanging. They even survived a gun fight with you just last year! These two are bad news and just as you go out to warn the town, the shooting starts. It seems the Blaylock Brothers beat the telegraph to town!

**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 on the rest with at least 4 rounds on your person. A rifle on the rest with 10 rounds in the magazine.

**Directions:** Start standing at “A” with both hands on your pistols. When ready, yell “Blasted Blaylocks!”

**At the Signal:** Pick up your shotgun and load and knock down the 4 shotgun targets. Set the shotgun on the rest and...

Pick up your **rifle** and double tap the left two rifle targets and then triple tap the right two rifle targets. Set down the rifle and move to position B, and...

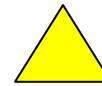
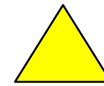
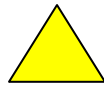
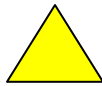
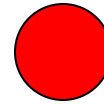
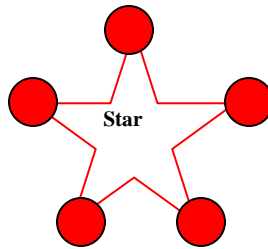
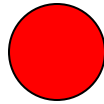
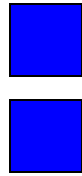
With your pistols, per your shooting style, engage the Texas star until all targets are down, then dump any remaining rounds into any one of the other pistol targets.

Pistol misses are any plates remaining on the Star and/or any misses on the regular pistol target.

# “Twinkle, Twinkle”

# Stage 2

10 Pistol, 8 Rifle, 4 Shotgun



**Pos. B**

**Pos. A**

**Story:** After taking care of the Blaylock Brothers you decide to take a few days off. As you are sitting by the fire looking at the stars, you see a shooting star. Just as you make a wish, a big ole grizzly bear rushes into camp. It is time for some quick stepping and fast shootin'!

**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 on the rest with at least 4 rounds on your person. A rifle on the rest with 10 rounds in the magazine.

**Directions:** Start standing at “A” with your hat in both hands over your chest looking into the sky. When ready, sing “Twinkle, Twinkle Little Star”.

**At the Signal:** Pick up your **rifle** and engage the targets on the Texas star until all are down, then dump any remaining rounds into any one other rifle target.

Pick up your shotgun and knock down the four shotgun targets. Set the shotgun on the rest and move to position “B”...

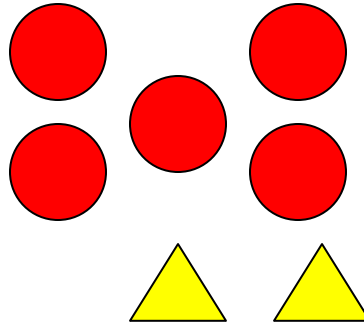
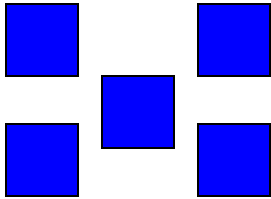
Using your pistols, per your shooting style, engage the two pistol targets with 5 rounds each.

Rifle misses are any plates left on the star and/or any misses on a regular rifle target.

# “Haphazard Hank”

## Stage 3

10 Pistol, 10 Rifle, 4 Shotgun



“A”

**Story:** The telegraph operator runs across the street and tells you that the train has been robbed! You have to form a posse to get after the train robbers. As you head to the Sheriff’s office, you pass by the bank and hear a commotion. It is Haphazard Hank and his gang, and they are robbing the bank! You’re pappy told you that one bank robber in the hand is worth two train robbers in the bush, or something like that. Go get Hank!

**You will need:** Two pistols loaded with 5 rounds each and hammer down on empty chambers in your holsters. A rifle loaded with 10 rounds with hammer down over an empty chamber on the rest. A shotgun in your hands with at least 6 rounds on your person.

**Directions:** Start with the shotgun at Cowboy Port Arms (CPA) with both hands on the shotgun. When ready, yell “Halt Hank!”

**At the Signal:** Load and knock down the 3 shotgun targets and engage the aerial bird with your shotgun. You may engage them in any order. Breaking the bird before it hits the ground is a 5 second bonus. Set your shotgun on the rest and...

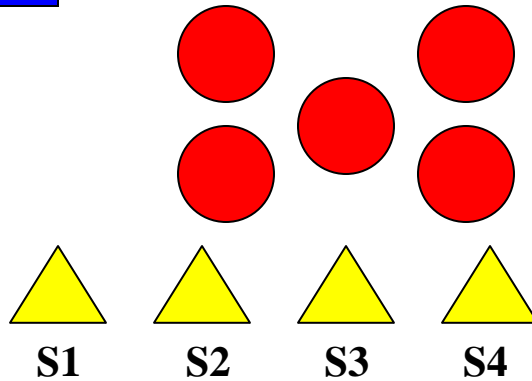
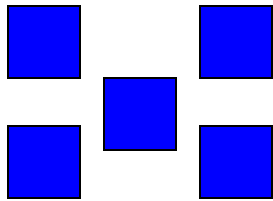
Pick up your rifle and engage the 5 rifle targets with 10 rounds, no double taps. Set the rifle on the rest and...

Using your two pistols, per your shooting style, engage the 5 pistol targets with 10 rounds, no double taps.

# “Ornery Olaf”

## Stage 4

10 Pistol, 10 Rifle, 4 Shotgun



S5

“A”

**Story:** After dealing with Haphazard Hank and his gang, you set out for the train. The conductor tells you that the train was robbed by Ornery Olaf and his gang. Olaf left a trail that even you can follow. The trail leads to a cabin on Pig Mountain. You order Olaf and his gang to give up, only to be met with a shower of hot lead!

**You will need:** Two pistols loaded with 5 rounds each and hammer down on empty chambers in your holsters. A rifle loaded with 10 rounds with hammer down over an empty chamber in your hands. A shotgun in your hands with at least 6 rounds on the rest.

**Directions:** Start with the rifle at Cowboy Port Arms (CPA) with both hands on the rifle. When ready, yell “Out Olaf!”

**At the Signal:** Double tap the rifle targets in any order.

Using your two pistols, per your shooting style, double tap the pistol targets in any order.

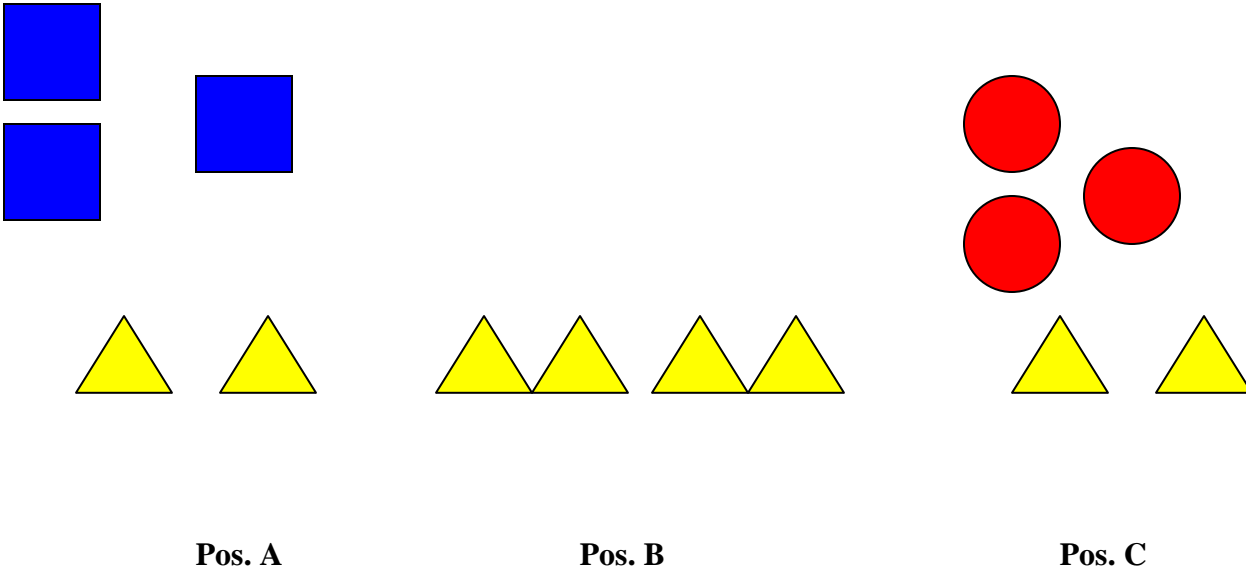
Pick up your shotgun and engage the shotgun targets in any order.

Breaking the bird in the air is a bonus. You must engage the bird.

# Who Goes There?!

## Stage 5

10 Pistol, 10 Rifle, 8 Shotgun



**Story:** All of this shootin' and defending good against evil has wore you out! You decide to take a few days and visit the mountains for some peace and quiet. You make camp by a small stream and set about cookin' dinner. Just as the beans are getting ready, things get eerily quiet. You look around and make sure your guns are where you stashed 'em. You see someone in the shadows of the fire. You call out, they answer with lead!

**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 A.

**Directions:** Start at A with both hands on the frying pan. When ready, yell "Who goes there?!"

**At the Signal:** Set the frying pan on the table and pick up the rifle and engage the rifle targets by alternating single tapping one of the stacked targets, then double tapping the single target then single tap the other stacked target and continue until empty. Set the rifle on the rest and pick up your shotgun and knock down the two shotgun targets, then...

Safely carry your EAO shotgun to Position B and load and knock down the four shotgun targets there...

Safely carry your EAO Shotgun to Position C and knock down the two shotgun targets there. Set the shotgun down and..

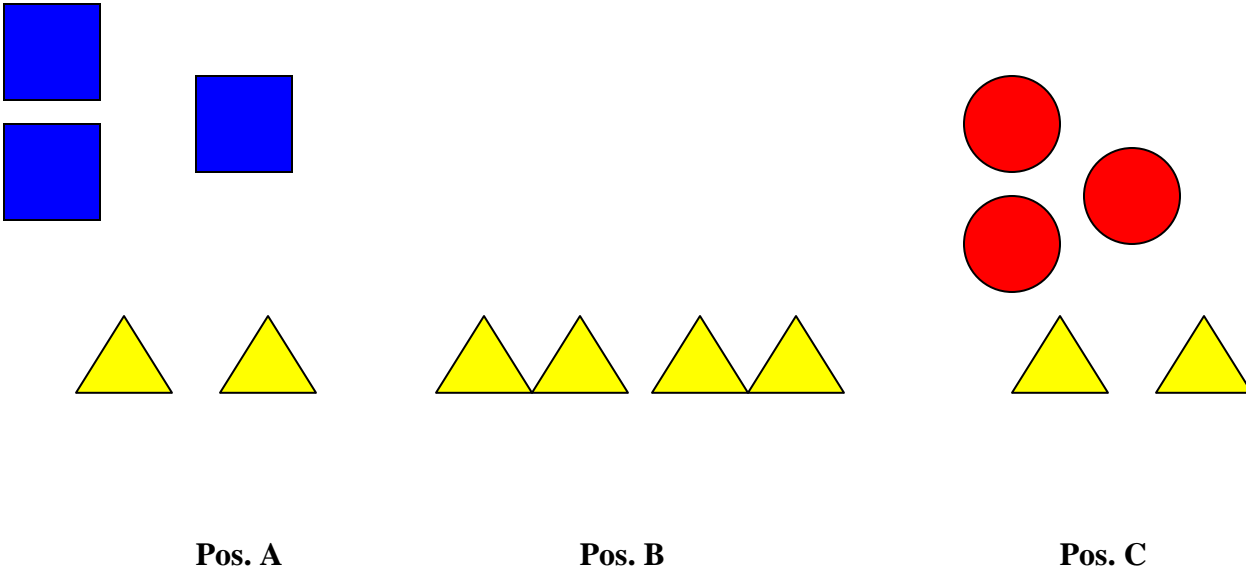
Using your pistols, per your shooting style, engage the pistol targets in same manner as the rifle targets.

Take your firearms to the unloading table, muzzle up.

# I See You?!

## Stage 6

10 Pistol, 10 Rifle, 8 Shotgun



**Story:** After all the shootin', its gets real quiet and real dark...you decide to move away from the fire and take a look around. You take your lantern and investigate the shadows. It doesn't take long before the shooting starts again!

**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 A.

**Directions:** Start at A with both hands on the lantern held at head height. When ready, yell "I see you!"

**At the Signal:** Set the lantern on the table and pick up the rifle and engage the rifle targets by alternating single tapping the single target then double tapping one of the stacked targets then single tap the single target and then double tap the other stacked target, continue until empty. Set down your rifle and pick up your shotgun and knock down the two shotgun targets...

Safely carry your EAO shotgun to Position B and load and knock down the four shotgun targets there...

Safely carry your EAO Shotgun to Position C and knock down the two shotgun targets there. Set the shotgun down and..

Using your pistols, per your shooting style, engage the pistol targets in same manner as the rifle targets.

Take your firearms to the unloading table, muzzle up.