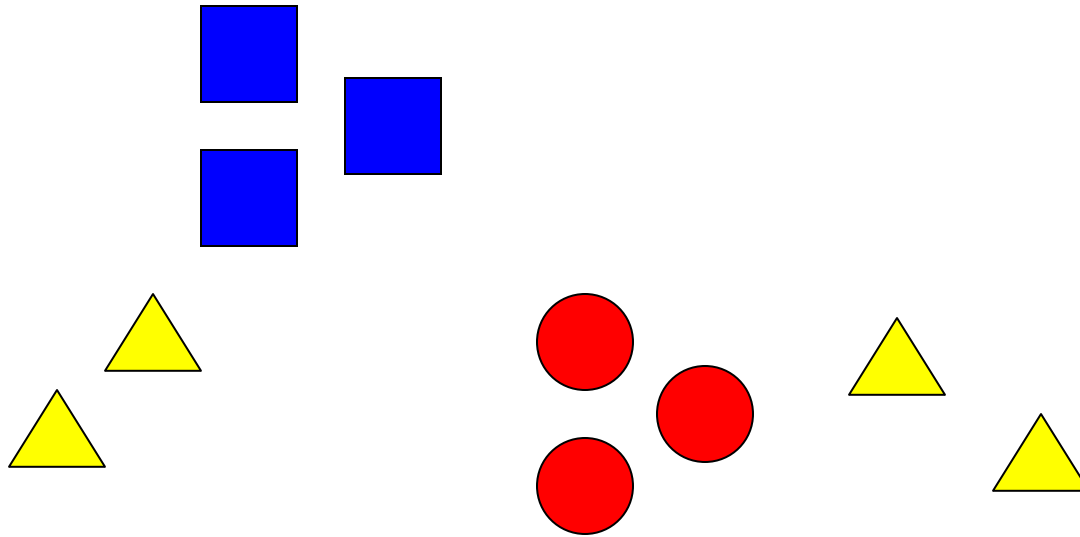


# Don't Laugh at My Mule!

## Stage 1

10 Pistol, 10 Rifle, 4 Shotgun



**Pony**

**Story:** You just rode into town. Some of the local “hard cases” decide to have fun at your expense. They shoot at your mule’s hooves, causing it to go wild and run off buckin’ and snortin’ while they are laughing and having a good ole time. It’s time to let them know that you ain’t puttin’ up with these shenanigans.

**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. A shotgun, empty with action open, on the rest with at least 4 rounds on your person.

**Directions:** Start at the pony with both hands on the pony. When ready, say “My mule don’t take kindly to folks laughing”

**At the Signal:** Pick up your 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...

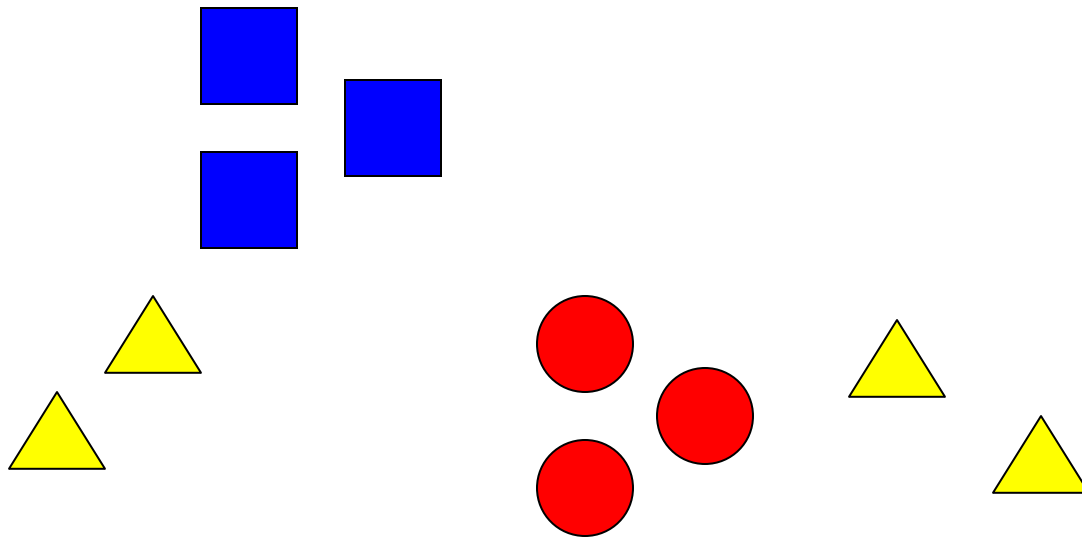
Using your pistols, per your shooting style, engage the pistol targets in same manner as the rifle targets. Holster, and...

Pick up your shotgun and knock down the four shotgun targets.

# Surprise!

# Stage 2

**10 Pistol, 10 Rifle, 4 Shotgun**



**Pony**

**Story:** As you make your way to where the Sheriff told you the gold is buried, you notice you are being followed. You decide to surprise your followers and get them off your trail. As you challenge them, they draw their guns and the fight is on.

**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. A shotgun, empty with action open, in your hands with at least 4 rounds on your person.

**Directions:** Start at the pony with your shotgun in both hands at Cowboy Port Arms. When ready, say “Surprise!”

**At the Signal:** Load and knock down the 4 shotgun targets. Safely stage the shotgun and...

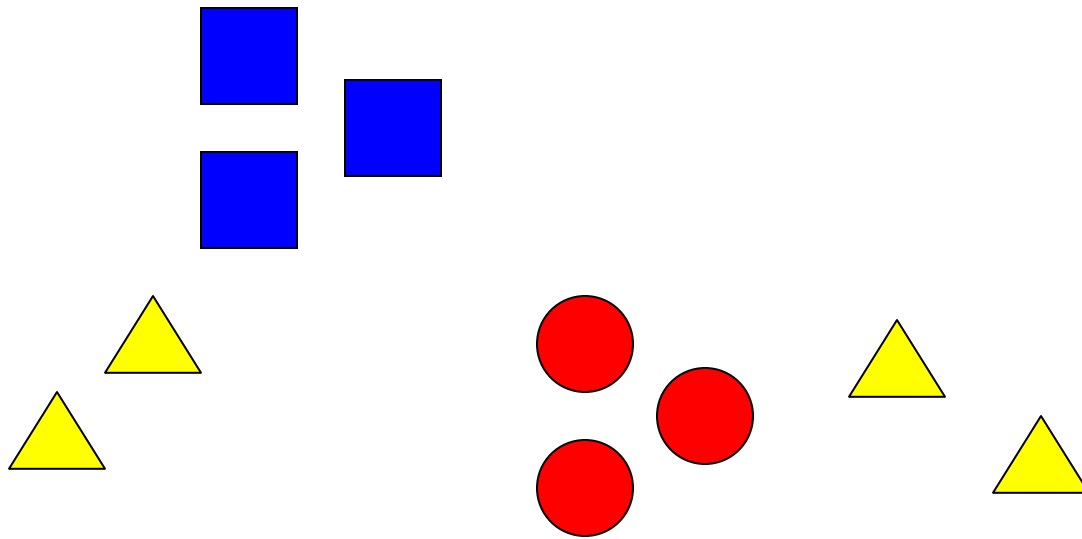
Pick up your rifle and engage the rifle targets in a continuous vertical Nevada Sweep starting on top. Safely stage the rifle, and...

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

# To Boot Hill!

## Stage 3

**10 Pistol, 10 Rifle, 4 Shotgun**



**Pony**

**Story:** The time has come for Bad Bill Barton. As luck would have it, the hangman was killed in the previous attempt to break Bad Bill out of jail. It is your duty to fill in for him. Just as you pull the rope, the last of Bad Bill's supporters make one last try to save his life. You make sure they follow Bad Bill to Boot Hill.

**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. A shotgun, empty with action open, on the rest with at least 4 rounds on your person.

**Directions:** Start at the pony with your hands on your pistols. When ready, say "You're all going to Boot Hill!"

**At the Signal:** Draw your first pistol and engage the top target with two rounds, then the bottom with three. With your second pistol, engage the single target with all five rounds. Holster and...

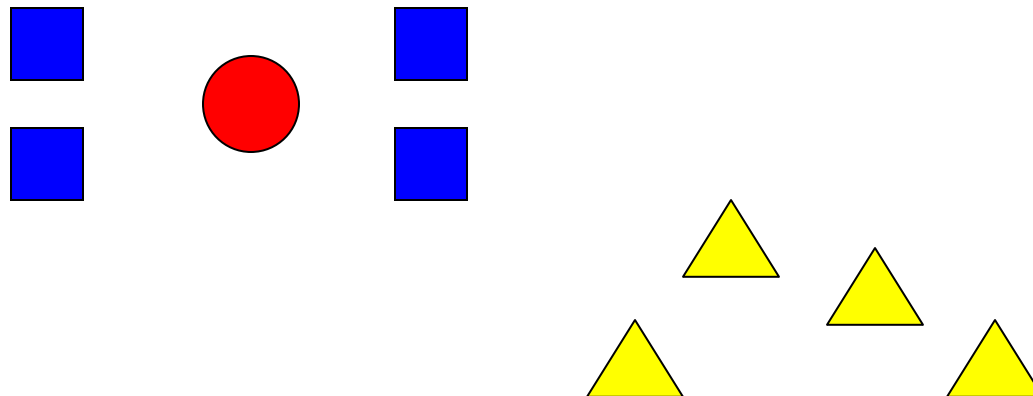
Pick up your rifle and engage the rifle targets as described for the pistols. Safely stage the rifle and...

Pick up your shotgun and knock down the four shotgun targets.

# “Blasted Blaylock Brothers”

## Stage 4

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 at A with at least 4 rounds on your person. A rifle on the rest at A 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...

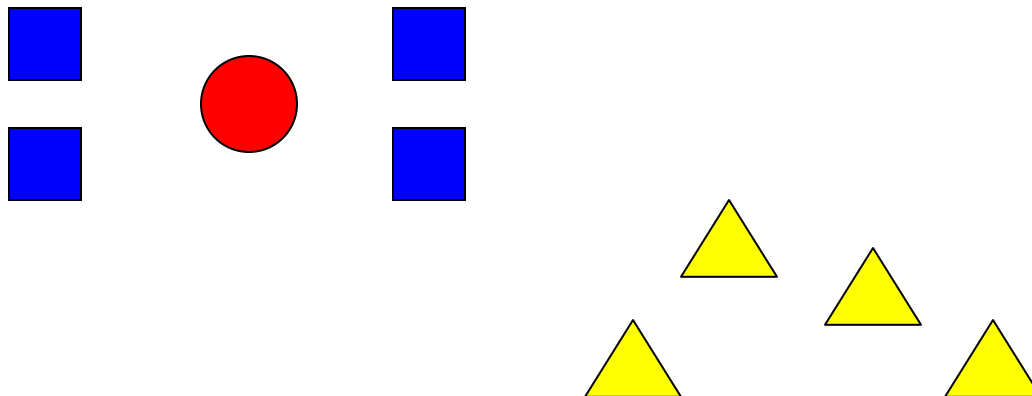
Pick up your **rifle** and double tap the left two rifle targets and then triple tap the right two rifle targets. Set down the rifle and move to position B, and...

With your pistols, per your shooting style, engage the targets as described for the rifle.

# “My 3 Dollars!”

# Stage 5

10 Pistol, 10 Rifle, 4 Shotgun



**Pos. B**

**Pos. A**

**Story:** You are the oldest of 4 children. Pa has gone to Texas on a long cattle drive. Ma is in a family way and it's up to you to go to town and get provisions. On the way to town Dapper Dan and his gang bushwhack you to steal the 3 dollars you have to spend at the general store. You would rather fight than run.

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

**Directions:** Start standing at “A” with both hands on your hat. When ready, yell “My 3 Dollars”.

**At the Signal:** Pick up your **rifle** and engage the top targets once, the bottom targets twice and the center target 4 times.

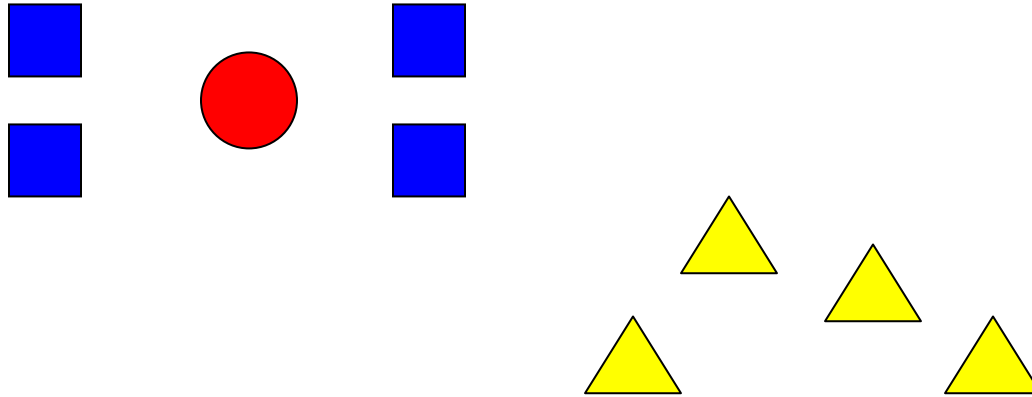
Pick up your shotgun and load and knock down the 4 shotgun targets. Set the shotgun on the rest and move to position B.

With your pistols, per your shooting style, engage the targets as described for the rifle.

# “Deal Cards or Deal with Rowdy Cowboys”

## Stage 6

10 Pistol, 10 Rifle, 4 Shotgun



**Pos. B**

**Pos. A**

**Story:** Your roadhouse is a big success. Cowfolk from all over the Southwest territory come in for a good meal, strong drink and a “friendly” game of cards. Sometimes the card games get a little out of hand. As the owner, you must restore order from time to time

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

**Directions:** Start standing at “A” in the surrender position. When ready, yell “My 3 Dollars”.

**At the Signal:** Pick up your **rifle** and engage the outside targets once each then dump the other six into the center target.

Pick up your shotgun and load and knock down the 4 shotgun targets. Set the shotgun on the rest and move to position B.

With your pistols, per your shooting style, engage the targets as described for the rifle.