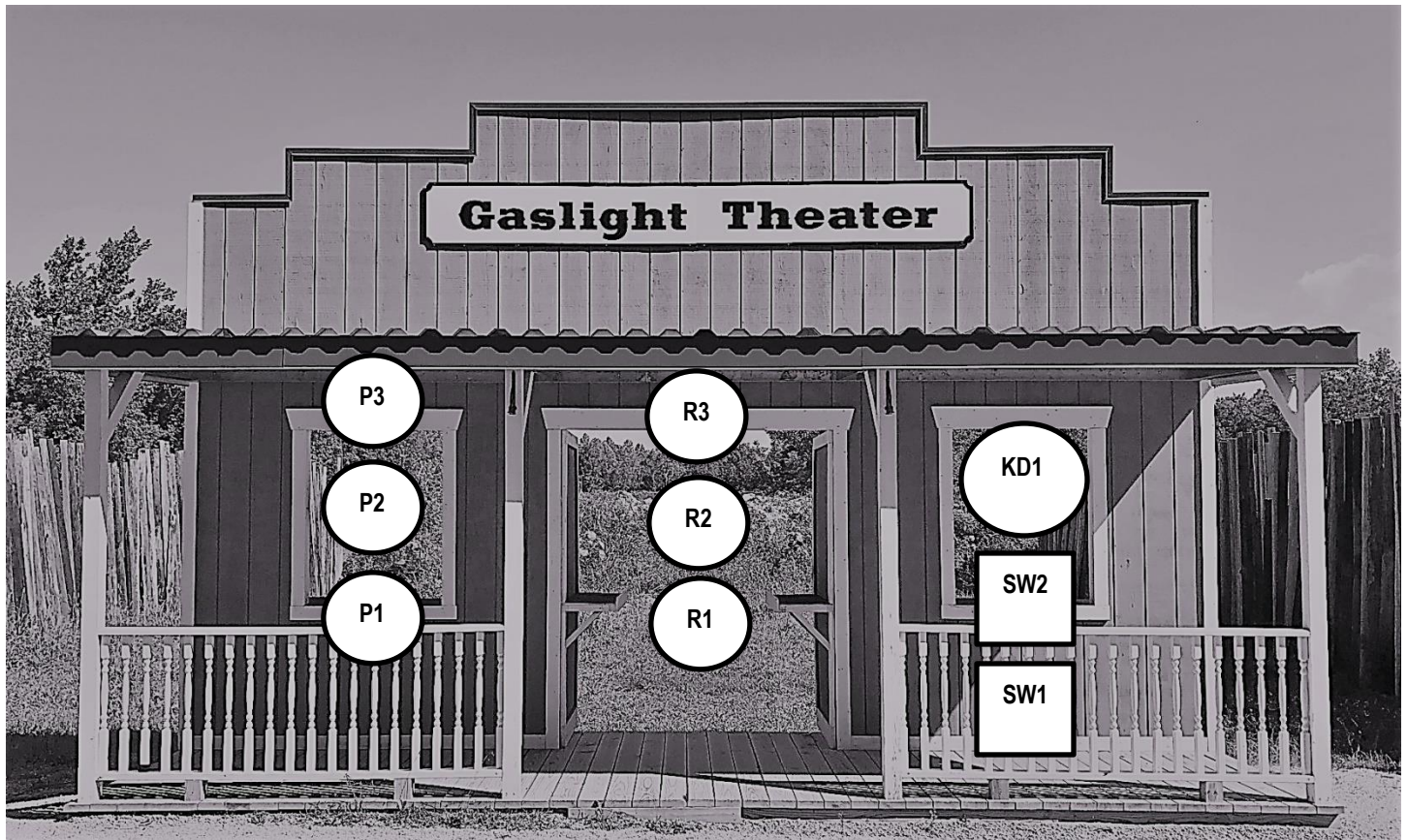


RIO LOBO – (1970)

Stage 1 – The Gaslight Theater

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 5+ rounds, staged on right window.

Starting Position

Shooter starts in doorway in SASS default position.

Ready Line

"Well, I'll be a suck-egg mule! Legs like that, and she can shoot, too!"

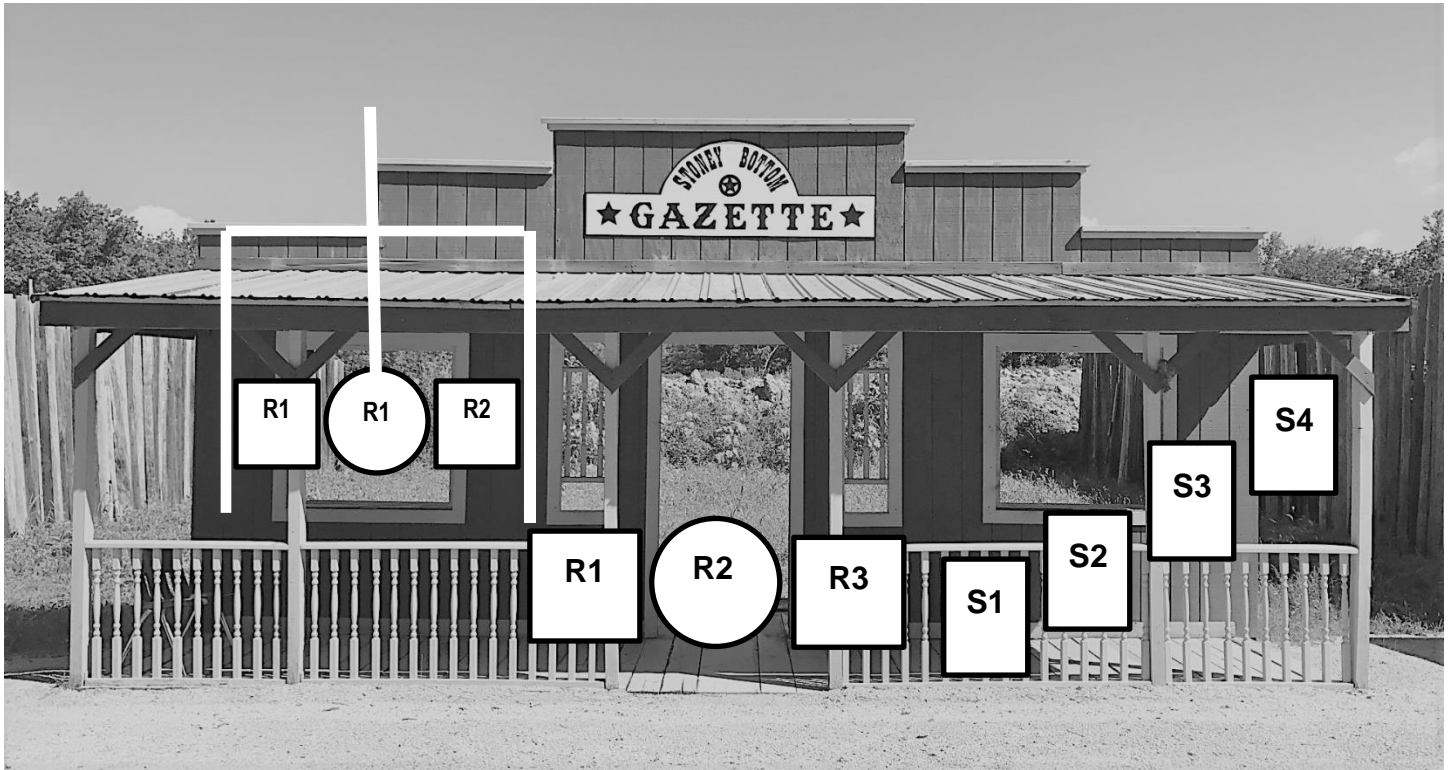
At The Beep

Pick up rifle and engage rifle targets in two separate Nevada sweeps, starting on the bottom target (R1, R2, R3, R2, R1, R1, R2, R3, R2, R1). Make rifle safe, move to left window and engage pistol targets in the same manner. Holster. Move to right window and engage shotgun targets in a Nevada sweep starting on the bottom target (SW1, SW2, KD3, SW2, SW1). Note: SW1 and SW2 are swinger targets, KD3 is a knockdown target. If KD3 fails to go down, it can be made up after completing the shotgun Nevada sweep.

RIO LOBO – (1970)

Stage 2 – The Stoney Bottom Gazette

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds staged on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand at right window.

Starting Position

Shooter starts at right window, with both hands holding shotgun with butt touching gun leather.

Ready Line

"Those triggers are wired back and my thumbs ain't as strong as they used to be."

At The Beep

Knock down all four shotgun targets. Make shotgun safe. Pick up rifle and move to doorway and engage center rifle target six times, then double tap the two outside targets starting on either target. Move to left window and make rifle safe. Release the swinging target and use pistols to engage swinger target six times, then double tap two outside targets, starting on either target.

RIO LOBO – (1970)

Stage 3 – The Saloon

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds stage on outhouse seat.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on saloon window.

Starting Position

Shooter starts at outhouse, hands in front of you, on posts.

Ready Line

"If you hear a loud noise, it'll be Mr. Ketchum dyin'."

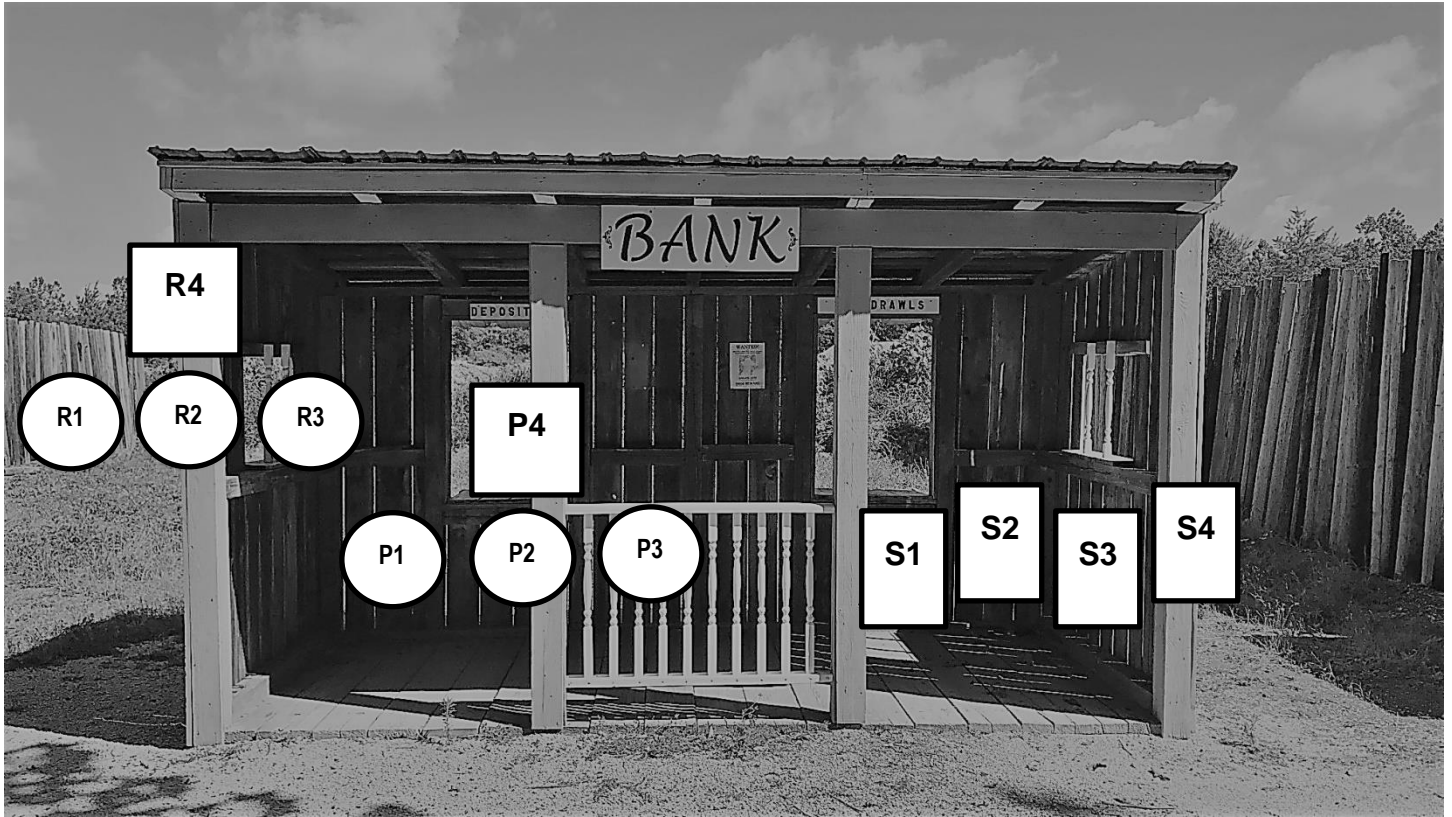
At The Beep

Engage rifle targets in a 1-3-1-1-3-1 pattern (R1, R2, R2, R2, R3, R4, R5, R5, R5, R6) from either end. Make rifle safe on outhouse seat. Move to left saloon door and engage pistol targets in a 1-3-1 pattern (P1, P2, P2, P2, P3) from either end. Repeat. (Yes, you can!) Holster. Pick up shotgun from window sill and through right doorway knock down all four shotgun targets.

RIO LOBO – (1970)

Stage 4 – The Bank

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds staged on cactus.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window shelf..

Starting Position

Shooter starts at cactus, with thumbs hooked on gunbelt.

Ready Line

"Don't you worry Ketchum . . . you're gonna be the first to die!"

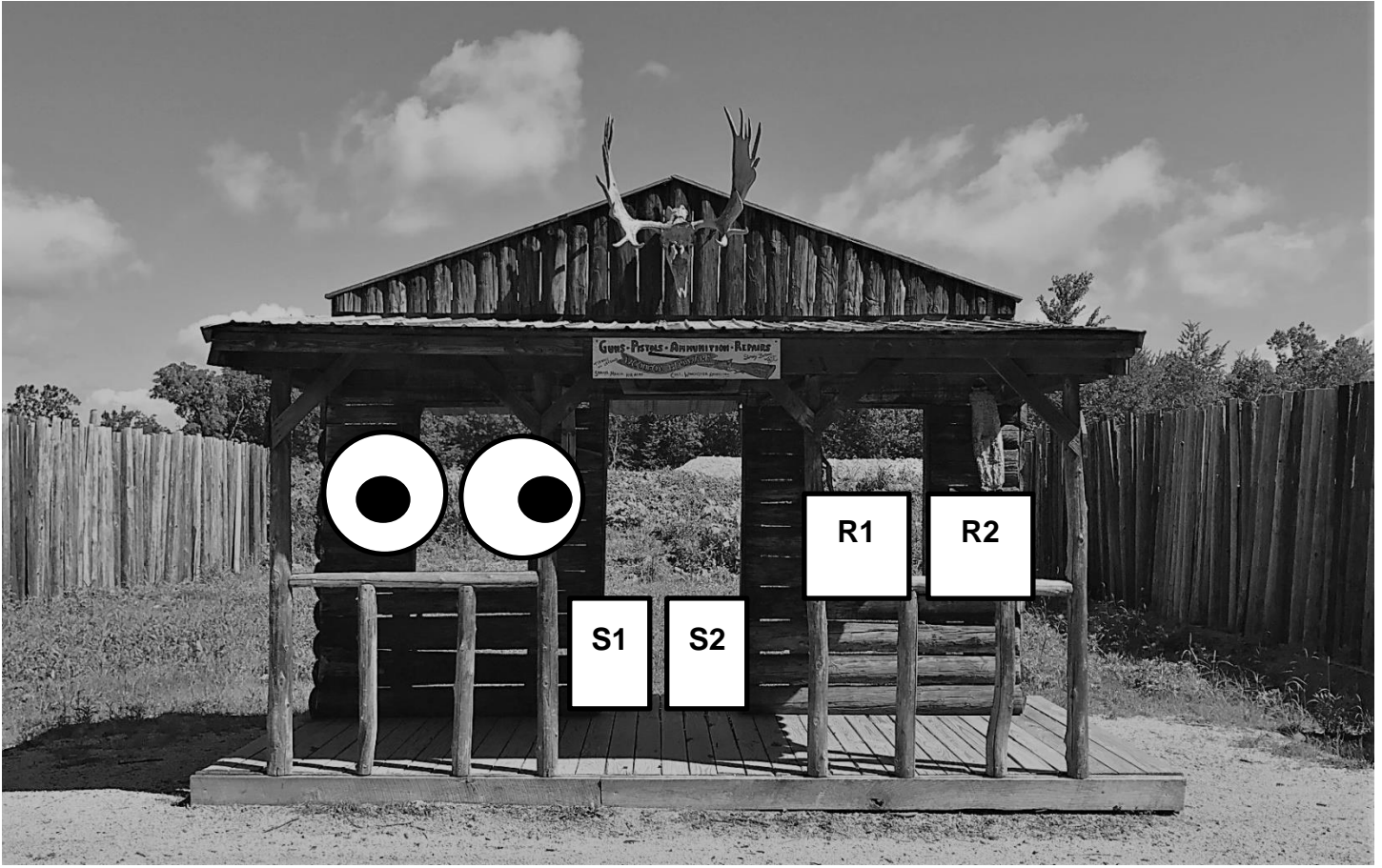
At The Beep

Pick up rifle and engage three round targets three times each (no triple taps). With the 10th rifle shot, engage the square target. Make rifle safe on cactus. Move to right window and knock down all four shotgun targets. Make shotgun safe. Move to left window and engage pistol targets in the same manner as the rifle.

RIO LOBO – (1970)

Stage 5 – The Hardware Store

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds stage on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, loaded and in hand (butt touching leather – can be pointed at target). Shotgun will be loaded on command given by the Timer Operator.

Starting Position

Shooter starts in doorway, loaded shotgun in hand.

Ready Line

"Got another barrel left! Get in there!"

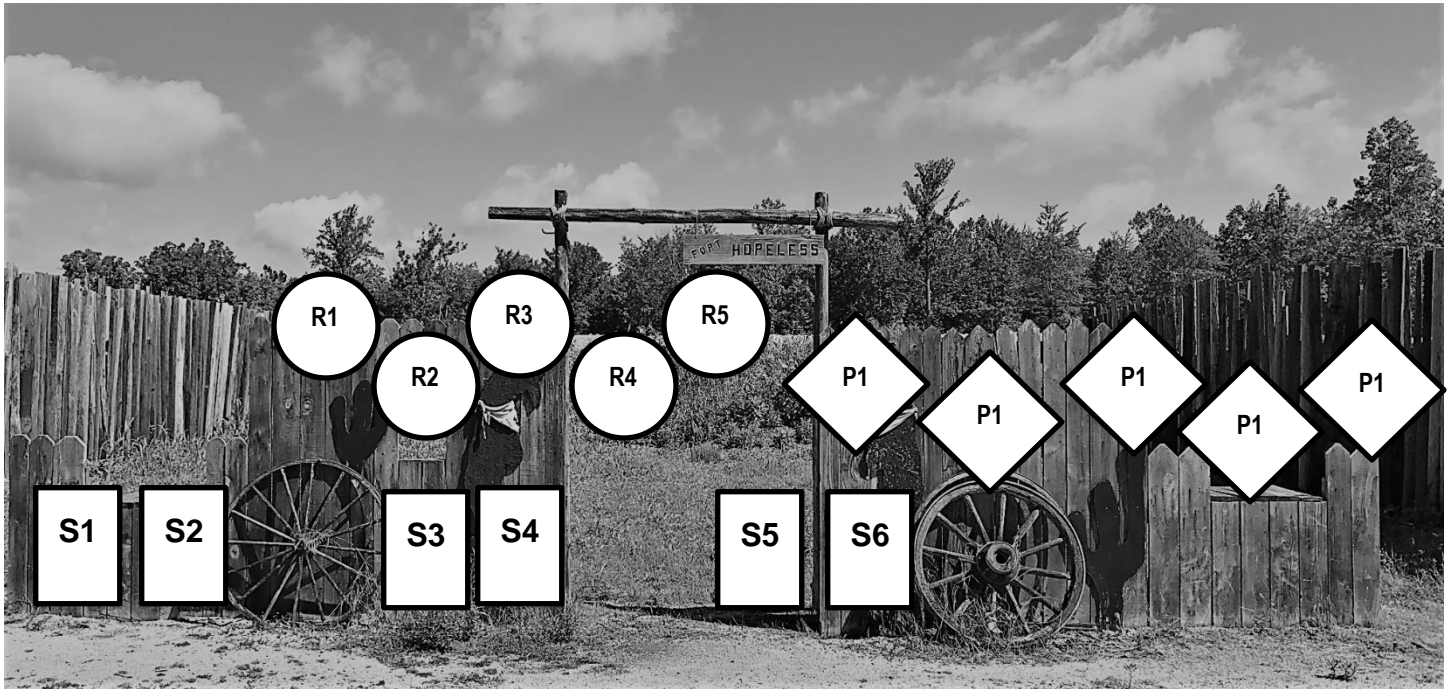
At The Beep

Knock down both shotgun targets. Move to right window, make shotgun safe and use rifle to place five shots on each target in any order (this is a round count). Make rifle safe. Move to left window and engage pistol targets with five shots on each target in any order (this is a round count).

RIO LOBO – (1970)

Stage 6 – Fort Hopeless

All quotes are from Jack Elam's character "Phillips".



Ammunition and Staging:

Rifle – 10 rounds staged on horse in fort entrance.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, staged on either shelf.

Starting Position

Shooter starts at either shelf, with appropriate gun in hand, pointed at target.

Ready Line

"Stop your squawking . . . you ain't hurt."

At The Beep

From left shelf, knock down S1 and S2 in any order. Move to fort entrance and knock down S3, S4, S5, S6 in any order. Make shotgun safe on horse. Pick up rifle from horse and engage rifle targets in a Jackrabbit sweep (R1, R3, R5, R4, R2). Repeat. Make rifle safe on horse. Move to right shelf and engage pistol targets in the same manner as the rifle. Alternatively, shooter can start at right shelf and shoot guns in this order: Pistol, pistol, rifle, shotgun, shotgun, shotgun.