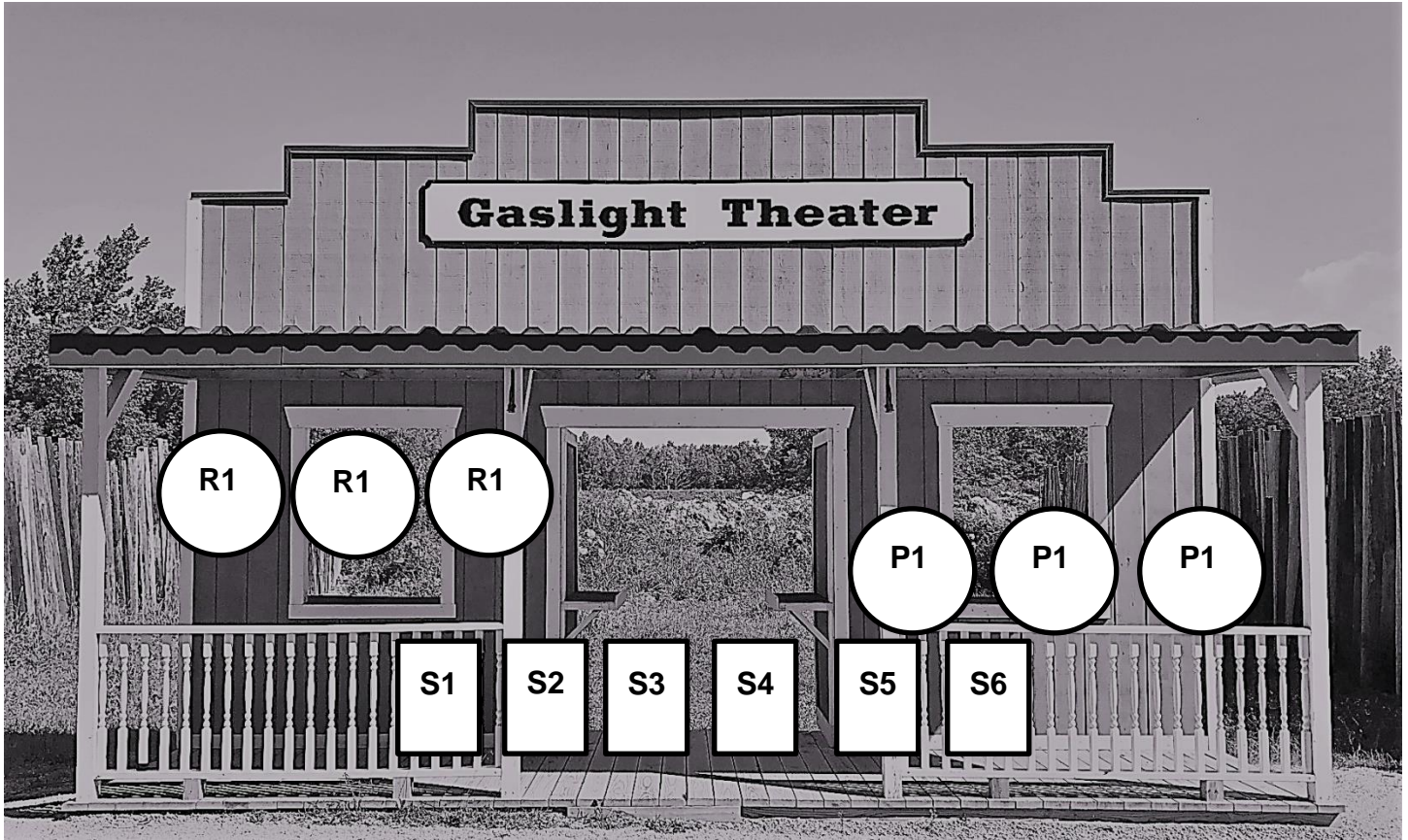


# DAFFY DUCK WESTERN QUOTES

## Stage 1 – The Gaslight Theater

*Stick ‘em up, hombre!*



### **Ammunition and Staging:**

Rifle – 10 rounds stage on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, staged on either doorway shelf.

### **Starting Position**

Shooter starts at right window with pistol(s) in hand, pointed at target.

### **Ready Line**

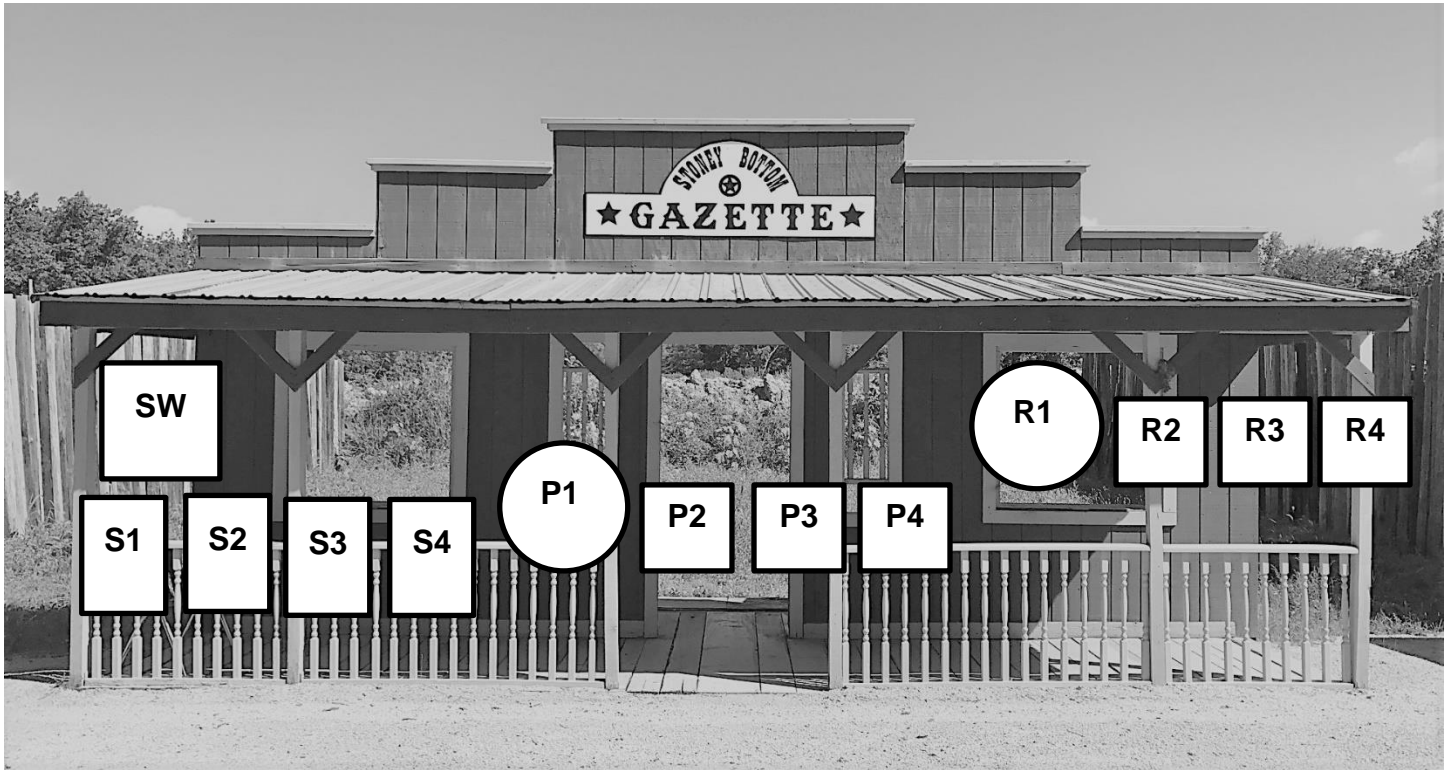
*"Stick ‘em up, hombre!"*

### **At The Beep**

With pistols, starting on either end, engage the three pistol targets in a single sweep, then from the same direction in a 2-3-2 sweep (i.e., P1, P2, P3, P1, P1, P2, P2, P2, P3, P3). Holster. Move to left window and using rifle, engage rifle targets in the same manner. Make rifle safe. Move to shotgun and knock down all six shotgun targets.

# DAFFY DUCK WESTERN QUOTES

*You're under arrest!*



## **Ammunition and Staging:**

Rifle – 10 rounds stage on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window.

## **Starting Position**

Shooter starts at right window pointing at imaginary villain “Nasty Canasta”. Other had is by your side.

## **Ready Line**

*“You’re under arrest!”*

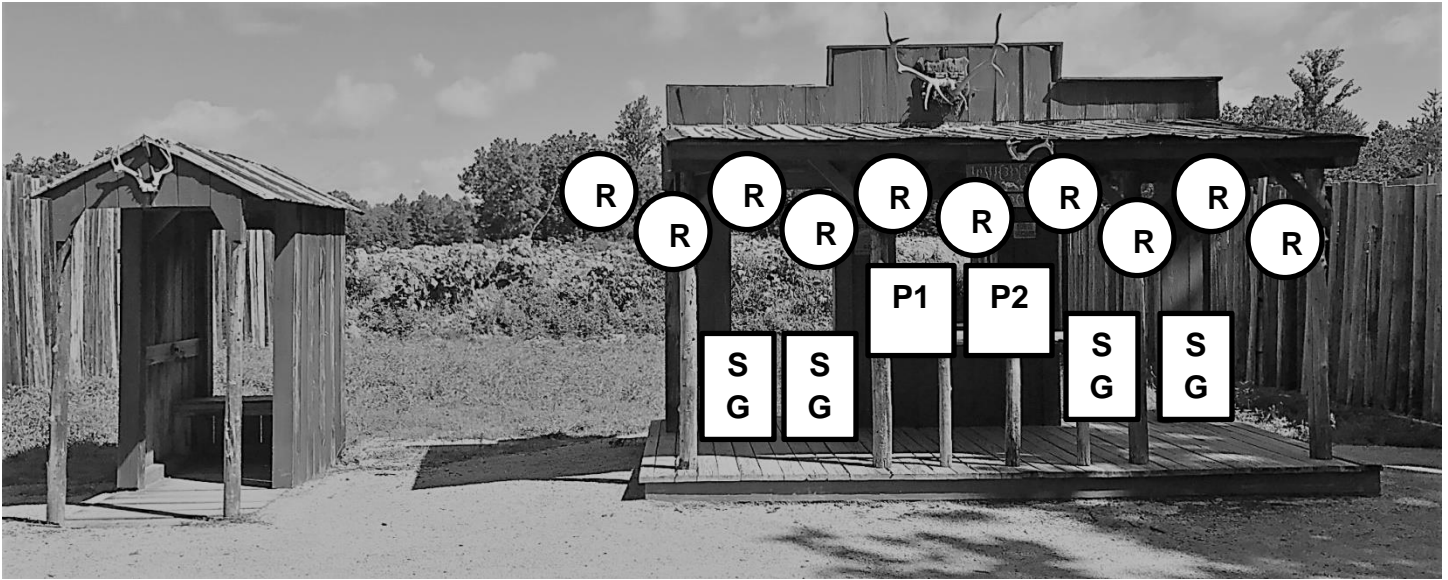
## **At The Beep**

Pick up rifle and engage targets in a progressive sweep, placing one shot on R1 (the knockdown), then two shots on R2, three shots on R3 and four shots on R4. Make rifle safe. Move to doorway and repeat instructions for the pistol. Holster. Move to left window and knock down all four shotgun targets. If either pistol knockdown or rifle knockdown were left standing, make up the shot on the shotgun swinger. If both were left standing, engage swinger twice. Shotgun swinger does not have to be hit; it is to provide an aiming point only.

# DAFFY DUCK WESTERN QUOTES

## Stage 3 – The Saloon

*Hankerin' for trouble, eh?*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand.

### **Starting Position**

Shooter starts in either doorway, shotgun in hands, butt touching leather.

### **Ready Line**

*“Hankerin' for trouble, eh?”*

### **At The Beep**

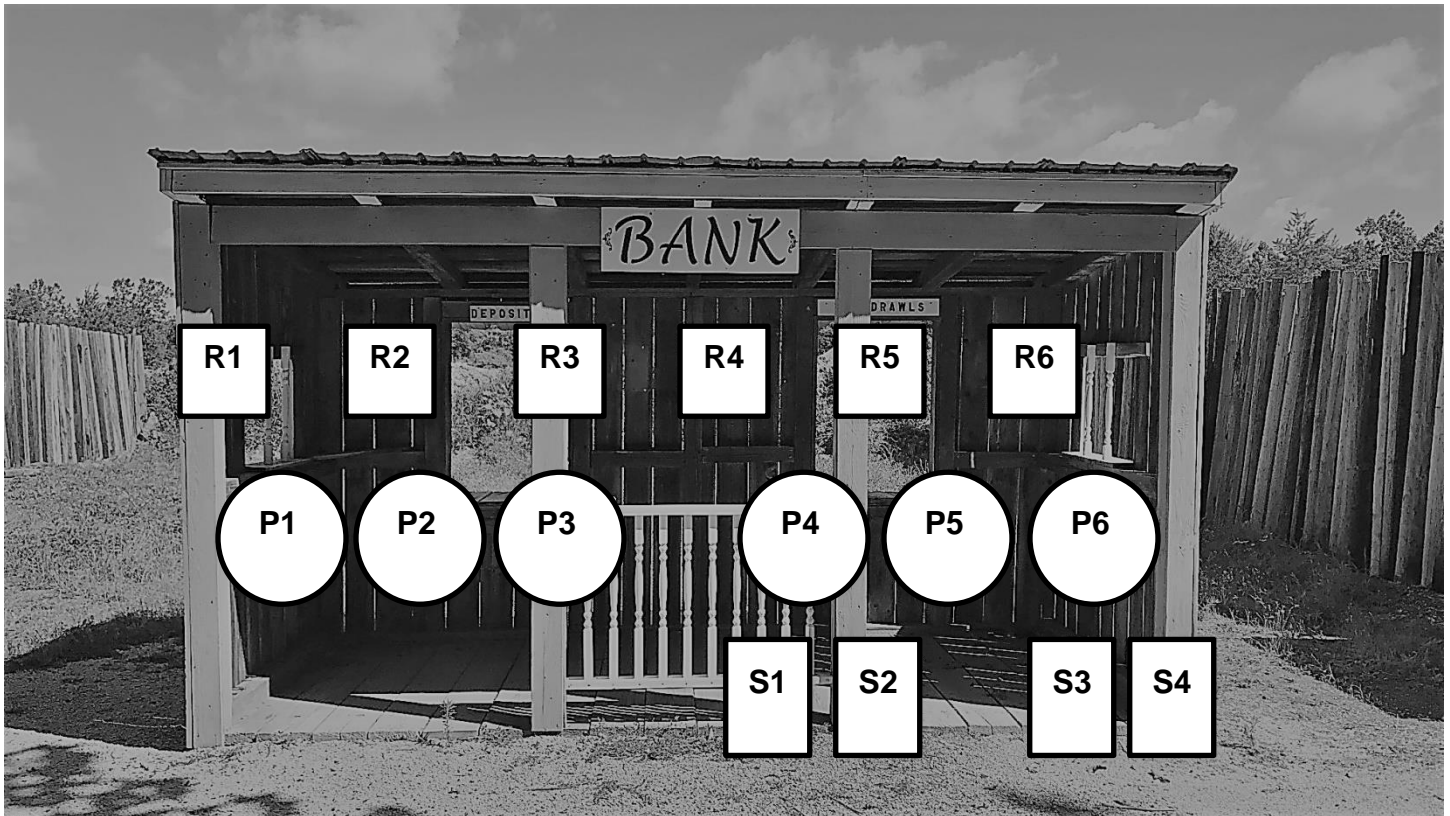
Knockdown two shotgun targets. Targets must fall before moving to the next shooting position.

Move to window, make shotgun safe for further use. From window, it's shooter's choice for gun order. With rifle, engage each rifle target once, in any order (round count). Make rifle safe. With pistols, engage each pistol target 5 times each, in any order (round count). Holster. Pick up shotgun and move to other doorway and knock down 2 remaining shotgun targets.

# DAFFY DUCK WESTERN QUOTES

## Stage 4 – The Bank

*Drip-along Daffy's the name!*



### **Ammunition and Staging:**

Rifle – 10 rounds stage on either window sill.

Pistols – 5 rounds each, holstered.

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

### **Starting Position**

Shooter starts at either window in SASS default position.

### **Ready Line**

*“Drip-along Daffy's the name.”*

### **At The Beep**

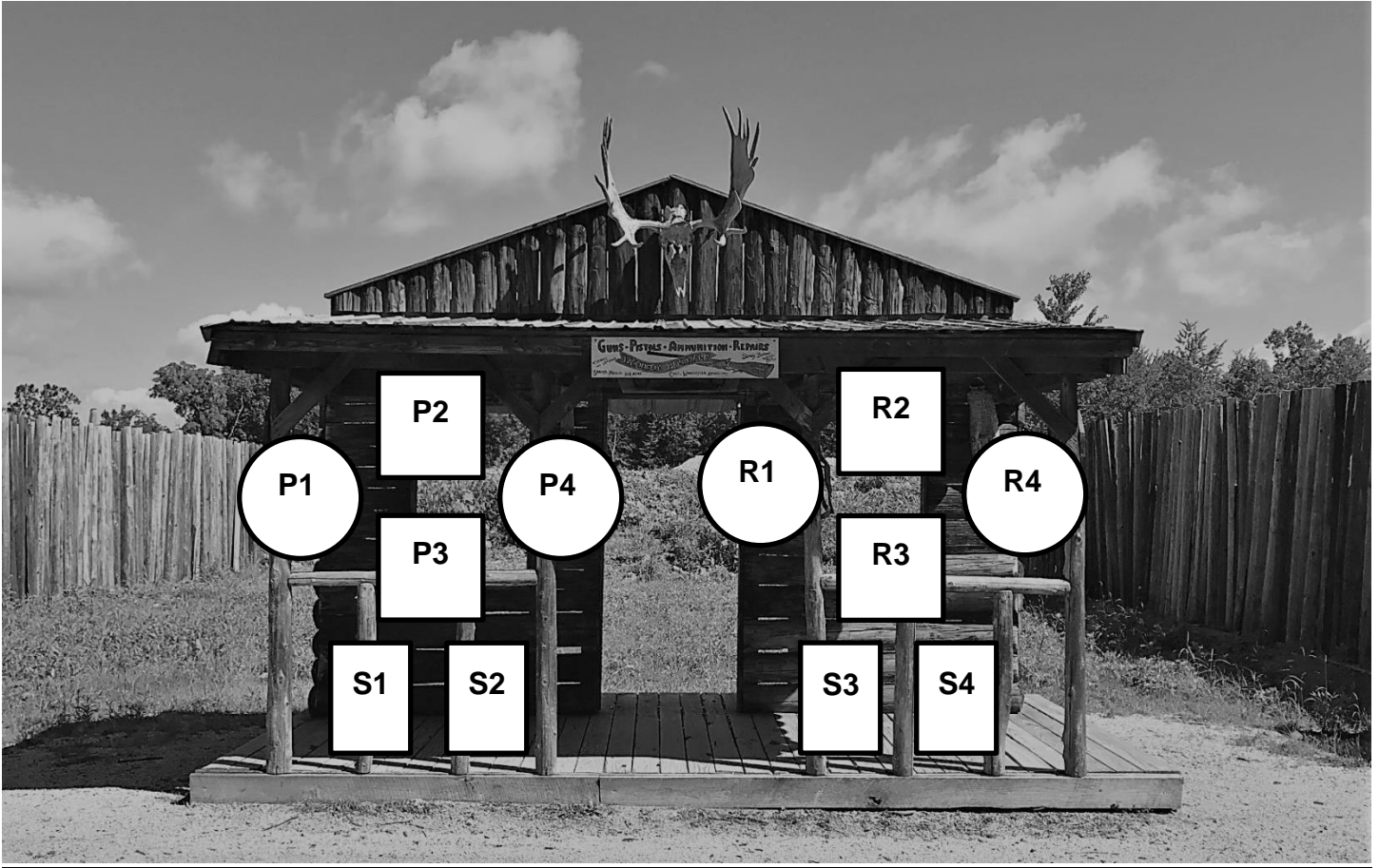
Guns in any order, but don't end with the rifle. Knock down all four shotgun targets in any order.

Engage rifle targets in a 1-3-1-1-3-1 pattern (R1, R2, R2, R2, R3, R4, R5, R5, R5, R6) starting on either end. Engage one set of pistol targets through each window in a 1-3-1 pattern (P1, P2, P2, P2, P3) starting on either end.

# DAFFY DUCK WESTERN QUOTES

## Stage 5 – The Hardware Store

*Bartender, BARTENDER!!!! Where's mine?!?!?*



### **Ammunition and Staging:**

Rifle – 10 rounds stage on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right or left window opposite of starting position.

### **Starting Position**

Shooter starts at either window, slapping window sill with hands while shouting starting line.

### **Ready Line**

*“Bartender, BARTENDER!!! Where's mine ?!?!?”*

### **At The Beep**

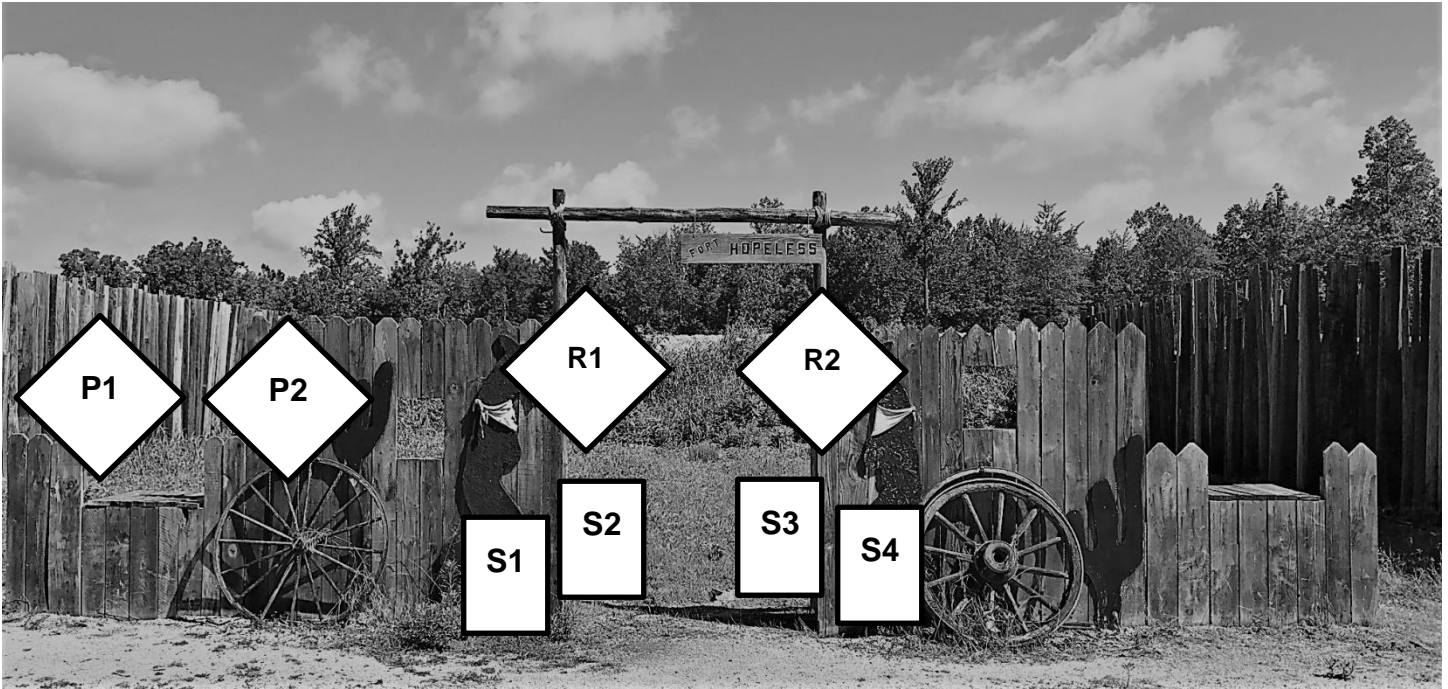
Using rifle or pistol (depending on where you start) engage the round targets once each, and the square targets four times each with no more than double taps. Make rifle safe, or holster pistols, and move to other window, and repeat instructions with other gun. Make rifle safe or holster pistols. Pick up shotgun, move to doorway, and knock down all four shotgun targets.



# DAFFY DUCK WESTERN QUOTES

## Stage 6 – Fort Hopeless

*Cut the cards!*



### **Ammunition and Staging:**

Rifle – 10 rounds stage on horse.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on horse.

### **Starting Position**

Shooter starts at left window, with one hand on deck of cards. Other hand is flat on window sill.

### **Ready Line**

*"Cut the cards."*

### **At The Beep**

Using pistols, engage pistol targets in a 1-1-3-3-1-1 sweep (first pistol: P1, P2, P1, P1, P1; second pistol: P2, P2, P2, P1, P2) starting on either target. Holster. Move to fort entrance, and using rifle engage rifle targets in the same manner. Make rifle safe on horse. Use shotgun to knock down all four shotgun targets.