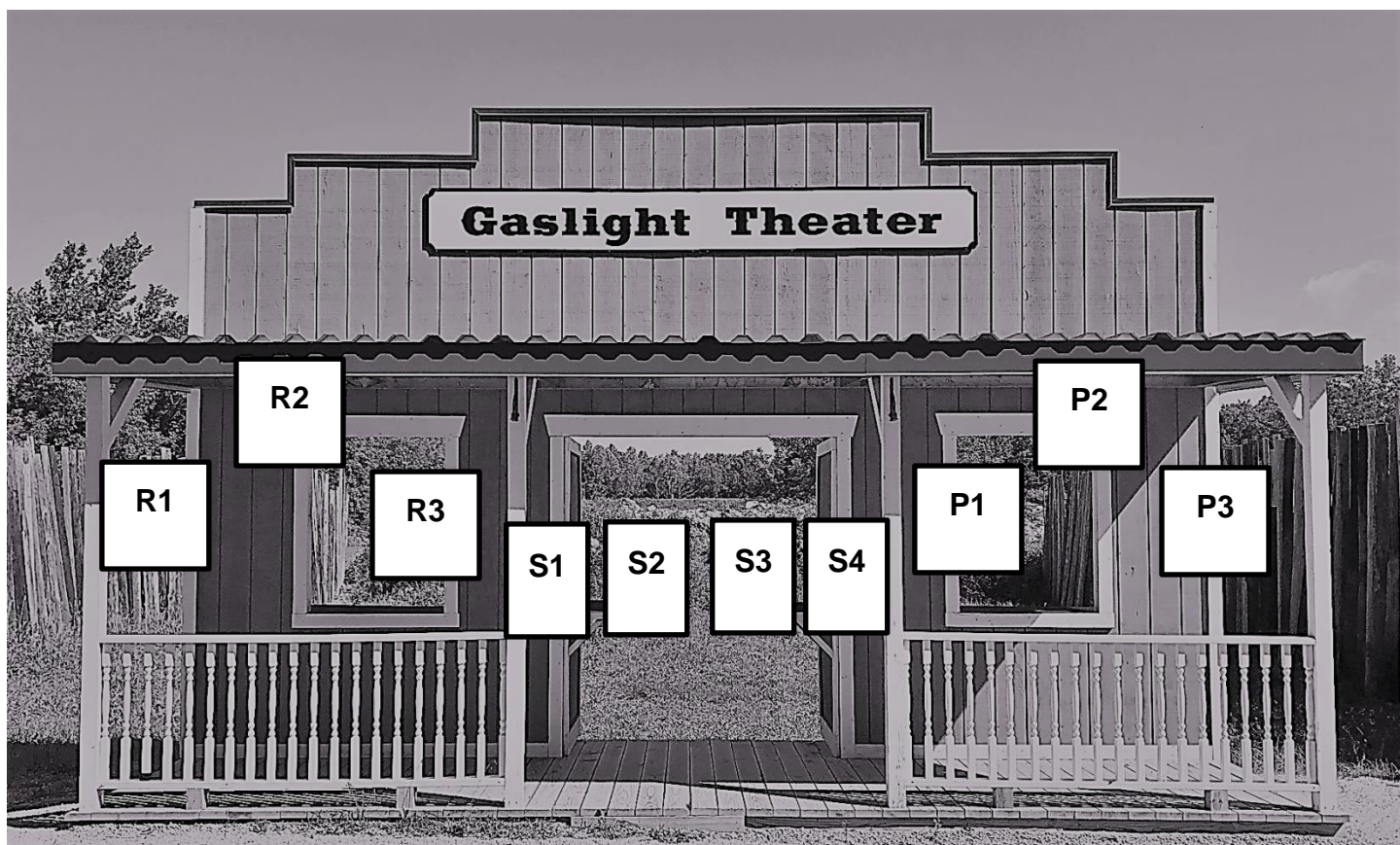


Bodene's Double Troubles – (2019)

Stage 1 – The Gaslight Theater

UGLY HOMBRES.



Ammunition and Staging:

Rifle – 10 rounds, in hand from left window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left or right door ledge.

Starting Position

Shooter starts at left window with rifle in hand, may be aiming at target.

Ready Line

"I'll shoot the outside hombres twice, they're the ugliest."

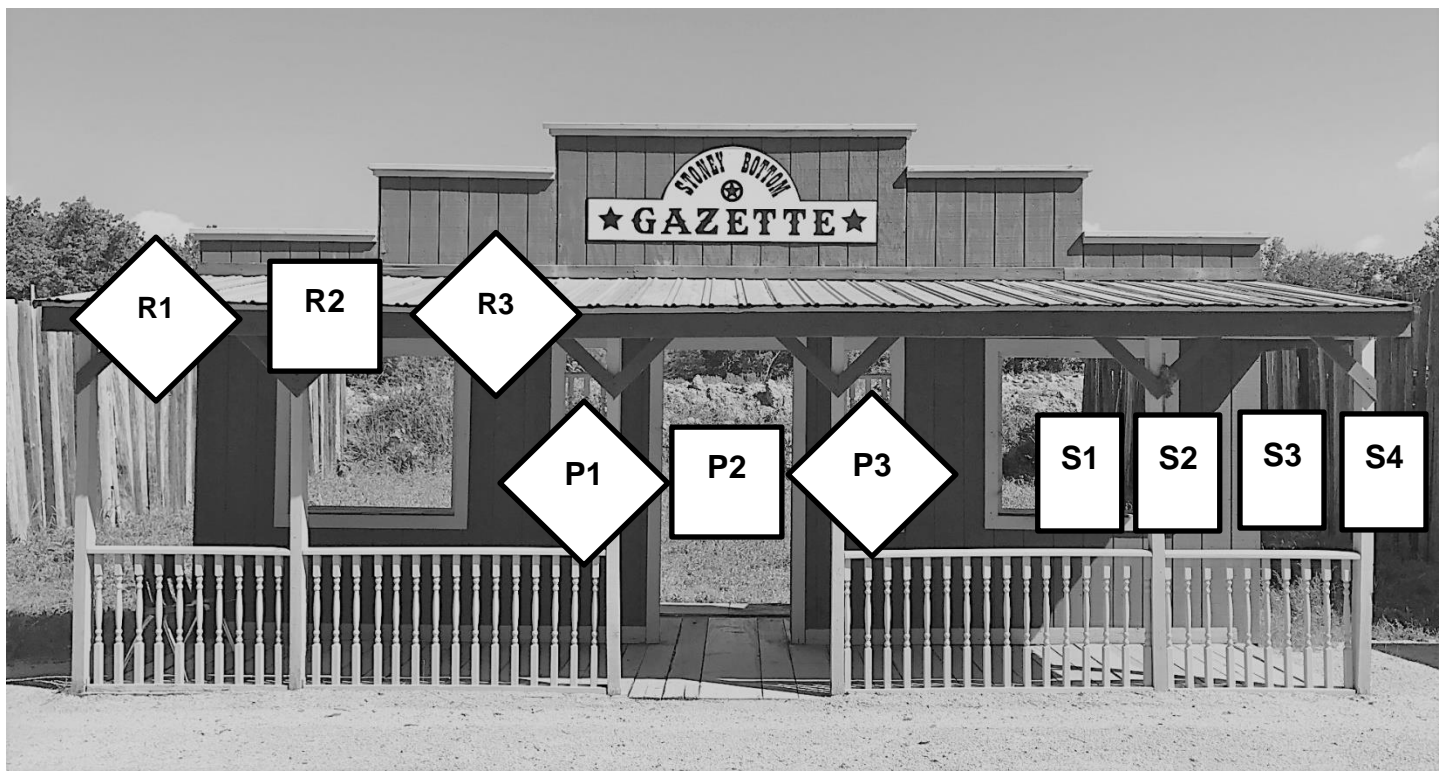
At The Beep

Starting on either end double tap each outside target and single tap the inside & repeat; R1, R1, R3, R3, R2, R1, R1, R3, R3, R2. Make rifle safe at left window. Move to doorway and engage shotgun targets in any order until down. Make shotgun safe on door shelf. Move to right window and shoot pistol targets same as rifle.

Bodene's Double Troubles – (2019)

Stage 2 – The Stoney Bottom Gazette

BIG BAD HOOSIER.



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at doorway in Texas surrender – both hands on 1 pistol is permissible for crossdraw.

Ready Line

"It'll take four shots to down that big bad Hoosier."

At The Beep

Engage pistol targets with a double tap Hoosier sweep, P2, P2, P2, P2, P1, P1, P2, P2, P3, P3.

Shooter may start at either end after engaging center target. Holster, move to left window and engage rifle targets in same manner as pistol. Make rifle safe at left window. Move to right window and engage shotgun targets in any order until down.

Bodene's Double Troubles – (2019)

Stage 3 – The Saloon

BARTENDERS CHOICE.



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 6 rounds, staged on window shelf.

Starting Position

Shooter starts at left side of Saloon with a hand on each porch post.

Ready Line

“Bartender give me a double. No, make that a triple.”

At The Beep

From left doorway engage pistol targets in any order. Outside targets are to be double tapped and inside targets are triple tapped. Holster and move to saloon window. From window engage rifle targets same as pistol. Make rifle safe on window shelf. With shotgun move to right door and engage each swinger target with a triple tap starting with left or right target.

Bodene's Double Troubles – (2019)

Stage 4 – The Bank

DOUBLE WITHDRAWS.



Ammunition and Staging:

Rifle – 10 rounds staged on left shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right shelf.

Starting Position

Shooter's choice, but don't end with rifle, holding a money bag in each hand.

Ready Line

"I'm having double withdraws Mr. Teller!"

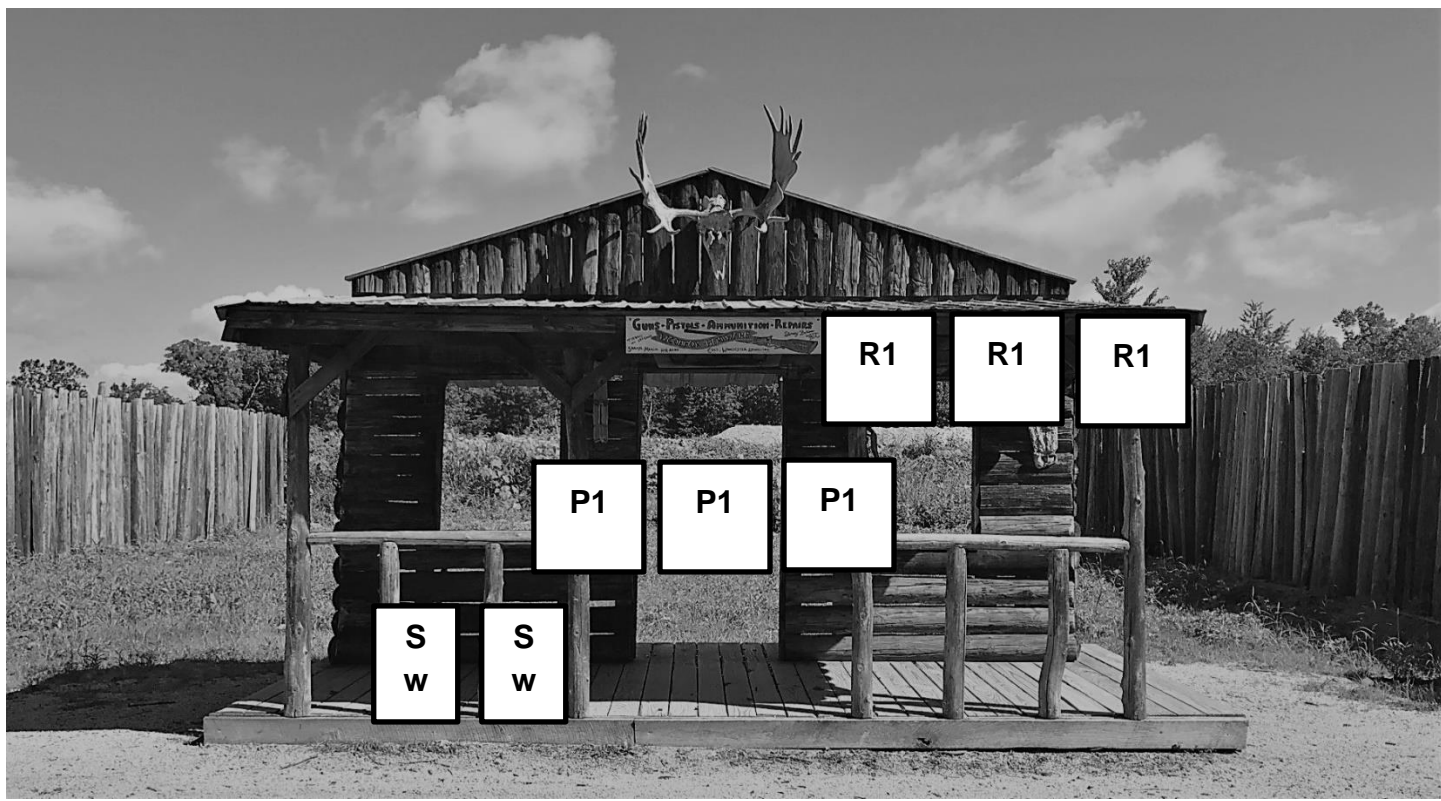
At The Beep

Shooter will drop both money bags on window shelf of choice. Starting on either left or right target, rifle and pistols are engaged in a progressive sweep, 1 on 1, 2 on 2, 3 on 1, & 4 on 2; R1, R2, R2, R1, R1, R1, R2, R2, R2, R2, same with pistol. Shotgun engaged in any order until down. Shotgun and rifle will be shot and made safe on window shelf where staged. Pistols are holstered after engagement.

Bodene's Double Troubles – (2019)

Stage 5 – The Hardware Store

Varmints.



Ammunition and Staging:

Rifle – 10 rounds staged on right window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4 rounds, staged on left window shelf.

Starting Position

Shooter starts at left window with shotgun and shell(s) in hand. Shells may not be touching shotgun but gamey as possible.

Ready Line

"All these varmints deserve two shots each."

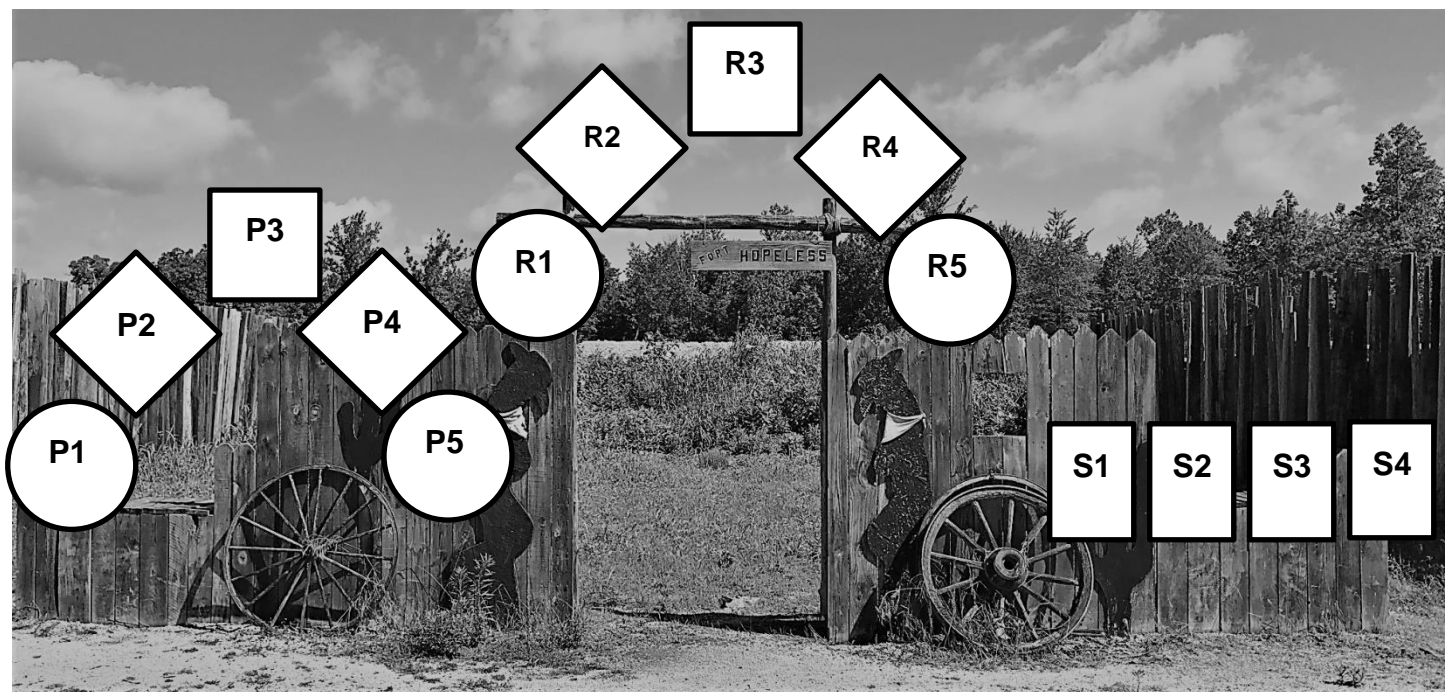
At The Beep

Engage shotgun swingers in any order with a double tap each. Make shotgun safe at left window and move to right window. Engage rifle targets starting on either end with a double tap Ohio sweep; R1, R1, R2, R2, R1, R1, R2, R2, R3, R3. Make rifle safe and move to doorway and engage pistols in same order as rifle.

Bodene's Double Troubles – (2019)

Stage 6 – Fort Hopeless

NO DOUBLE TALK.



Ammunition and Staging:

Rifle – 10 rounds staged on center table.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right shelf.

Starting Position

Shooter starts at left shelf with pistol(s) in hand aiming at target.

Ready Line

"If you're gonna' shoot SHOOT but don't give ME no double talk!!"

At The Beep

Starting on either end engage pistol targets in a P1, P2, P2, P3, P3, P3, P3, P4, P4, P5 sweep.

Holster and move to center table. Engage rifle targets same as pistol. Make rifle safe on table and move to right shelf. Engage shotgun targets in any order until down.