Stage 1 – The Gaslight Theater

Blackjack Britton's statement to his gang after their bank robbery.



Ammunition and Staging:

Rifle - 10 rounds staged on left or right door shelf. Pistols - 5 rounds each, holstered. Shotgun - 4+ rounds, staged on left window shelf.

Starting Position

Shooter's choice at left or right window with hands on hat.

Ready Line "We've got a long ride ahead of us."

At The Beep

Engage rifle and pistol targets by triple tapping the center target **first**, then double tapping each outside target, and ending by triple tapping the center target; R2, R2, R2, R1, R1, R3, R3, R2, R2, R2. Rifle will be made safe on either door shelf. Shotgun made safe where engaged; as needed. **Gun order = shotgun/rifle/pistol or pistol/rifle/shotgun.**

Stage 2 – The Stoney Bottom Gazette

Forest deals with the gangs' rebel rousers



Ammunition and Staging:

Rifle – 10 rounds in hand. Pistols – 5 rounds each holstered. Shotgun – 4+ rounds, staged on right window shelf.

Starting Position

Shooter starts in doorway, rifle in hand.

Ready Line "I'm asking you nicely. Please stop throwing knives at our church!"

At The Beep

With rifle, starting from either end, engage the targets in a 2 - 1 - 2 sweep from each end; R1, R1, R2, R3, R3, R4, R4, R3, R2, R2. Rifle made safe at left or right window shelf per shooter's choice. Pistol shot same as rifle. Shotgun engaged in any order. *Gun order = rifle/pistol/shotgun or rifle/shotgun/pistol.*

Stage 3 – The Saloon

Sonny speaking to Rose about his rude uncle



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts with hands on outhouse posts

Ready Line "My uncle's mean when he's drunk. Mean when he ain't too"

At The Beep

Engage the 3 lower pistol targets with a single tap **sweep** starting from either end, then engage upper target with 4 shots, ending with a single tap sweep on lower targets; P1, P2, P3, P4, P4, P4, P4, P1, P2, P3. Move to the center window and engage the rifle targets same as pistol. With shotgun engage targets from each doorway with shooter's choice of starting doorway. Make ups where engaged. *Gun order = pistol/rifle/shotgun.*

<u> Stage 4 – The Bank</u>

Sonny is "fatally" shot but feels no ill effects and receives a reply from Forest.



Ammunition and Staging:

Rifle – 10 rounds staged on left or right window shelf. Pistols – 5 rounds each, holstered. Shotgun – 2+ rounds, staged on opposite window shelf of rifle.

Starting Position

Shooter starts with hands touching both sides of window frame at window of choice.

Ready Line "Welcome to Refuge, Sonny."

At The Beep

Stage 5 – The Hardware Store

Cavin Guthrie's reply after a difficult experience in Refuge



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf . Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, in hand.

Starting Position

Shooter starts at doorway with shotgun shouldered (or as needed) w/hand touching shells in belt.

Ready Line "I feel like I've been eatin' by a coyote and crapped off a cliff!!"

At The Beep

Engage targets in any order making shotgun safe on left window shelf. With rifle engage targets in a round count with 3 shots on each and "extra" round going on rifle target of choice; R1, R1, R1, R2, R2, R3, R3, R3, R3, R3, R3? Making rifle safe on left window shelf move to right window and engage pistol targets same as rifle. **Gun order = shotgun/rifle/pistol.**

Stage 6 – Fort Staudinger

Doc Holiday addresses Blackjack Britton while gambling



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 in Texas surrender.

Ready Line "The odds are getting better."

At The Beep

Engage P1 (close) – P5 (upper) in a double tap sweep; P1, P1, P2, P2, P3, P3, P4, P4, P5, P5. Move to center table and engage rifle targets same as pistol, making rifle safe on table. Move to right shelf and engage shotgun in any order. **Gun order = pistol/rifle/shotgun**