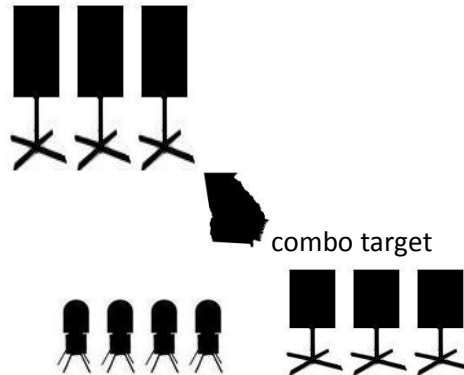


Doc Holliday's Immortals

Stage 1 - Corn Dodgers Bay 1

Rooster Cogburn has it in for Corn Dodgers as he tosses them in the air and hits them spot on.



START

Ammo: 10 pistol, 10 rifle, 4+ shotgun

Staging: Pistols holstered with five rounds each and holstered. Rifle loaded with ten rounds and held at port arms. Shotgun staged on horse.

Starting: Shooter starts with rifle held at port arms and is standing at rear of horse.

Procedure: Shooter says the line, **Corn Dodgers!**

At the beep, engage the combo target with 1 round and the rifle targets with 3, 1 round sweeps.

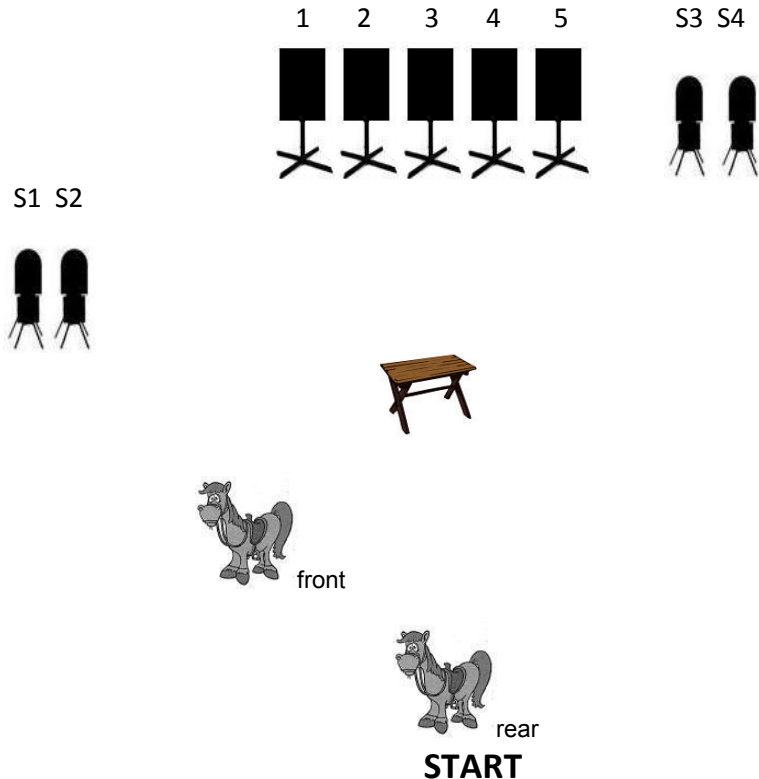
Make rifle safe on horse, retrieve shotgun and engage targets until down.

Move to kicking distance of stone and engage the pistol targets with 1 round on the combo target and 3, 1 round sweeps on pistol targets.

Doc Holliday's Immortals

Stage 2 - Fill Your Hands Bay-2

Rooster meets up with the Ned Pepper Gang in the valley below the gang's hideout. Ned is dead set on taking the road and Rooster won't have any of Ned's foolish talk.



Ammo: 10 pistol, 10 rifle, 4+ shotgun

Staging: Rifle loaded with 10 and held in hands. Pistols loaded with 10 and holstered. Shotgun staged on bar with at least 4 shells on person.

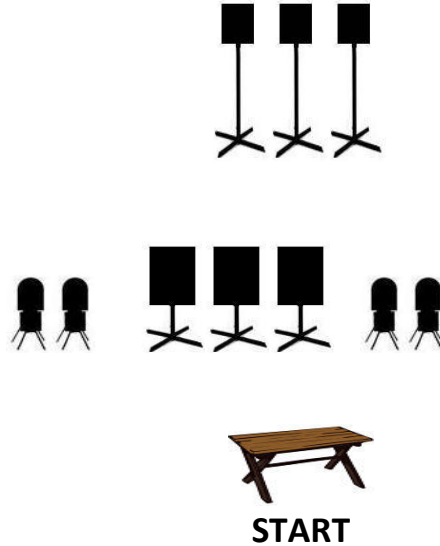
Starting: Shooter starts standing near rear horse. (kicking distance)

Procedure: Shooter says the line, **Fill your hands!**. At the beep, With rifle, engage the outside rifle/pistol targets with 2 rounds each. (start on either end) Then engage targets 2, 3, and 4, with two sweeps beginning on either target 2 or 4. Move to the front horse, safely stage rifle, retrieve shotgun and engage shotgun targets S1 and S2 until down. Move to table and engage shotgun targets, S3 and S4 until down. Place open and empty shotgun on table and engage the R/P targets in the same sweep as with the rifle.

Doc Holliday's Immortals

Stage 3 - Texas Ranger Bay-3

Ranger LeBouf meets up with some of the Ned Pepper gang beside a creek on the trail. Time to show them outlaws what a Texas Ranger can do.



Ammo: 10 Rifle, 10 Pistol and 4+ Shotgun

Staging: Rifle loaded and staged on table. Pistols loaded and holstered. Shotgun staged open and empty on the table.

Starting: Shooter starts with hands on pistols standing behind table.

Procedure: Shooter says the line, **Texas Ranger,**

ATB, the shooter engages the pistol targets with 1 round on P1, 3 rounds on P2, and 1 round on P3. With second pistol engage P3 with 1 round, P2 with 3 rounds and P1 with 1 round.

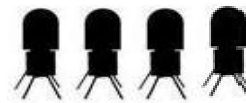
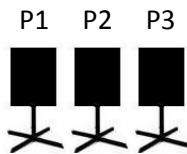
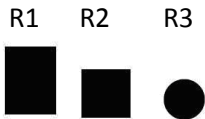
With rifle engage the rifle targets with the same sweeps as with the pistols.

With shotgun engage shotgun targets until down.

Doc Holliday's Immortals

Stage 4 - No Luck for Ned

Lucky Ned Pepper's luck is about to run out as Ranger Lebouf takes aim with his trusty rifle.



Ammo: 10 rifle, 10 pistol, 6+ shotgun

Staging: Rifle held in port arms, pistols loaded with 5 each and holstered. Shotgun staged on bar.

Starting: Rifle held in port arms, standing in left opening.

Procedure: Shooter says the line, **Out of Luck, Ned!**
ATB, shooter engages R1 with 5 rounds, R2, with 4 rounds, and R3 (Ned Target) with 1.

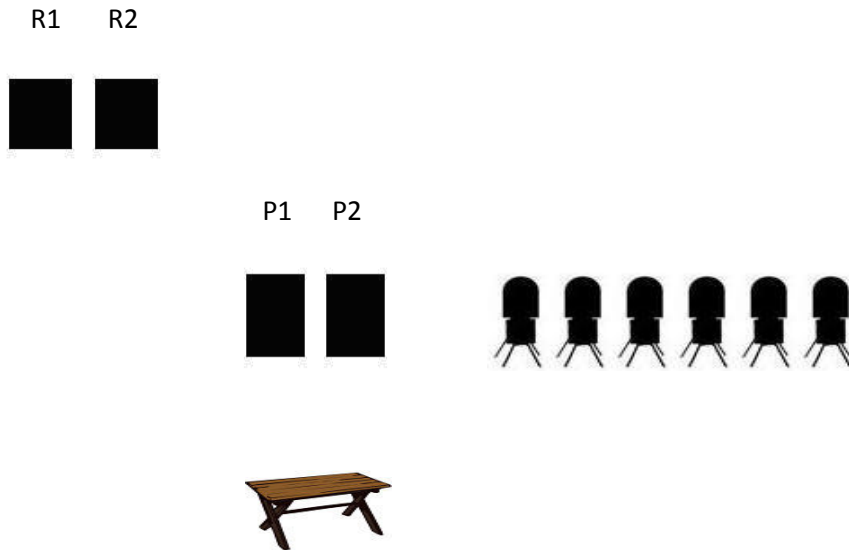
Move to center table and make rifle safe. Engage the pistol targets in the following sweep, P1 with 1 round, P2 with 1 round, then P1, P2, and P3 with 1 round each and repeat sweep with second pistol.

Move to bar and engage shotgun targets until down.

Doc Holliday's Immortals

Stage 5 - Mattie's Colt

Tom Chaney takes a ball in the ribs from Mattie Ross's Colt's Dragoon. Tom tells Mattie, "I didn't think you'd do it", Mattie replies, "What do you think now"? The Posse then opens up with hot lead on the Ned Pepper Gang.



Ammo: 10 pistol, 10 rifle, 6+ shotgun

Staging: Pistols holstered with five rounds each and holstered. Rifle loaded with ten rounds and staged on the table. Shotgun staged on the table.

Starting: Shooter starts with both hands on hat.

Procedure: When ready, say the line **What do you think now?**

At the beep, engage the rifle targets with a regressive sweep, starting on end.

First rifle target with 4 rounds, second rifle target with 3 rounds, first target with 2 rounds, and second target with 1 round.

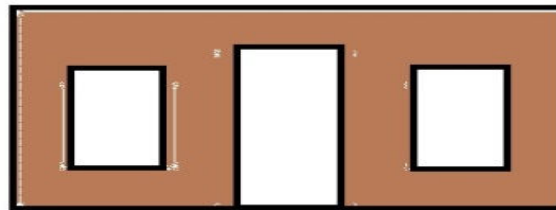
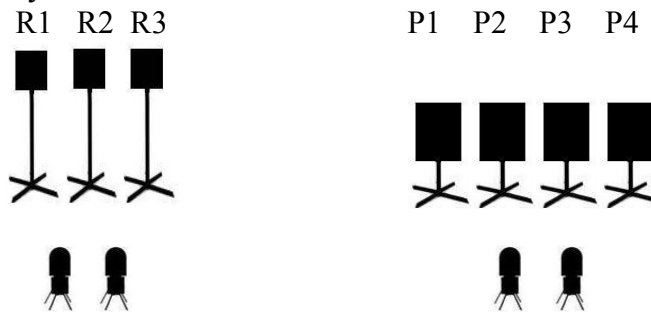
Place open and empty rifle on the table and with pistols engage in the same sweep as with the rifle.

Holster and engage the shotgun targets until down.

Doc Holliday's Immortals

Stage 6 - Greaser Bob's Dugout Bay - 6

Marshall Rooster Cogburn has arrived at The Original Greaser Bob's Dugout and has found it occupied by Criminals, Emmitt and Quincy. Rooster yells, "Come out or you're getting a bucket of coal oil down the chimney!"



START

Ammo: 10 pistol, 10 rifle, 4+ shotgun

Staging: Pistols holstered with five rounds each and holstered. Rifle loaded with ten rounds and staged in left window. Shotgun staged in left window

Starting: Shooter standing in front of doorway with a set of handcuffs held in both hands.

Procedure: Shooter says the line, **Emmitt, Quincy!**, at the beep, drop the handcuffs, move to left window and engage the rifle targets in a 4, 4, 2, sweep, beginning on either end. Retrieve shotgun and engage the shotgun targets until down. Move to right window and engage the shotgun targets until down. Make shotgun safe in window. With pistols engage P1 with 4 rounds, P2 with 1 round, P3 with 4 rounds and P4 with 1 round. Shooter may start the sweep from either end.