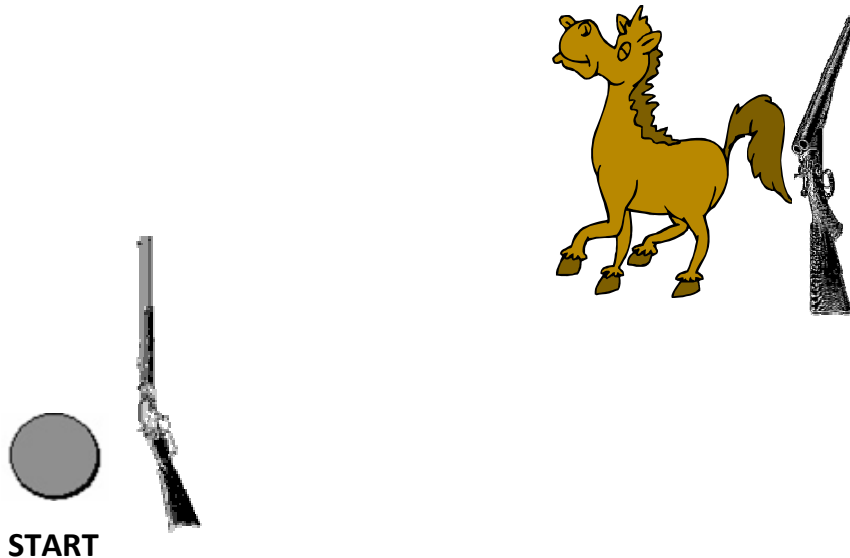
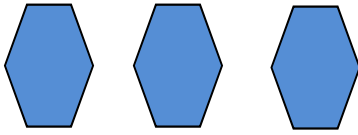


STAGE 1 THE CEMETERY

Jack Beauregard has had enough of Nobody dogging his trail. As Jack looks at his brother's grave, Nobody says "It's always the best who are the first to go" and turns to walk off. Jack says "Which means you ain't goin nowhere" and shoots his hat off.



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse. Rifle loaded with 10 rounds and held in both hands.

Start: Standing with at least one foot touching the starting stone rifle held in both hands.

Procedure: Shooter says "**Which means you ain't goin nowhere.**" or indicate ready.

ATB with rifle engage rifle targets in a **double tap Nevada sweep** beginning on either end.

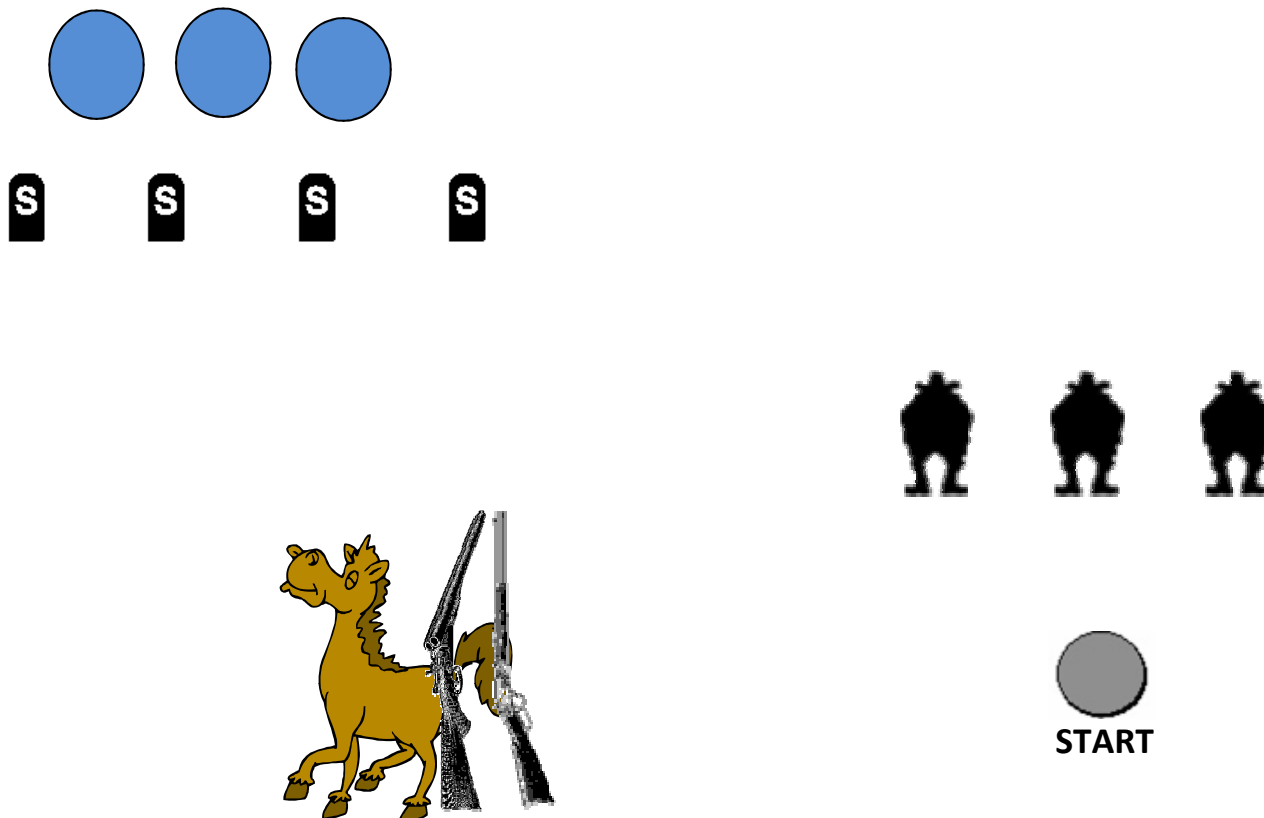
Move to horse. Using pistols as needed engage the pistol targets with the same instructions as the rifle.

Engage shotgun targets in any order, misses on the clays don't count.

Hitting both clays is a single five second **bonus**.

STAGE 2 JACK SHOOTS IT OUT WITH NOBODY

Jack and Nobody have faced off in the street. A photographer is trying to get a picture of the duel. Jack buttons his coat flap out of the way and Nobody takes off his jacket. Both men draw, Nobody shoots first. As Jack realizes he's lost Nobody says "I told you your life was hangin by a thread."



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse, rifle loaded with ten rounds on the horse.

Start: At least one foot touching the starting stone with hands on pistols.

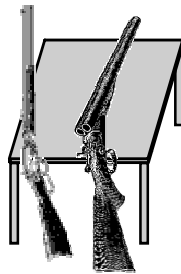
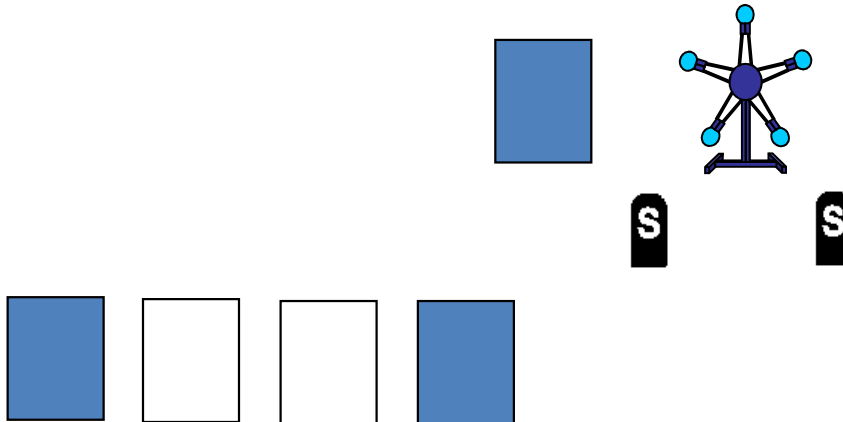
Procedure: Shooter says "I told you your life was hangin by a thread" or indicate ready. ATB with pistols as needed engage the pistol targets with at least three rounds on each, **no double taps.**

Move to horse. With rifle engage the rifle targets with the same instructions as the pistols.

Engage shotgun targets in any order until down.

STAGE 3 THE TRAIN

Jack is preparing to shoot it out with the Wild Bunch while Nobody watches from the train. Nobody says "Just think of it, 150 purebred sons of guns on horseback and you facin 'em alone. You'll be written up in all the history books." Jack says "And you'll be down on Earth reading them." Jack notices the Wild Bunch's tack glittering in the sun and remembers they're carrying dynamite in their saddlebags.



START

Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the table. Rifle loaded with 10 rounds and staged on the table.

Start: Standing behind the table.

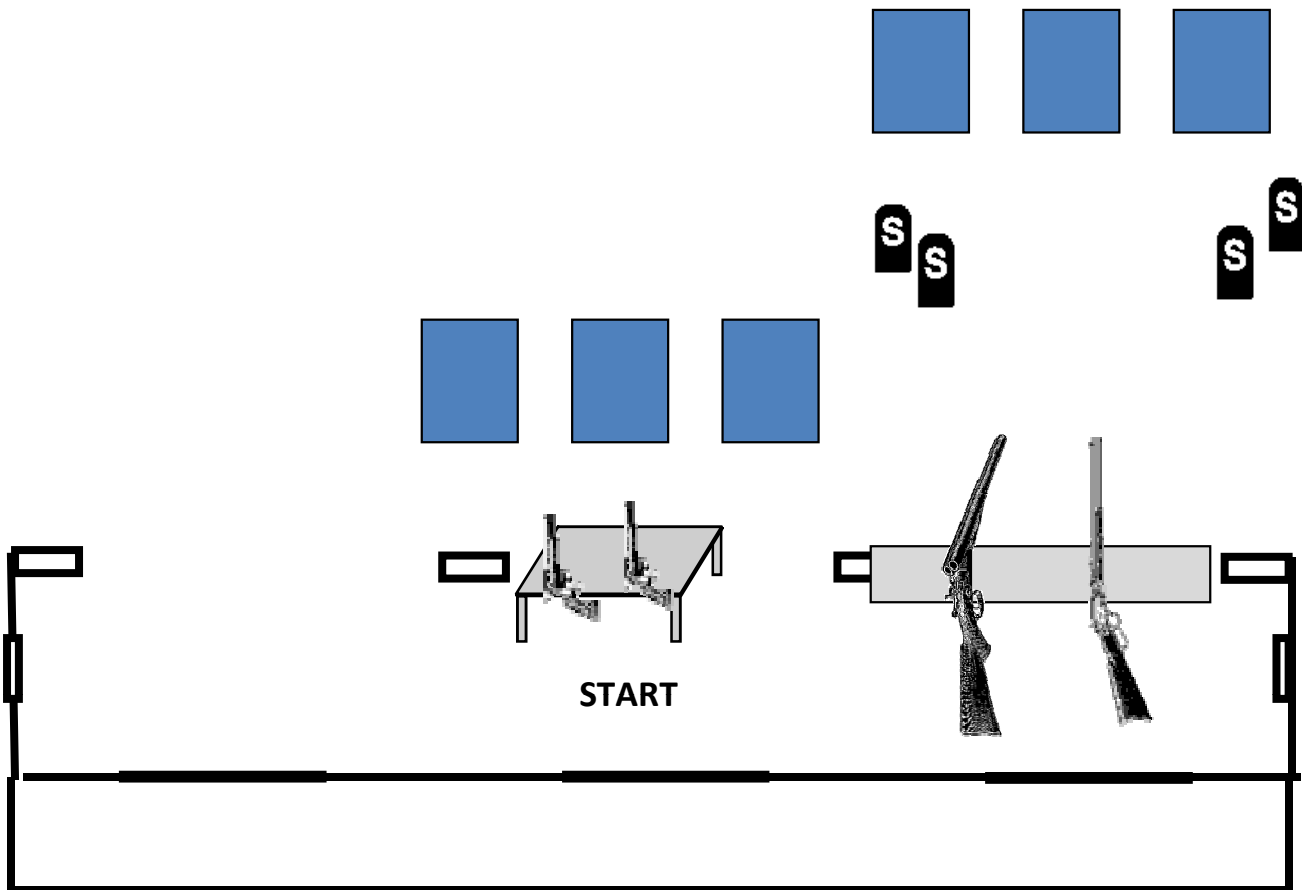
Procedure: Shooter says "And you'll be down on Earth reading them." or indicate ready.

ATB Shooter's choice (rifle can't be last). With pistols engage the pistol targets in a Cat Herder's Sweep. With rifle engage the Texas Star targets in any order until down. Place remaining rounds on the dump target. Note, **misses on the Texas Star don't count misses on the dump target do**. With shotgun engage the shotgun targets until down.

Note: A Cat Herders sweep is like a Nevada sweep, double tapping the end targets.

STAGE 4 THE BAR

Squirrel and his pards are playing a drinking and shooting game. Nobody walks in catches the glass Squirrel is trying to shoot and drinks the last of the whiskey in it. Squirrel is enraged. Nobody walks up to the bar and says "Hey what's the game, can I play too?" The bartender says "Sure anyone can play. If you can afford it, if you can shoot, and if you can drink."



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Rifle loaded with ten rounds on the bar. Shotgun open and empty on the bar.

Start: Standing behind the center table **glass in hand**.

Procedure: Shooter will say ""**Hey what's the game, can I play too?**" or indicate ready.

ATB place glass on table and engage the pistol targets with five rounds P1, P2, P1, P2, P3, beginning on either end, then repeat instructions for next five rounds.

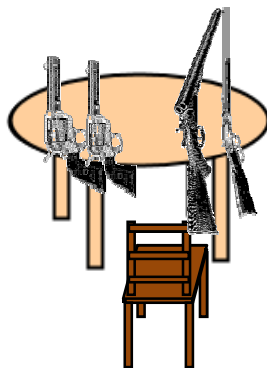
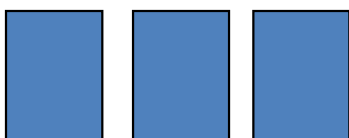
Move to bar. With rifle engage the rifle targets with the same instructions as pistols. (Yes you may "double tap" in both pistols & rifle sequences)

With shotgun engage shotgun targets in any order until down.

NOTE: No penalties for where the glass ends up.

STAGE 5 THE AMBUSH

Nobody is sitting in a chair in the middle of the street waiting for Jack Beauregard. When Jack rides into town Nobody shoots his hat off his head, then shoots it twice more. Jack says, "that's only three shots, you still got one to go." Nobody says "the next one might hit a couple of inches lower. Your life is hanging by a thread Mr. Beauregard." As they talk Jack is ambushed. Jack shoots one of the outlaws while Nobody shoots the other then shoots Jack's hat off his head.



START

Ammo: Pistols 10, Rifle 10 Shotgun 2+

Staging: *All guns staged on table*. Pistols loaded with five rounds - staged on the table. Rifle loaded with 10, on table. Shotgun open and empty staged on the table.

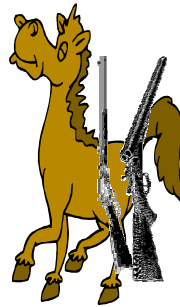
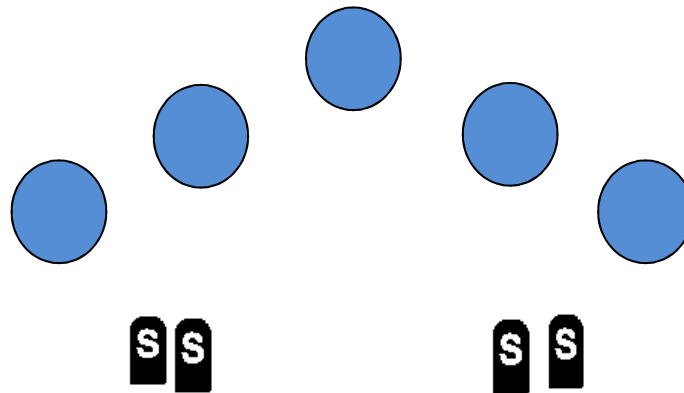
Start: Seated behind table with hand(s) on pistol(s).

Procedure: Shooter says "**The next one might hit a couple of inches lower**" or indicate ready. **Shooter may stand at any time after the beep. ATB** with pistols as needed engage the near clay with one round and then engage the pistol targets P1, P1, P2, P2, P2, P3, P3, P3, P3 starting from either end. With rifle engage the near clay with one round then engage rifle targets same instructions as pistols. With shotgun engage the shotgun targets until down.

NOTE: **Misses on the clays may be made up with the shotgun** at any time. Pistols may be **returned to leather, or to the table.**

STAGE 6 THE FINAL SCENE

Nobody is at the barbershop about to get a shave and a haircut. He's remembering the contents of Jack's farewell letter while the suspicious looking barber is getting ready. PS "Just one more piece of advice from an old-timer, when you're getting a shave and a cut, make sure the right man is wearing the jacket." Nobody eyes the barber as he's about to start shaving him, arches his neck, then pretends his finger is a gun and jams it, well. .



START

Ammo: Pistols 10, **Rifle 9** Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse. Rifle loaded with **nine** rounds on the horse.

Start: Standing beside horse with hands touching gun(s) of choice.

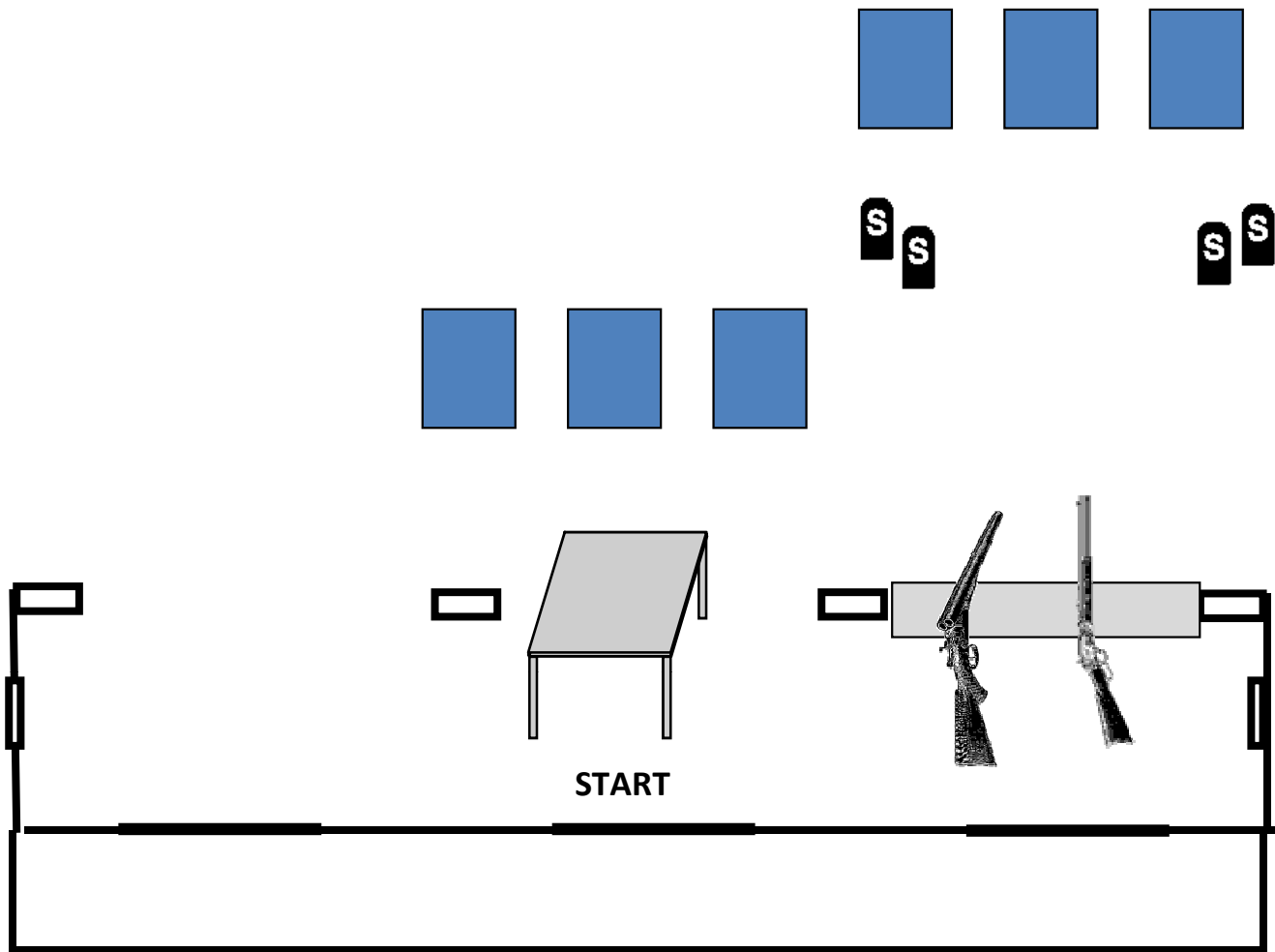
Procedure: Shooter says "**Make sure the right man is wearing the jacket.**" or indicate ready.

ATB **shooters choice of gun order**, but rifle can't be last.

Engage Rifle/Pistol targets **in any order** with three rounds on each outer target, four rounds each on the inner targets and five on the center target.

Engage shotgun targets in any order until down.

WARM UP STAGE



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered.
Shotgun open & empty on the bar. Rifle loaded with 10 rounds on the bar.

Start: Standing behind the middle table with hands at sides.

Procedure: Shooter will indicate ready.

ATB engage the pistol targets in a 3-4-3 sweep starting on either end.

Move to bar. With rifle engage rifle targets the same instructions as pistols

With shotgun engage shotgun targets in any order till down.