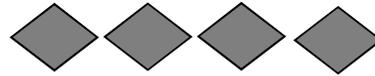


STAGE 1

How Bad Luck Bob Got His Name

10 Rifle
10 Handgun
4+ Shotgun



Table

Bob

Rifle and shotgun staged on table, handguns holstered.

Bad Luck Bob's horse came racing into your camp and Bob fell to the ground moaning. He said, "I got off my horse to answer a nature call and stepped right in a nest of rattlesnakes. I let out a holler, jumped back and scared an old Indian woman who was answering a call of her own. She screamed and stuck this knife in me. I ran to my horse while her three sons were shooting arrows at me. When they started chasing me, I knew I was in big trouble!"

You can see the mounted braves charging at you and you can see the arrows headed your way. Indicate ready by holding Bob's hand and saying, **"You don't look so good, Bob."**

After the beep, remove one item from Bob and place it in the box.

From behind the table, use rifle to engage rectangles in a continuous, ten-round Nevada Sweep beginning on either end. Then remove another item from Bob and place it in the box.

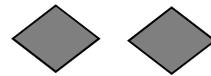
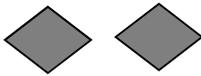
From behind table, use first five handgun shots to Nevada Sweep the circles from either end. Then remove another item from Bob and place it in the box.

From behind table, use second five handgun shots to Nevada Sweep the circles from either end. Then remove another item from Bob and place it in the box.

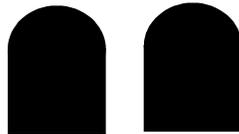
From behind table, use shotgun to engage knock-down targets.

STAGE 2

Breaking the Bean Cartel



10 Rifle
10 Handgun
2+ Shotgun



Table

Table

Rifle and shotgun are staged together on either table, handguns holstered. Two shotgun shells are placed in bean pot, covered with beans on table with the long guns. Empty dish is placed on other table, in front of the shooter.

As bunkhouse cook, you are responsible for buying and preparing all the food for the ranch hands. When you learned that the notorious Bean brothers had a monopoly on food supplies, you knew there would be trouble. String Bean was the head of operation in these parts, assisted by his brothers, Pinto Bean and Black Bean. Their ruthless enforcer was from south of the border, the Mexican called Jumping Bean. He said he would kill you if you refused to buy from them. The four of them made their play as you were cooking.

Indicate ready by holding the dinner bell and ringer and asking, **“Can’t this wait until after supper?”**

After the beep, ring the bell and place it on the table.

With pistols, engage tombstones two on one, three on the other. Repeat in same direction.

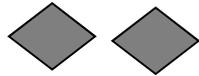
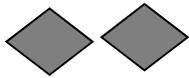
Take plate to the other table.

With rifle, engage rectangles two on one, three on the other. Repeat in same direction. Place a scoop of beans on the plate.

With shotgun, engage the two knock down targets in front of you using shells from the bean pot. If more than those two shells are needed, additional shotgun shells may be loaded from your body.

STAGE 3

Dirty, Low-Down Cheater!



10 +2 Rifle
10 +2 Handgun
Shotgun as needed

Table

Rifle (loaded with 10 rounds) and shotgun are staged on table, handguns (loaded with 5 rounds each) are holstered **or** staged on table. Ammunition for reloads may be staged on table or carried on person in a SASS-legal manner.

You have been playing cards with the bartender for hours. You suspect he is cheating because you have not been dealt a red card all night. When you call him on this, he says, "If you're accusing me of cheating, there's gonna be a gunfight. Go ahead, cut the cards and see what happens."

Shooter begins seated behind the table with both hands flat on table top. Indicate ready by saying, **"If you're cheating, I'll fill you full of lead."**

After the beep, cut the cards on the table and yell out the color showing. If a red card is showing, start with handguns on red targets. If a black card is showing, start with rifle on black targets. You may stand up to shoot if desired.

With rifle, sweep circles/club twice from same end, then engage two knock-downs. The two additional rounds maybe loaded at any time after beep.

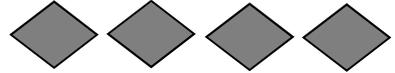
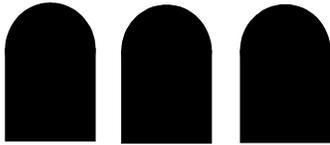
With handguns, sweep tombstones/heart twice from same end, then engage two knock-downs. The two additional rounds maybe loaded at any time after beep. Handguns may be returned to table or leather.

With shotgun, engage any remaining knock down targets.

STAGE 4

Dumb as a Box of Horseshoes

10 Rifle
10 Handgun
4+ Shotgun



Rifle, shotgun and four horseshoes are staged on table, handguns holstered. Shooter begins standing behind barrel holding a horseshoe in both hands.

While waiting for the blacksmith to put new shoes on your horse, you take a look around. He's got a nice, hot fire going in the forge, some water buckets, hammers and lots and lots of horseshoes. Picking one up, you discover it's still extremely hot and drop it in a hurry. The blacksmith laughs at you and said, "Pretty hot, ain't it?" When you reply, he comes at you with his hammer.

Indicate ready by saying, **"No, it just doesn't take me long to look at a horseshoe."**

After the beep, drop the horseshoe on the barrel.

With handguns, engage tombstones in two 2-1-2 sweeps from the same direction, then move to table.

With rifle, engage rectangles in two 2-1-2 sweeps from the same direction.

With shotgun, engage knockdown targets.

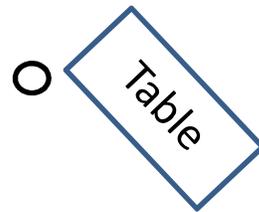
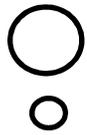
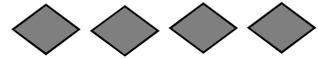
Toss the four horseshoes into the box one at a time. Each shoe in the box earns a 5-second bonus.

Whack the gong with hammer to end stage.

STAGE 5

Loco, the Wonder Horse

10 Rifle
10 Handgun
4+ Shotgun



Rifle staged on left table and shotgun staged on right table, handguns holstered.

While riding your new horse, Loco, you discover that he is scared of everything. Loco gets freaked out about clouds, tumbleweeds and will go completely berserk if he sees a prairie dog or even a bird flying in the distance. The only way to calm Loco down is to fire a few shots at whatever spooks him. Shooter begins centered between tables, mounted on your spirited horse. Indicate ready by saying, **“Easy, Loco, easy.”**

At the beep:

Ride Loco (we mean really RIDE Loco) to table of choice, where he will go nuts. Tie Loco to the hitching post, then:

If you went to the rifle, engage targets from either end in a 1-2-3-4-1-2-3-1-2-1 sweep, place rifle on table pointed toward berm, and ride Loco to shotgun table, where he will go nuts again. Tie Loco to the hitching post and use shotgun to engage knockdown targets.

OR

If you went to the shotgun, engage knockdown targets in any order, place shotgun on table pointed toward berm, and ride Loco to rifle table, where he will go nuts again. Tie Loco to the hitching post and use rifle to engage targets from either end in a 1-2-3-4-1-2-3-1-2-1 sweep, place rifle on table toward berm.

After both long guns have been used, ride Loco to barrel, where he will go nuts again. Tie Loco to the hitching post and use handguns to engage targets from either end in a 1-2-3-4-1-2-3-1-2-1 sweep.