

Stage 1

Sponsor: ACSA Board

Staging: Pistols holstered; Rifle in right window; Shotgun staged anywhere.

Sequence: Rifle first, then shooters choice

Start: Stand directly behind detonator box with BOTH hands on plunger.

When ready, say: "Block your ears!"

ATB: Fully depress plunger with BOTH hands, *then* move to the right window and with rifle, shoot a 1-2-4-2-1 "V" sweep starting on left or right back square.

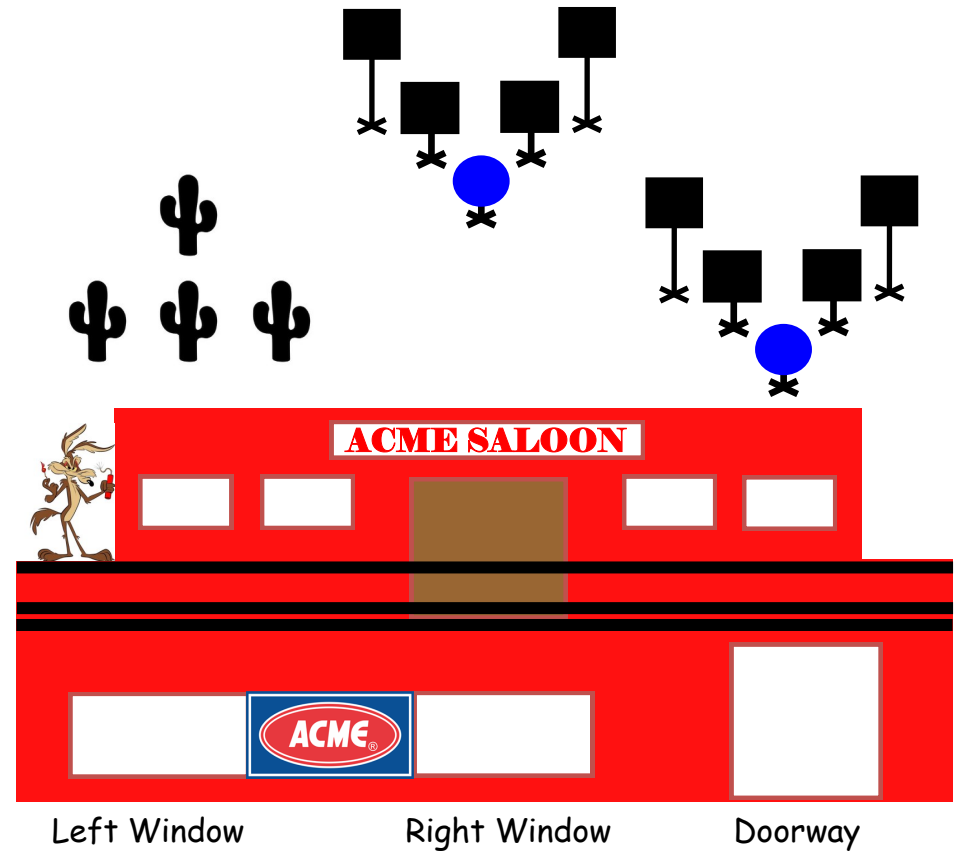
From doorway with pistols, repeat instructions as per rifle.

From left window, engage the 4 shotgun targets until down.



Stage 1

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 2

Sponsor: Deadeye AI

Staging: Pistols holstered; Rifle staged on left or right horse; Shotgun staged on the other.

Sequence: Rifle, Shotgun, Pistols

Start: Rifle in both hands at horse of choice.

When ready, say: "I think I need to borrow one of Elmer's shotguns!!!"

ATB: From horse of choice with rifle, place one round on the square, *then* double tap both tombstones, *then* repeat. Make rifle safe fully flat between the guides on top of the same horse.

Retrieve shotgun from the other horse and engage the 4 shotgun targets on that side of the stage until down.

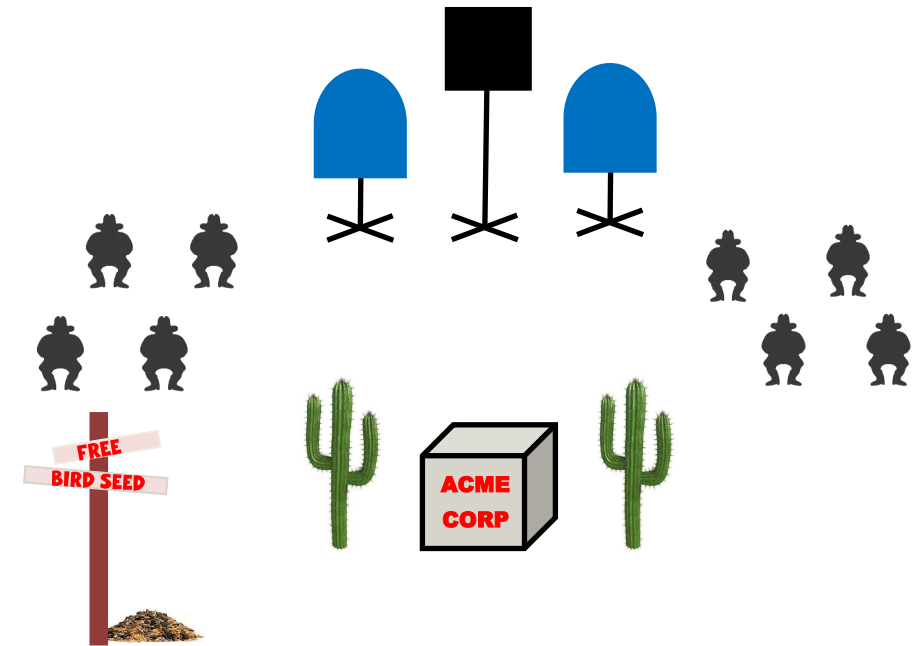
Take shotgun to ACME crate and with pistols, repeat instructions as per rifle.

Shotgun targets may be engaged from anywhere as long as shots pass left side of the left cactus or pass right side of the right cactus.

Shotgun must not be staged on the same horse as the rifle.

Stage 2

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 3

Sponsor: Reverend Leadslinga

Staging: Pistols holstered; Rifle on ACME crate; Shotgun on hay bale.

Sequence: Pistols, Rifle, Shotgun

Start: BOTH hands touching box of ACME exploding tennis balls. Box may be positioned anywhere on table, as long as it is fully within the confines of the table top.

When ready, say: "Catch this ball bird!"

ATB: From table with pistols, place 5 rounds on the bear *and* at least 1 round each on the red buzzard *and* the black tombstone in any order sequence or direction.

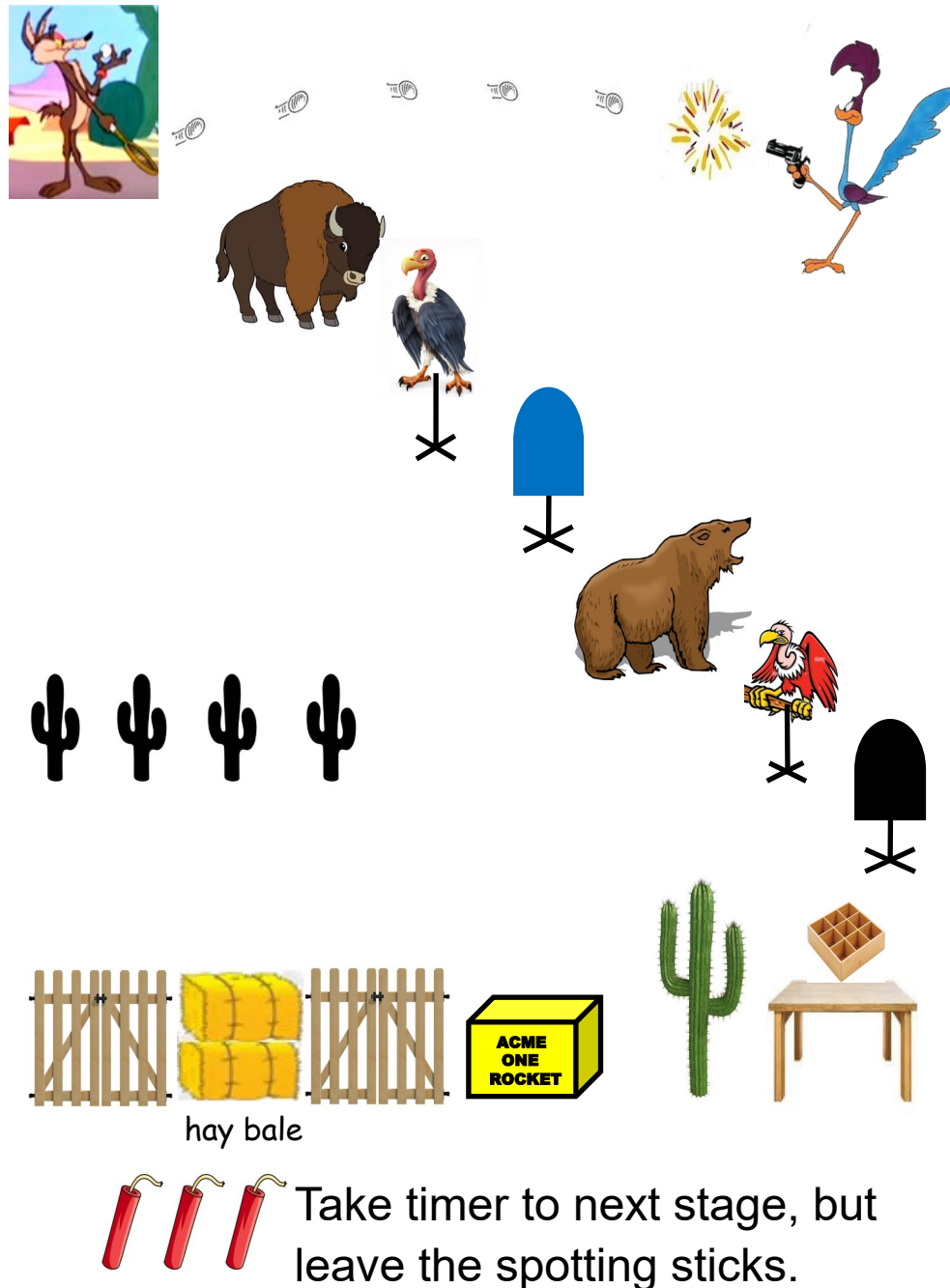
From ACME crate with rifle, place 5 rounds on the buffalo *and* at least 1 round each on the blue buzzard *and* the blue tombstone in any order sequence or direction.

From hay bale, engage all 4 shotgun targets until down.



Stage 3

10 10 4+



Stage 4

Sponsor: Rattlesnake Slim

Staging: Pistols holstered; Rifle on table; Shotgun on table.

Sequence: Rifle, Shotgun, Pistols

Start: One hand flat on top of ACME Catalog and the other hand on rifle.

When ready, say: "You better run bird!"

ATB: From table with rifle, engage the plate rack until all plates are down *and* place any remaining rounds on either of the blue squares at either end of the rack.

From table with shotgun, engage the 4 shotgun targets until down.

Move to either left or right signpost and with pistols, place 10 rounds on the 3 targets. Each target must receive at least 1 round.

Any plates left standing on rack may be made up with shotgun on the red coffin, after the 4 shotgun targets are down.

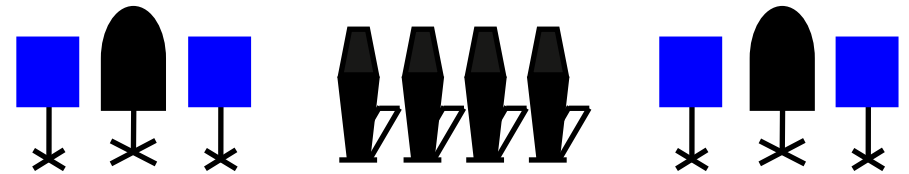
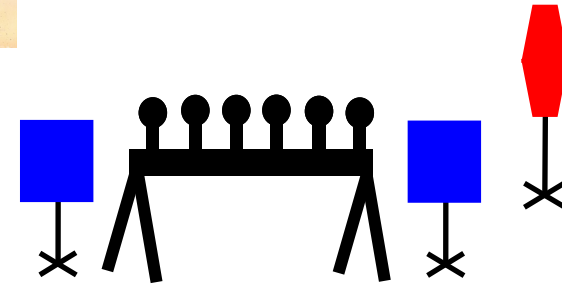
Misses on the outside blue squares, after engaging the plate rack, shall be scored as misses.

When engaging pistol targets, pistols must be left of the left signpost and right of the right signpost.

TO's!! Be sure to advise the shooter of any make-ups before leaving the table for the pistol string.

Stage 4

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 5

Sponsor: Sarival Slim

Staging: Pistols holstered; Shotgun staged safely anywhere inside structure (EXCEPT at window 1L or window 1R); Rifle in hands at 1L or 1R or 1R

Sequence: Rifle, Shotgun, Pistols

Start: Rifle in hands at 1L or 1R.

When ready, say: "Let's try Plan B!"

ATB: At 1L or 1R with rifle, shoot a regressive sweep starting and finishing on the red circle (clockwise or counterclockwise). Make rifle safe vertically.

From anywhere inside the structure with shotgun, engage the 4 shotgun targets until down. Take shotgun to crate.

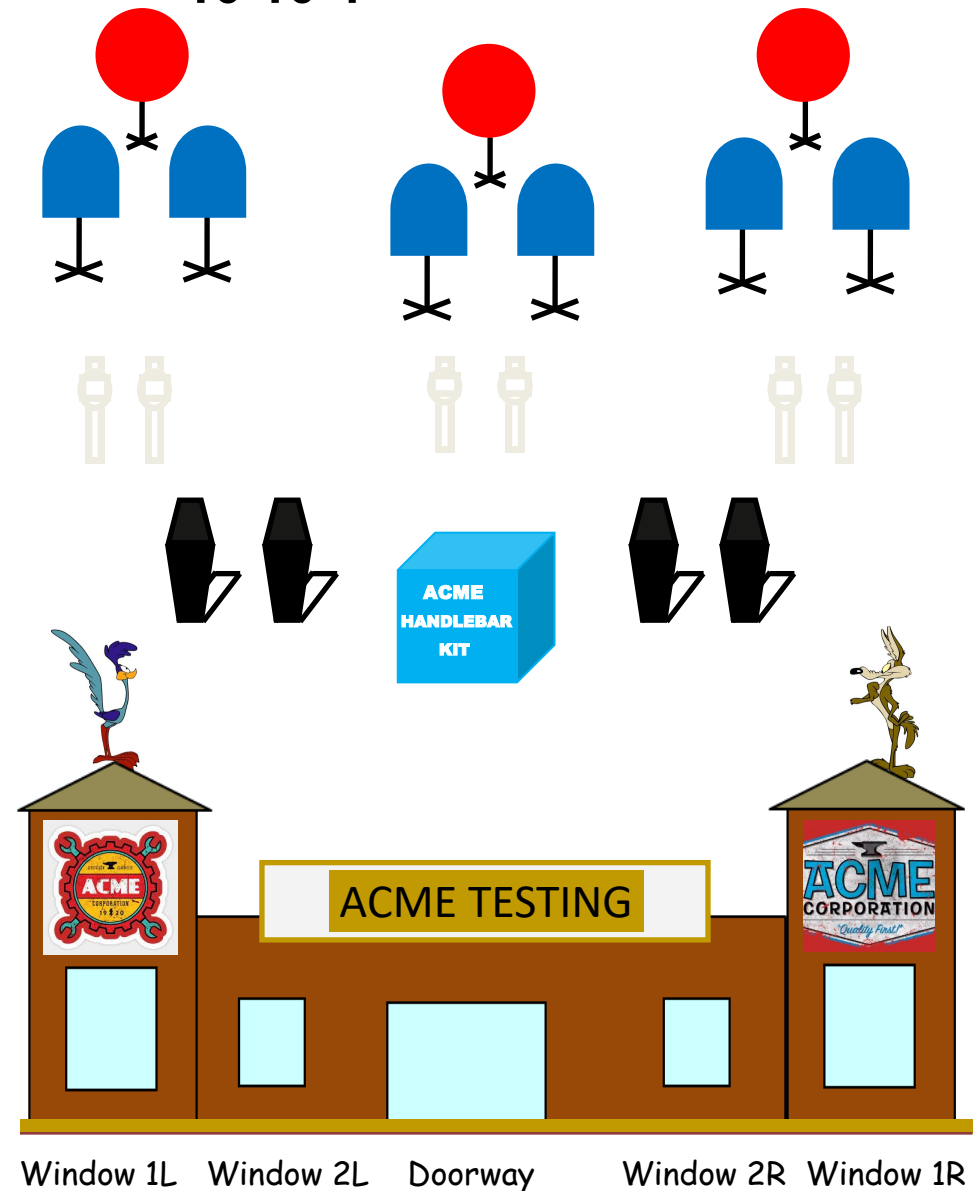
With pistols, repeat instructions as per the rifle.

When engaging shotgun targets, the doorway is considered inside the structure, but shooter must not move through doorway until all 4 shotgun targets are down.

(Regressive sweep 4-3-2-1)

Stage 5

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 6

Sponsor: The Doily Gang

Staging: Pistols holstered; Shotgun staged outside of the building on left or right ACME TNT barrel; Rifle muzzle or barrel resting on top of ACME anvil.

Sequence: Rifle, Shotgun, Pistols

Start: Rifle muzzle or barrel resting on top of ACME anvil.

When ready, say: American Company Makes Everything

ATB: From window with rifle, shoot a continuous double tap Nevada sweep on the vertical blue squares starting on top or bottom. Make rifle safe vertically.

Exit building through either doorway and retrieve shotgun from ACME TNT barrel and engage the 4 shotgun targets until down. Place shotgun back on barrel.

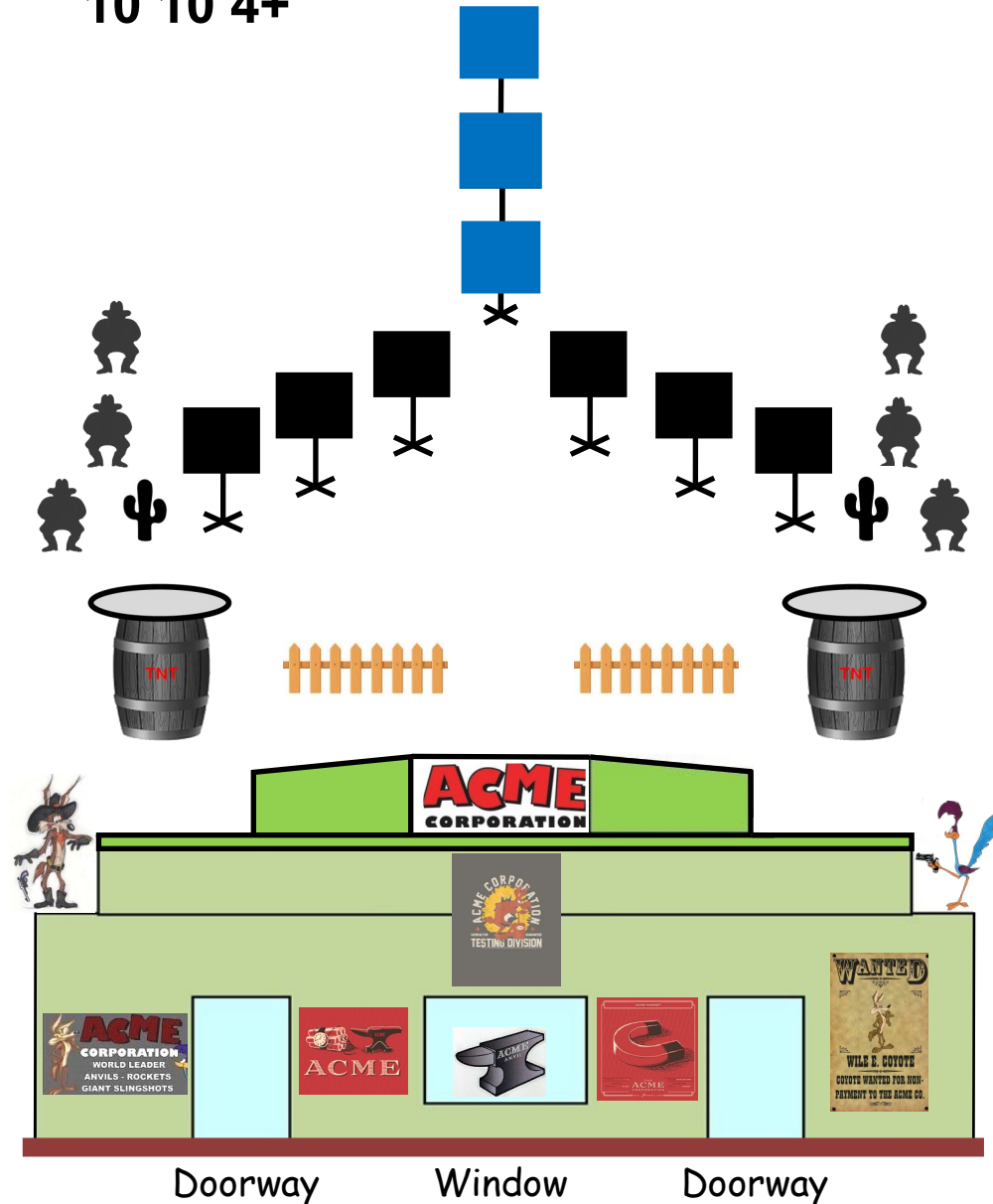
From anywhere with pistols, shoot a continuous double tap Nevada sweep on the 3 black squares starting on either end.

Anvil may be placed anywhere on the window shelf.

Do not move forward from barrel with pistols; only lateral movement allowed.

Stage 6

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 7

Sponsor: Cinco Pendejos

Staging: Pistols holstered; Rifle staged right window; Shotgun staged left window.

Sequence: Pistols, Rifle, Shotgun

Start: In doorway, at the ready.

When ready, say: "You're toast!"

ATB: From doorway with pistols, starting and finishing on the blue circle, place 10 rounds on the 5 targets any way desired as long as the 1st and 10th round are on the blue circle.

From right window with rifle, engage targets as per pistol instructions.

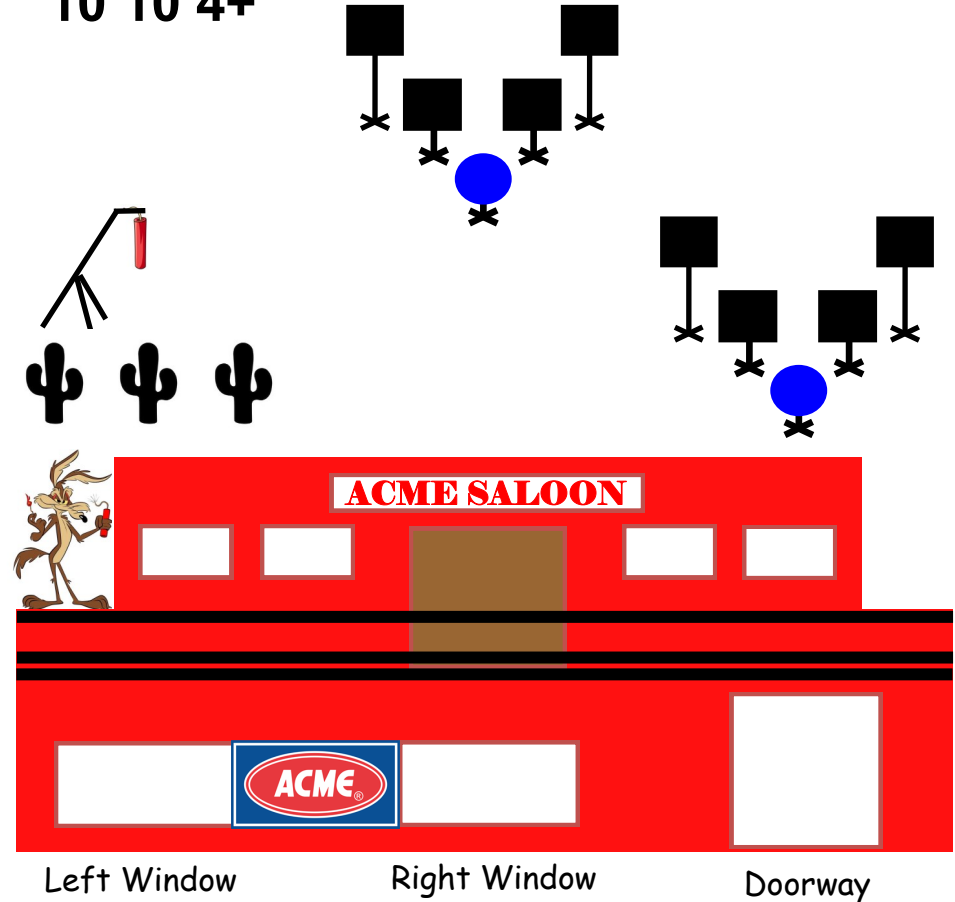
From left window, engage the 3 cactus knock downs until all 3 are down, *THEN* blast the stick of dynamite.

Dynamite stick must visibly move to count as a hit if not "exploded." If not, re-engage the dynamite.

Rifle and pistol targets must receive at least 1 round.

Stage 7

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 8

Sponsor: Windy City Red & Sassy Dancer

Staging: Pistols holstered; Rifle on ACME crate; Shotgun staged, left or right horse

Sequence: Shotgun, Rifle, Pistols

Start: At horse of choice with hands at low surrender.

When ready, say: "Eat the seed bird."

ATB: Retrieve shotgun from horse and move in the direction of either the left or right set of shotgun targets and engage all 4 targets until down. Take shotgun to ACME crate.

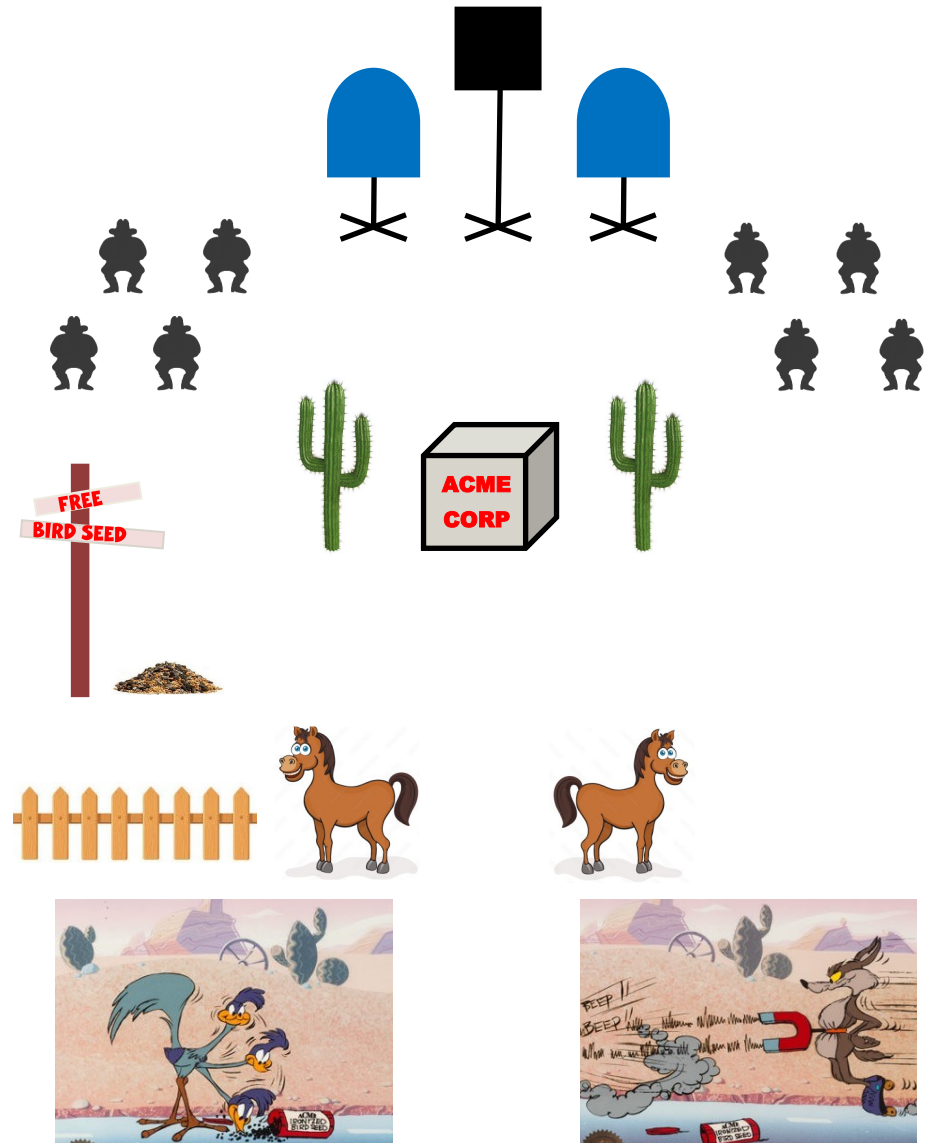
With rifle, shoot a 2-1-2 sweep starting on either end, *then* repeat from the same end. Make rifle safe on crate.

With pistols, repeat instructions as per rifle.

Shotgun targets may be engaged from anywhere as long as shots pass the left side of the left cactus or pass the right side of the right cactus.

Stage 8

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 9

Sponsor: Shotgun Boogie

Staging: Pistols staged on table; Rifle on ACME crate; Shotgun on hay bale

Sequence: Shotgun, Rifle, Pistols

Start: At hay bale, hands touching empty holsters (one hand on each holster).

When ready, say: "Hate those buzzards!"

ATB: With shotgun from anywhere, engage all 4 shotgun targets until down.

From ACME crate with rifle, place first round on the buzzard, *then* 4 rounds on either outside target, *then* repeat using the other outside target.

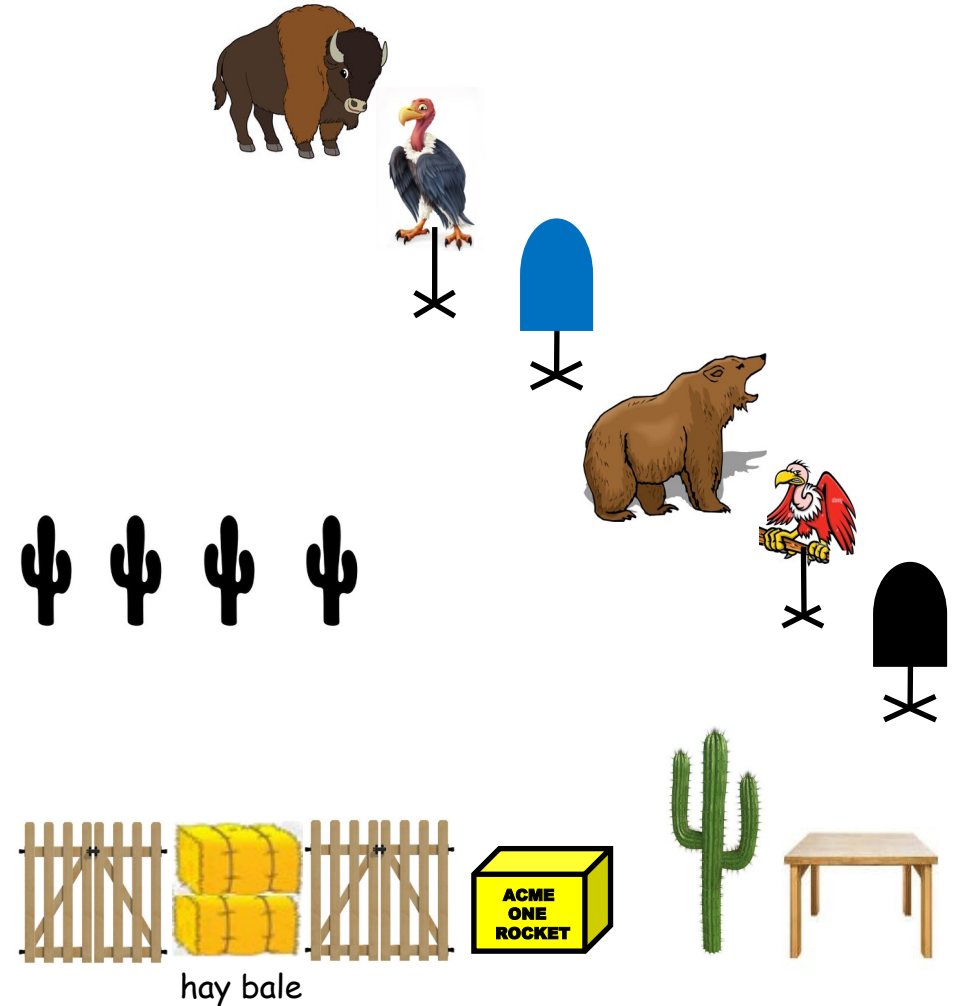
From table with pistols, repeat instructions as per rifle.

Pistol(s) may be returned to the table or holstered.



Stage 9

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 10

Sponsor: Innocent Until Proven

Staging: Pistols holstered; Rifle and shotgun on ACME TNT barrel

Sequence: Rifle or pistols first, then shotgun

Start: Both hands touching either left or right sign post. The post !! Not the sign !!

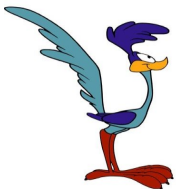
When ready, say: "Dreaming of roasted road runner."

ATB: Move to barrel and with rifle, place at least 2 rounds on each black target.

With pistols, place at least 2 rounds on each blue target.

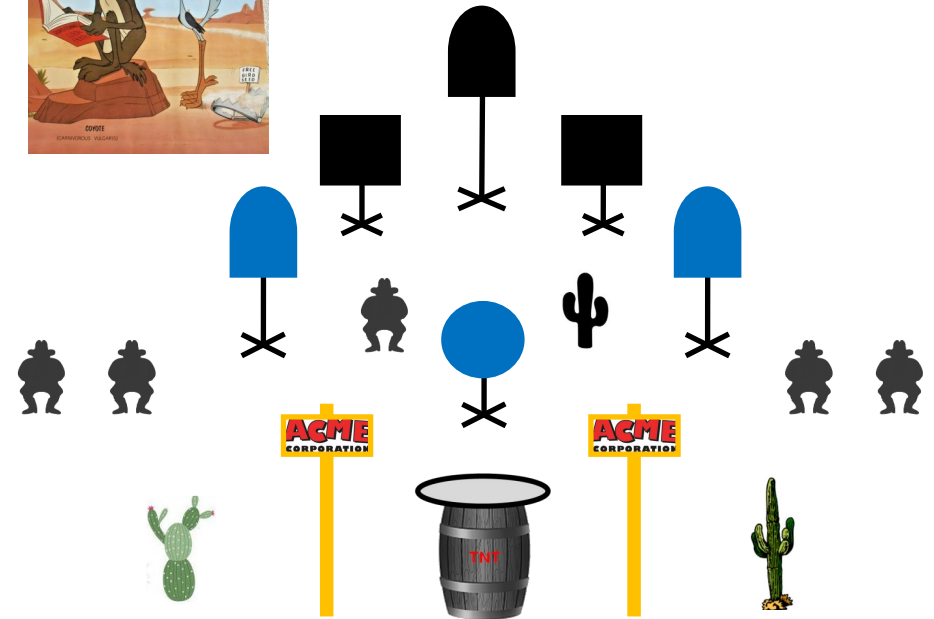
Retrieve shotgun and from anywhere between the two sign posts, engage the two central pair of knock downs until down. Then move to left of the left sign post OR right of the right sign post and engage two final shotgun targets until down.

May start with rifle or pistols.



Stage 10

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 11

Sponsor: Darlin Darla & Lead Finger

Staging: Pistols holstered; Rifle and shotgun on table

Sequence: Pistols, Rifle, Shotgun

Start: Stand directly behind left or right TNT barrel with a stick of dynamite in each hand.

When ready, say: "Love that Dynamite!"

ATB: Toss, drop, or otherwise dispose of the dynamite as desired and with pistols, double tap sweep the 3 targets starting on either outside square *and* place 4 rounds on the tombstone.

From table with rifle, repeat instructions as per pistols.

With shotgun, engage the 4 shotgun targets until down.

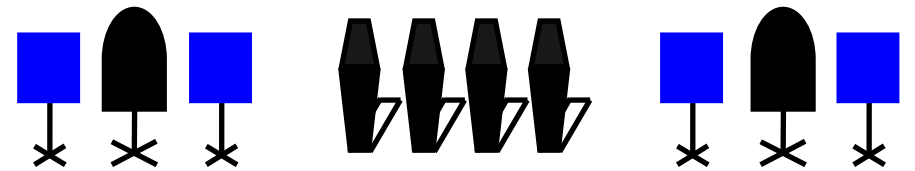
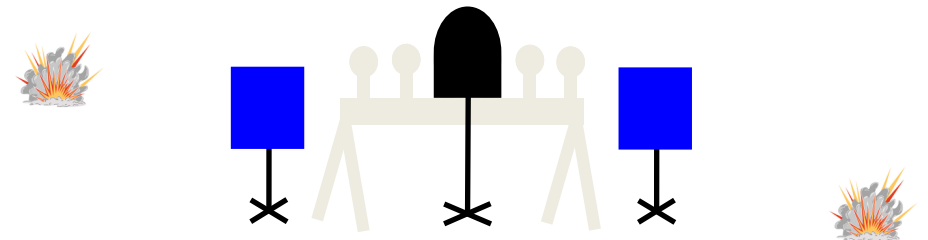
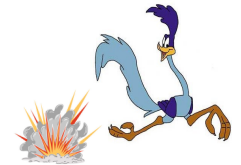
Pistol rounds must pass left side of left post or right side of right post.

May start with sweep or 4 on the tombstone.



Stage 11

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 12

Sponsor: Sanokee Sage & Kan-Do Kate

Staging: Pistols holstered; Rifle at 1L or 1R;
Shotgun staged at 2L or 2R

Sequence: Rifle, Shotgun, Pistols

Start: Hands at low surrender.

When ready, say: "I wonder if Yosemite Sam is busy?. I need some help!"

ATB: At 1L or 1R with rifle, double tap both tombstones *and* engage either knock down, *then* repeat using the other knock down. Make rifle safe vertically.

From 2L or 2R with shotgun, engage the 2 shotgun targets directly in front until down. Then anywhere from the doorway to the ACME crate, engage the remaining 2 shotgun targets until down. Make shotgun safe on ACME crate.

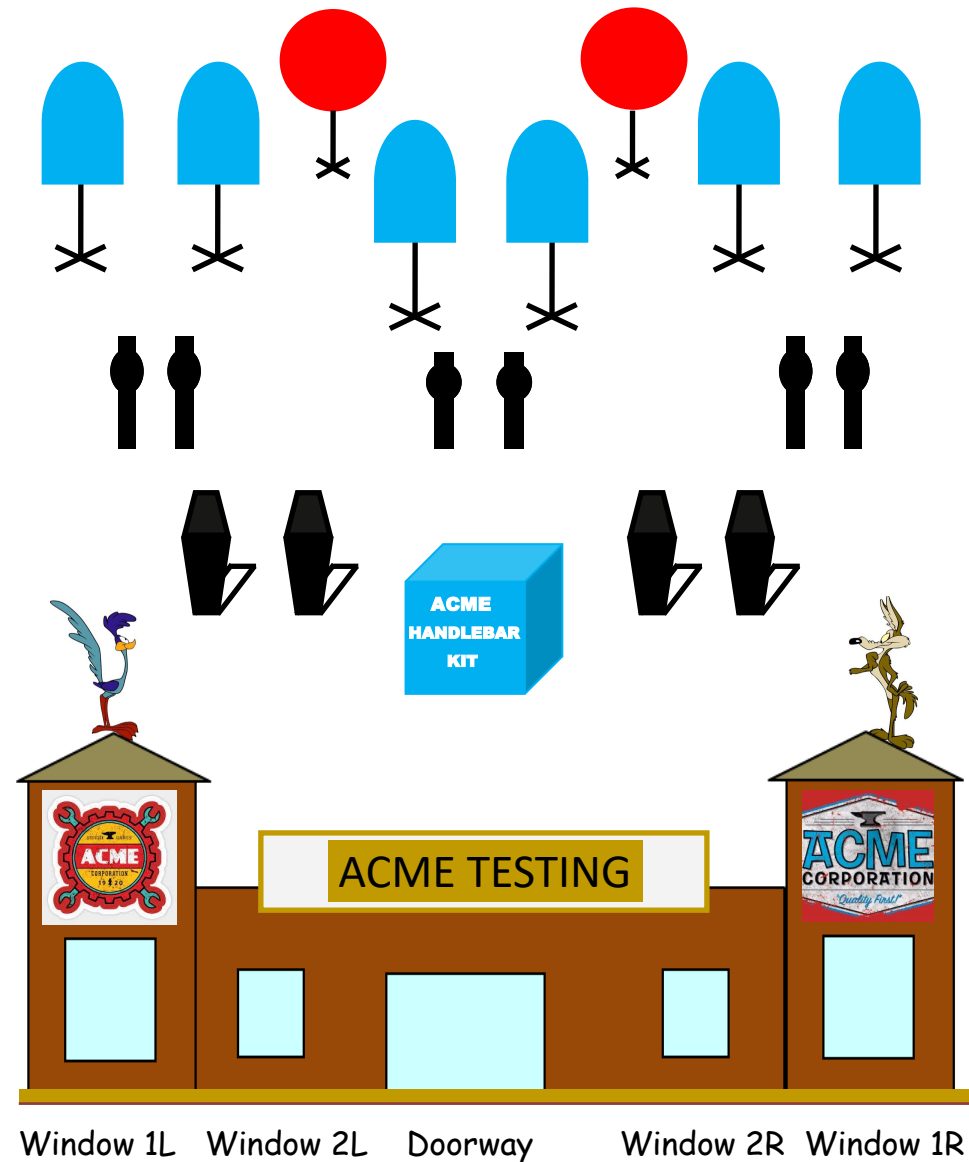
With pistols, repeat instructions as per rifle.

Any knock downs left standing can be made up on a red circle with shotgun (one for each one left standing) only after the pistol string is complete.

May start with the double taps or the knock down.

Stage 12

10 10 4+



Take timer to next stage, but leave the spotting sticks.