

# STAGE ONE

## THE BACK 40

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS ON TABLE

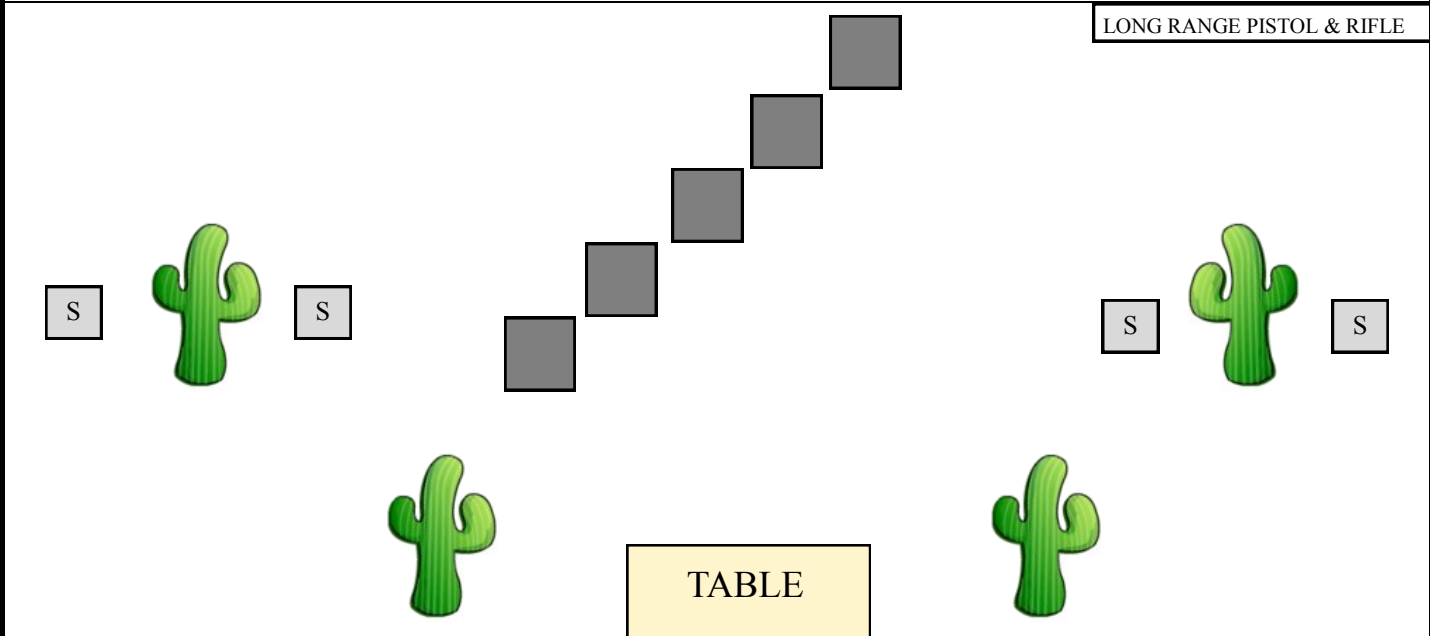
SHOTGUN:  
4+ ROUNDS IN HANDS

FIREARM SEQUENCE

SHOTGUN

RIFLE/ PISTOLS (SHOOTERS CHOICE OF ORDER)

SHOTGUN



LOADING

There they go! The Badwater Boys are galloping out of town. A few more buckshot rounds might remind them to never come back! After all; its not just the sheriff they need to fear.

UNLOADING

Shooter begins **LEFT** of the **LEFT** firing line cactus with shotgun in hands.  
Shooter will indicate when ready by saying ,  
**“There sure is a lot of em”**. ATB

With Shotgun: Engage the two Left shotgun targets in any order.  
**Rounds must pass the Left side of the Left firing line cactus.**

Shooter **MAY** use Rifle or Pistol next

With Rifle **AND** Pistols: Engage the 5 targets 4 times each in any order.  
**Rounds must pass over the table.**

**THEN**

With Shotgun: Engage the two right shotgun targets in any order.  
**Rounds must pass the Right side of the Right firing line cactus.**  
**Targets must go down to count**

# STAGE TWO

## THE OUTHOUSE

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS ON TABLE

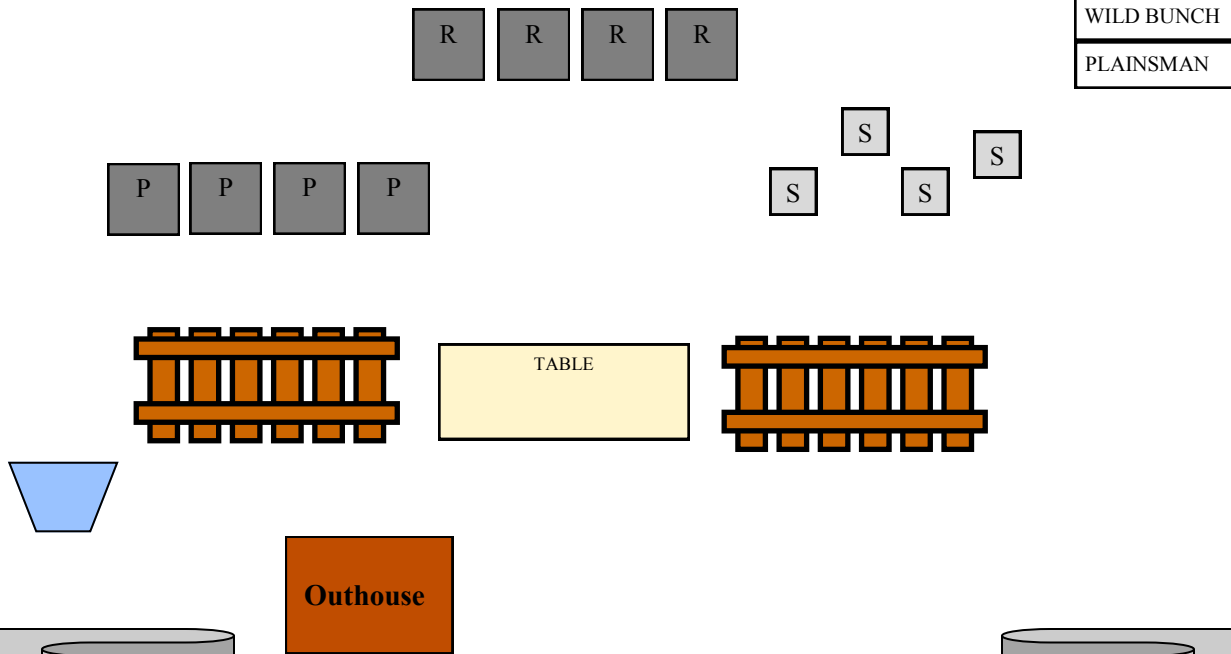
SHOTGUN:  
4+ ROUNDS STAGED SAFELY

FIREARM SEQUENCE

PISTOLS

RIFLE

SHOTGUN



LOADING

You are well into your morning commitment when you hear commotion and gun shots. The Badwater Boys have just robbed the bank and are headed your way.

UNLOADING

Shooter begins inside the outhouse holding a corn cob behind their back.  
Shooter will indicate when ready by saying  
“This is **NOT** a good time!”.

ATB

Exit outhouse and throw the cob in the bucket to the left.

**MUST make an honest effort to make it in the bucket.**

At the Left fence, engage the Pistol targets in the following order:  
1 on 1, 2 on 2, 2 on 3, 2 on 2, 2 on 3, 1 on 4. (Twisty Sweep)

**Rounds must pass over the left fence.**

With Rifle, engage the Rifle targets using the same instructions as the pistols

**Rounds must pass over the table**

At the right fence, engage the Shotgun targets in any order.

**Rounds must pass over the right fence, and targets must go down to count.**

# STAGE THREE

## THE OLD BARN

**PISTOLS:**  
5 RDS. EACH HOLSTERED

**RIFLE:**  
IN HANDS

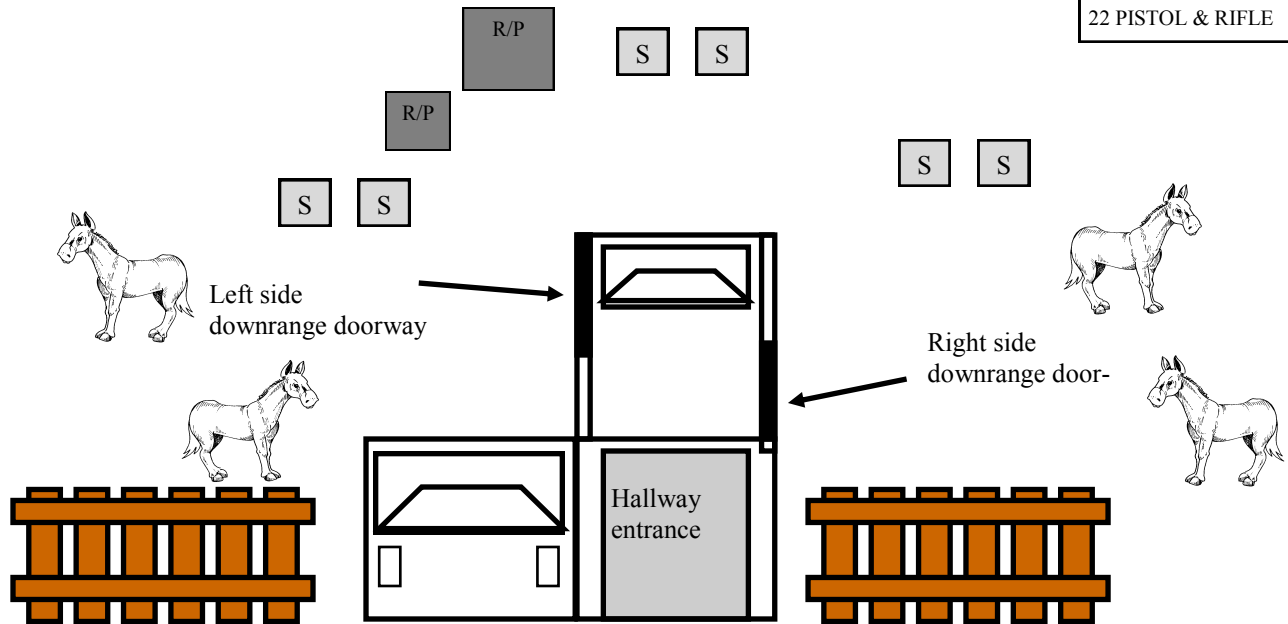
**SHOTGUN:**  
6+ ROUNDS ON LEFT SHELF

**FIREARM SEQUENCE**

**RIFLE**

**SHOTGUN**

**PISTOLS**



LOADING

**You have just learned that the Badwater Boys are hiding out in the old Eldorado barn. You could start a fire and smoke them out—but that aint your style.**

UNLOADING

Shooter begins at the left window with Rifle in hands.  
Shooter will indicate when ready by saying , “Come out, come out wherever you are!”  
ATB

With Rifle, engage the targets in the following order—Triple tap the large target, THEN double tap the small target. Then repeat.

**MUST make Rifle safe in VERTICAL rack for downrange movement.**

**THEN** With Shotgun, engage the two left Shotgun targets in any order.

**THEN** move into hallway and engage the two Shotgun targets outside the **RIGHT** doorway in any order.

**Then** move to the window at the end of the hallway and engage the two Shotgun target in any order.

**Make Shotgun safe on shelf. Targets must go down to count.**

With Pistols, move to the **LEFT** doorway and engage the Pistol targets using the same instructions as the Rifle.

**Some portion of the shooters body must pass thru the left and right doorways.**

# STAGE FOUR

## THE BANK

**PISTOLS:**  
5 RDS. EACH HOLSTERED

**RIFLE:**  
10 ROUNDS AT RIGHT WINDOW

**SHOTGUN:**  
4+ ROUNDS AT LEFT WINDOW

FIREARM SEQUENCE

PISTOLS

RIFLE

SHOTGUN

FAST PISTOL & RIFLE

HIKOK SHOT

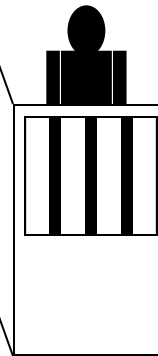
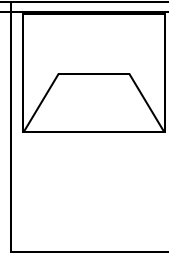
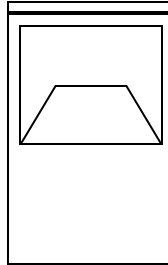
S

S

R

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R/P



LOADING

Your plan has been falling in to play. You made it through town and into the bank without being noticed. Stick to the plan, the rest of the gang will be waiting for you!

UNLOADING

Shooter begins at the teller window (barred window) with hands on pistol or pistols.  
Shooter will indicate when ready by saying **"No, I don't have an account"**  
ATB

With Pistols, use the first 5 rounds to engage the bank teller.  
Teller target must be engaged **THROUGH** the bars.

**Grab bag the of money bag and take it with you to the right window.**

At the right window engage the R/P target with the next 5 rounds.

With Rifle, engage both targets with 5 rounds each, in any order.

**Take the money bag with you to the left window.**

With Shotgun, engage the four Shotgun targets in any order.

**Shotgun rounds must pass through the left window. Targets must go down to count.**  
**You must have money bag at left window to complete the shotgun sequence**

# STAGE FIVE

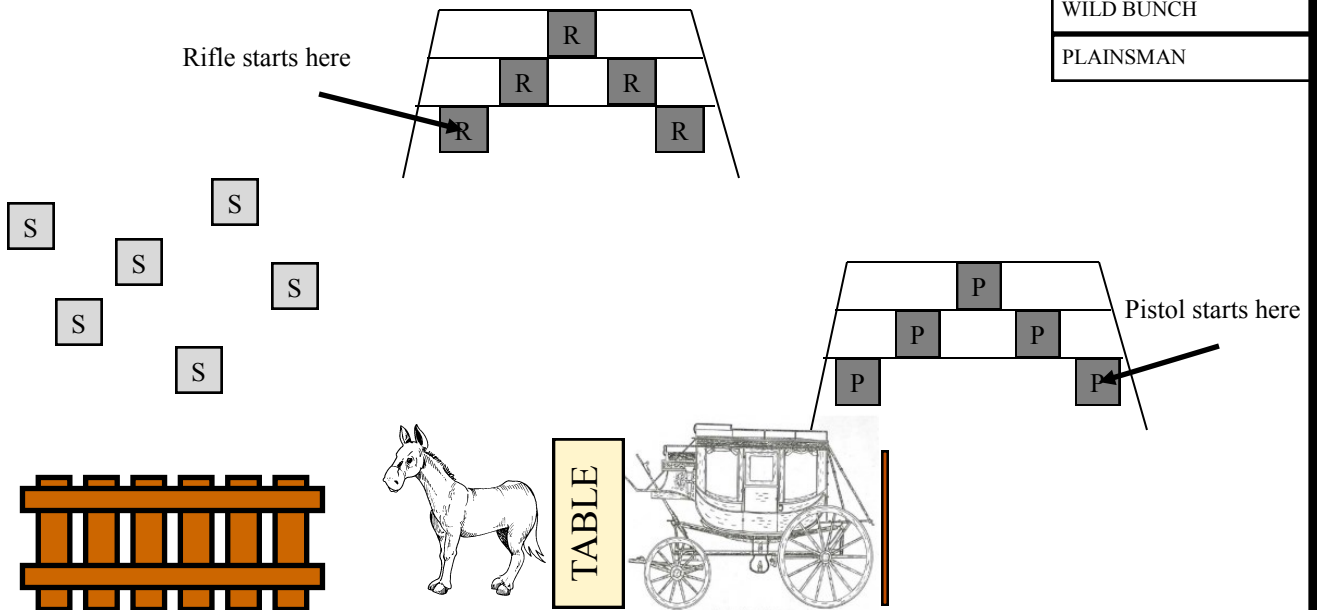
## THE STAGE STOP

**PISTOLS:**  
5 RDS. EACH HOLSTERED

**RIFLE:**  
10 ROUNDS ON TABLE

**SHOTGUN:**  
6+ ROUNDS ON TABLE

**FIREARM SEQUENCE      PISTOL      RIFLE      SHOTGUN**



WILD BUNCH

PLAINSMAN

Rifle starts here

Pistol starts here

LOADING

**The Badwater Boys are scrambling to get out of town.  
So desperate to escape; they've resorted to stealing a stage.  
Here they come!**

UNLOADING

Shooter begins to the right of the stage coach with hands on hips.  
Shooter will indicate when ready by saying "**Not today ya don't**"  
ATB

With Pistol, engage the Pistol targets in a Pikes Peak sweep starting on the **RIGHT**.  
(1 on 1, 2 on 2, 4 on 3, 2 on 4, 1 on 5).

**Rounds must pass to the right of the marker post**

With Rifle engage the rifle targets using the same instructions as the pistols, starting on the **LEFT**.

**Rounds must pass between the stagecoach and the horse.**

With Shotgun, engage the Shotgun targets in any order.

**Rounds must pass over the fence and targets must go down to count.**

# STAGE SIX

## THE SALOON

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS ON TABLE

SHOTGUN:  
2+ ROUNDS ON TABLE

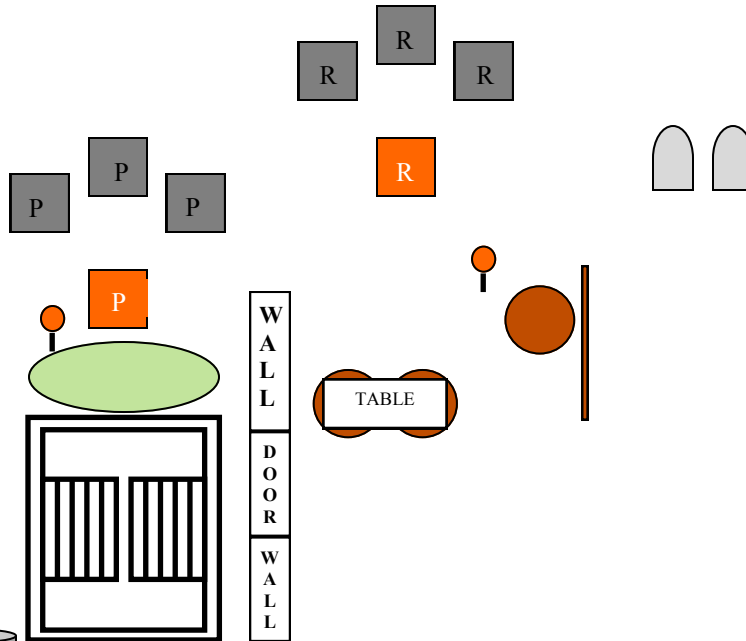
FIREARM SEQUENCE

PISTOLS

RIFLE

SHOTGUN

DERRINGER/POCKET PISTOL



LOADING

**You hear shots from inside the saloon.  
The Badwater Boys just got caught rigging the poker game.  
They are gathering the pot and running for the exits.**

UNLOADING

Shooter begins outside saloon doors with hands on doors.  
Shooter will indicate when ready by saying **“Back off you buzzards!”**  
ATB

Move through saloon doors to the poker table.

With Pistols, engage the Pistol targets in the following order:

**FIRST** engage the clay once, **then** the orange target once, and then engage the black targets once each.

**THEN, Double** tap the orange target and then engage the black targets once each again.

Move through the doorway to the whisky barrels.

With Rifle, engage the Rifle targets using the same instructions as the Pistols. Make Rifle safe on the table.

With Shotgun engage the two Shotgun targets in any order.

**Rounds must pass to the right of the marker post.**

# STAGE SEVEN

## THE SHOPS

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS CENTER WINDOW SHELF

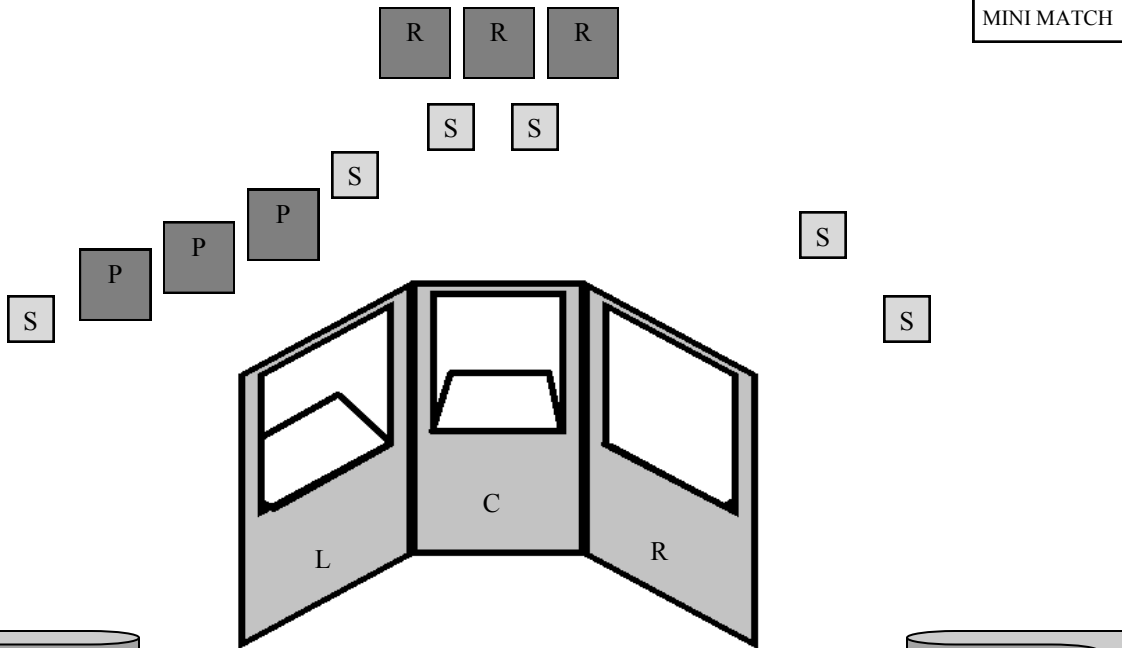
SHOTGUN:  
6+ ROUNDS LEFT WINDOW SHELF

FIREARM SEQUENCE

RIFLE

PISTOLS

SHOTGUN



MINI MATCH

LOADING

The Badwater Boys have scattered and are holding up  
in the various shops along main street of Eldorado.  
You need to find them; Arrest em, or kill em.

UNLOADING

Shooter begins at the CENTER window with hands on the window frame.  
Shooter will indicate when ready by saying “You Cant Hide In there!”.  
ATB

With Rifle, Double tap sweep the three targets,  
THEN place 4 rounds on the center target.  
**Make rifle SAFE on window shelf**

With Pistols, at the left window, engage the Pistol targets using the same instructions as  
the Rifle.

THEN With Shotgun, engage two Shotgun targets from LEFT window.  
THEN two from CENTER window, THEN two from RIGHT window.  
**For the safety of TO and Spotters—the shooter must move to each window. Rounds  
MUST pass through each window.**

# STAGE EIGHT

## THE SHERIFFS OFFICE

PISTOLS:  
5 RDS. EACH ON SHELF

RIFLE:  
10 ROUNDS IN VERTICAL RACK

SHOTGUN:  
4+ ROUNDS SAFELY ON DONKEY

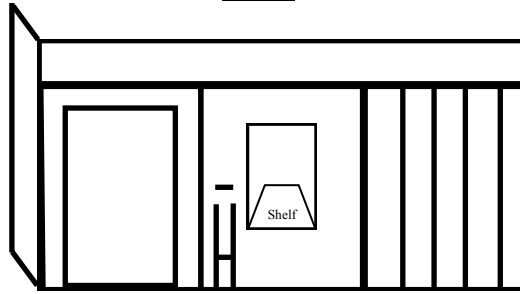
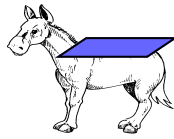
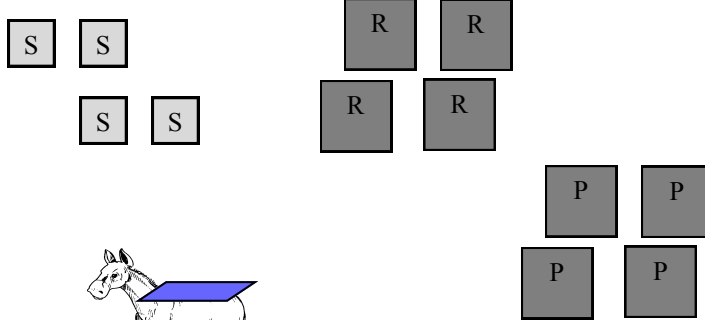
FIREARM SEQUENCE

PISTOLS

RIFLE

SHOTGUN

MINI MATCH



LOADING

Some of the Badwater Boys were caught this morning over by the outhouse and jailed. The Sheriff is out looking for the others. The deputy left for the outhouse in quite a hurry. But he left the keys within reach. He is coming back. Lets get out of town!

UNLOADING

Shooter begins in the jail cell with hands holding keys. Shooter will indicate when ready by saying  
**“Go get the horses, I’ll keep em busy!”.**

ATB

Take the keys and use them to unlock your pistols. (Drop them in the empty box on the shelf)

With Pistols, engage the front Pistol targets 4 times each, and the back targets 1 time each, in any order.

**Pistols MUST be holstered for down range movement.**

With Rifle, at the doorway, engage the Rifle targets using the same instructions as the Pistols.

**Rounds must pass through the doorway.**

**Rifle MUST be made safe back in the rack OR on the downrange table.**

**THEN,** Move through the door way to the donkey.

With Shotgun, engage the shotgun targets in any order.

**Targets must go down to count.**



# STAGE NINE

## THE DEPOT

**PISTOLS:**  
5 RDS. EACH HOLSTERED

**RIFLE:**  
10 ROUNDS ON LEFT TABLE

**SHOTGUN:**  
4+ ROUNDS ON LEFT TABLE

FIREARM SEQUENCE

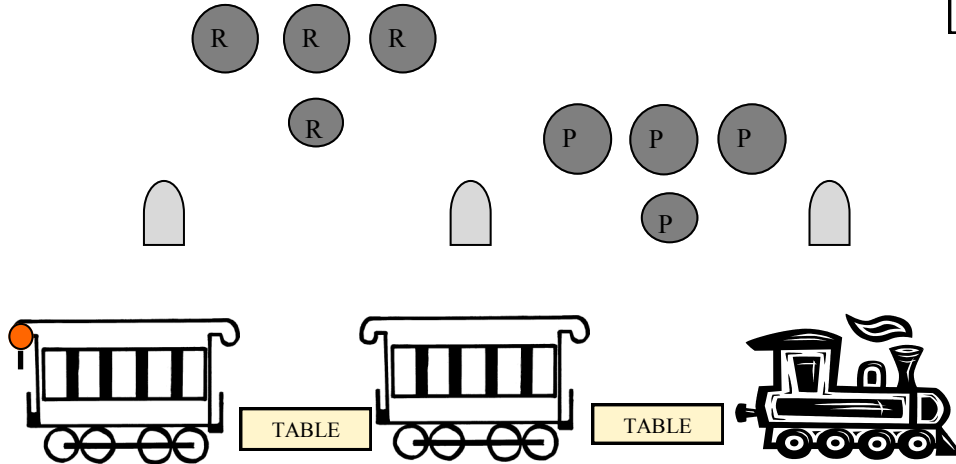
RIFLE

SHOTGUN

PISTOL

WILD BUNCH

PLAINSMAN



LOADING

The boiler steaming up is the first indication that the Badwater Boys have found another way out of town. If they get moving; no one will catch the iron horse.

UNLOADING

Shooter begins at the back of the train with hands on bell cord. Shooter will indicate when ready by saying **“We gotta to stop this train” while ringing the bell.**

ATB

With Rifle, engage the Rifle targets in the following order.

Triple tap the back three targets beginning on either end, then engage the lower target once.

**Make rifle safe on table.**

With Shotgun from the left table, engage the two bells RIGHT to LEFT **THEN**, from the right table, engage the two bells LEFT to RIGHT

With Pistols, from the right table, engage the Pistol targets using the same instructions as the Rifle..

**ALL Rounds must pass over a table,**

# STAGE TEN

## THE GOLD MINE

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS ON OAR CAR

SHOTGUN:  
4+ ROUNDS ON TABLE

FIREARM SEQUENCE

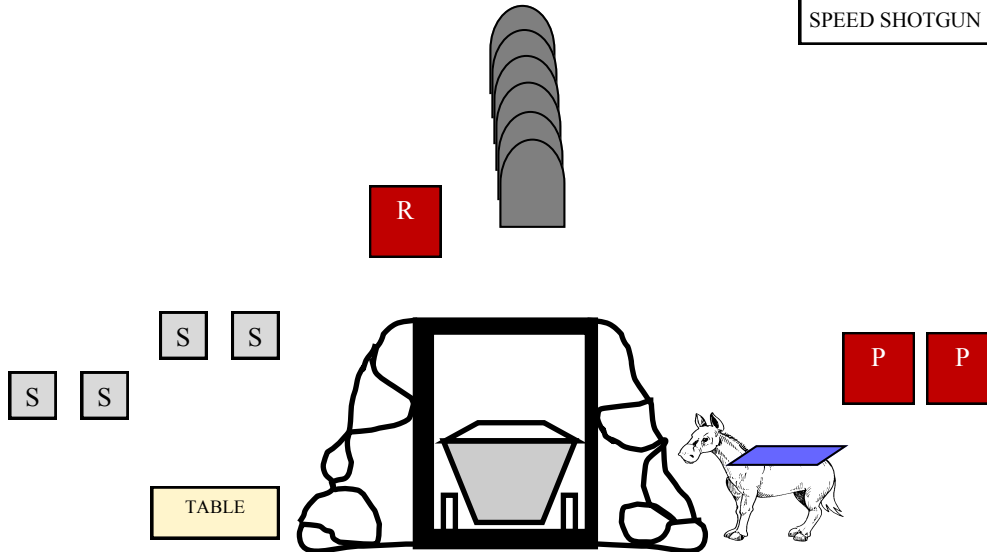
PISTOLS

RIFLE

SHOTGUN

SPEED SHOTGUN

PATTIES PRECISION



LOADING

Meanwhile, back at the mine. The miners are getting ready to chip the walls and noticed that a box a dynamite has gone missing!

UNLOADING

Shooter begins to the right of the mule with hands cupping ears. Shooter will indicate when ready by saying “**Drillin holes makes a lot of noise!**”.

ATB

With Pistols, engage the 2 Pistol targets alternating back and fourth for 10 rounds.

**Rounds must pass to the right of the pack mule.**

With Rifle Engage the knockdown rack until all are down. **THEN** engage the dynamite dump target with any remaining rounds.

**Make Rifle safe on oar car**

With Shotgun, engage the four knockdown targets in any order.

Target must go down to count.

**Rounds must pass over the table**

**Misses are ONLY counted for standing knockdowns and misses on dump plates.**

# STAGE ELEVEN BOOT HILL

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS IN HAND

SHOTGUN:  
4+ ROUNDS ON TABLE OF CHOICE

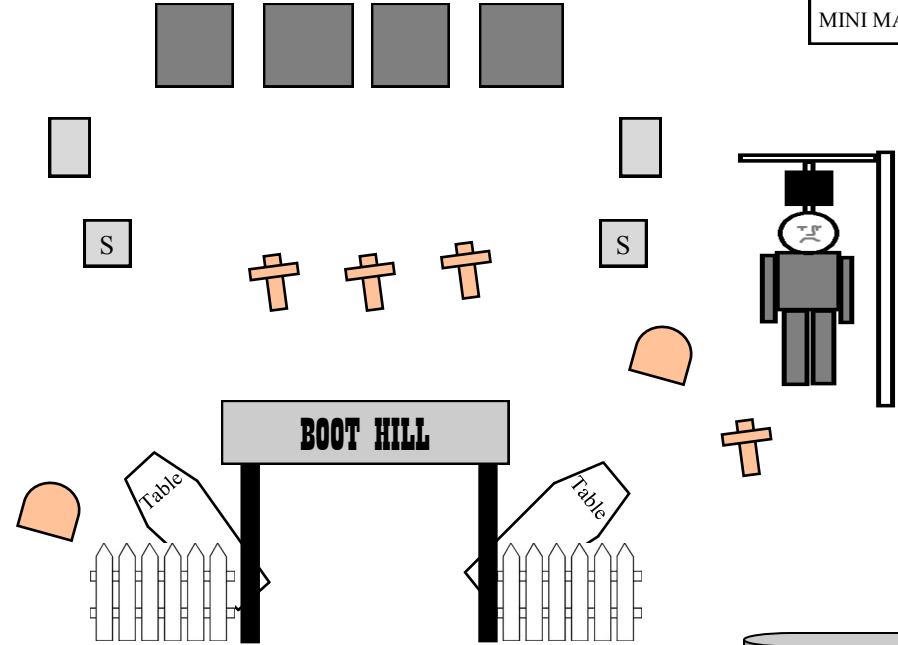
FIREARM SEQUENCE

RIFLE

SHOTGUN

PISTOLS

MINI MATCH



LOADING

**You throw some dirt on the last of the Badwater Boys.  
But apparently dead or undead makes no difference;  
your old enemies are still after you.**

UNLOADING

Shooter begins outside, either LEFT or RIGHT, of the boot hill gate with rifle in hand.  
Shooter will indicate when ready by saying **“I done buried you already?!”**  
ATB

With Rifle, engage the targets in a Painted Lady sweep,  
Single tap targets 1-2-3, then 2-3-4, then 1-2-3-4, beginning on either end.  
**Rounds must pass over either left or right fence**  
**Make rifle safe on either table.**

With Shotgun engage a Knockdown, then plate, **THEN** the other knockdown, then plate.  
**Make shotgun safe on either table. Targets must go down to count.**

With Pistols, engage the Pistol targets using the same instructions as the Rifle.  
**Shooter may advance downrange but no further than the grave markers.**

# STAGE TWELVE

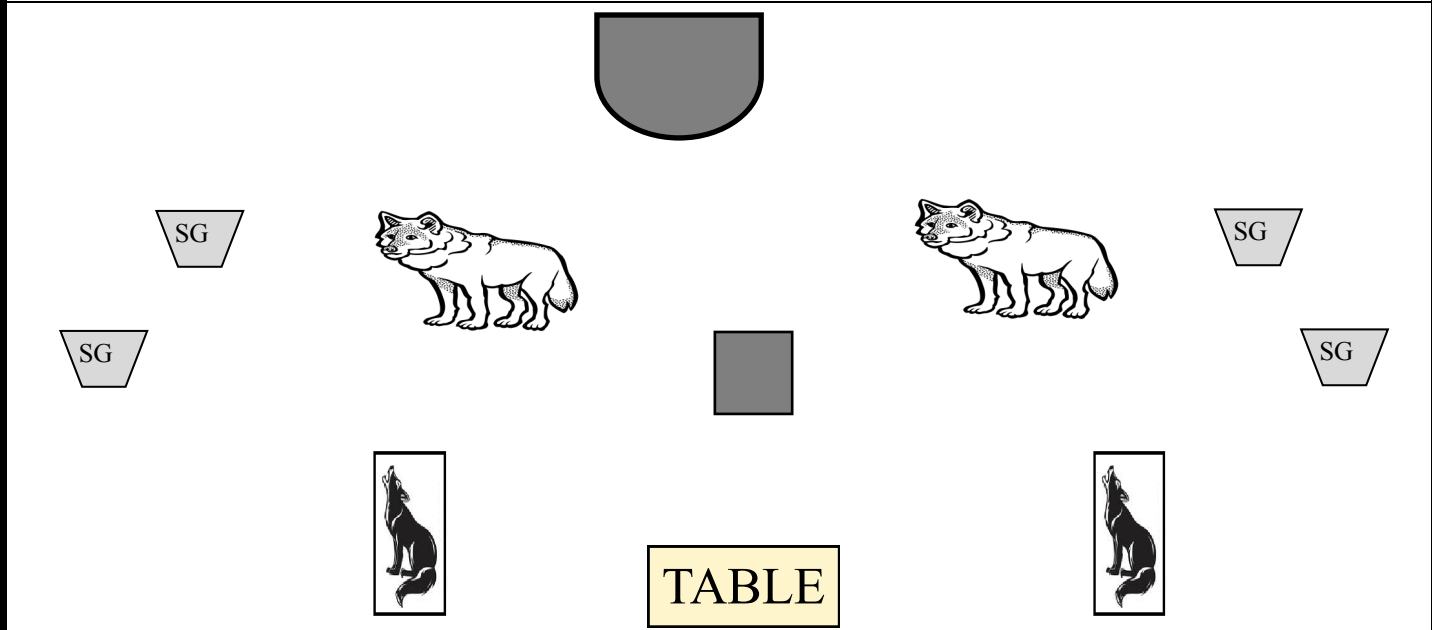
## HUNTING PARTY

PISTOLS:  
5 RDS. EACH HOLSTERED

RIFLE:  
10 ROUNDS ON TABLE

SHOTGUN:  
6+ ROUNDS ON TABLE

FIREARM SEQUENCE RIFLE/ PISTOLS/ SHOTGUN (SHOOTERS CHOICE OF ORDER)



LOADING

***This is a Eldorado record stage***  
***Current fastest time is Hell's Comin'— 16.36 seconds***  
***Will you add your name to the Eldorado record book?***

UNLOADING

Shooter begins at the table with hands at low surrender  
(hands up at shoulder level)  
Shooter will indicate when ready by saying “**Lets hunt wolves**”.  
ATB

Using the Rifle, Pistols and Shotgun  
Engage the 2 wolfs, the half moon plate and the square target 6 times each **in any order**.  
Each target must be engaged at least once with each **TYPE** of firearm.

**THEN**

With Shotgun, moving either left, or right,  
Engage two Shotgun knockdown targets in any order.

**Rounds must pass to the outside of the coyote markers and must go down to count.**