

## Stage 1

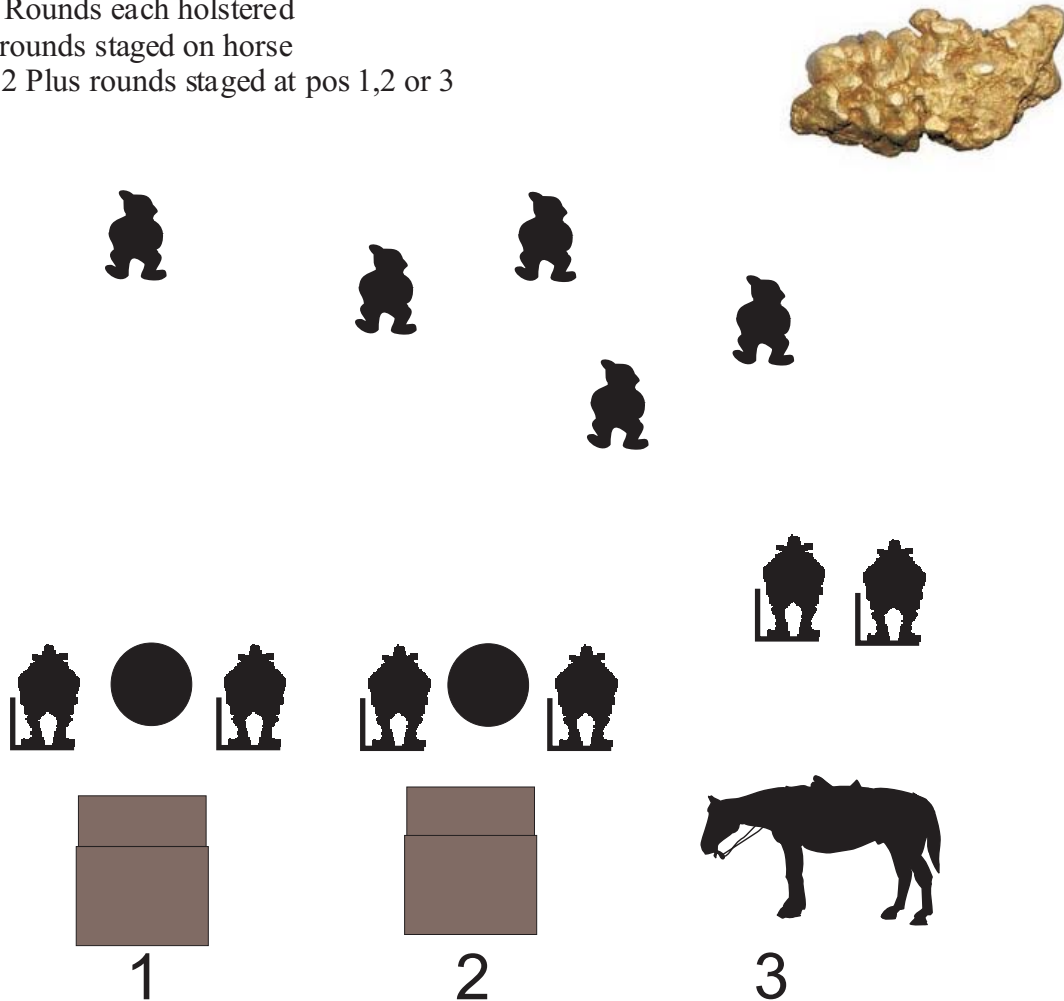
# THE MOTHER LODE

You have been in California mining for gold for a year now and you have finally struck the mother lode. Unknown to you the local Indians had been watching you and they were hoping you would find nothing and go home. But now that you found gold they know you will tell everyone, then the hippies will come with their wine coolers, electric cars, and condo associations. The local Indians don't want anyone telling them what color to paint their tee pee's. They figure they better get rid of you now.

Pistols: 5 Rounds each holstered

Rifle: 10 rounds staged on horse

Shotgun: 2 Plus rounds staged at pos 1,2 or 3

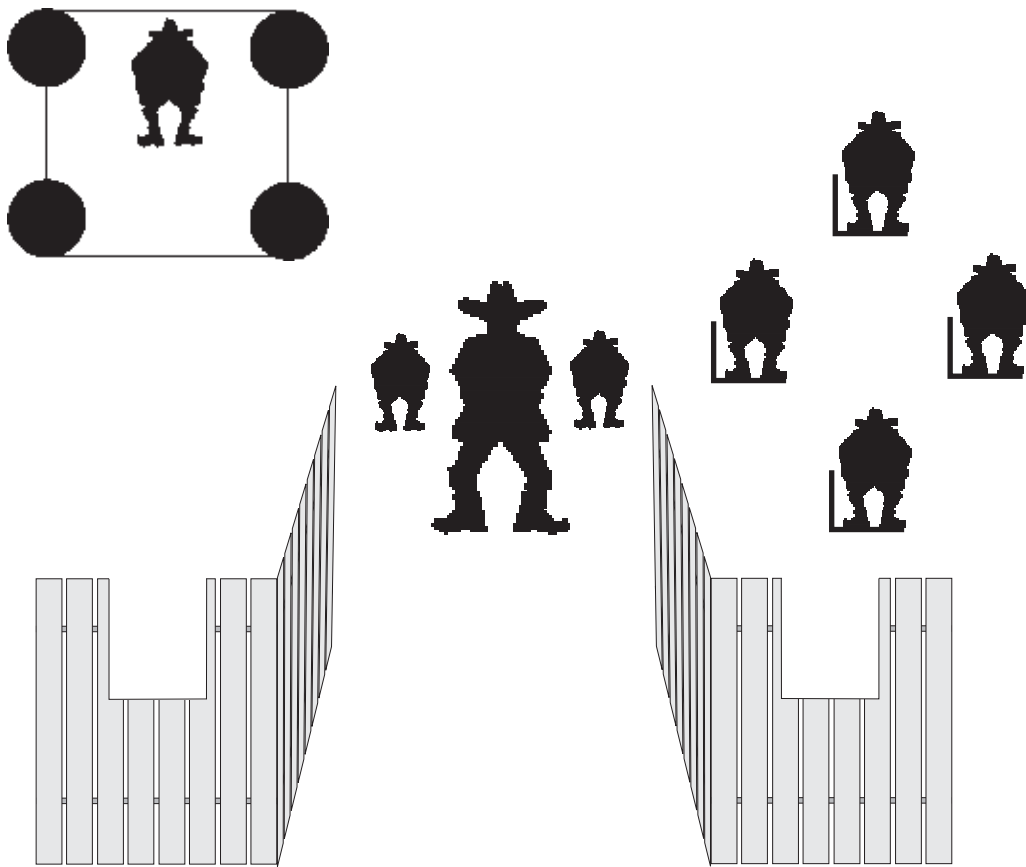


Shooter starts standing at pos 1, 2 or 3, holding gold in both hands. To start the clock shooter says "Better get the hell out of here." ATB drop the gold. Pistols: From position 1 and 2 engage the poppers on either side of the circle with one round then the remaining three rounds on the circle. Rifle: From left side of horse double tap each Indian in any order. Shotgun: knock down poppers at pos 3 and any pistol poppers that remain Standing. Poppers at pos 1 and 2 may be picked up at any time after they have been engaged with the pistol from the **correct PISTOL** position ONLY!.

## Stage 2

The word of your gold strike has gotten out ahead of you and when you get to town to deposit your gold, thieves are already waiting outside the Bank. You spot them first especially that big fella mongo.

Pistols 5 rounds each holstered  
Rifle 10 rounds staged in left fence  
Shotgun 4 plus rounds staged in right fence

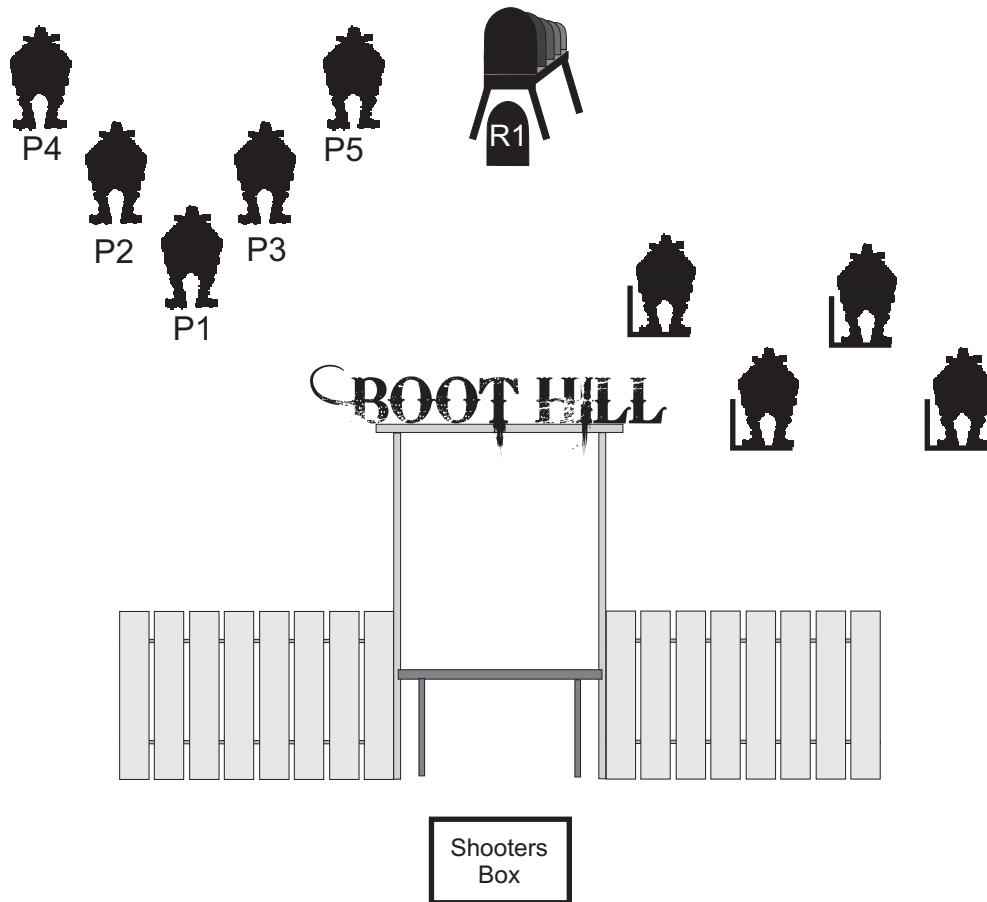


Shooter starts in alleyway hands in Texas surrender position. Shooter says “You will have to settle for lead.” With pistols place at least two rounds on each pistol target, any order. Move to rifle, shoot each rifle target two times each any order. Re-stage rifle move to shotgun. Shoot shotgun poppers any order, poppers must fall.

## Stage 3

The word is out you are carrying around a lot of gold and you have to do something with it. You have already tried putting it the bank and ended up making a lead deposit instead, and you still have the gold. So you decide to bury it in the cemetery until the heat is off. Not a very original idea but it's all you can do for now. Well, it seems like some other fells have seen that movie too and they are waiting for you.

Pistols 5 Rounds each holstered  
Rifle 10 rounds stage on table  
Shotgun 4 rounds staged on tabel



Shooter starts standing in shooter's box hands on hat, shooters says " You boys will have to find your gold in hell!" At the beep move to left side of fence, draw first pistol and shoot pistol targets P1, P2, P3, P4, P5, holster. Draw second pistol and shoot targets in same order as first pistol, holster empty pistol. Move to table pick up rifle and shoot R1 one time then knock down all tombstone plates. Place any remaining rounds in R1. Re-stage open empty rifle on table. Pick up shotgun and move to center of right fence and shoot four shotgun poppers any order, poppers must fall. Misses on tombstone rack will only be counted on targets that remain standing. Any misses on R1 or R2 will count as a miss.

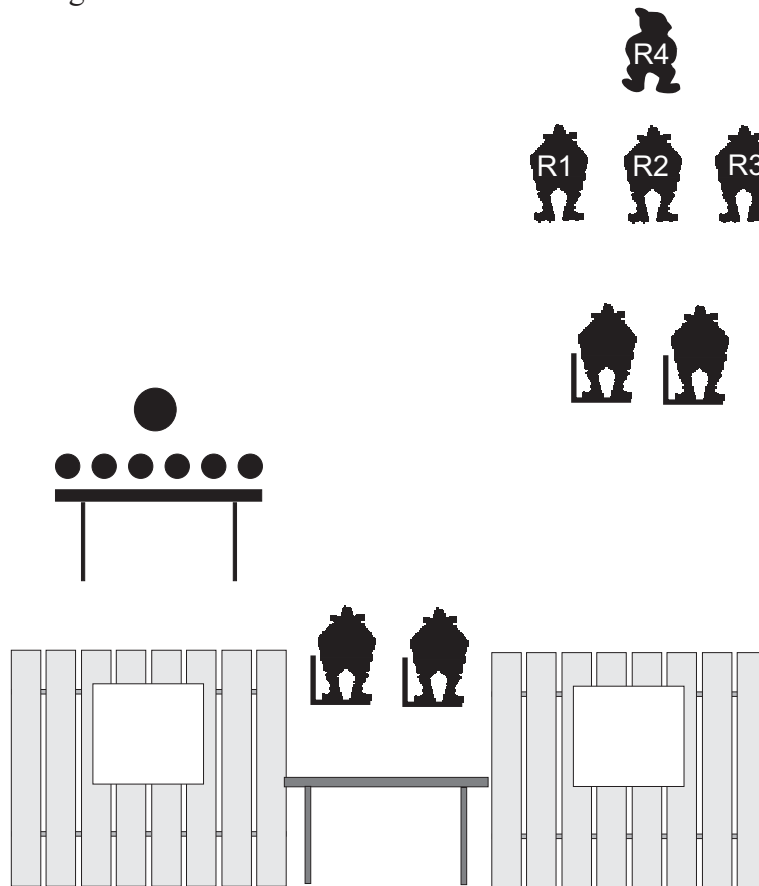
## Stage 4

Well you were finally able to get your gold to the assay office for safe keeping. You haven't had a decent meal in days so you head over to the local diner for a nice big steak. You no sooner sit down and the cook and some big fella start arguing about the quality of the establishment's food. The big fella tells the cook his food taste like S\*\*T the cook tells the big fell well your full of S\*\*T, so you must be enjoying it. Well after that, you know, it hit the fan and all hell broke loose.

Pistols 5 Rounds each holstered

Rifle 10 rounds staged in right window

Shotgun 4 plus rounds staged on table



Shooter starts in doorway seated at table hands flat on table. To start the clock shooter says "All I wanted was a steak." At the beep, sitting or standing engage the two shotgun poppers in front of the doorway any order until down. Return safe shotgun to table. Move to left window draw first pistol and shoot down 5 plate poppers any order, holster. Draw second pistol and knock down any plates that remain standing then place remaining rounds in big circle target. Misses on the plate rack will only be counted on plates that remain standing. Misses on the big pie are a miss. Pick up shotgun and move to right window shoot two shotgun poppers any order poppers must fall, stage open empty shotgun in window pick up rifle and engage the rifle targets R1, R1, R2, R2, R3, R3, R4, P4, R1 R3.

## Stage 5

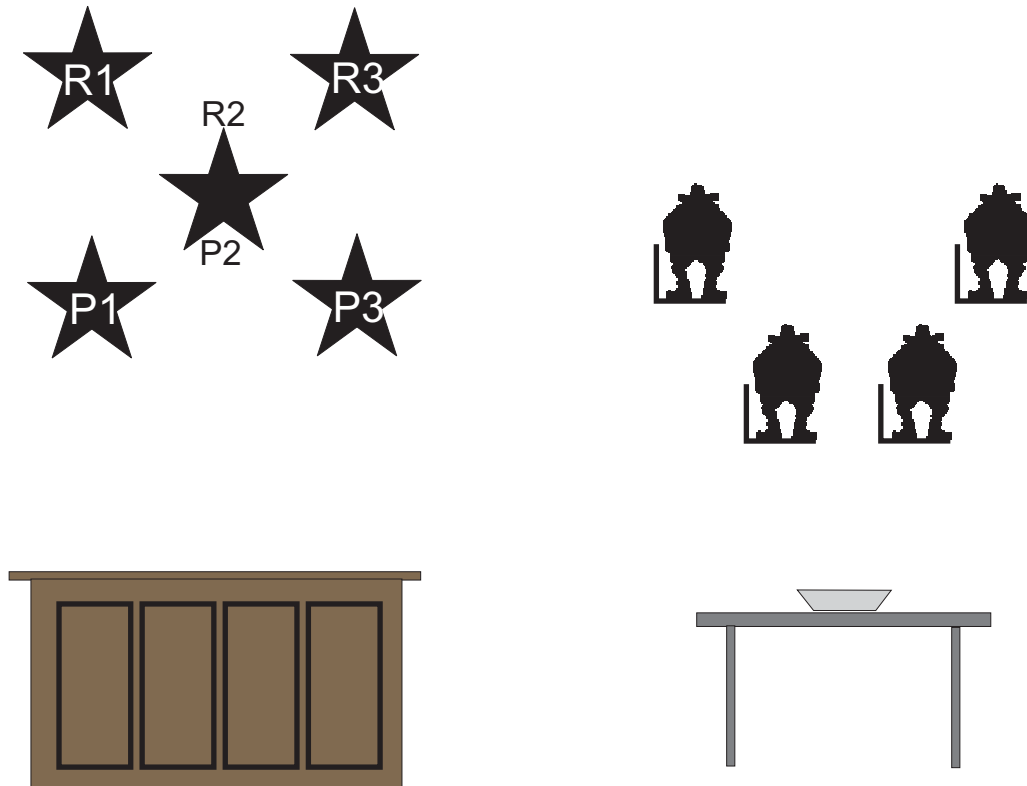
After all the excitement you head over to the local saloon to calm your nerves with some WILD TURKEY! You are just about to enjoy your drink when the big fellow from the diner busts in and says you shot him in his Ars-enal and he wants to return the favor. You try to explain it was an accident, you was aiming at the cooks Ars-enal and his was so big it got in the way. As he drew his gun I realized I should have `stopped at “it was an accident” and left the size of his Ars-enal out of the conversation.

Pistols 5 rounds each staged on bar

Rifle 10 rounds staged on bar

Shotgun staged on table with 4 plus shells in pan.

Shotgun shells must be randomly dropped in pan and cannot be deliberately staged.

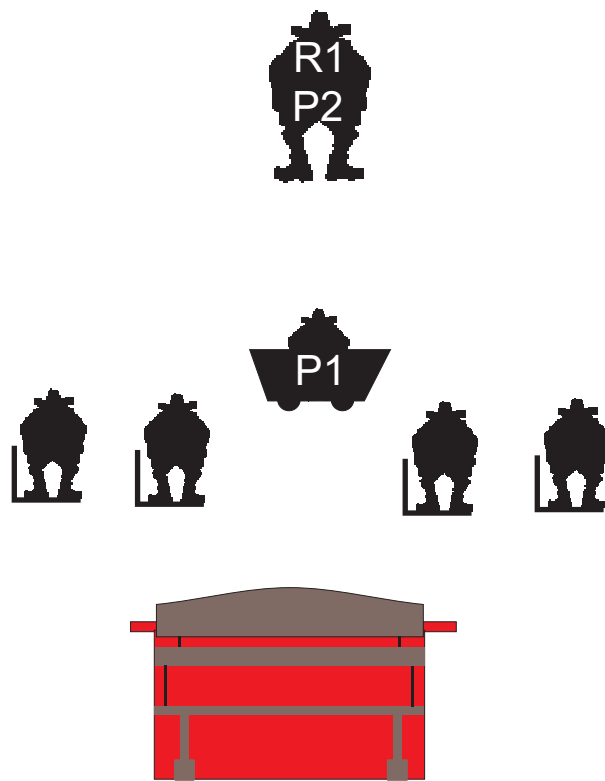


Shooter starts standing at bar holding bottle out in front of you in one hand and shot glass in the other. Shooter says “Have some Wild Turkey!” At the beep, put down the bottle and shot glass and pick up first pistol, shoot targets P1, P2, P3, P2, P1, re-stage pistol on bar. Pick up rifle and engage the rifle targets R1, R1, R1, R2, R2, R2, R3, R3 R3, with tenth round on R2. Re-stage rifle on bar and pick up second pistol. Shoot second pistol in same order as first pistol. Re-stage pistol on bar. Move to shotgun. Load shotgun from shells in pan only! Shoot poppers any order, poppers must fall. Shotgun shells that fall back in pan while loading are not dead rounds as long as they remain in the pan.

## Stage 6

You leave the saloon just in time to see that big fella and some of his friends still chasing you, he looks pretty mad and he is moving fast for a fella with a couple of bullets in his ars-enal. Better send a few rounds his way to slow him down while you get away.

Pistols 5 rounds each staged on buggy  
Rifle 10 rounds staged on buggy  
Shotgun 4 plus rounds staged on buggy



Shooter starts sitting in buggy seat hands on knees. To start the clock shooter says "I told you it was an accident!" At the beep shooter may remain sitting or stand. any gun any order. Pistols: engage pistol targets (mine car & Sam) with 10 rounds, Mine car must be engaged with two rounds minimum. Rifle: 10 rounds on big Sam. Shotgun: engage poppers in any order poppers must fall

# Prop & Target List

## Stage 1

Props: Two half boxes, two full size boxes, horse rack

Targets:

5 Indians  
2 Large circles  
6 cowboy poppers

Stands:

5 Blue of varying height  
2 red

Bases: 7

## Stage 2

Props: Alley prop

Targets:

Circle Sam  
Big Sam with leg bases  
2 Cowboys  
4 Cowboy poppers

Stands:

2 White

Bases: 2

## Stage 3

Props: Boot hill, two fence sections, wood table (Use K/D table), wood chair

Targets:

Tombstone rack  
1 Tombstone target  
5 Cowboys  
4 Cowboy Poppers

Stands:

2 Blue  
2 White  
2 Red

Bases: 6

## Stage 4

Props: 2 Window wall sections, half round wood table

Targets:

Plate rack  
1 Large circle  
4 Cowboy poppers  
3 cowboys  
1 Indian

Stands:

3 White  
2 Blue

Bases 2

## Stage 5

Props: Bar, small table, mining pan

Targets:

5 Stars  
4 Cowboy poppers

Stands:

2 Red  
1 White  
2 Blue

Bases: 5

## Stage 6

Props: Buggy Seat, buggy front

Targets:

Big Sam  
Mine car  
4 Cowboy poppers

Stands:

2 Blue  
1 Red

Bases: 3