

SATURDAY STAGE 3 BAY 3

CLAIM JUMPERS AT THE SILVER QUEEN MINE

BONUS: 1 Possible @ 2 Sec.

TWO SHOOTING POSITIONS:

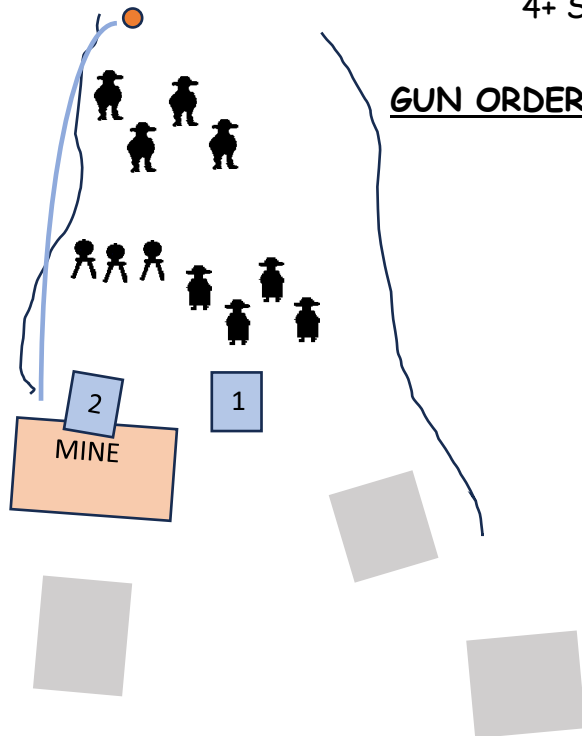
Pos. 1: Outside Table

10 PISTOL -- STAGED/RESTAGED ON TABLE

Pos. 2: Window inside mine shaft

10 RIFLE -- Staged at Pos 2.

4+ SHOTGUN -- Staged at Pos. 2



GUN ORDER: Pistols -- Rifle -- Shotgun

START: Pos. 1 Outside the Mine HANDS: Holding up the bag of gold

Indicate Ready: "Come on in and GET IT, fellers!"

ATB: Drop the gold on the table and engage the claim jumpers

WITH PISTOL(S): In any order, engage any two targets with three rounds and the other two targets with two rounds

Carry the bag of gold to Pos. 2 inside the mine -- set it down anywhere

WITH RIFLE @ Pos. 2: Same instructions as Pistols

WITH SHOTGUN @ Pos. 2:

First, engage the three (paddle) outlaws until down

Then deal with that escaping outlaw

Call "Pull" to launch a clay bird.

Hit the bird for a 2 second bonus

no miss counted on bird if round is fired downrange