

AJun1

Scenario

Rock Mullaney loves to pass the time telling jokes about his fellow Irishmen. This night, Rafe is cleaning his guns, Joe and Rock are playing chess, and J.T. is cleaning up after supper. Rock breaks the silence with another Irish joke. A Frenchman, a German, and an Irishman go into a saloon and order whiskeys. The drinks arrive and there's a fly in each one. The Frenchman says, "Mon dieu! I can't drink this." The German flicks the fly out of the whiskey and drinks it down. The Irishman grabs the fly. He turns it upside down and says, "Spit it out! Spit it out!"

R1 R2 R3

P1 P2 P3

S1 S2

S3 S4

Position 1

Horse

Loading
Table

Unloading
Table

P

Pistols 10 rounds loaded, in holsters, with hammers down on empty chamber.

R

Rifle 10 rounds loaded, staged on the horse, with hammer down on empty chamber

S

Shotgun 2+ rounds, staged on the horse, with action open and empty.

Start beside the horse with hands on the horse. When ready say the line:

Spit it out! Spit it out!

At the buzzer, pick up the shotgun and knock down shotgun target **S1 S2**. Restage shotgun, open and empty, on the horse.

Engage the pistol targets in an Ohio sweep, **P1 P2 P1 P2 P3 P1 P2 P1 P2 P3**. Reholster.

Pick up rifle and engage rifle targets in an Ohio sweep,

R1 R2 R1 R2 R3 R1 R2 R1 R2 R3. Restage rifle, open and empty, on the horse.

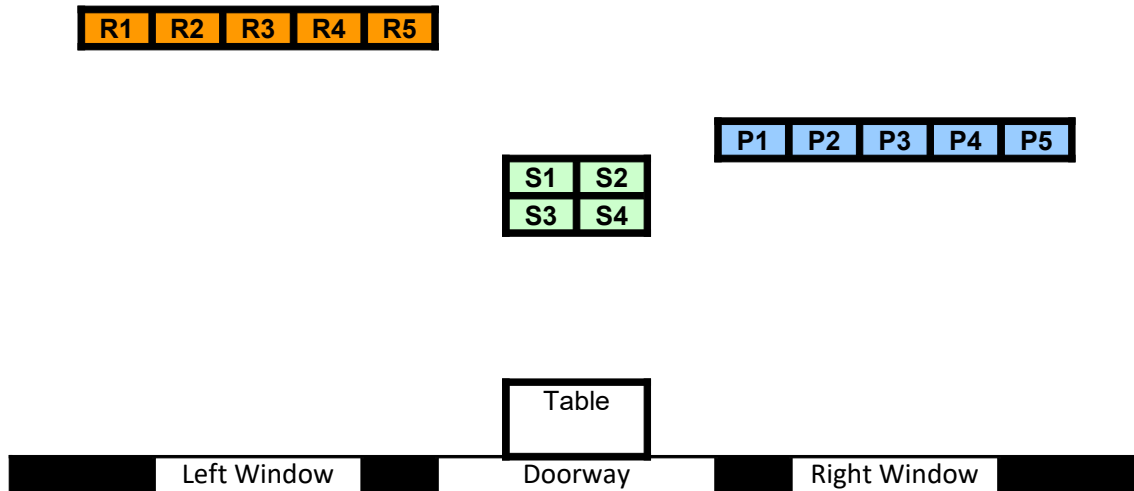
Pick up the shotgun and knock down shotgun target **S3 S4**.

Collect guns, proceed to unloading table, and show clear.

AJun2

Scenario

As Rafe, Joe, Rock, and J.T. return to the ranch house after a day of chasing steers, Sheriff Walter Moncrief and a small posse are waiting on the porch with the sheriff sitting in Rafe's rocking chair. Rafe says, "Sheriff, you're sittin' in my rocking chair." The sheriff responds, "I thought that's what it was for." An irritated Rafe says, "It's for people I invite to sit in it." To which Joe adds, "Walter, you ain't invited."



Loading
Table

Unloading
Table

- P** Pistols 10 rounds loaded, in holsters, with hammers down on empty chamber.
- R** Rifle 10 rounds loaded, staged in left window, with hammer down on empty chamber
- S** Shotgun 1+ rounds, staged on table in doorway, with action open and empty.

Start standing at the left window with hands on window frame. When ready say the line:

Walter, you ain't invited.

Pick up rifle from window and engage rifle targets in a Rattler John sweep:

R1 R1 R2 R3 R4 R2 R3 R4 R5 R5. Restage rifle, open and empty, in left window.

Move to right window and engage the pistol targets in Rattler John sweep:

P1 P1 P2 P3 P4 P2 P3 P4 P5 P5. Reholster.

Move to doorway, pick up shotgun and engage the shotgun targets in any order:

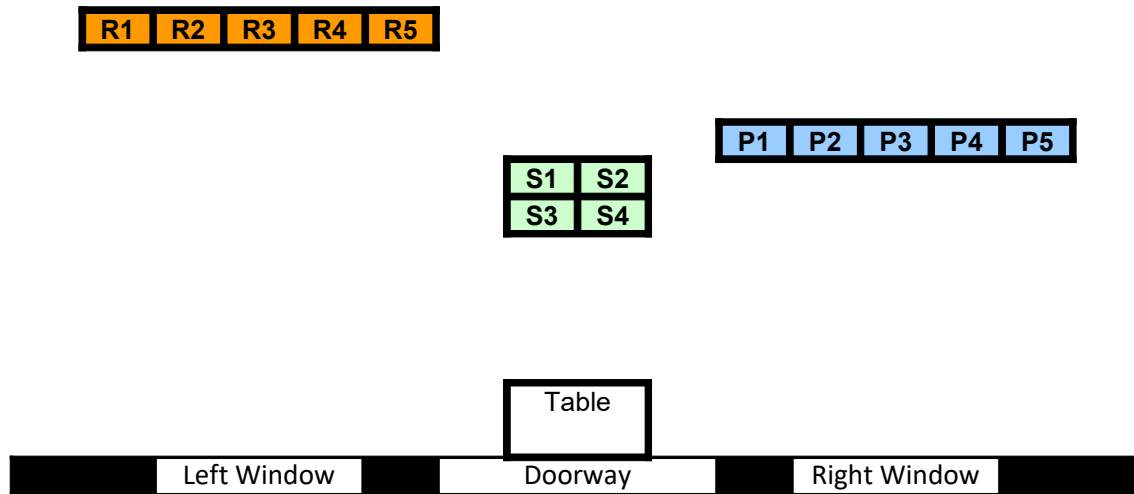
S1 S2 S3 S4. All must go down.

Collect guns, proceed to unloading table, and show clear.

AJun3

Scenario

While Rafe circles around back, Barkow and his gunmen are holed up in the saloon where Joe and Rock are making a frontal assault. Rock says to Joe, "It's a first for me, Joe." "What's that?" Joe asks. Rock says, "I've never had to fight my way 'into' a saloon before."



Loading
Table

Unloading
Table

P

Pistols 10 rounds loaded, in holsters, with hammers down on empty chamber.

R

Rifle 10 rounds loaded, staged in left window, with hammer down on empty chamber

S

Shotgun 1+ rounds, staged on table in doorway, with action open and empty.

Start standing at the right window with hands on hat. When ready say the line:

I've never had to fight my 'into' a saloon before.

At the buzzer, engage the pistol targets in 2 Straight sweeps :

P1 P2 P3 P4 P5 P1 P2 P3 P4 P5. Reholster.

Move to left window, pick up rifle and engage rifle targets in 2 Straight sweeps:

R1 R2 R3 R4 R5 R1 R2 R3 R4 R5. Restage rifle, open and empty, in left window.

Move to doorway, pick up shotgun and engage the shotgun targets in any order:

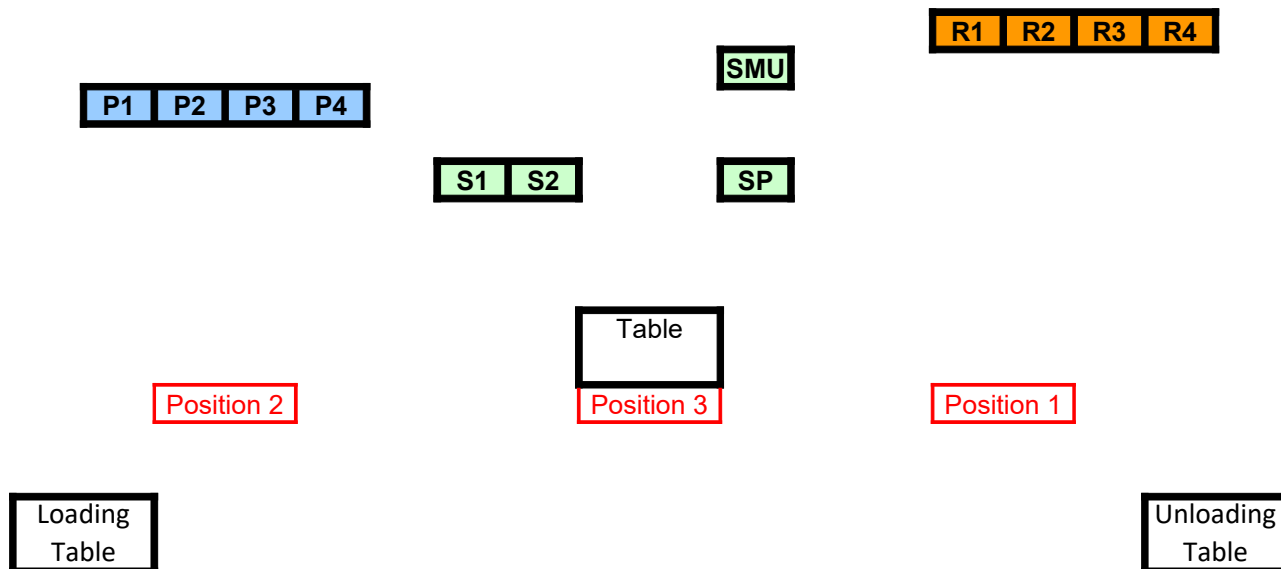
S1 S2 S3 S4. All must go down.

Collect guns, proceed to unloading table, and show clear.

AJun4

Scenario

In town, Rafe has just survived an ambush by one of Barkow's gunmen. Joe asks Rafe, "How in the hell did you know he was gonna do just that?" Rafe and Joe both respond, "It's a gift." Then Rafe adds, "Yep, today wasn't my day to die." To which Joe says, "Hell, the day ain't over yet."



- P** Pistols 10 rounds loaded, in holsters, with hammers down on empty chamber.
- R** Rifle 10 rounds loaded with hammer down on empty chamber.
- S** Shotgun 4+ rounds, staged on table, with action open and empty.

Starting at position 1 with rifle at cowboy port arms. When ready, say the line:

The day ain't over yet.

At the buzzer, engage the rifle targets in a Nevada+1 sweep:

R1 R2 R3 R2 R1 R2 R3 R2 R1 R4. Stage rifle, open and empty, safely on the table.

Move to position 2 and engage pistol targets in a Nevada+1 sweep:

P1 P2 P3 P2 P1 P2 P3 P2 P1 P4. Reholster.

Move to table, pick up shotgun, and engage shotgun targets in any order.

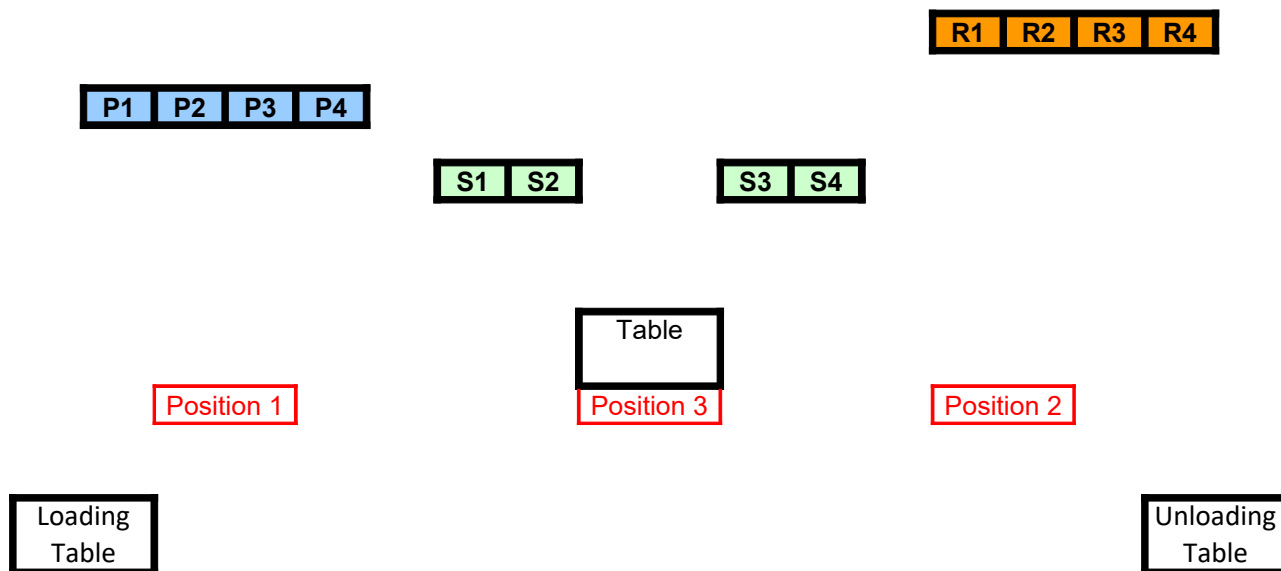
All must go down. If you miss the popper, you can shoot the make-up target to avoid a miss.

Collect guns, proceed to unloading table, and show clear.

AJun5

Scenario

While Joe and Rock attack the front of the saloon where Barkow and his thugs are holed up, Rafe is in back at the corral, fighting for his life with Barkow's hired assassin, Beau Dorn. After exchanging many shots, Rafe mortally wounds Dorn who lies in the mud beside the corral. An incredulous Dorn looks up at Rafe and says, "You shot me." Rafe calmly replies, "Just when things were going so good for you."



- P** **Pistols** 10 rounds loaded, in holsters, with hammers down on empty chamber.
- R** **Rifle** 10 rounds, staged on table, loaded with hammer down on empty chamber.
- S** **Shotgun** 4+ rounds, staged on table, with action open and empty.

Starting at position 1 with hands on hat. When ready, say the line:

Just when things were going so good for you.

At the buzzer, engage the pistol targets in a 32/32 sweep:

P1 P1 P1 P2 P2 P3 P3 P3 P4 P4. Reholster.

Move to position 2, picking up rifle from table, and engage rifle targets in a 32/32 sweep:

R1 R1 R1 R2 R2 R3 R3 R3 R4 R4. Re-stage rifle, open and empty, safely on the table.

Pick up shotgun, and engage shotgun targets in any order.

All must go down.

Collect guns, proceed to unloading table, and show clear.