## Hu DoRADO (1966)

## Stage 1 - The Gaslight Theater



## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged on either doorway shelf.
Shotgun - 4+ rounds, in hand.

## Gun Order

Shotgun, rifle, pistol.

## Starting Position

Shooter starts at either window; shotgun shouldered, ammo in hand but not touching shotgun.
Ready Line
"A bunch of howlin' Indians out for hair'll do it quicker'n anything I know."

## At The Beep

Knock down two shotgun targets. Move to other window and repeat.
Through doorway with rifle; starting on either end, double tap sweep first three targets, then single tap sweep from the other end. With pistol, use same instructions as the rifle.

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## Stage 2 - The Stoney Bottom Gazette



## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged at shooter starting position.
Shotgun -4+ rounds, staged on left shelf.

## Gun Order

Shotgun, rifle, pistol <OR> Pistol, rifle, shotgun.

## Starting Position

Shooter starts at either shelf with hands flat on shelf.

## Ready Line

"Sure are... hit me right in the bugle!"

## At The Beep

Knock down all four shotgun targets. With rifle, through the doorway engage rifle targets in a 2-6-2 pattern starting on either end. With pistol through the right window engage pistol targets in the same manner.

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## Stage 3 - The Two Dogs Saloon



## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged on outhouse seat.
Shotgun - 4+ rounds, staged on saloon window.

## Gun Order

Rifle first, then shooter's choice.

## Starting Position

Shooter starts at outhouse, hands on posts.

## Ready Line

"You made better sense when you was drinking."

## At The Beep

From the outhouse, engage rifle targets in an alternating progressive sweep, starting on either target (i.e., R1, R2, R2, R1, R1, R1, R2, R2, R2, R2). Through saloon window, engage pistol targets in the same manner. Knock down two shotgun targets through each doorway.

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## Stage 4 - The Bank



## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged vertically on cactus.
Shotgun -4+ rounds, staged on left window shelf.

## Gun Order

Rifle, pistol, shotgun.

## Starting Position

Shooter starts at cactus, hands on fully staged rifle.
Ready Line
"Just give me another gun and I'll play 'Marching Through Georgia'."

## At The Beep

Engage rifle targets in a 2-1-2 sweep, starting on either outside target, then the center target, then the top; then repeat from the other side. For example, R1, R1, R2, R3, R3, R4, R4, R2, R3, R3.
Through left window, knock down all four shotgun targets. From right window, engage pistol targets in the same pattern.

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Stage 5 - Woodfox Hardware Store


## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged on right window shelf.
Shotgun - 4+ rounds, staged left window shelf.

## Gun Order

Pistol, rifle, shotgun

## Starting Position

Shooter starts at doorway with hands on hat.

## Ready Line

"He ain't put that stopper back in that bottle in a coon's age."

## At The Beep

With pistols through doorway, with first five rounds sweep targets with a 3-1-1 sweep starting on either center target. With second five rounds, repeat instructions using the other center target. For example, R2, R2, R2, R3, R4, R3, R3, R3, R2, R1. Using rifle through the right window, engage rifle targets using the same instructions. Through left window, knock down all four shotgun targets.

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Stage 6 - Fort Staudinger


## Ammunition and Staging:

Pistols - 5 rounds each, holstered.
Rifle - 10 rounds, staged at starting position.
Shotgun -6+ rounds, staged at starting position.

## Gun Order

Pistol, rifle, shotgun.

## Starting Position

Shooter starts at either shelf with hands in low surrender.

## Ready Line

"If I thought I was gonna get shot I wouldn't go."

## At The Beep

Engage pistol targets in two 2-1-2 sweeps (yes you can). With rifle, engage rifle targets in a 1-2-1-2-1-2-1 pattern starting on either end (engage end target once, second target twice, third target once, etc.). Make rifle safe and knock down two shotgun targets from each shooting position.

