

HOPALONG CASSIDY

Stage 1 – The Gaslight Theater (Woody)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on either doorway shelf.

Shotgun – 4+ rounds, staged on either window shelf.

Starting Position

Shooter starts at the doorway or either window, hands on your hat.

Gun Order

Guns in any order. Do not end with the rifle. Shotgun may be split.

Ready Line

"We'll go after 'em. Look out for an ambush."

At The Beep

From the doorway, using rifle and pistols, engage each target 4 times. This is a round count. Knock down two shotgun targets from each window.

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Stage 2 – The Stoney Bottom Gazette (Bodene)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on left window shelf.

Shotgun – 4+ rounds, staged right window shelf.

Starting Position

Shooter starts at doorway, hands on each side of doorway.

Gun Order

Pistol, Rifle, Shotgun

Ready Line

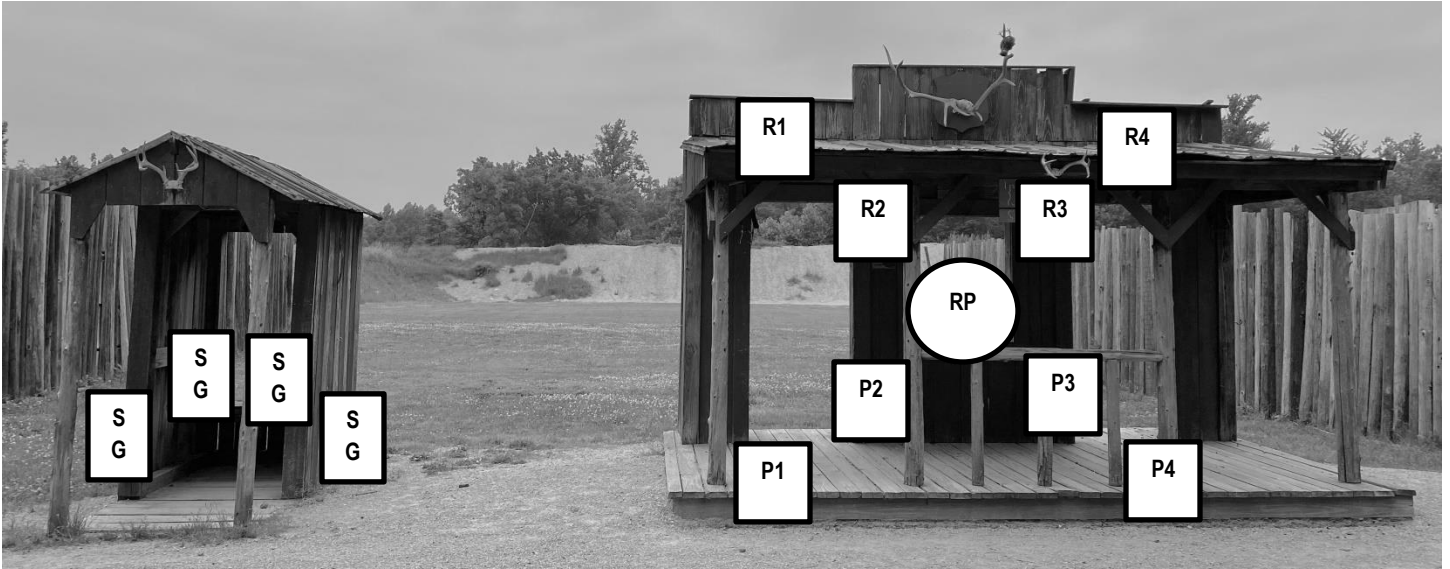
"I never go lookin' for trouble."

At The Beep

Engage pistol targets with 3 shots on each outside target and 2 shots on each inside target in any order (this is a round count). Move to left window, activate swinging target, and engage rifle targets using the same instructions as the pistol. The swinger which is an interference target: a hit on the swinger target is scored as a miss. Move to right window and knock down all four shotgun targets.

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Stage 3 – The Two Dogs Saloon (Woody)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on window sill.

Shotgun – 4+ rounds, in hand.

Starting Position

Shooter starts in outhouse with the shotgun shouldered, ammo in hand but not touching the shotgun.

Gun Order

Shotgun, rifle, pistol.

Ready Line

“And don’t get into any trouble!”

At The Beep

Knock down all four shotgun targets. With rifle, through the window, engage rifle targets in a 1-2-4-2-1 sweep from either end (for example: R1, R2, R2, RP, RP, RP, RP, R3, R3, R4). With pistols, through the window, engage pistol targets in the same manner.

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Stage 4 – The Bank (Bodene)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on left or right window shelf.

Shotgun – 4+ rounds, staged on left window.

Starting Position

Shooter starts at right or left window, hands touching window frame (left and right).

Gun Order

Guns in any order; don't end with the rifle.

Ready Line

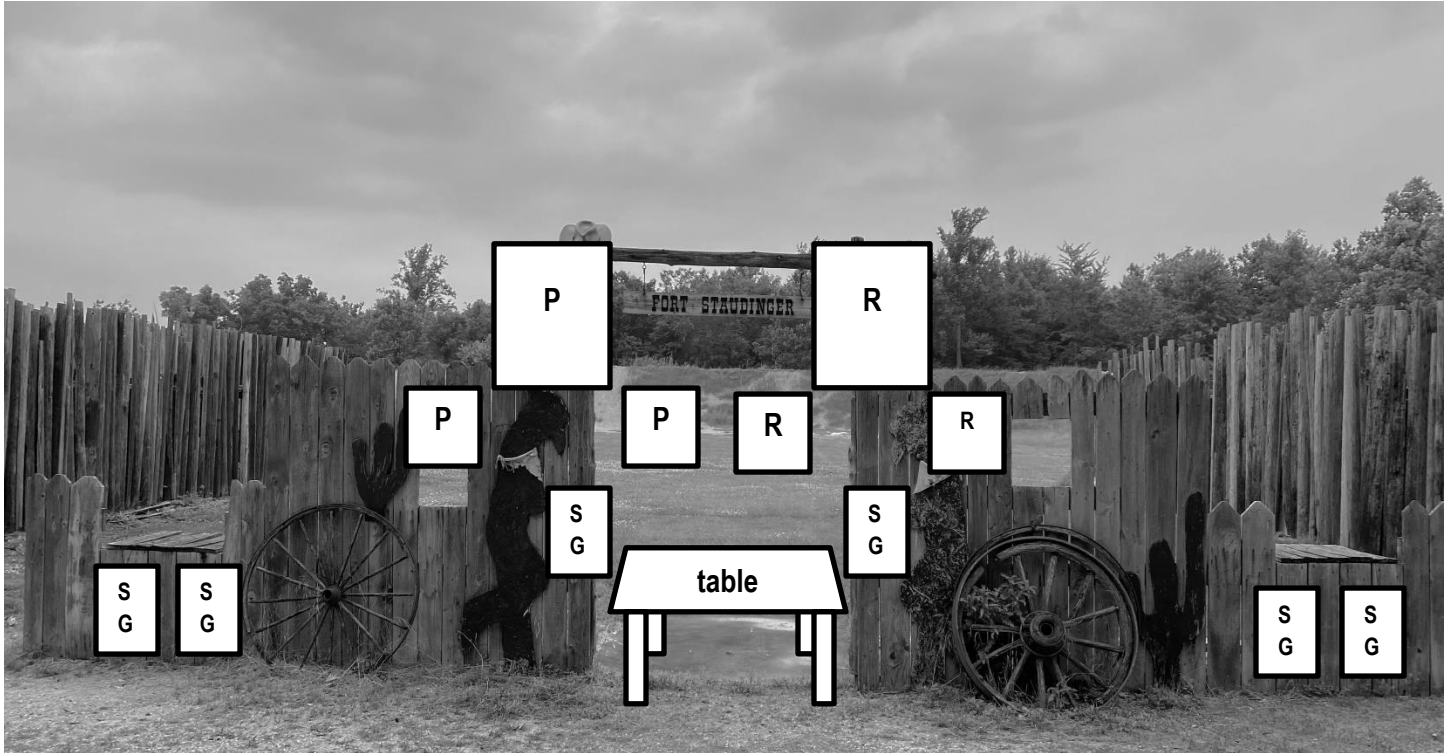
"Hold your horses!"

At The Beep

Through the right window engage the pistol targets in a double-tap Ohio Sweep, starting on either end (i.e.: R1, R1, R2, R2, R1, R1, R2, R2, R3, R3). Through either window engage rifle targets in the same manner. Through the left window knock down all four shotgun targets.

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Stage 5 – Fort Staudinger (Bodene)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on table.

Shotgun – 4+ rounds, staged on either shelf.

Starting Position

Shooter starts at either shelf with hands on shelf.

Gun Order

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

Ready Line

“There’s no braver man than a scared one when he’s cornered.”

At The Beep

Knock down two shotgun targets in front of you, then move to table and make shotgun safe for further use. With rifle and pistol (either one can be first), engage upper target first with 4 shots, then each lower target with 1 shot, then 4 shots on the upper target. Knock down the two shotgun targets in front of the table.

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Stage 6 – The Gaslight Theater (Woody)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on either doorway shelf.

Shotgun – 4+ rounds, staged on either window shelf.

Starting Position

Shooter starts at either window, hands by your side.

Gun Order

Shotgun, rifle, pistol.

Ready Line

"Take it easy, Johnny."

At The Beep

Knock down two shotgun targets from each window. From doorway, with rifle triple tap the center target, then single tap the other four targets, then triple tap the middle target again.

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Stage 7 – The Stoney Bottom Gazette (Bodene)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on left window shelf.

Shotgun – 4+ rounds, staged on right window shelf.

Starting Position

Shooter starts at left window with both hands on cowboy.

Gun Order

Rifle, pistol, shotgun.

Ready Line

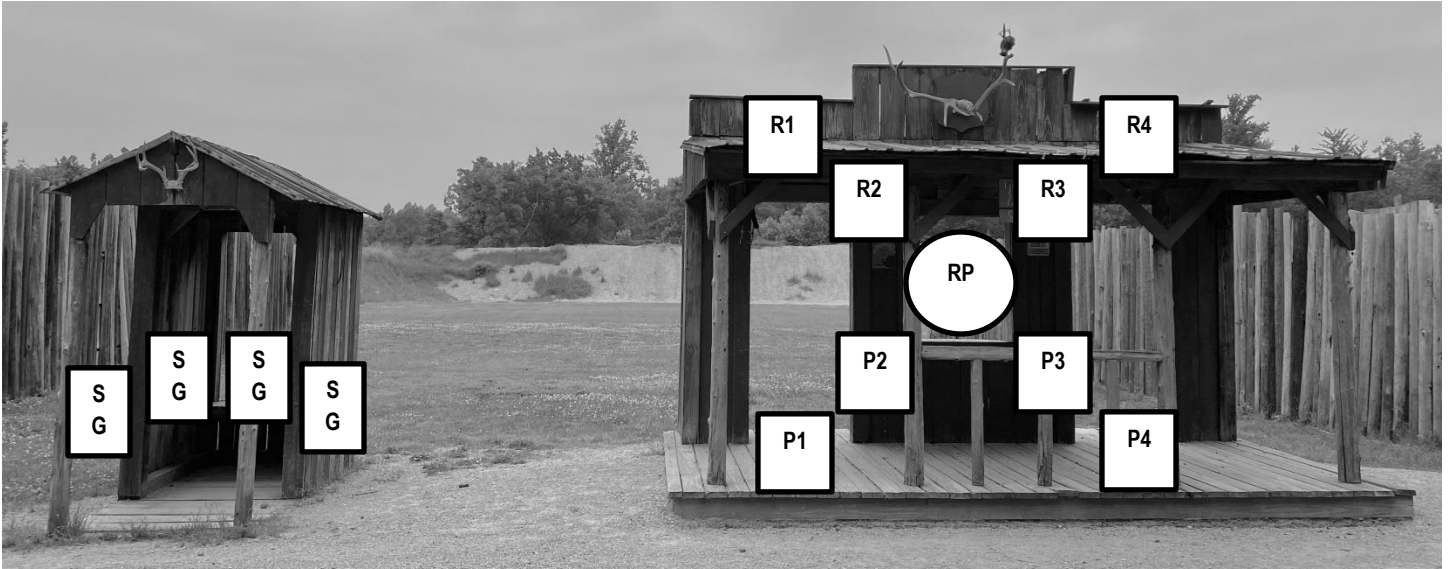
"Pick your spots, boys."

At The Beep

Start swinger by slamming down the cowboy, then engage the rifle targets in a 2-1-2 sweep starting from either end. Yes, you may. Move to doorway and engage pistol targets the same as the rifle. Move to the right window and knock down all four shotgun targets.

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Stage 8 – The Two Dogs Saloon (Woody)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged in center window.

Shotgun – 4+ rounds, staged in outhouse.

Starting Position

Shooter starts at window in Texas Surrender position.

Gun Order

Pistol, Rifle, Shotgun.

Ready Line

“Johnny, watch the door. California, cover the side.”

At The Beep

Engage pistol targets in two Nevada sweeps starting and ending on the RP target (for example: RP, P2, P1, P2, RP, RP, P3, P4, P3, RP). You may go in either direction first. Engage rifle targets in the same manner. From the outhouse, knock down all four shotgun targets.

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Stage 9 – The Bank (Woody)



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged vertically on the cactus.

Shotgun – 4+ rounds, staged on left shelf.

Starting Position

Shooter starts at cactus, hands on fully staged rifle.

Gun Order

Rifle, Shotgun, Pistol

Ready Line

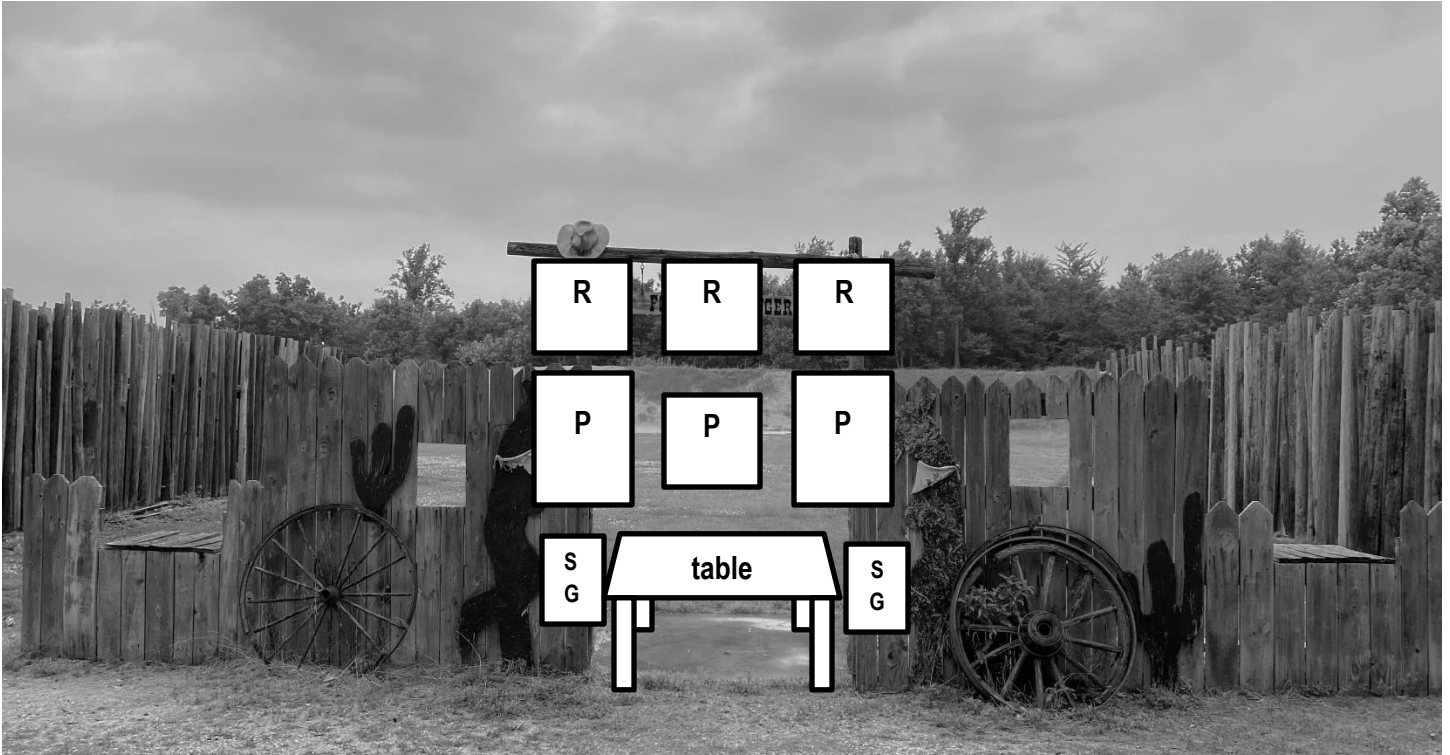
"Why, you could probably get lost on a pool table!"

At The Beep

Engage the rifle targets in a Kansas Sweep starting on either end (i.e., R1, R1, R2, R2, R3, R3, R2, R1, R2, R3). Make rifle safe on cactus. From the left window, knock down all four shotgun targets. From the right window, engage pistol targets in the same manner as the rifle.

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Stage 10 – Fort Staudinger (Bodene)



Ammunition and Staging:

Pistols – 5 rounds each, staged on table or in hand.

Rifle – 10 rounds, staged on table or in hand.

Shotgun – 2+ rounds, staged on table or in hand.

Starting Position

Shooter starts at table, hands on gun(s) of choice in hand.

Gun Order

Guns in any order, but do not end with the rifle.

Ready Line

"Take their guns, California."

At The Beep

If shotgun is first, shooter may have shells in hand but not touching gun. Knock down both shotgun targets. Rifle and pistol targets are engaged with at least three shots each, in any order. This is a round count.