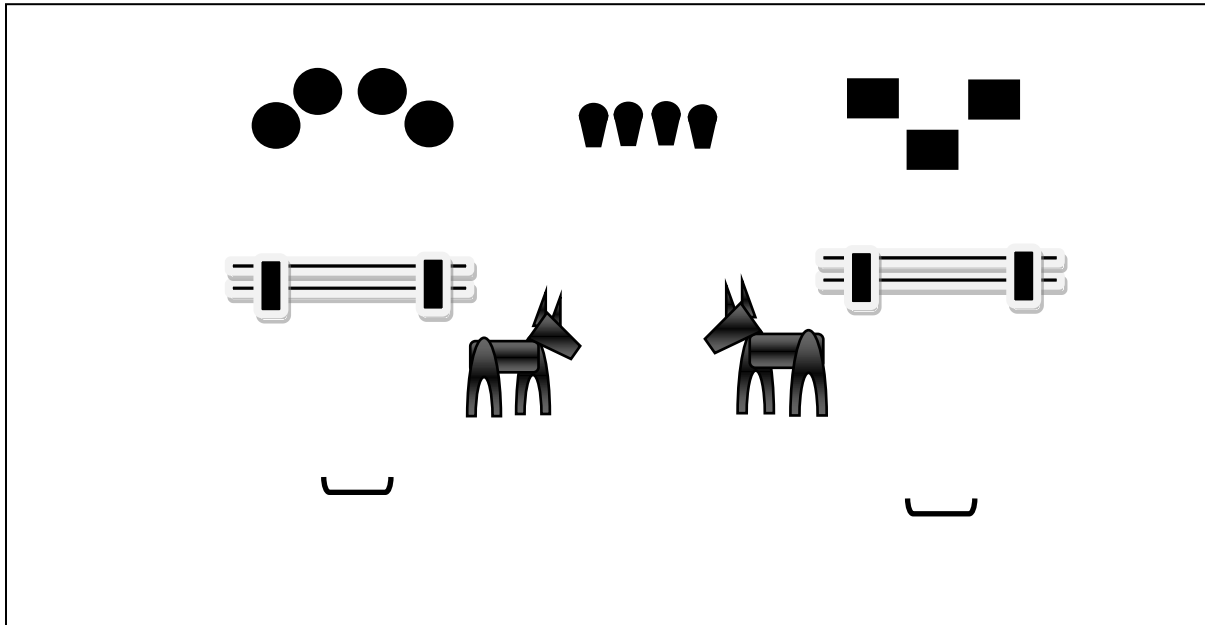


Pick Yur Poison

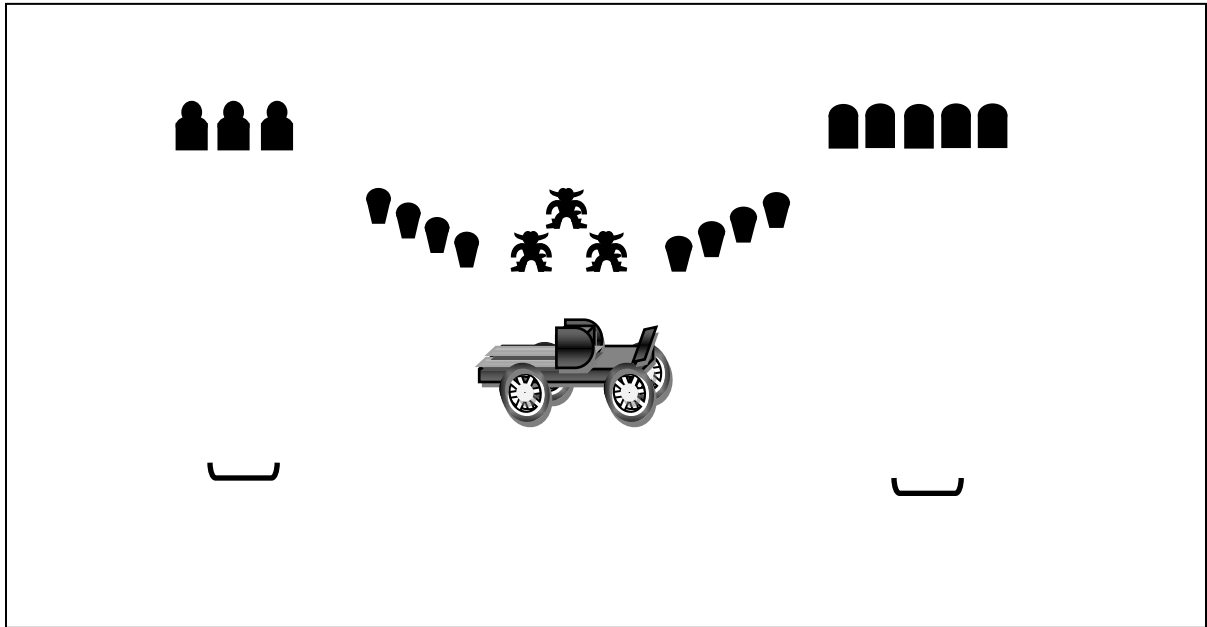


Story / Stage Description

Shooter needs: 10 Pistol, 10 Rifle, and As Needed Shotgun.

- 1) Shooter starts:** Standing in left Rifle box with rifle in hand. Shotgun staged on left horse. **Shooter says: "Ready".** **ATB:** Engage the circles with four on the outside and one on the center circles in any order. Move to shotgun, make rifle safe, and knockdown poppers in any order. Make shotgun safe and move to fence. With pistols, engage as rifle.
- 2) Shooter starts:** Standing in right Rifle box with rifle in hand. Shotgun staged on right horse. **Shooter says: "Ready".** **ATB:** Engage the squares with a 1,3,1 sweep in one direction, then a 1,3,1 sweep in the other (a double-tap will be involved). Move to shotgun, make rifle safe, and knockdown poppers in any order. Make shotgun safe and move to right fence. With pistols, engage as rifle.
- 3) Pick Yur Poison:** After shooting stage one and two, shooter chooses to reshoot the stage of choice, thus your "**Pick Yur Poison**".

Pick Yur Poison



Story / Stage Description

Shooter needs: 10 Pistol, 10 Rifle, and As Needed Shotgun.

4) Shooter starts: Standing in right Rifle box with rifle in hand. Shotgun staged on wagon. **Shooter says: "Ready"**. **ATB:** Rifle - Engage the tombstones with a double-tap sweep from either direction. Make the rifle safe. Pistols – Engage the cowboys with ten on three. Shotgun – Engage four poppers until down.

Shooter starts: Standing in left Rifle box with rifle in hand. Shotgun staged on wagon. **Shooter says: "Ready"**. **ATB:** Rifle - Engage the silhouettes with a double-tap Nevada sweep from either direction. Make the rifle safe. Pistols – Engage the cowboys with a double-tap Nevada sweep from either direction. Shotgun – Engage four poppers until down.

5) Pick Yur Poison After shooting stage four and five, shooter chooses to reshoot the stage of choice, thus your "**Pick Yur Poison**".

****(Note: If you shoot the tombstones with rifle, you must shoot pistols as described in stage # 4). ****