

# ELDORADO 2017

## STAGE 1 - DRUNK & LOUD

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON TABLE  
10 ROUNDS

SHOTGUN  
IN HANDS  
4+ ROUNDS

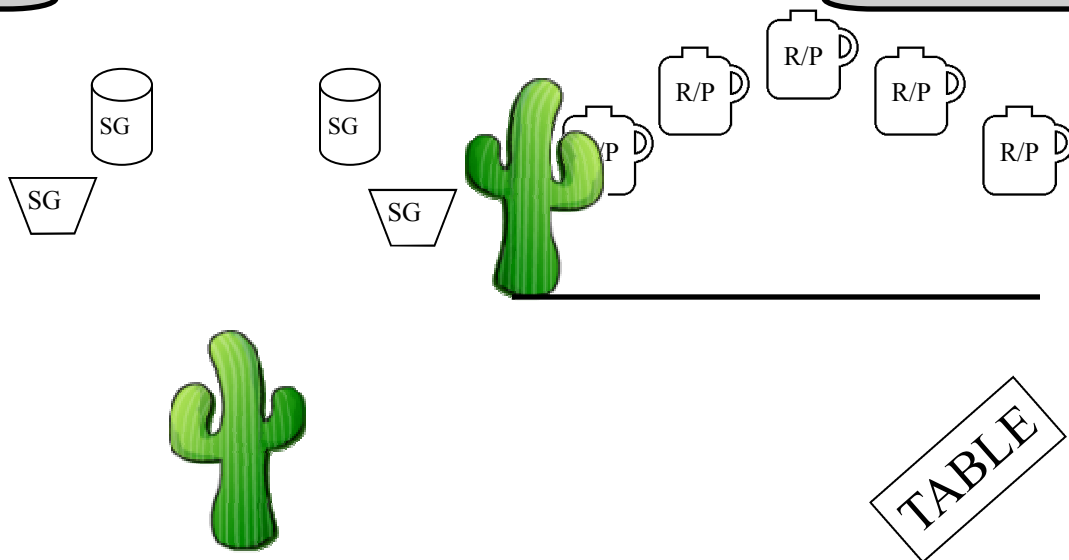
**FIREARMS SEQUENCE: SHOTGUN RIFLE PISTOLS**

**A Sheriff's work didn't always include defying death. Sometimes it was as simple as dealing with late night drunken cowboys getting a little too rowdy. A blast or two from the shotgun should settle them down.**

**TARGET SEQUENCE**

FROM  
EITHER END

Target 1 - 1X  
Target 2 - 2X  
Target 3 - 4X  
Target 4 - 2X  
Target 5 - 1X



SHOOTER BEGINS AT LEFT CACTUS - SHOTGUN IN HANDS  
WHEN READY - SHOOTER SAYS "Shut up and go to sleep"  
TIMER WILL SAY STAND BY - ATB:

ENGAGE LEFT KNOCKDOWN TARGET AND LEFT BELL 1 TIME EACH  
ANY ORDER

**THESE SHOTGUN ROUNDS MUST PASS BY LEFT SIDE OF CACTUS**  
**THEN** ENGAGE RIGHT KNOCKDOWN TARGET AND RIGHT BELL 1 TIME EACH  
ANY ORDER

**THESE SHOTGUN ROUNDS MUST PASS BY RIGHT SIDE OF CACTUS**  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

**WITH RIFLE**

ENGAGE R/P TARGETS FROM EITHER END IN A 1-2-4-2-1 SWEEP  
MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

**WITH PISTOLS**

ENGAGE R/P TARGETS FROM EITHER END IN A 1-2-4-2-1 SWEEP  
**SHOOTER MAY ADVANCE DOWNRANGE - BUT NO FURTHER THAN DOWNRANGE CACTUS**  
**SHOOTER IS NOT REQUIRED TO MOVE FOR PISTOLS**  
HOLSTER AS NEEDED.

# ELDORADO 2017

## STAGE 2 - CORRUPT LAWYERS

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
STAGED SAFELY (RACK OR FENCE)  
10 ROUNDS

SHOTGUN  
STAGED SAFELY (RACK, FENCE OR TABLE)  
4+ ROUNDS

FIREARMS SEQUENCE:      PISTOLS                  RIFLE                  SHOTGUN

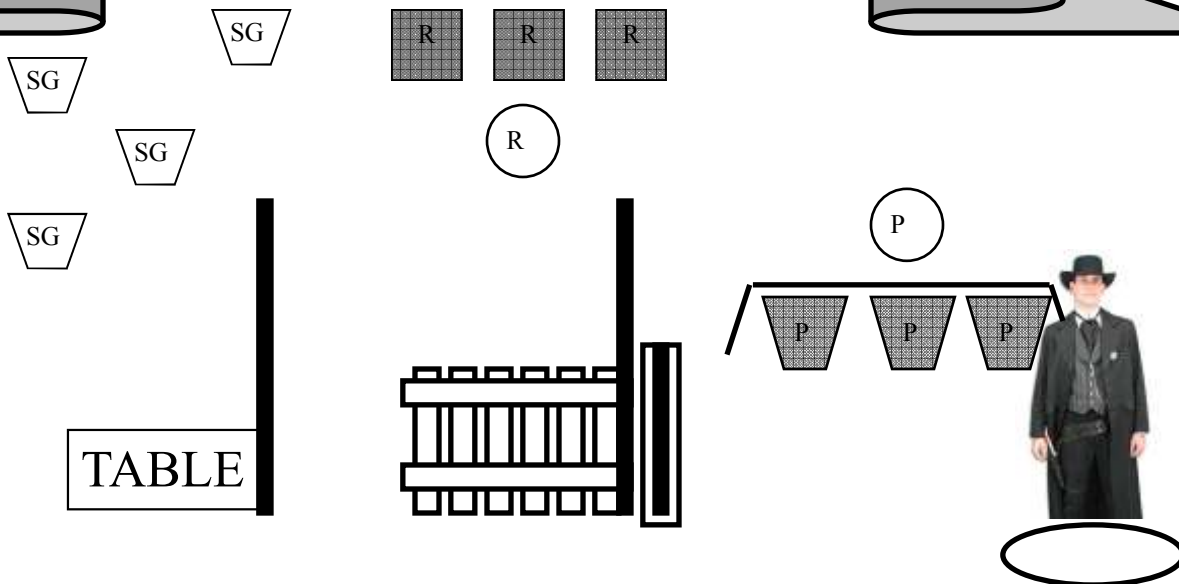
**Crooked lawmen have lied, stolen and killed to line their pockets at the expense of the very people they were sworn to protect. You've come to take away their badges. But remember, they will still have their guns.**

### TARGET SEQUENCE

WHITE TARGET  
5 TIMES

**THEN SWEEP**

BLACK  
TARGETS  
1-3-1  
FROM EITHER  
END



SHOOTER BEGINS FEET IN CIRCLE - DIRECTLY FACING THE SHERIFF  
TOUCHING SHERIFFS BADGE WITH EITHER HAND - OTHER HAND TOUCHING PISTOL  
WHEN READY - SHOOTER SAYS "I'm taking your badge."

TIMER WILL SAY STAND BY - ATB:  
PULL THE BADGE FROM THE SHERIFFS CHEST AND LET IT FALL.

### USING PISTOLS

ENGAGE PISTOL TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
**PISTOL ROUNDS MUST PASS BY LEFT SIDE OF SHERIFFS BODY**  
HOLSTER AS NEEDED

### WITH RIFLE

ENGAGE RIFLE TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
**RIFLE ROUNDS MUST PASS LEFT SIDE OF FENCE UPRIGHT MARKER**  
MAKE RIFLE SAFE (RACK, FENCE OR TABLE)

### WITH SHOTGUN

ENGAGE KNOCKDOWN TARGETS - ANY ORDER.  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE.  
**SHOTGUN ROUNDS MUST PASS LEFT SIDE OF TABLE UPRIGHT MARKER**

# ELDORADO 2017

## STAGE 3 - DESERT DANGER

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON TABLE  
10 ROUNDS

SHOTGUN  
ON TABLE  
6+ ROUNDS

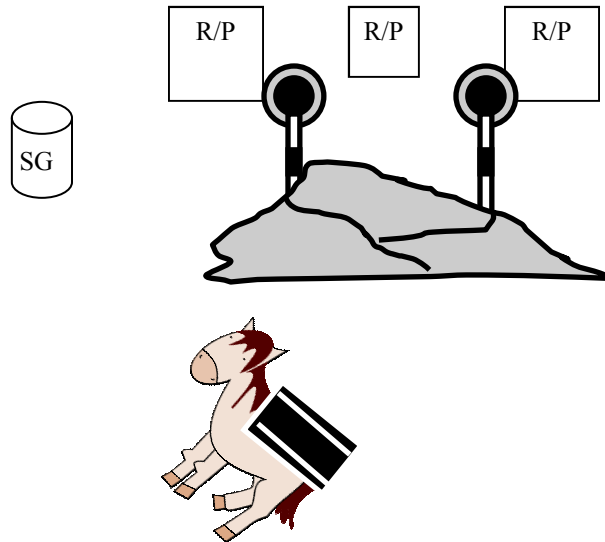
FIREARMS SEQUENCE: SHOTGUN RIFLE PISTOLS

**In the desert; lots of things will kill you. The Eldorado Orange snake is poisonous, highly aggressive and nearly indestructible. The only way to kill one is a head shot and then cut its body in two.**

DOUBLE TAP  
NEVADA SWEEP

FROM EITHER END

Target 1 - 2X  
Target 2 - 2X  
Target 3 - 2X  
Target 2 - 2X  
Target 1 - 2X



SHOOTER BEGINS AT HORSE - HORSES REINS IN HANDS  
WHEN READY - SHOOTER SAYS "Shoot for the head"  
TIMER WILL SAY STAND BY - ATB:

### WITH SHOTGUN

ENGAGE BELL 1 TIME

**THEN** ENGAGE THE SNAKE HEADS (BOTH CLAYS) UNTIL BROKEN

**THEN** ENGAGE THE SNAKE BODIES (PVC PIPES) AT STRIPE UNTIL PIPES ARE CUT IN HALF

**THEN** ENGAGE BELL 1 TIME.

MAKE SHOTGUN SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

### WITH RIFLE

ENGAGE R/P PLATES IN A DOUBLE TAP NEVADA SWEEP - FROM EITHER END  
MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

### WITH PISTOLS

ENGAGE R/P PLATES IN A DOUBLE TAP NEVADA SWEEP - FROM EITHER END  
**SHOOTER MAY ADVANCE DOWNRANGE - BUT NO FURTHER THAN SNAKE NEST**  
**SHOOTER IS NOT REQUIRED TO MOVE FOR PISTOLS**  
HOLSTER AS NEEDED

# ELDORADO 2017

## STAGE 4 - CRYING WOLF

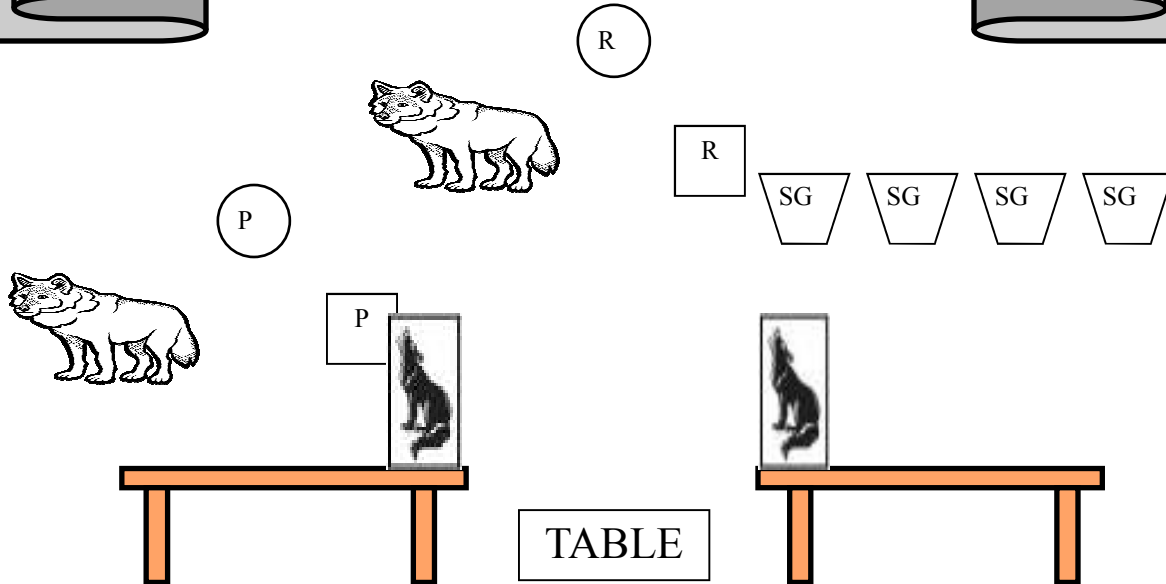
2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON TABLE  
10 ROUNDS

SHOTGUN  
IN HANDS or ON TABLE  
4+ ROUNDS

**FIREARMS SEQUENCE: PISTOLS RIFLE SHOTGUN or SHOTGUN RIFLE PISTOLS**

**Coyotes or wolves getting into the corral can put a livery stable out of business overnight. Since you are the best in town with a gun. You get to put down these predators**



SHOOTER BEGINS AT EITHER LIVERY RAIL - SHOOTERS CHOICE -  
WITH SHOTGUN IN HANDS OR WITH HAND(S) TOUCHING PISTOL(S)  
WHEN READY - SHOOTER SAYS "Flea bitten mutts"  
TIMER WILL SAY STAND BY - ATB:

### IF PISTOLS FIRST

ENGAGE PISTOL TARGETS AS FOLLOWS:  
WOLF 4 TIMES - **THEN** ROUND TARGET 1 TIME  
**THEN** SQUARE TARGET 1 TIME  
**THEN** WOLF 4 TIMES

**PISTOL ROUNDS MUST PASS LT SIDE OF LT COYOTE**  
HOLSTER AS NEEDED

#### WITH RIFLE

ENGAGE RIFLE TARGETS IN SAME INSTRUCTION AS  
PISTOLS  
MAKE RIFLE SAFE ON TABLE.

#### WITH SHOTGUN

ENGAGE KNOCKDOWN TARGETS - ANY ORDER.  
**SG ROUNDS MUST PASS RT SIDE OF RT COYOTE**  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE

### IF SHOTGUN FIRST

ENGAGE KNOCKDOWN TARGETS - ANY ORDER.  
**SG ROUNDS MUST PASS RT SIDE OF RT COYOTE**  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE

#### WITH RIFLE

ENGAGE RIFLE TARGETS AS FOLLOWS:  
WOLF 4 TIMES - **THEN** ROUND TARGET 1 TIME  
**THEN** SQUARE TARGET 1 TIME  
**THEN** WOLF 4 TIMES  
MAKE RIFLE SAFE ON TABLE.

#### WITH PISTOLS

ENGAGE PISTOL TARGETS IN SAME INSTRUCTION AS  
RIFLE  
**PISTOL ROUNDS MUST PASS LT SIDE OF LT COYOTE**  
HOLSTER AS NEEDED

# ELDORADO 2017

## STAGE 5 - ESCAPED OUTLAW

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON ANGLED TABLE  
10 ROUNDS

SHOTGUN  
VERTICALLY IN GUN RACK  
4+ ROUNDS

AFTER FIRING LINE PERMISSION BY TO - SxS SHOTGUNS MAY BE STAGED ACTION CLOSED IN GUN RACK

**FIREARMS SEQUENCE:      SHOTGUN      RIFLE      PISTOLS**

**The entire gang showed up to bust their leader out of the Eldorado jail. Use your trusty scattergun thru the bars of the jail to deal with the close work. Then you can take care of the rest of the gang as they run away.**

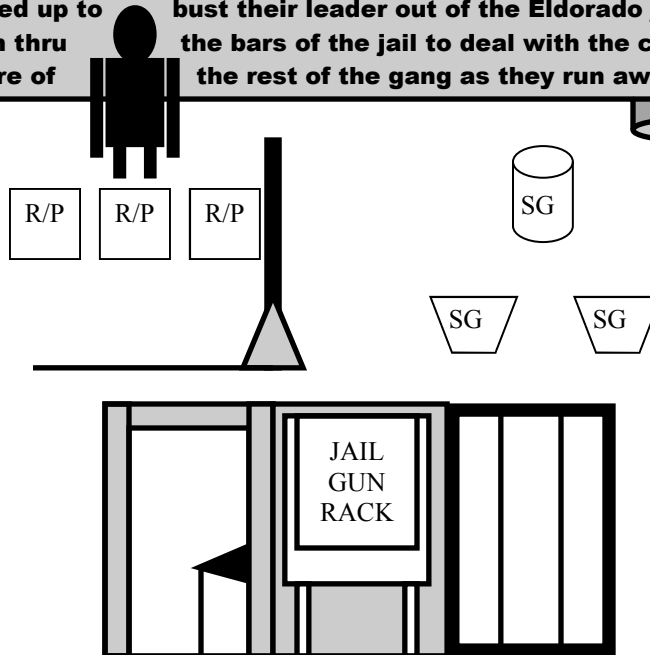
**TARGET SEQUENCE**

DOUBLE TAP THE SILHOUETTE PLATE

**THEN**  
SINGLE TAP SWEEP THE SQUARE PLATES FROM EITHER DIRECTION

**THEN AGAIN**  
SINGLE TAP SWEEP THE SQUARE PLATES FROM THE SAME DIRECTION

**THEN**  
DOUBLE TAP THE SILHOUETTE PLATE



SHOOTER BEGINS AT JAIL WALL (BARS) - HANDS TOUCHING BARS  
WHEN READY - SHOOTER SAYS "You ain't getting away"  
TIMER WILL SAY STAND BY - ATB:

**WITH SHOTGUN**

ENGAGE BELL 2 TIMES  
THEN KNOCKDOWN TARGETS - ANY ORDER  
**SHOTGUN BARREL OR ROUNDS MUST PASS BETWEEN JAIL CELL BARS**  
MAKE SHOTGUN SAFE (EITHER IN JAIL GUN RACK OR ON ANGLED TABLE)  
IF ON ANGLED TABLE - MUZZLE TOWARD BERM  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT**

**WITH RIFLE**

ENGAGE SILHOUETTE AND PLATES AS DESCRIBED ABOVE  
MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

**WITH PISTOLS**

ENGAGE SILHOUETTE AND PLATES AS DESCRIBED ABOVE  
**SHOOTER MAY ADVANCE DOWNRANGE - BUT NO FURTHER THAN MARKER**  
**SHOOTER IS NOT REQUIRED TO MOVE FOR PISTOLS**  
HOLSTER AS NEEDED

# ELDORADO 2017

## STAGE 6 - AMBUSH AWAITS

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
IN HANDS  
10 ROUNDS

SHOTGUN  
ON LEFT WINDOW SHELF  
6+ ROUNDS

FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS

**To clear a hideout of bad guys and do it all alone takes nerves of steel, guts of iron and ammo of lead.  
Lucky for us, you have a nearly unlimited supply of all of these things.**

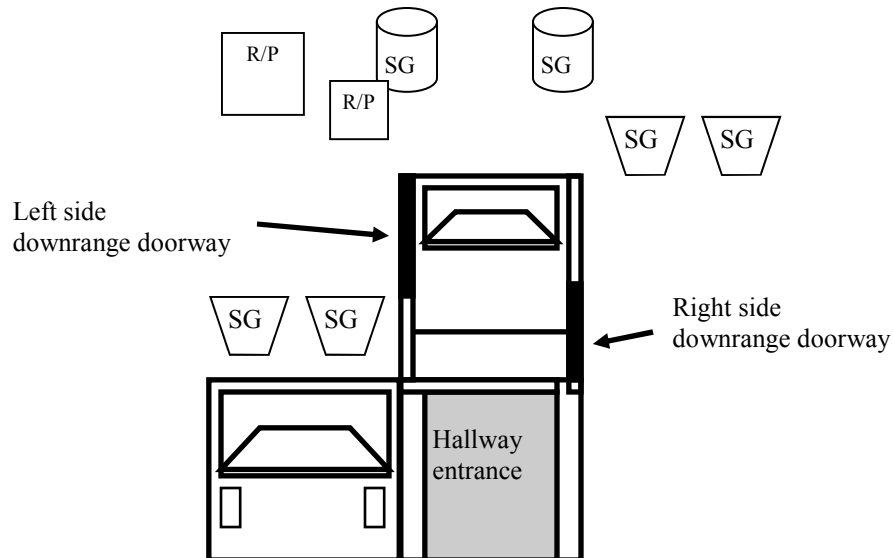
TWO TARGET  
PROGRESSIVE  
SWEEP

FIRST TARGET - 1X

OTHER TARGET - 2X

FIRST TARGET - 3X

OTHER TARGET - 4X



SHOOTER BEGINS AT LEFT WINDOW - RIFLE IN HANDS  
WHEN READY - SHOOTER SAYS "I'm coming in"  
TIMER WILL SAY STAND BY - ATB:

ENGAGE RIFLE/PISTOL TARGETS IN A TWO TARGET PROGRESSIVE SWEEP  
BEGINNING ON EITHER TARGET.  
**MAKE RIFLE SAFE VERTICALLY**

**WITH SHOTGUN**

ENGAGE KNOCKDOWN TARGETS THRU LEFT SIDE WINDOW - ANY ORDER  
WITH SHOTGUN - **MOVE INTO HALLWAY**

**THEN** ENGAGE RIGHT SIDE KNOCKDOWN TARGETS - ANY ORDER  
**SHOOTER MAY SHOOT THRU THE RIGHT SIDE DOORWAY**  
**OR STEP THRU DOORWAY AS NEEDED**

**THEN** ENGAGE BELLS THRU DOWNRANGE WINDOW - 1 TIME EACH - ANY ORDER  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE ON DOWNRANGE WINDOW SHELF.

USING PISTOLS AS NEEDED

ENGAGE RIFLE/PISTOL TARGETS THROUGH THE LEFT DOOR IN SAME INSTRUCTION AS RIFLE  
**SHOOTER MAY SHOOT THRU THE LEFT SIDE DOORWAY OR STEP THRU DOORWAY AS NEEDED**  
HOLSTER AS NEEDED.

# ELDORADO 2017

## STAGE 7 - THE IRON HORSE

**2 PISTOLS  
HOLSTERED  
10 ROUNDS**

**RIFLE  
ON TABLE  
10 ROUNDS**

**SHOTGUN  
ON TABLE  
4+ ROUNDS**

**FIREARMS SEQUENCE:    PISTOLS            RIFLE            SHOTGUN**

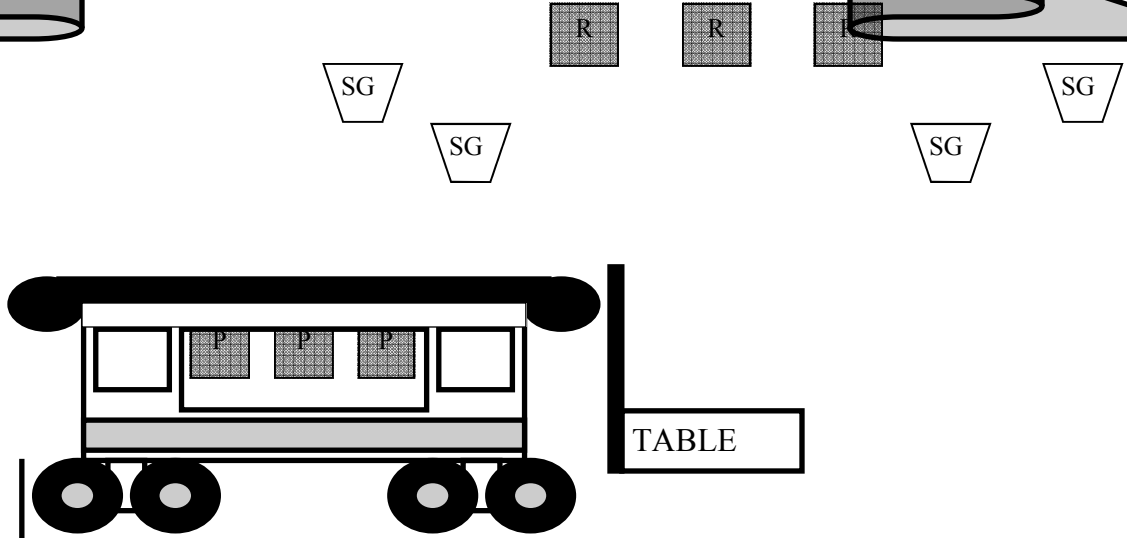
**The railway has come to Eldorado. But with the train coming to town; along comes all sorts of shady characters. Outlaws, bandits, thieves, con men and lawyers. Use your guns to keep us safe from lawyers.**

**SINGLE TAP  
NEVADA SWEEP**

**FROM EITHER  
END**

Target 1 - 1X  
Target 2 - 1X  
Target 3 - 1X  
Target 2 - 1X  
Target 1 - 1X

**REPEAT FROM  
EITHER END**



SHOOTER BEGINS AT LEFT SIDE OF LINE - LEFT END OF TRAIN - FACING DOWNRANGE  
WHEN READY - SHOOTER SAYS "You're not welcome here"  
TIMER WILL SAY STAND BY - ATB:

MOVE TO LARGE WINDOW  
**WITH PISTOL(S) - 1ST FIVE ROUNDS**  
ENGAGE PISTOL TARGETS IN A SINGLE TAP NEVADA SWEEP  
**BEGINNING ON EITHER END**

**THEN WITH 2ND FIVE ROUNDS**  
AGAIN - ENGAGE PISTOL TARGETS IN A SINGLE TAP NEVADA SWEEP  
**BEGINNING ON EITHER END**  
**ROUNDS ON PISTOL TARGETS MUST PASS THRU THE LARGE WINDOW**

MOVE TO TABLE  
**WITH RIFLE - 1ST FIVE ROUNDS**  
ENGAGE RIFLE TARGETS IN A SINGLE TAP NEVADA SWEEP  
**BEGINNING ON EITHER END**

**WITH RIFLE - 2ND FIVE ROUNDS**  
AGAIN - ENGAGE RIFLE TARGETS IN A SINGLE TAP NEVADA SWEEP  
**BEGINNING ON EITHER END**  
**RIFLE ROUNDS MUST PASS BY RIGHT SIDE OF MARKER**  
MAKE RIFLE SAFE ON TABLE

**WITH SHOTGUN**  
ENGAGE KNOCKDOWN TARGETS - ANY ORDER  
**SHOTGUN ROUNDS MUST PASS BY RIGHT SIDE OF MARKER**  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE.

# ELDORADO 2017

## STAGE 8 - BOOT HILL

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
IN HANDS  
10 ROUNDS

SHOTGUN  
STAGED ON TABLE  
6+ ROUNDS

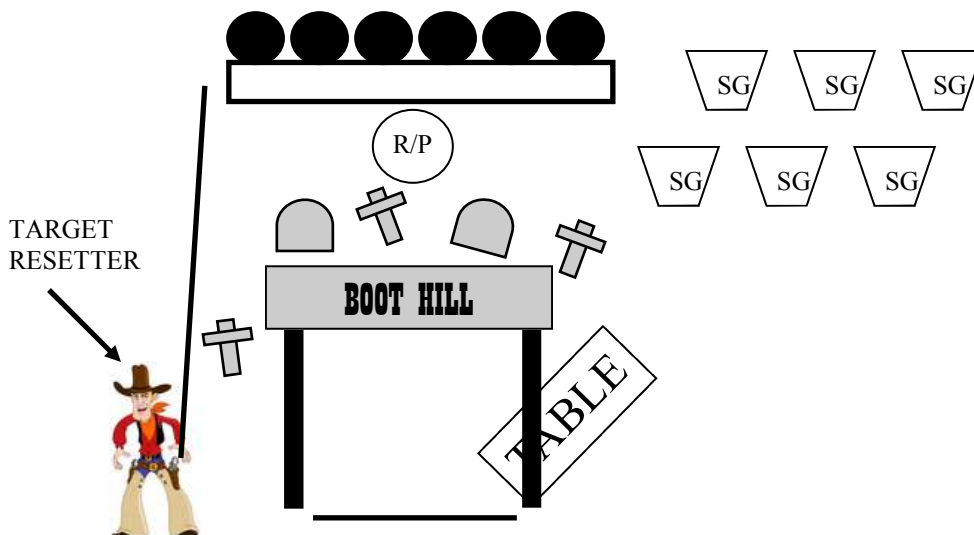
FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS

**In Eldorado, you must be prepared for a gun battle at any time.  
Sometimes they happen among the grave markers of the Boot Hill cemetery.  
Dying here means you won't have to travel very far for your new home.**

### KNOCKDOWN RACK PROCESS

SPOTTERS WILL COUNT ALL KNOCKDOWN RACK PLATES LEFT STANDING BY RIFLE AND ANY MISSES ON PLATE.

WHILE THE SHOOTER IS ENGAGING THE SHOTGUN TARGETS... A DESIGNATED RACK RESETTER WILL PULL KNOCKDOWN TARGETS BACK UP FOR SHOOTER TO ENGAGE WITH PISTOLS.



SHOOTER BEGINS OUTSIDE BOOT HILL GATE - BEHIND LINE - RIFLE IN HANDS  
WHEN READY - SHOOTER SAYS "You die here - you stay here"  
TIMER WILL SAY STAND BY - ATB:

REMAINING BEHIND LINE UNTIL RIFLE IS EMPTY.  
ENGAGE KNOCKDOWN RACK PLATES UNTIL DOWN - ANY ORDER  
WITH ALL REMAINING ROUNDS (IF ANY) - ENGAGE ROUND DUMP PLATE  
MOVE THRU GATE - MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

WITH SHOTGUN  
ENGAGE KNOCKDOWN TARGETS - ANY ORDER  
***KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.***  
MAKE SHOTGUN SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

USING PISTOLS AS NEEDED  
ENGAGE KNOCKDOWN RACK PLATES UNTIL DOWN - ANY ORDER  
WITH ALL REMAINING ROUNDS (IF ANY) - ENGAGE ROUND DUMP PLATE  
***SHOOTER MAY ADVANCE DOWN RANGE - BUT NO FURTHER THAN TOMBSTONES***  
***SHOOTER IS NOT REQUIRED TO MOVE FOR PISTOLS***  
HOLSTER AS NEEDED.

***RIFLE/ PISTOL MISSES ARE NOT COUNTED ON KNOCKDOWN RACK  
MISSES ARE COUNTED FOR MISSES ON ROUND PLATE  
AND FOR EACH KNOCKDOWN LEFT STANDING (RIFLE AND PISTOL)***



# ELDORADO 2017

## STAGE 9 - CALL OF NATURE

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
STAGED ON ANGLED TABLE  
10 ROUNDS

SHOTGUN  
STAGED SAFELY ON CHAIR  
4+ ROUNDS

**FIREARMS SEQUENCE:    SHOTGUN                    RIFLE                    PISTOLS**

**You are staking out the outlaws hideout. While you're watching; one of the guards leaves his post to visit the outhouse. Foolishly, he leaves his shotgun behind. Use his own shotgun and catch him with his pants down.**

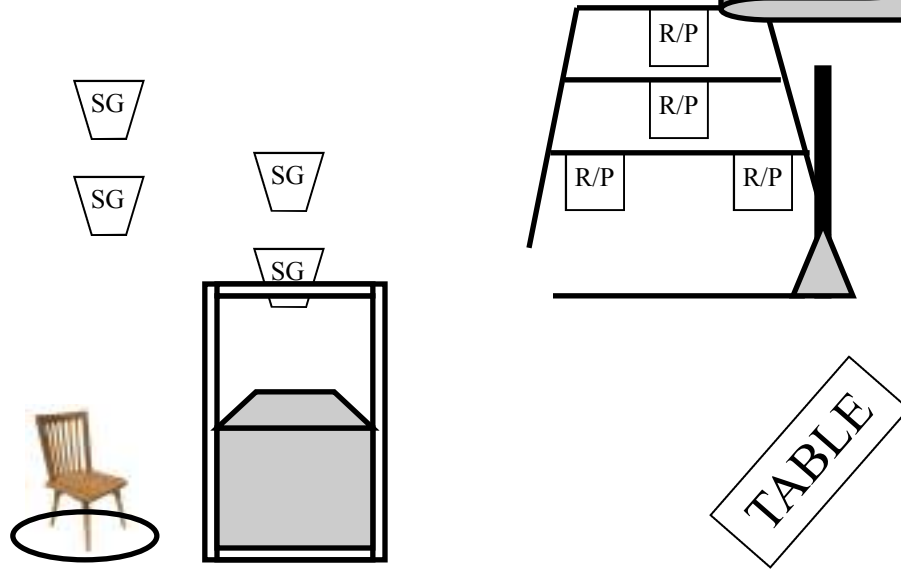
### TARGET SEQUENCE

SINGLE TAP THE  
BOTTOM ROW PLATES  
**ANY ORDER**

**THEN**  
MIDDLE ROW PLATE 3X

**THEN**  
TOP ROW PLATE 2X

**THEN**  
MIDDLE ROW PLATE 3X



SHOOTER BEGINS STANDING AT CHAIR - THUMBS TUCKED INTO BELT OF CHOICE  
CHAIR MAY BE POSITIONED AT ANY ANGLE SHOOTER DESIRES  
CHAIR LEGS MUST REMAIN IN CIRCLE  
WHEN READY - SHOOTER SAYS "Isn't this convenient"  
TIMER WILL SAY STAND BY - ATB:

### **WITH SHOTGUN**

ENGAGE CHAIR ALIGNED KNOCKDOWNS - ANY ORDER  
**THEN MOVE TO OUTHOUSE - PUSH DOWN OUTHOUSE DOOR**  
ENGAGE OUTHOUSE ALIGNED KNOCKDOWNS - ANY ORDER  
***KNOCKDOWN TARGETS MUST GO DOWN TO COUNT***  
MAKE SHOTGUN SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

### **WITH RIFLE**

ENGAGE PLATES AS DESCRIBED ABOVE  
MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

### **WITH PISTOLS**

USING PISTOLS AS NEEDED  
ENGAGE PLATES AS DESCRIBED ABOVE  
**SHOOTER MAY ADVANCE DOWNRANGE - BUT NO FURTHER THAN MARKER**  
**SHOOTER IS NOT REQUIRED TO MOVE FOR PISTOLS**  
HOLSTER AS NEEDED

# ELDORADO 2017

## STAGE 10 - EXTRA MONEY

2 PISTOLS  
HOLSTERED  
10 ROUNDS

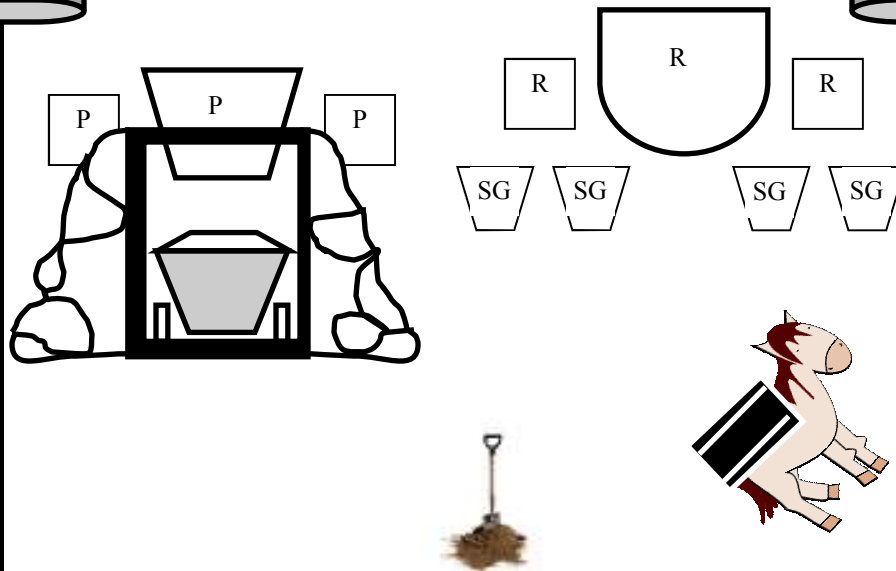
RIFLE  
ON TABLE  
10 ROUNDS

SHOTGUN  
ON TABLE  
4+ ROUNDS

**FIREARMS SEQUENCE: RIFLE SHOTGUN PISTOLS or SHOTGUN RIFLE PISTOLS**

**Providing law and order just doesn't pay enough to cover the bills.  
You will need another job or business venture just to make ends meet.  
You've found a nice little mining operation - it's a shame the bad guys found it too.**

TARGET SEQUENCE  
MIDDLE TARGET 2X  
  
THEN EITHER  
OUTSIDE TARGET 1X  
  
THEN OTHER  
OUTSIDE TARGET 1X  
  
MIDDLE TARGET 2X  
  
THEN EITHER  
OUTSIDE TARGET 1X  
  
THEN OTHER  
OUTSIDE TARGET 1X  
  
MIDDLE TARGET 2X



SHOOTER BEGINS **BEHIND** SHOVEL - FACING DOWNRANGE  
HANDS TOUCHING SHOVEL  
WHEN READY - SHOOTER SAYS "I'm just trying to make a living"  
TIMER WILL SAY STAND BY - ATB:

SHOOTERS CHOICE OF LONG GUN TO USE FIRST

**WITH RIFLE**

ENGAGE RIFLE TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
MAKE RIFLE SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

**WITH SHOTGUN**

ENGAGE KNOCKDOWNS - ANY ORDER  
***KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.***  
MAKE SHOTGUN SAFE ON ANGLED TABLE - MUZZLE TOWARD BERM

**THEN** MOVE DOWNRANGE TO ORE CART

**WITH PISTOLS**

ENGAGE PISTOL TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
**PISTOL ROUNDS ON PISTOL TARGETS MUST PASS THRU MINE OPENING**  
HOLSTER AS NEEDED.

# ELDORADO 2017

## STAGE 11 - SALOON

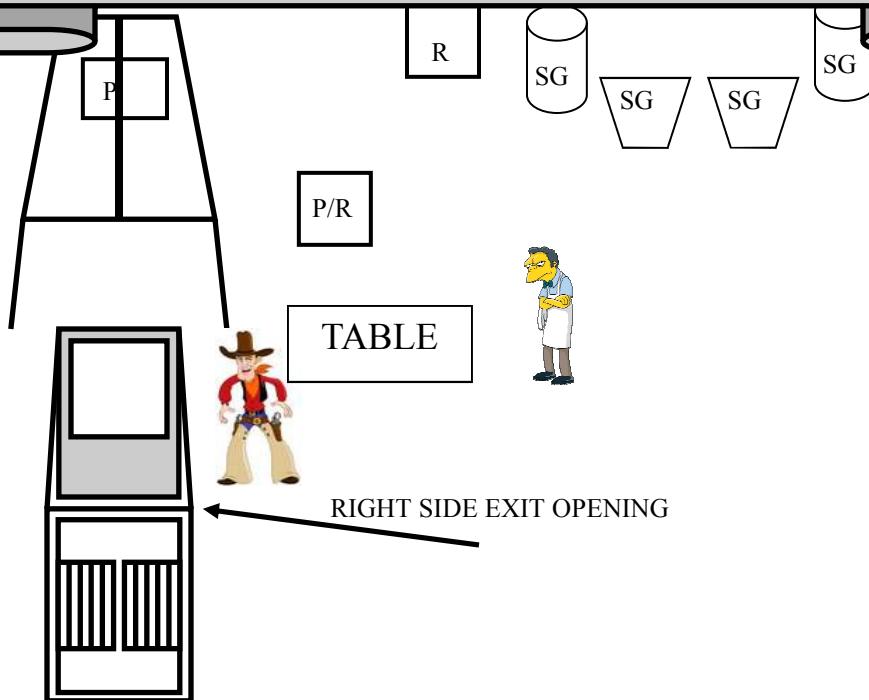
2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON TABLE  
10 ROUNDS

SHOTGUN  
ON TABLE  
4+ ROUNDS

FIREARMS SEQUENCE: PISTOLS RIFLE SHOTGUN

**Saturday night and the saloon is jumping. Through those swinging doors could be either a cool drink or an angry cowboy out for your blood. But since this is Eldorado, you know what is most likely.**



SHOOTER BEGINS AT SWINGING DOORS - HANDS ON CLOSED DOORS.  
WHEN READY - SHOOTER SAYS "I really need a drink"  
TIMER WILL SAY STAND BY - ATB:

**OPEN SWINGING DOORS BY PULLING DOORS TOWARDS YOU - THEN MOVE AS DESIRED**

**WITH PISTOLS - 1ST FIVE ROUNDS**

ENGAGE MOVING PISTOL TARGET 5 TIMES

**PISTOL ROUNDS ON MOVING TARGET MUST PASS THRU WINDOW OPENING**

**THEN** EXIT THRU RIGHT SIDE EXIT OPENING

**WITH PISTOLS - 2ND FIVE ROUNDS**

ENGAGE PISTOL /RIFLE PLATE 5 TIMES.

HOLSTER AS NEEDED.

**PISTOL ROUNDS ON P/R PLATE MUST PASS RIGHT SIDE OF COWBOY**

**WITH RIFLE**

ENGAGE PISTOL/ RIFLE PLATE AND RIFLE PLATE 5 TIMES EACH - ANY ORDER  
MAKE RIFLE SAFE ON TABLE

**WITH SHOTGUN**

ENGAGE SHOTGUN TARGETS (KNOCKDOWNS AND BELLS) 1 TIME EACH - ANY ORDER  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**

MAKE SHOTGUN SAFE

**SHOTGUN ROUNDS MUST PASS BY RIGHT SIDE OF BARTENDER**

# ELDORADO 2017

## STAGE 12 - CHURCH BELLS

2 PISTOLS  
HOLSTERED  
10 ROUNDS

RIFLE  
ON CENTER WINDOW SHELF  
10 ROUNDS

SHOTGUN  
ON RIGHT WINDOW SHELF  
6+ ROUNDS

**FIREARMS SEQUENCE: SHOTGUN RIFLE PISTOLS**

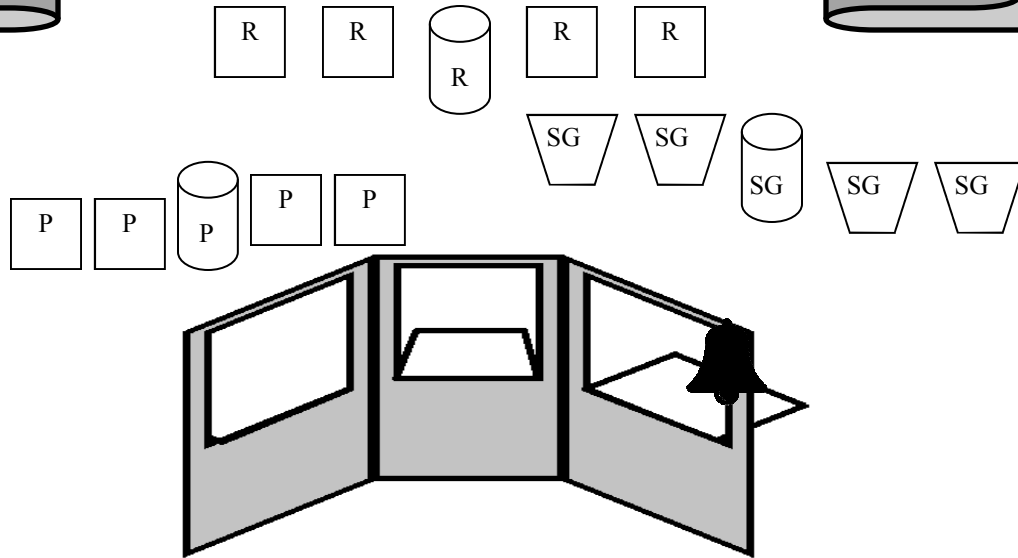
**When the town is under attack; you ring the church bells.  
Sure hope that the townsfolk think to grab their rifles; not their bibles.  
Though if they do bring their bibles; a few prayers won't hurt anything.**

**TARGET SEQUENCE**

DOUBLE TAP  
EITHER OUTSIDE  
OTHER OUTSIDE

**THEN** DOUBLE TAP  
EITHER INSIDE  
OTHER INSIDE

**THEN** DOUBLE TAP  
BELL



SHOOTER BEGINS AT RIGHT WINDOW  
BOTH HANDS TOUCHING BELL ROPE  
WHEN READY - SHOOTER RINGS BELL  
TIMER WILL SAY STAND BY - ATB:

RELEASE BELL ROPE  
**WITH SHOTGUN**

ENGAGE KNOCKDOWN TARGETS  
OUTSIDE - OUTSIDE - INSIDE - INSIDE

**THEN** DOUBLE TAP BELL

**SHOTGUN ROUNDS MUST PASS THRU RIGHT WINDOW**  
**KNOCKDOWN TARGETS MUST GO DOWN TO COUNT.**  
MAKE SHOTGUN SAFE ON EITHER WINDOW SHELF

**WITH RIFLE**

ENGAGE RIFLE TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
**ALL RIFLE ROUNDS MUST PASS THRU CENTER WINDOW**  
MAKE RIFLE SAFE ON WINDOW SHELF

**WITH PISTOLS**

ENGAGE PISTOL TARGETS IN SEQUENCE AS DESCRIBED ABOVE  
**ALL PISTOL ROUNDS MUST PASS THRU LEFT SIDE WINDOW**  
HOLSTER AS NEEDED.