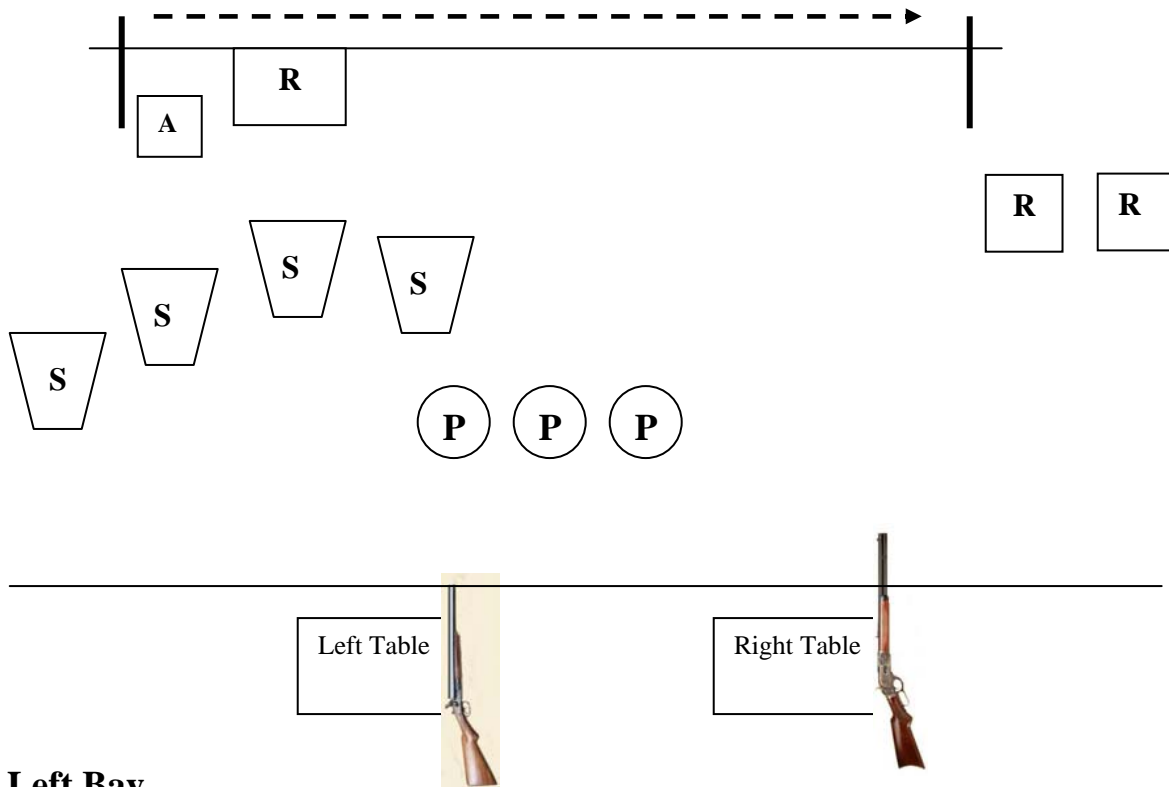


***BIG BEND BUSHWHACKERS - LEGENDARY LINES 6.13.10***



**Left Bay**  
Stage One

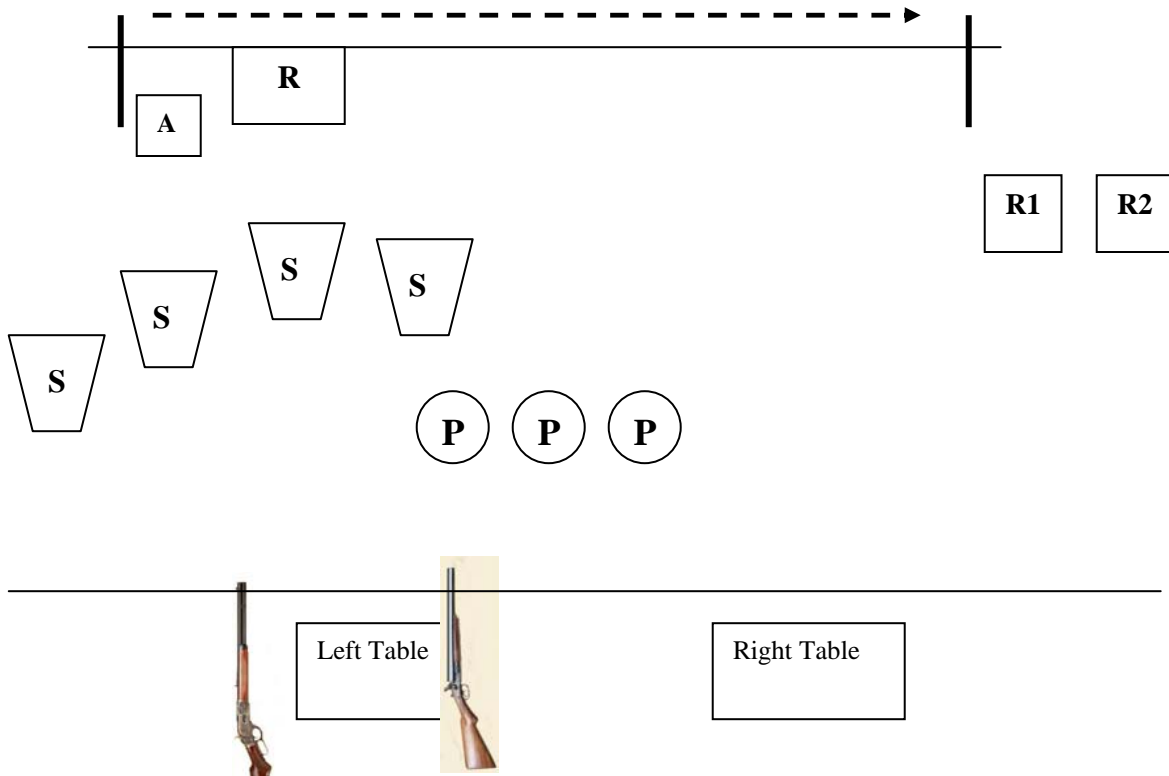
10 Rifle                      10 Pistol                      4+ Shotgun on person

Two pistols with 5 rounds each and holstered. Rifle staged on right table. SG staged on left table. Start standing behind left table with both hands on hat.

Line: ***“WE ALL GOT IT COMING, KID.”***

ATB p/u shotgun and engage 4 targets in any order. Make shotgun safe on table. Draw first pistol and engage pistol targets 1 on each outside target and 3 on middle target, in any order (i.e., 1-3-1). Holster pistol. Move to right table, p/u rifle and engage activator (you may reload, one bullet at a time, as many times as needed to hit activator—no misses counted), then place 9 rounds on moving plate. You may continue shooting plate after it stops if necessary to discharge 9 rounds. Make rifle safe on table, move back behind left table, draw second pistol and engage pistol targets in same exact sequence as with first pistol.

***BIG BEND BUSHWHACKERS - LEGENDARY LINES 6.13.10***



**Stage Two**

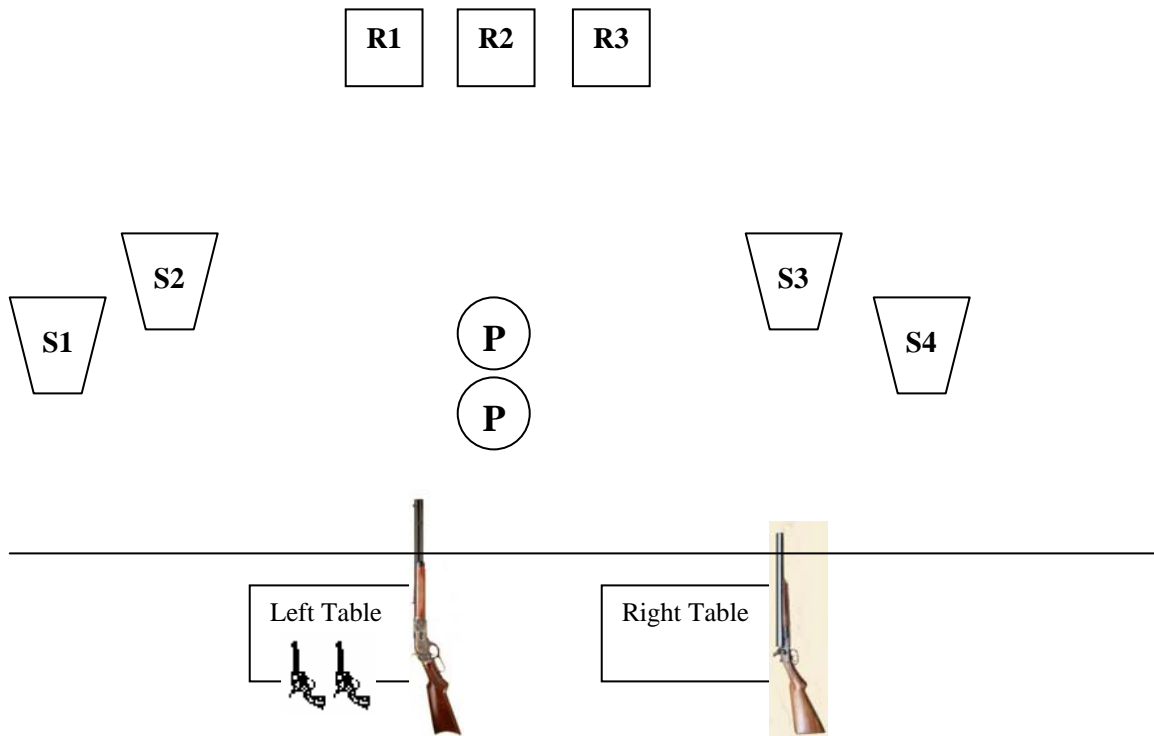
10 Rifle                      10 Pistol                      4+ Shotgun on person

Pistols with 5 rounds each and holstered. Shotgun staged on left table. Start standing behind left table with rifle held at cowboy port arms (butt touching holster, muzzle lower than top of berm) .

Line: ***“IT’S A PRETTY DAY FOR MAKING THINGS RIGHT.”***

ATB shoot activator (you may reload, one bullet at a time, as needed to engage activator, misses not counted), then place 5 rounds on moving target, then 2 rounds each on R1 and R2 starting with either of the two targets. Make rifle safe on table. Draw first pistol and engage pistol targets with 2 rounds on each outside target and 1 round on the center target, starting from either end (i.e., 2-1-2). Holster and repeat with second pistol starting, from either end. Engage 4 shotgun targets outside/inside. **You may elect to shoot your 10th pistol round at the “moving” target (it will not be moving at this point in time)–5 second bonus if you hit it, a miss is disregarded. You must advise the TO before the shooting starts if you want to do this.**

**BIG BEND BUSHWHACKERS - LEGENDARY LINES 6.13.10**



**Bay Two**

**Stage Three**

10 Rifle

10 Pistol



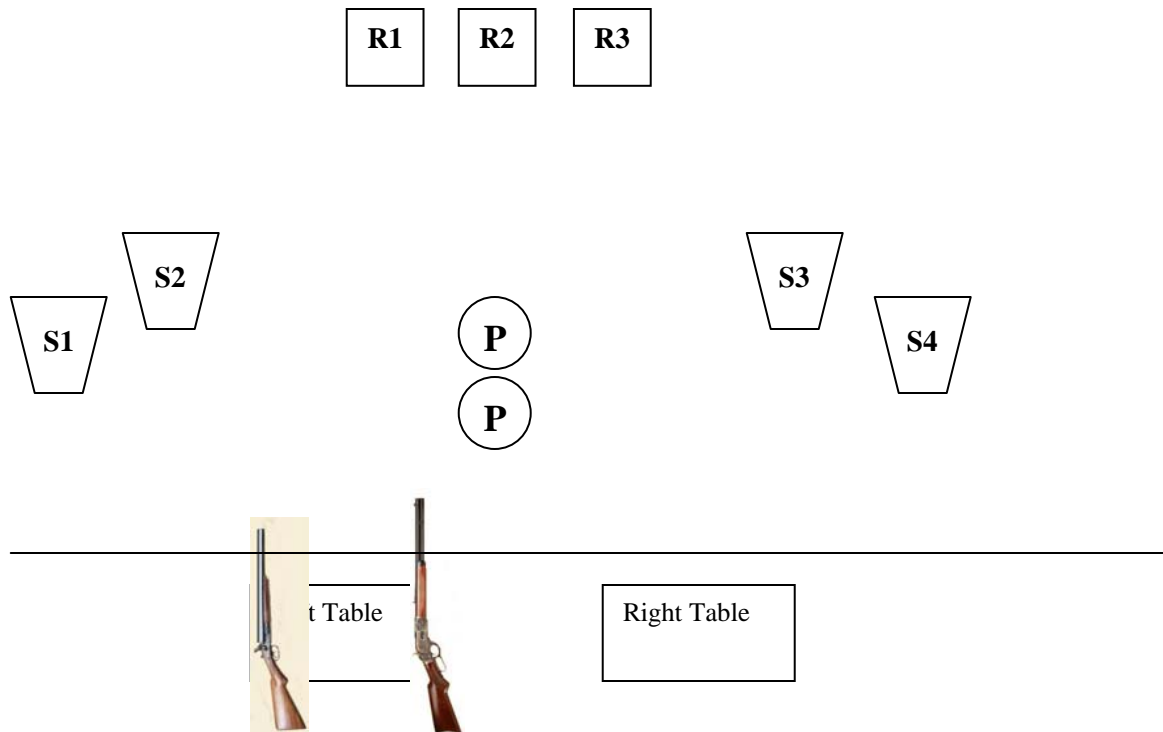
4+ Shotgun on person

Line: ***“GET THREE COFFINS READY!”***

Pistols with 5 rounds each and staged on left table. Rifle and shotgun staged on separate tables. Start sitting in barber chair.

ATB move from barber chair to either table. Guns may be shot in any order except that shooter must end stage with pistol or shotgun—i.e., you may shoot SG, R, P or P,R, SG sequence. Pistols and shotgun may NOT be shot from behind the same table—i.e., if pistols are shot from behind left table, shotgun must be shot from behind right table. Engage pistol targets 5 on 2 in any order (e.g., 1 on P1 and 4 on P2). With second pistol again shoot 5 on 2, in any order (not necessarily the same as first pistol). Engage rifle targets with double tap Nevada sweep. Engage shotgun targets in any order.

***BIG BEND BUSHWHACKERS - LEGENDARY LINES 6.13.10***



**Stage Four**

10 Rifle

10 Pistol

4+ Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle and shotgun staged on left table. Start standing behind right table with hands on pistol grips.

Line: ***“GO AHEAD . . . SKIN THAT SMOKE WAGON.”***

ATB move to left table and engage pistol targets on an alternating basis with 10 rounds, no double taps, starting with either target and ending with the other target. Engage rifle targets with 3 rounds on outside targets, 4 rounds on center target, and 3 rounds on the other outside target, starting from either end (i.e., 3-4-3). Engage shotgun targets from right end to left (i.e. S4, S3, S2, then S1).