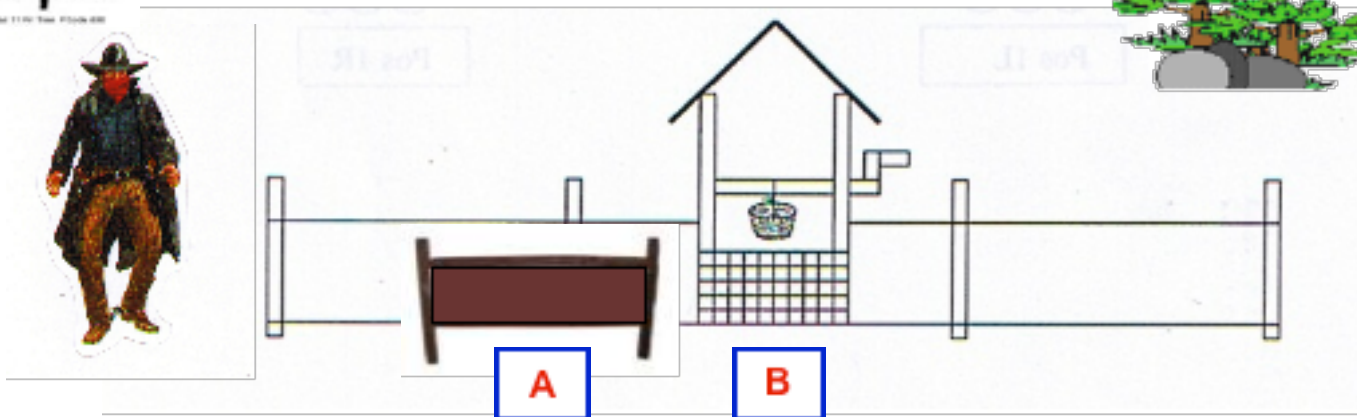
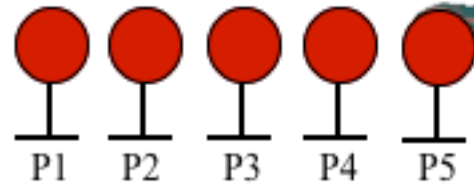
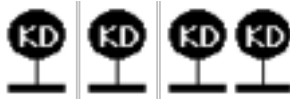
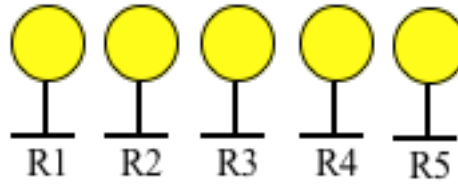


Stage 10: The Shootist

You're John Bernard Books, the most notorious shootist in the old west, but time is catching up with you. The century has turned and so has your last card - you find you're dyin' from cancer and it will be a painful end. You decide you can at least choose your way to go out, one with a big bang. On the day of your 58th birthday you arrange to meet up with the local big-mouthed bully, the vengeful brother of a man you killed, and the local fast gun. Wearing your best suit, you head into the saloon for a drink and the final showdown.

- Pistol - 5 rounds in each, hammer down on empty, holstered.
- Rifle - 10 rounds staged on water trough.
- Shotgun - 4+ rounds, staged on water trough.



Start: At A or B with thumbs tucked in belt.

Shooter indicates ready by saying: "I'm not going anywhere; I'm dyin' and intend to die right here."

On Signal: From A, the shooter will engage the 5 rifle targets in a Boomtown Sweep (1, 2, 2, 2, 3, 3, 4, 4, 4, 5) starting from either end. Make the rifle safe on the water trough, and engage the 4 shotgun targets in any order. Make shotgun safe on the trough. From B, engage the pistol targets in the same Boomtown Sweep starting from either end.

(Note: the shooter may shoot the firearms in any order as long as the rifle is not last. The shooters box B extends from post to post.