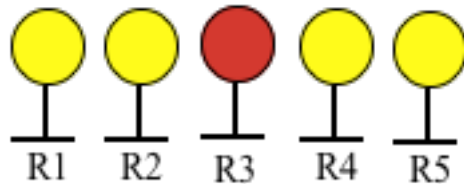
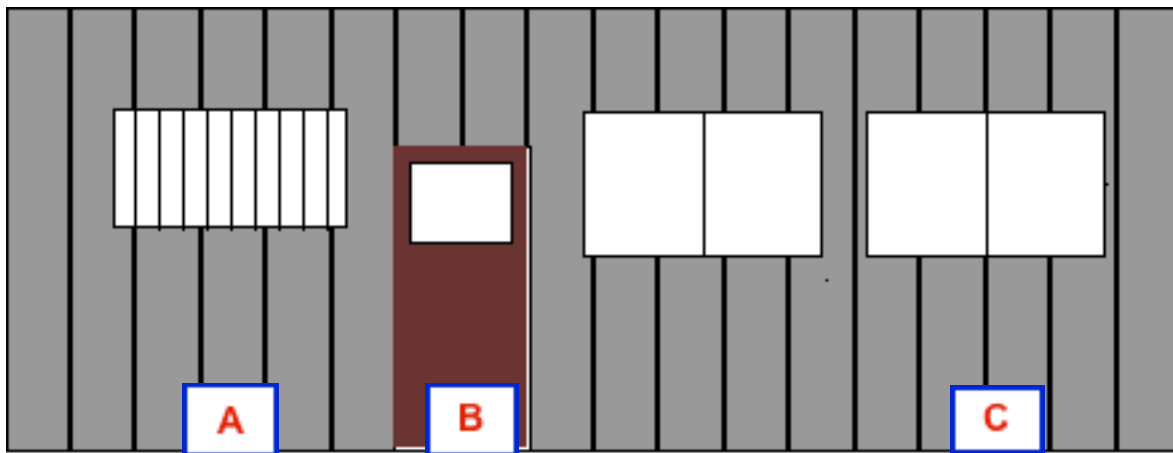
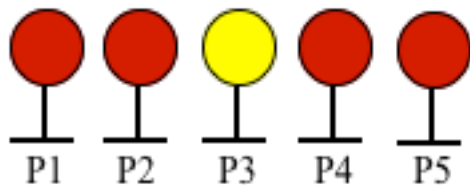


Stage 6: El Dorado

You're Cole Thornton and you've got trouble. Sheriff J. P. Harrah is lying on the jail's bunk, drunk again. Bull, his deputy, is out back somewhere, looking around to make sure everything is all right. As you look at your old friend lying there in his drunken state, you wonder how you're going to handle the ruthless land baron and his hired guns who are trying to take over the town. Mississippi, the young gunfighter there with you, might be of some help. As you try to get the sheriff on his feet, the first shots are fired at the jail.



- Pistol - 5 rounds in each, hammer down on empty, holstered.
- Rifle - 10 rounds staged on ledge at B.
- Shotgun - 4+ rounds, staged on ledge at C.



Start: At bunk in jail cell with both hands on Sheriff (dummy).

Shooter indicates ready by saying: "Here they come."

On Signal: Shooter moves to window, A, and engages the pistol targets in a Strider Sweep (3, 2, 1, 2, 3, 3, 4, 5, 4, 3 or 3, 4, 5, 4, 3, 3, 2, 1, 2, 3). From the doorway, B, engage the rifle targets in a Strider Sweep (3, 2, 1, 2, 3, 3, 4, 5, 4, 3 or 3, 4, 5, 4, 3, 3, 2, 1, 2, 3). Safely re-stage the rifle and move to C. Engage the shotgun knockdowns in any order.