

Escape from Fowler City

You have been falsely accused of stealing one of Mr Fowlers prize cows and you have been jailed by the local shady sheriff. You finally get your chance to escape, but you have a problem of a ball and chain attached to your foot and a very absent minded accomplice that forgets to load your guns and forgets your horse.

Scenario Procedure:

In jail shooters sitting in a chair at the buzzer yells, **"I didn't steal that cow."** Shooter gets up with ball and chain attached to foot and moves to pistol that was smuggled in, staged empty at corner of jail. Shooters picks up pistol and pointed down range loads 5 rounds and engages P-1 five times. Pistol is then holstered. Shooter drags, carries, rolls or whatever ball and chain out of jail to were horse is suppose to be tied along fence but finds horse gone but rifle there along with sheriff waiting for you. Rifle is picked up, but once more accomplice has forgotten to load your rifle. Facing down range you load 2 rounds in rifle and engage R-3 twice. Shooter restages rifle and moves to stable to steal a horse with ball and chain still attached. Upon entering stable shooter finds anvil and hammer and removes ball and chain. (Have a board and hammer, shooter strikes board twice then removes ball and chain.) By that time, two more deputies show up and shooter must deal with them. Shotgun belonging to stable owner is found and S-1 and S-4 are engaged. End of stage, go to unloading table.

Ammunition requirement: 5 Pistol, 2 Rifle, 4 Shotgun