

Injun's, Injun's, and More Injun's #3

■ rifle

■ rifle

■ rifle

☺ pistol

☺ pistol

☺ pistol

() shotgun target

▼ pigeon thrower

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ruined wall

∩ rack

Scenario

When old Charley Slackjaw disappeared down in Deadman's Gulch everyone figured it was Injun's that got him. The town's been after you to go check it out but the thought of mixin' it with a bunch of renegade injun's ain't yore idee of a way to insure your longevity. But the town council's decided it's time or you can turn in your badge. You set out to look for him knowing full well you're in for trouble.

Shootist begins at the ruined wall with two pistols loaded 5 rounds each and holstered, rifle loaded 6 rounds and staged against the fence or held at the ready, shotgun empty staged at the fence or loaded and held at the ready.

At the buzzer, Shootist may engage the shotgun target which will drop and send a clay bird into the air or may begin with the rifle or pistols. Engage the pistol targets with both pistols, sweeping in any direction without double tapping and same for the rifle targets with the rifle. Stage empty rifle against rack with the action open and same with the shotgun when finished. Re-holster pistols.

Weapons: 2 pistol, rifle, shotgun

Ammo: 10 pistol, 6 rifle, and at least 2 shotgun

Props: fencing, double rack

3 pistol targets, 3 rifle targets, and clay thrower