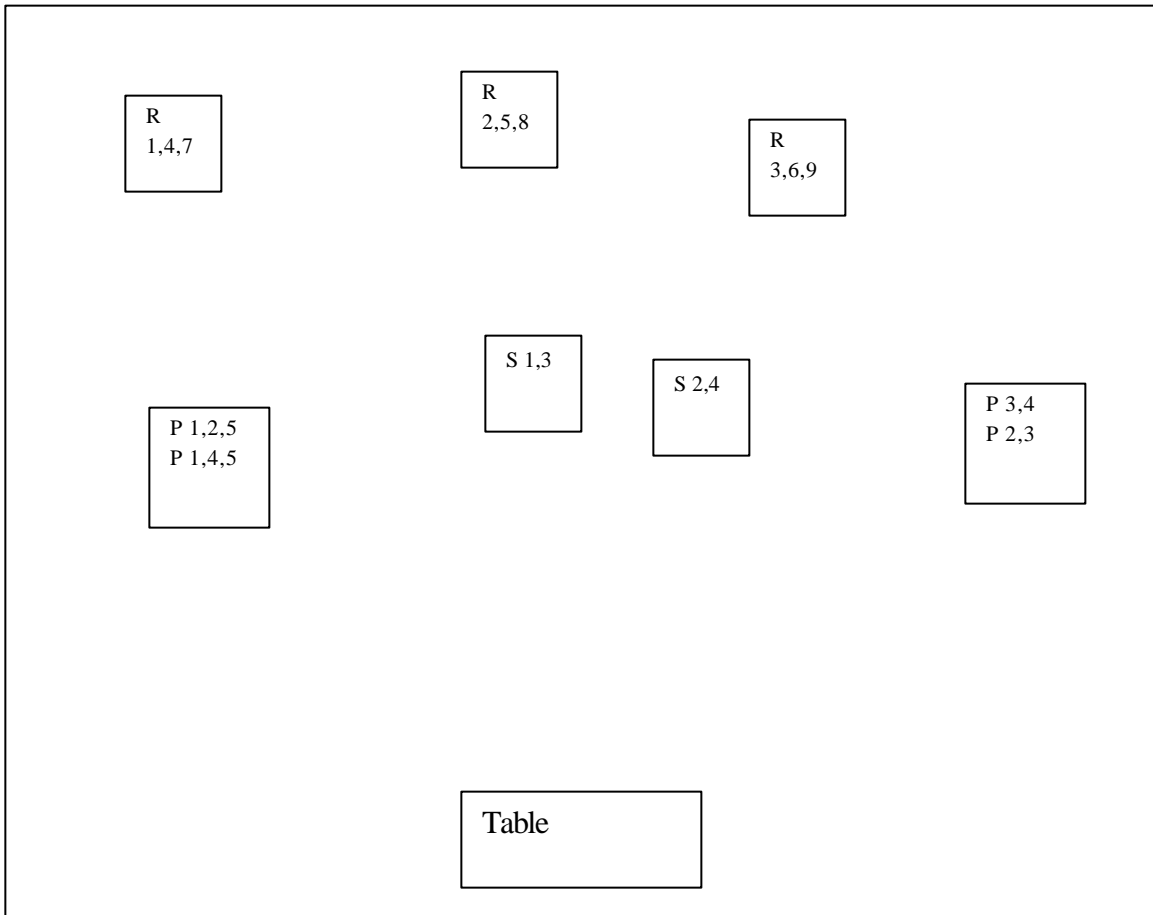


Stage 4: Go Home Blacky



The town drunk has been in the saloon spreading stories about you. Blacky, already drunk, hears these tales and decides that you'd be an easy mark.

2 pistols loaded with 5 rounds each, holstered, hammers on empty chambers.
Rifle loaded with 9 rounds, hammer on an empty chamber and staged on the table.
Shotgun, open and empty, also staged on the table, 4 rounds to be loaded from your person.

Shooter starts standing by the table holding the shotglass off the table with the hand that they will use to draw their first gun. When ready call out "**Go home Blacky!**" At the buzzer, set down the shotglass (there will be a 10 second procedural if the glass doesn't stay upright). Draw your first revolver and double tap the left target, double tap the right target, single tap the left target. Holster. Draw your second pistol and single tap the left target, double tap the right target, double tap the left target. Holster. Pick up your rifle and sweep the rifle targets from left to right 3 times. Set the open and empty rifle back on the table. Pick up the shotgun and sweep the swingers from left to right twice. No double taps.