*Stages Written by: Striker*

**“Back In The Saddle Again”**

***-- by Ray Whitley and Gene Autry --***

## "I received a phone call from my producer at RKO Studios about 5:00 a.m. with news that we could use another song if I could write one before 7:00 a.m., the time of our call to pre-record the music for our current picture. When I hung up, my wife Kay said, 'What was that all about?' I replied, 'I'm back in the saddle again; they need another song.' Then she said, 'You already have the title, "Back In The Saddle Again."' I thanked her and started the song. Within the hour I had completed one verse and the tune. As I left I said, "I'll put in a Whoopie-ti-yi-yay or something when I get to the studio.' And that is how the song was born. The song reached its popularity through the good offices of my co-writer Gene Autry, who recorded it on Columbia Records. It became his theme song. Without him, it would have been just another song." —Ray Whitley

## I'm back in the saddle again

## Out where a friend is a friend

## Where the longhorn cattle feed

## On the lowly jimsonweed

## Back in the saddle again

## Ridin' the range once more

## Totin' my old .44

## Where you sleep out every night

## And the only law is right

## Back in the saddle again

## Whoopi-ty-aye-oh

## Rockin' to and fro

## Back in the saddle again

## Whoopi-ty-aye-yay

## I go my way

## Back in the saddle again

## I'm back in the saddle again

## Out where a friend is a friend

## Where the longhorn cattle feed

## On the lowly gypsum weed

## Back in the saddle again

## Ridin' the range once more

## Totin' my old .44

## Where you sleep out every night

## And the only law is right

## Back in the saddle again

## Whoopi-ty-aye-oh

## Rockin' to and fro

## Back in the saddle again

## Whoopi-ty-aye-yay

## I go my way

## Back in the saddle again

## STAGE ONE – BAY #2

**Round Count:** 10 pistol, 10 rifle, and 4+ shotgun

**Shooting Order:** Pistols, Rifle, Shotgun or Shotgun, Rifle, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter has the option of starting at the left or right window. Shooter starts at a window and when ready says “**Whoopi-ty-yi-yay**”. At the beep: From the left window with pistols engage the four pistol targets (P5, P6, P7, P8) in the following order (P7, P5, P5, P7, P6, P6, P7, P8, P8, P7). From the doorway with rifle engage the four rifle targets (R5, R6, R7, R8) in the following order (R7, R5, R5, R7, R6, R6, R7, R8, R8, R7). From the right window with shotgun engage the four knockdown targets (S01, S02, S03, S04) in any order. The position order is window, doorway, window.

## STAGE TWO – BAY #2

**Rifle**

**Pistols**

**Shotgun**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**

**Round Count:** 10 pistol, 10 rifle, and 2+ shotgun

**Shooting Order:** Rifle, Pistol, Shotgun

**Staging:** Rifle is loaded with 10 rounds and held pointed down range. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts at the grey barrel with rifle pointed safely down range and when ready says “**Whoopi-ty-yi-yay**”. At the beep, with rifle engage the four rifle targets (R1, R2, R3, R4), as follows (R1, R1, R2, R3, R4, R4, R3, R2, R1, R1). Move to the hay bale. With pistols engage the four pistol targets (R1, R2, R3, R4) using the same instructions as rifle. Last with shotgun engage the two knockdown targets (C3, C4) in any order.

## STAGE THREE – BAY #2

**Rifle**

**Shotgun & Pistols**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**

**Round Count:** 10 pistol, 10 rifle, and 4+ shotgun

**Shooting Order:** Shotgun, Rifle, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts at right window with hands touching hat/head and when ready says “**Whoopi-ty-yi-yay**”. At the beep, with shotgun engage the four knockdown targets (S01, S02, S03, S04) in any order. Move to the grey barrel. With rifle engage the four rifle targets (R1, R2, R3, R4) and two knockdown targets (C3, C4) by double tapping each rifle target and engaging the two knockdowns. Missed knockdowns may be reengaged with reloads. Move to stall #2. With pistols engage the four pistol targets (P1, P2, P3, P4) and two knockdown targets (C1, C2) using the same instructions as the rifle.

## STAGE FOUR – BAY #2

**Shotgun**

**Rifle**

**Pistols**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**

**Round Count:** 10 pistol, 10 rifle, and 4+ shotgun

**Shooting Order:** Pistol, Rifle, Shotgun, Pistol

**Staging:** Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts at the left window and when ready says “**Whoopi-ty-yi-yay**”. At the beep: With pistols engage the four pistol targets (P5, P6, P7, P8) in the following order (P7, P5, P6, P8, P7). Move to the doorway. With rifle engage the four rifle targets (R5, R6, R7, R8) in the following order (R7, R5, R6, R8, R7, R7, R5, R6, R8, R7). Move to the right window. With shotgun engage the four knockdown targets (S01, S02, S03, S04) in the following order (S02, S03, S01, S04). Move to the left window. With Pistols engage the four pistol targets (P5, P6, P7, P8) in the following order (P7, P5, P6, P8, P7).

## STAGE FIVE – BAY #2

**Pistols**

**Rifle**

**Shotgun**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**

**Round Count:** 10 pistol, 10 rifle, and 4+ shotgun

**Shooting Order:** Pistols, Rifle, Shotgun, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter starts in stall #2 with hands on pistol(s) and when ready says “**Whoopi-ty-yi-yay**”. At the beep, with pistols engage the four pistol targets (P1, P2, P3, P4) in a 4-1-1-4 sweep, for example (P1, P1, P1, P1, P2, P3, P4, P4, P4, P4). Next with rifle engage the four rifle targets (R1, R2, R3, R4) using the same instructions as pistols. Next with shotgun engage the two knockdown targets (C1, C2) in any order. Move to the hay bale. Last with shotgun engage the two knockdown targets (C3, C4) in any order.

## STAGE SIX – BAY #2

**Pistols, Rifle & Shotgun**

**Shotgun**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**

**Round Count:** 10 pistol, 10 rifle, and 4+ shotgun

**Shooting Order:** Shooter’s Choice

**Staging:** Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

**Procedure:** Shooter has the choice of shooting order but the rifle cannot be last. Shooter starts at either the left window, doorway or right window and when ready says “**Whoopi-ty-yi-yay**”. At the beep; From the left window with pistols engage the P7 pistol target in a 10 round dump. From the doorway with rifle engage the R7 pifle target in a 10 round dump. From the right window with shotgun engage the four knockdown targets (S01, S02, S03, S04) in any order.

**Rifle**

**Pistols**

**Shotgun**

Dead Dog Saloon

Windhorse Stables

**BAY #1**

**BAY #2**

18x20

**R5**

t

18x20

**R6**

t

18x20

**R8**

t

18x20

**R7**

s

16”

**P5**

t

16”

**P7**

s

16”

**P6**

t

16”

**P8**

t

**S01**

**S02**

**S03**

**S04**

**Hay Bale**

18x20

**R1**

t

18x20

**R2**

t

18x20

**R3**

t

18x20

**R4**

t

C3



C4



**P1**



**P2**



**P3**



**P4**

C1



C2



**Barrel**

**Barrel**