



Stage 1 – Jim Hawkins

The 16-year-old narrator of the novel. Jim is the son of an innkeeper near Bristol, England. He is eager to go to sea and hunt for treasure, mostly due to his overbearing mother. He is a modest narrator, never boasting of the courage he displays. Jim is often impulsive, but he exhibits more wisdom and depth of character as the adventure unfolds.

10 Pistol – Holstered

10 Rifle – Staged on **near table**

4+ Shotgun – Staged on **right table**

Starting Location: At **near table**; looking at black spot held in one hand, other hand touching rifle.

Starting Line: “*What is the black spot, captain?*”

Shooting Order: Rifle, Shotgun, Pistols

ATB:

Rifle – From *near table*; both sweeps starting on left, sweep bottom targets **4-1**, then sweep top targets **1-4**.

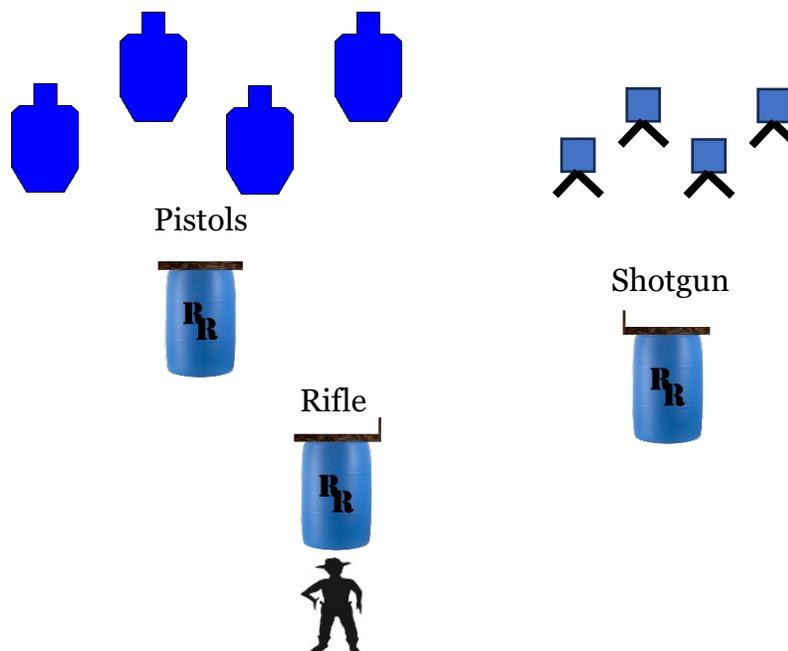
Make safe behind barrier on near or right table.

Shotgun – Anywhere between *right & left tables*; engage four-knockdowns until down.

Make safe behind barrier on right table or on left table.

Pistols – Anywhere *between right & left tables*; both sweeps starting on right, sweep top targets **4-1**, then sweep bottom targets **1-4**.

Notes:





Stage 2 – Long John Silver

The Hispaniola's cook on the voyage to Treasure Island is the secret ringleader of the pirate band of mutineers. Complete with a peg leg and a talking parrot, Silver is the inspiration for the modern romanticized pirate image. He's a mix of charisma and self-destructiveness, marked by impressive physical strength and keen wit. Though deceitful, disloyal, and driven by greed, Silver remains kind and genuinely fond of Jim, forming one of the story's most complex and fascinating characters.

10 Pistol – Holstered

10 Rifle – Staged on **center table**

4+ Shotgun – Staged on **right table**

Starting Location: Standing at **right table**; patting parrot on the head, other hand at SASS default.

Starting Line: “*I’m the best man by a long sea-mile.*”

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

ATB:

Shotgun – From *right table*; engage four-knockdowns until down.

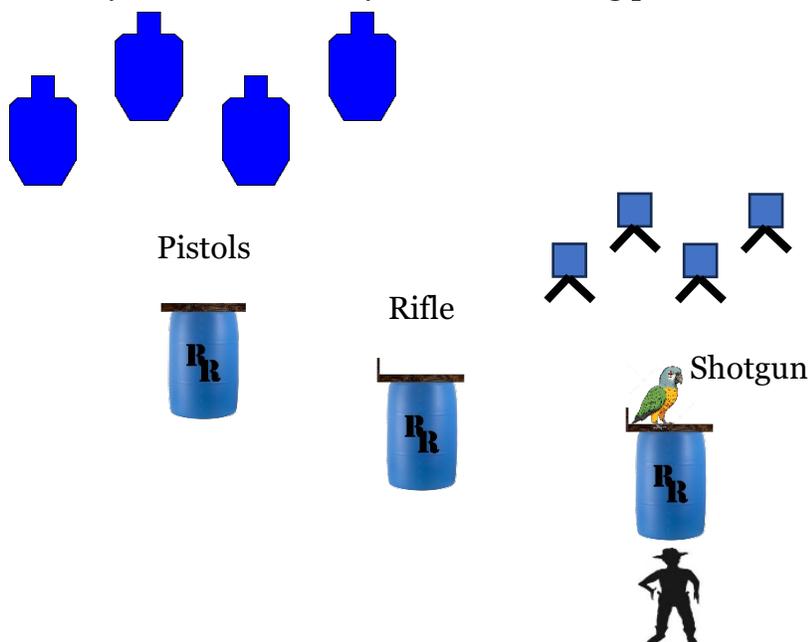
Make safe behind barrier on right table.

Rifle – From *center table*, from either end, sweep targets **1-2-3**, then from other end **Single-Tap Sweep** all targets.

Make safe behind barrier on center table or on left table.

Pistols – From *left table*; repeat rifle instructions: from either end, sweep targets **1-2-3**, then from other end **Single-Tap Sweep** all targets.

Notes: The parrot must be carried with you and **placed** on all shooting positions. If the parrot falls during a string, shooter may retrieve and carry to the next firing position with no penalty.





Stage 3 – Billy Bones

A rude and surly old sailor, formerly of Flint's crew, who lives at Jim's parents' inn, the Admiral Benbow. He employs Jim to watch for a man with one leg, introducing Jim to the pirate life. After receiving the black spot from Silver's crew, his stolen treasure map sets the whole adventure in motion.

10 Pistol – Holstered

10 Rifle – Staged on **center table**

4+ Shotgun – Staged on **left** or **right** table

Starting Location: At **opposite outside table** from staged shotgun;
holding treasure map in both hands.

Starting Line: “You can call me, *The Captain.*”

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

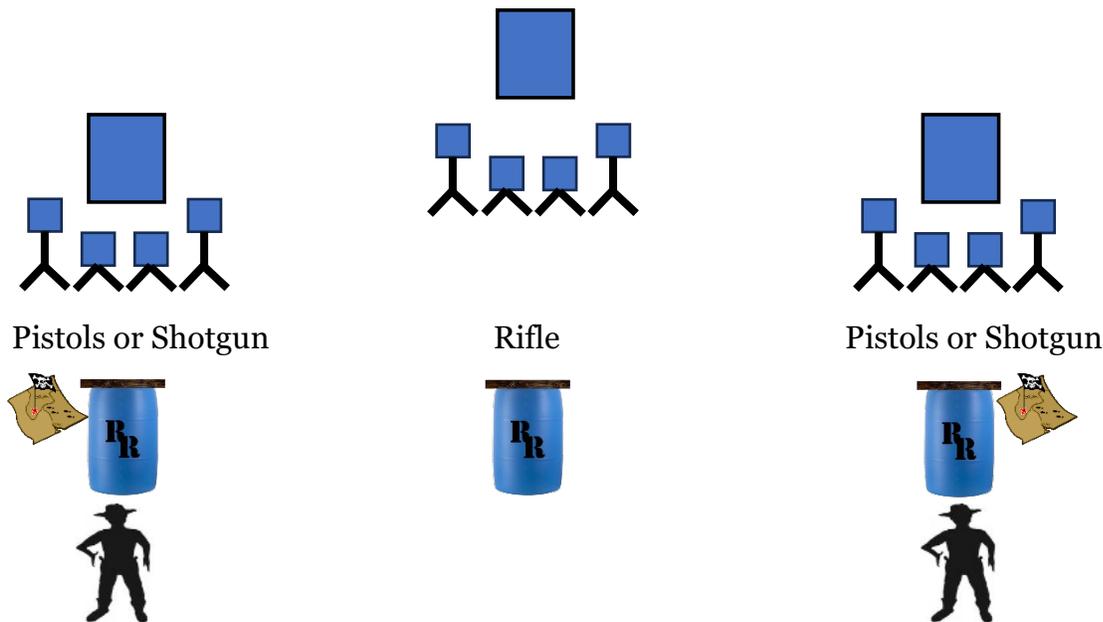
ATB:

Pistols – From *opposite outside table* from staged shotgun, **triple-tap** static target, then engage four-knockdowns, then **triple-tap** static target.

Rifle – From *center table*, repeat pistol instructions: **triple-tap** static target, then engage four-knockdowns, then **triple-tap** static target.

Shotgun – From *left or right table*, engage four-knockdowns until down, then make up any standing-knockdowns by safely firing into the berm.

Notes: Gun order remains the same, regardless of where you choose to start. You must **fire** ten rifle shots.





Stage 4 – Ben Gunn

A former pirate who was marooned on Treasure Island by Flint’s crew for three years. The isolation has made him a bit unhinged, and he looks more like a wild man than a sailor. Despite that, his time alone seems to have changed him for the better, switching sides to help Jim. Ben becomes a valuable ally and the hero of the story by finding the treasure and hiding it before the mutinous pirates can.

10 Pistol – Holstered

10 Rifle – At *Cowboy Port Arms*, from start plate

6+ Shotgun – Staged on **left** or **right table**

Starting Location: Touching **start plate**; rifle at *Cowboy Port Arms*.

Starting Line: “*Many’s the long night I’ve dreamed of cheese.*”

Shooting Order: Rifle, Pistol, Shotgun, Pistol

ATB:

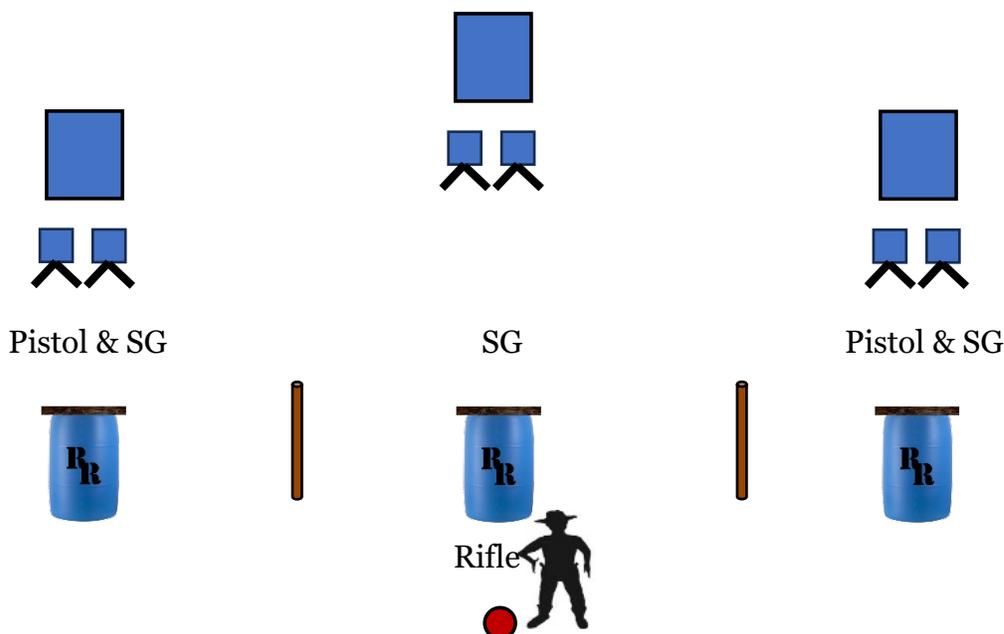
Rifle – From *start plate*, **Double-Tap Nevada Sweep** all three targets from either end.

First Pistol – From *left or right table*, engage static target with five-rounds.

Shotgun – Engage two-knockdowns until down at each position: left of posts, between posts, and right of posts.

Second Pistol – From *other outside table*, engage static target with five-rounds.

Notes:





Stage 5 - Israel Hands

The coxswain aboard the ship and a former gunner from earlier pirate voyages on Flint’s crew. Hands plays a minor yet important role in the story. Left to guard the ship with another pirate while the rest are ashore, he gets drunk and kills his companion. Collapsing into a drunken stupor, he allows Jim to take over the Hispaniola, which ultimately leads to their deliverance.

10 Pistol – Holstered

10 Rifle – Staged on left table

4+ Shotgun – Staged on left table

Starting Location: One hand touching Israel’s pistol, other hand touching his knife.

Starting Line: “Dead men don’t bite.”

Shooting Order: Shotgun, Rifle, Pistols

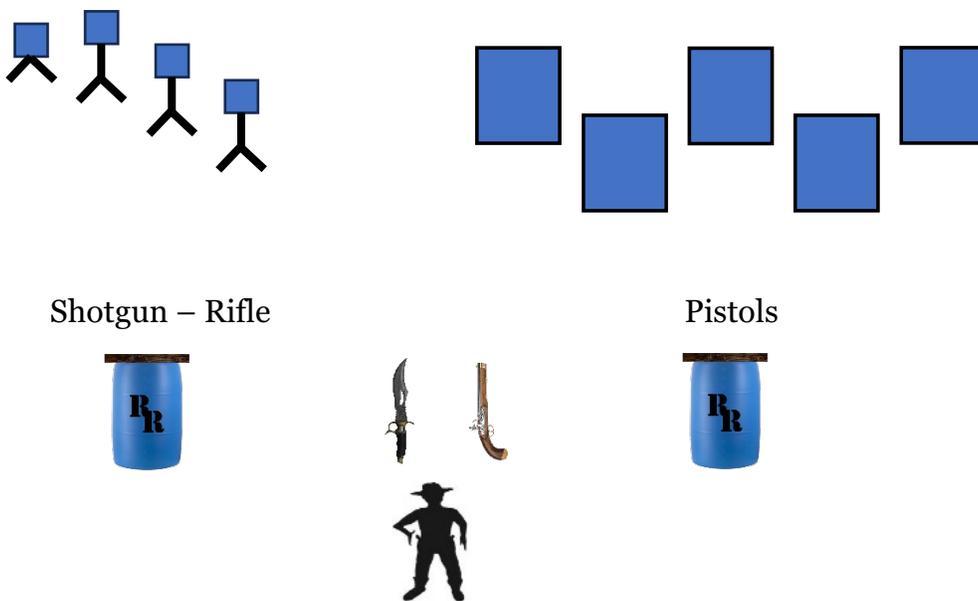
ATB:

Shotgun – From *left table*, engage four-knockdowns until down.

Rifle – From *left table*, sweep targets **1-3-2-3-1** from either end.

Pistols – From *right of Israel’s pistol*; repeat pistol instructions: sweep targets **1-3-2-3-1** from either end.

Notes:





Stage 6 – Captain Flint

Captain Flint (the pirate, not the parrot) was a fearsome pirate and the captain of the Walrus. Although he is dead before the events of the book take place, his influence on the novel is significant. He was a formidable pirate who thought nothing of murdering his own men if it meant keeping his treasure safe. Flint is the one who stole and buried the treasure, and it is his map that Jim finds in Billy Bones' sea chest.

10 Pistol – Holstered

10 Rifle – Staged on right table

4+ Shotgun – Staged on left table

Starting Location: At **right table**, both hands holding rum bottle tipped to mouth.

Starting Line: “Fetch aft the rum, Darby!”

Shooting Order: Shotgun last

ATB:

Pistols and Rifle – From *right table*, engage targets with a **Regressive Sweep** from either end. Six-on target 1, five-on 2, four-on 3, three-on 4, two-on 5.

Example: (1-1-1-1-1-1-2-2-2-2-2-2-3-3-3-3-4-4-4-5-5)

Shotgun – From *left table*, engage four-knockdowns until down.

Notes:

