

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Shotgun staged on right table, Rifle in hands, Pistols holstered.

Shooter starts standing behind the Left table, with rifle in hands. Signal ready by saying, **"Give'em Hell Pike!"**

ON SIGNAL:

With rifle, engage R1-R4 with a 3,2,3,2 sweep, either direction.

Make rifle safe.

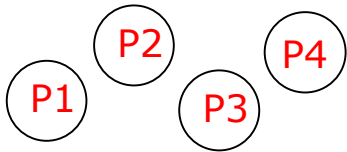
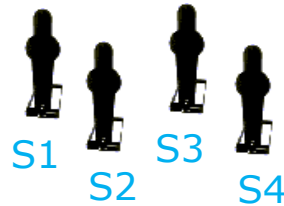
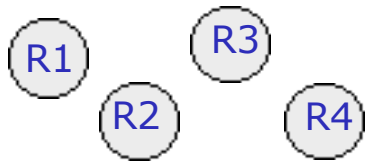
With pistols, engage P1-P4 with a 3,2,3,2 sweep, either direction. Holster.

Move to right table, retrieve shotgun, engage S1,S2,S3,& S4 in any order.

Make Shotgun safe.

The knockdowns must fall to avoid being scored as a miss.

When done, get rifle and shotgun and move to unloading table.



Stage 2

10 Pistol, 10 Rifle, 3+ Shotgun
Rifle staged on table. Shotgun staged in outhouse. Pistols holstered.

Shooter starts outside cabin door, hands at surrender, Signal ready by saying, **"You Damn Yellow-Livered Trash!"**

ON SIGNAL:

Move into cabin, with pistols, engage P1-P3 with at least one round each Holster.

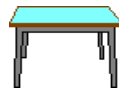
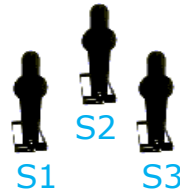
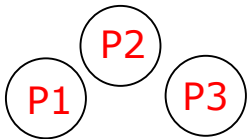
Move to table, retrieve rifle, engage R1-R3 with at least one round each.

Make Rifle Safe.

Move into outhouse, Retrieve shotgun, engage S1,S2,&S3 in any order.
Make Shotgun Safe

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Outhouse



Stage 3

10 Pistol, 9 Rifle, 2+ Shotgun

**Rifle at Cowboy Port Arms.
Shotgun on table behind train.
Pistols Holstered.**

Shooter starts in train, rifle at Cowboy Port Arms. Signal ready by saying, **“Hey Angel; Do You Have A Sister!”**

ON SIGNAL:

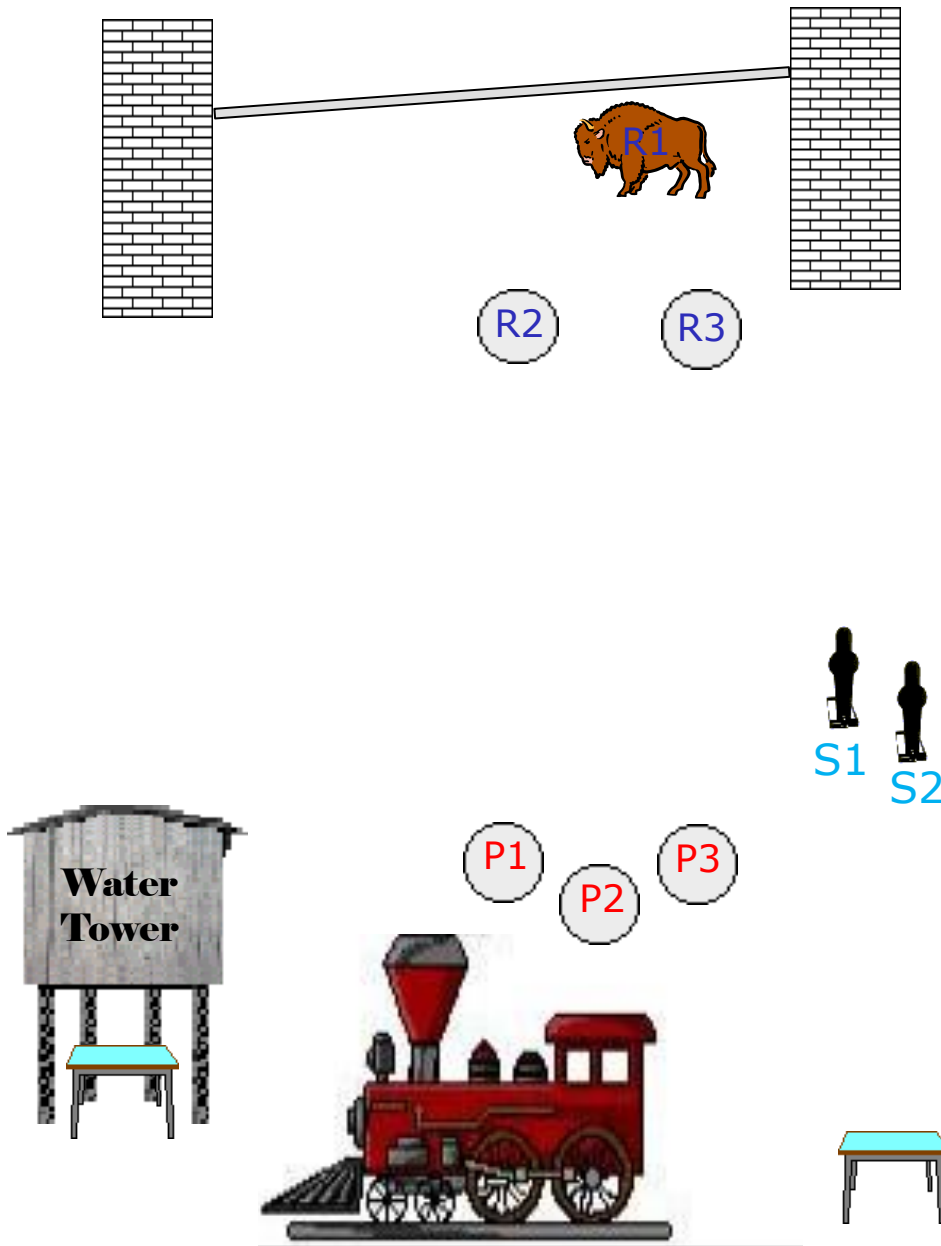
With rifle engage R1-R3 with 3 rounds each, any order. Make Rifle Safe.

With pistols engage P1-P3 with 3 rounds each, any order, then put the last round on any rifle target. Holster.

Move to table behind train retrieve shotgun, engage S1,&S2 in any order. Make Shotgun Safe.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Church. Shotgun on table in Madam Orr's house. Pistols Holstered.

Shooter starts in Madam Orr's House, Hands on hat with 2 shotgun shells in either hand. Signal ready by saying, **"They? Who In The Hell Is They!"**

ON SIGNAL:

Retrieve shotgun, engage S1-S4 any order.

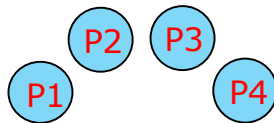
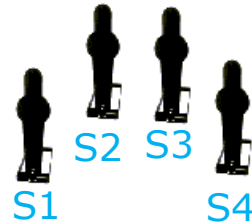
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun Safe.

Move to Church, retrieve rifle, engage R1-R4 with a Nevada Sweep either direction. Make Rifle Safe.

Move to Alley, with pistol's engage P1-P4 with a continuous Nevada sweep either direction. Same manner as rifle. Holster.

When done get rifle and shotgun and move to unloading table.



Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in window 1, Shotgun on table in door 1, Pistols holstered.

Shooter starts at Door 1, hands on pistols. Signal Ready by Saying, **"I'd Like To Make One Good Score & Back Off...!"**

ON SIGNAL:

Retrieve Shotgun, Engage S1&S2 any order.

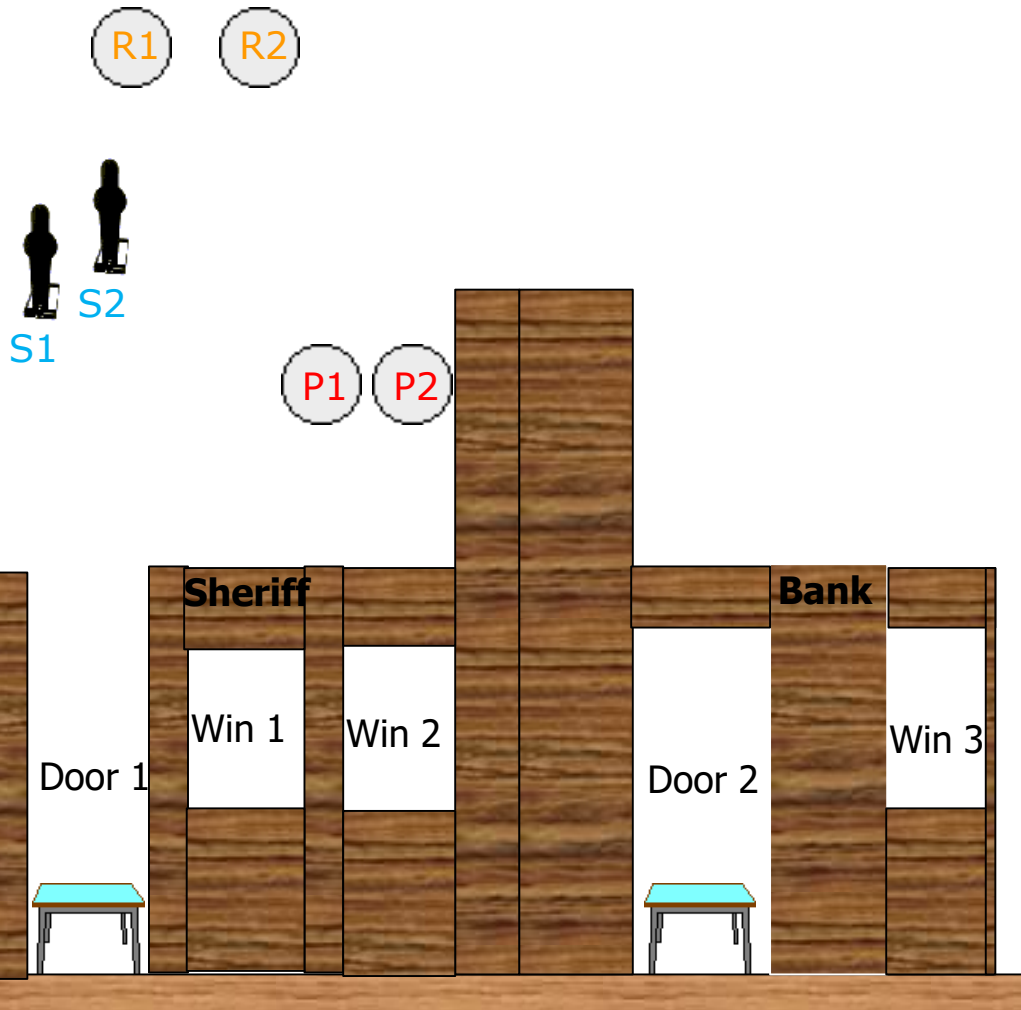
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun Safe.

Move to window 1, retrieve rifle, engage R1 with 4 rounds & R2 with 6 rounds. Make Rifle Safe.

Move to window 2 with pistols engage P1&P2 same as rifle, P1 with 4 rounds & P2 with 6 rounds. Holster.

When done get rifle and shotgun and move to unloading table.



Stage 6

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands, Shotgun on table,
Pistols Holstered.

Shooter starts at left fence, rifle in hands.
Signal ready by saying,

"Back Off To What!"

ON SIGNAL:

With rifle engage R1,R2,R3,&R4 with a anchor sweep starting on R4. As follows R4-R1-R4-R2-R4-R3-R4-R2-R4-R1. Move to table, Make Rifle Safe.

With Pistol's, engage P1,P2,P3,&P4 in the same manner as the rifle. An anchor sweep starting on P4. Holster.

Retrieve shotgun move to right fence, engage S1&S2 in any order.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.

