

Stage 1

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

Shooter starts at left table, Signal ready by saying, **"Dance Now, You S.O.B.!"**

ON SIGNAL:

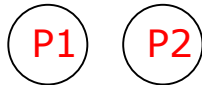
Retrieve 1st pistol, engage P1,P2, with a 2-3 sweep either direction, repeat with second pistol, Holster pistols.

Retrieve rifle, use the same instructions as the pistol

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.

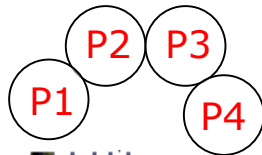
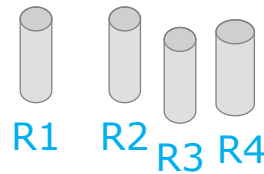


Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged in Outhouse. Shotgun staged on table. Pistols Holstered.

Shooter starts in cabin, hands on hat, Signal ready by saying, **"You Kill Him, Then You Kill His Horse!"**



ON SIGNAL:

With 1st pistol, engage P1-P4 with a Lawrence Welk sweep either direction. Holster pistols.

Move into outhouse and retrieve rifle and use the same instructions as the pistol.

Move to middle table and engage S1-S4 any order.

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

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

Stage 3

10 Pistol, 10 Rifle, 3+ Shotgun

Rifle in Hands. Shotgun staged on table behind train. Pistols Holstered.

Shooter starts at table behind train rifle in hands. Signal ready by saying, **“You Kiss Your Mama With That Mouth!”**

ON SIGNAL:

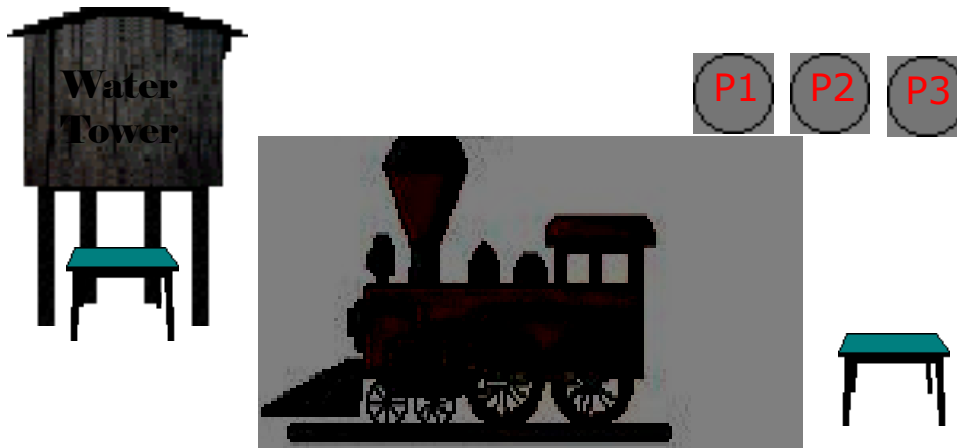
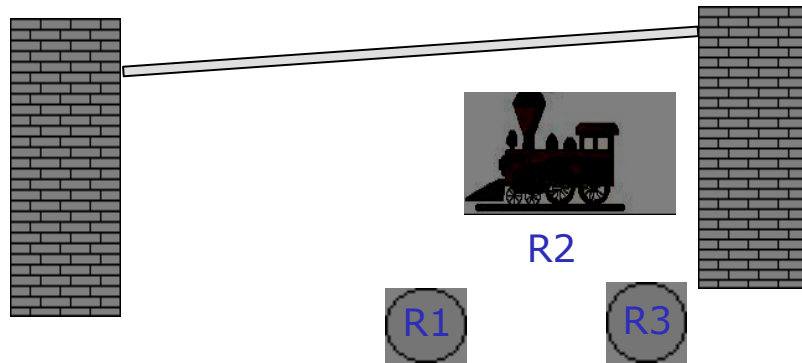
With rifle engage R1,R2&R3 with a 1-8-1 sweep. Either direction Make Rifle Safe.

Retrieve Shotgun, engage S1, S2, & S3 in any order. Make Shotgun Safe.

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

With pistols engage P1,P2,&P3 , with a 1-8-1 sweep. Either direction, Holster.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Shotgun staged on table in church,
Rifle staged on table in alley. Pistols
Holstered.

Shooter starts outside cross window. Signal
ready by saying, **"He Who Sins
When Drunk, Shall Be Punished
When Sober!"**

ON SIGNAL:

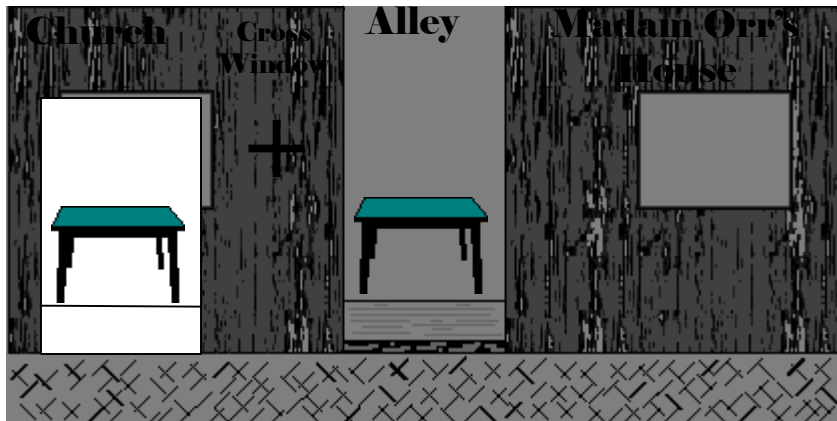
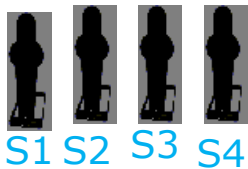
Move to table in Church, Retrieve shotgun,
engage S1,S2,S3,&S4 any order. Make
Shotgun Safe.

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

Move to the table in the alley and retrieve
rifle, engage R1-R5 in two sweeps
either direction. Make rifle safe.

Move into Madam Orr's House and engage
the pistol in the same manner as the
rifle.

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



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle on table in Sheriff's Office door,
Shotgun staged in Window 2,
Pistols holstered.

Shooter starts at Window 3, hands on
windowsill, Signal Ready by
Saying, **"That Little Weasel
Doctored The Bug Juice!"**

ON SIGNAL:

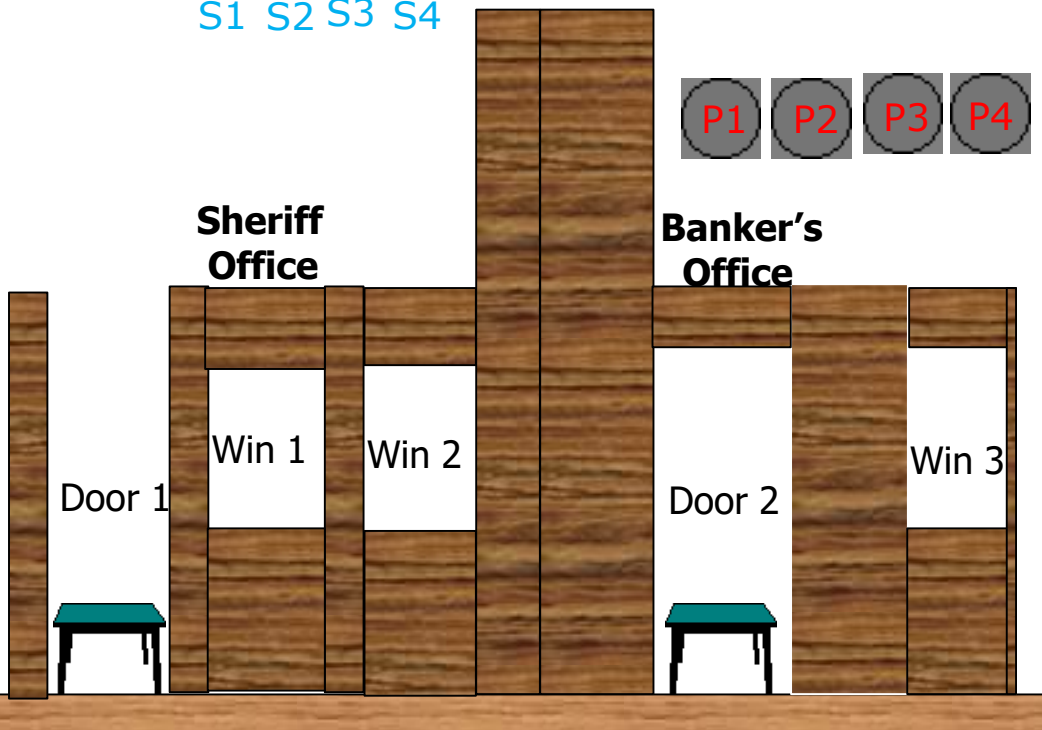
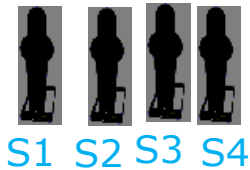
With pistols engage P1-P4 in a 3-2-2-3
sweep either direction.

Move to rifle engage R1-R4 using the
same instructions as the pistols

Move to Window 2, Retrieve Shotgun,
Engage S1,S2,S3,& S4 any order.

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

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



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table 2, Shotgun on table 1,
Pistols Holstered.

Shooter starts at fence, hands on pistols,
Signal ready by saying, **"A Man Like
That Ain't Worth The Price Of A
Decent Rope!"**

ON SIGNAL:

With Pistol's, engage P1,P2, in a continuous
double tap sweep. Holster.

Move to table 2 retrieve rifle engage R1,R2,
with the same instructions as the pistols.
Make Rifle Safe.

Move to table 1 retrieve shotgun engage
S1,S2,S3 & S4 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.

