

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun on left table. Rifle on right table. Pistols holstered.

SHOOTER STARTS: between tables, hands at low surrender. Signal ready by saying, **"You wanna die with a man's gun, not a little sissy gun like this."**

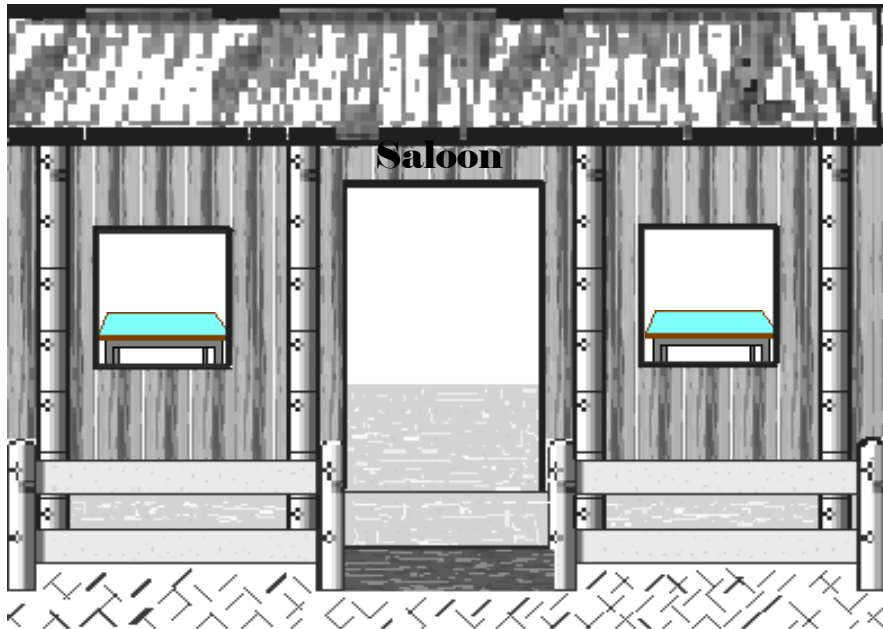
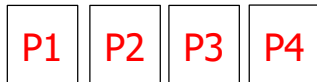
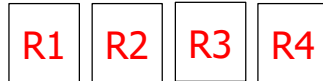
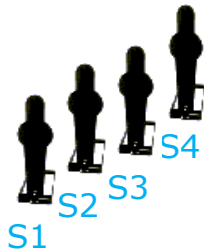
ON SIGNAL: From the left, engage Pistol targets twice on P1, then sweep P2, P3, and P4 for 5 rds. Repeat.

From right table, engage Rifle targets, same as pistol instructions.

From left table, engage Shotgun targets any order.

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

When done, get Rifle and Shotgun and move to unloading table.



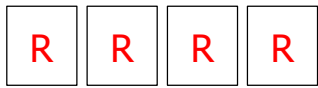
Stage 2

10 Pistol, 10 Rifle, 2+ Shotgun

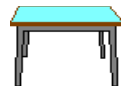
**STAGING: Shotgun in Outhouse.
Pistols holstered.**

SHOOTER STARTS: in Cabin with Rifle in hands. Signal ready by saying, **"I like these guys - they are funny guys."**

ON SIGNAL: Engage Rifle targets with a 1-4-4-1 Sweep, starting on either end. From center table, engage Pistol targets same as rifle instructions. From outhouse, engage Shotgun targets any order.



S1 S2



Outhouse



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, 2+ Shotgun

STAGING: Shotgun on shelf in train.
Rifle on shelf in train. Pistols
holstered.

SHOOTER STARTS: in train, hands on shelf.
Signal ready by saying, **"Mount up!
It means get on your horses."**

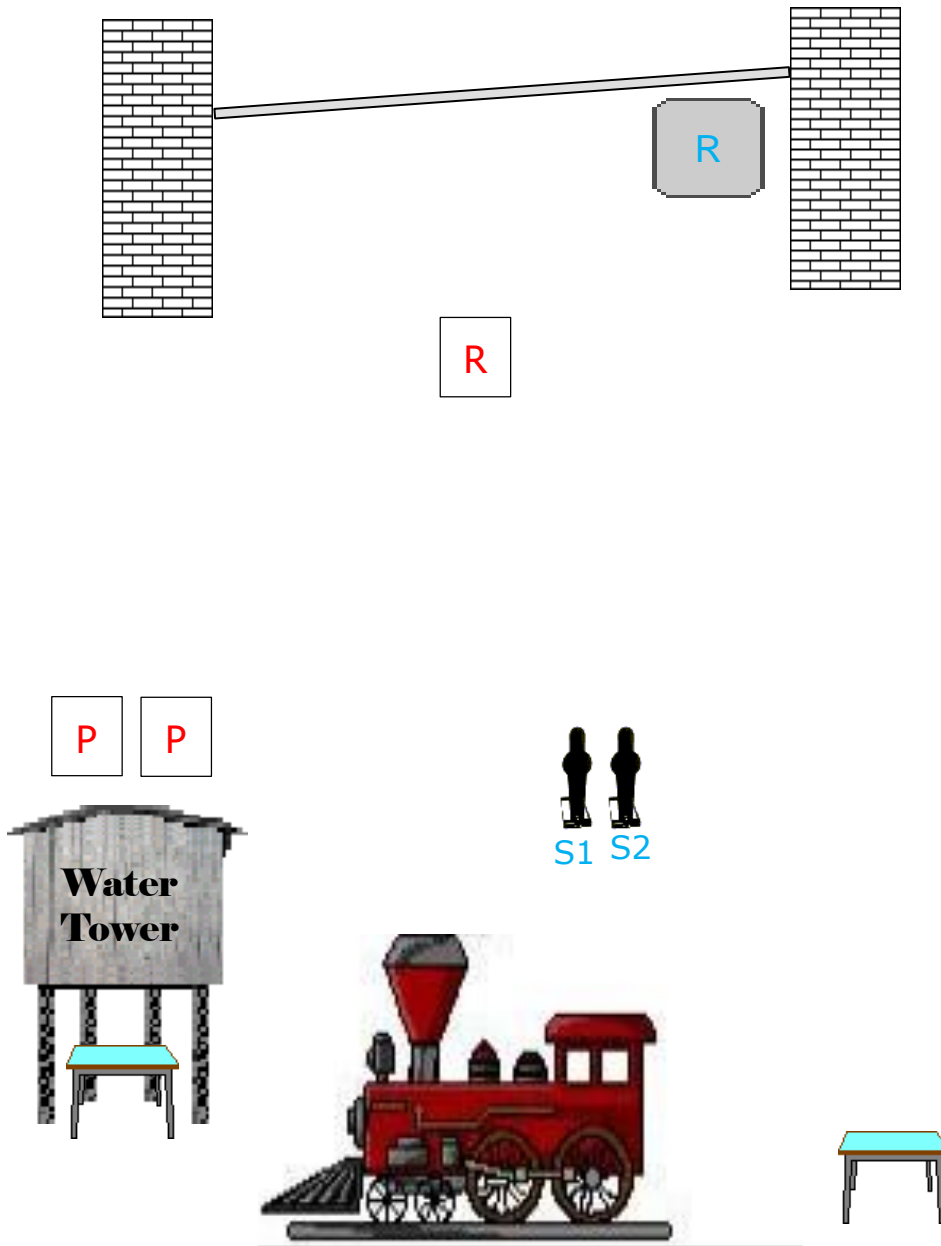
ON SIGNAL: From train, engage the
moving Rifle target with 3 rounds,
then 3 rounds on Stationary rifle
target, then 3 rounds on moving
target, then 1 round on stationary
target. 3-3-3-1. (Rifle target must be
moving before engaged).

From train, engage Shotgun targets
any order.

From under water tower, engage
Pistol targets same as Rifle
instructions, starting on either target.

**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

STAGING: Rifle on table in alley. Pistols holstered. Shotgun on table in church.

SHOOTER STARTS: in Madam Orr's house, arms folded across chest. Signal ready by saying, **"Can I have your watch when you're dead?"**

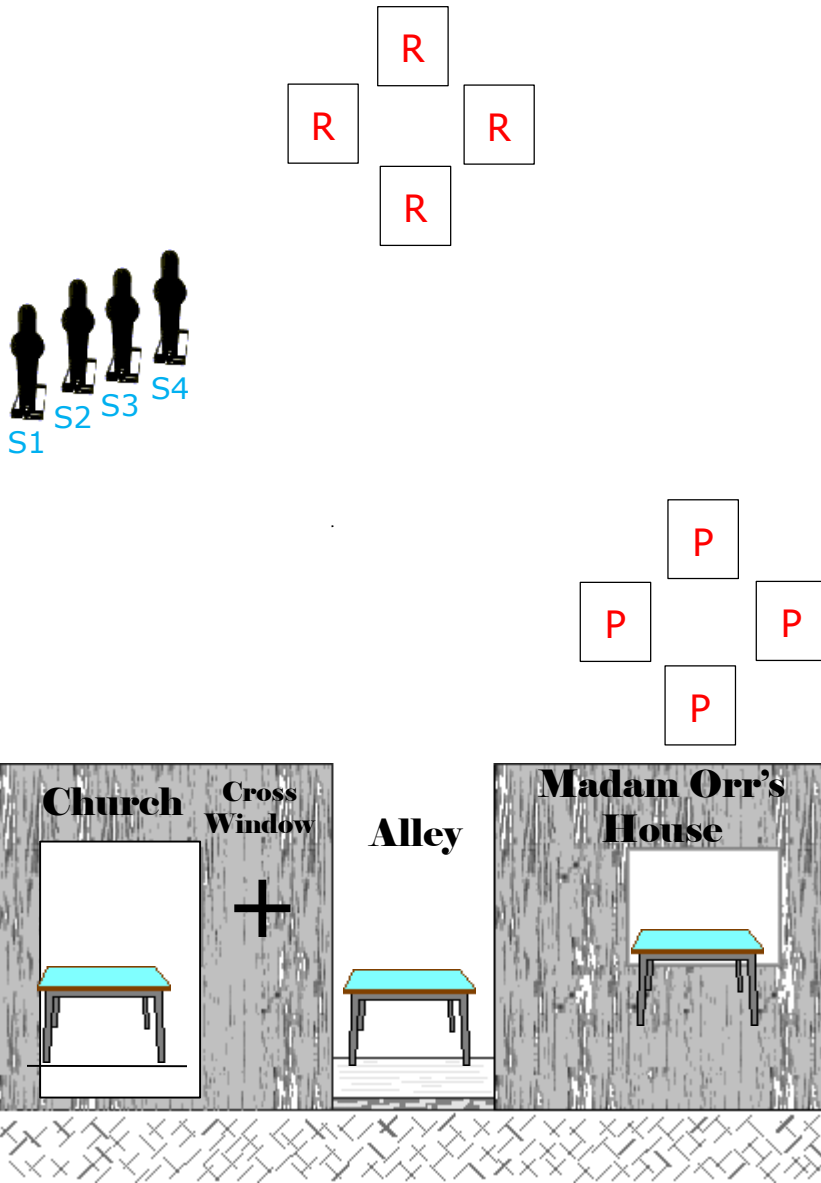
ON SIGNAL: Engage Pistol targets with at least 2 rounds on each target.

From table in alley, engage Rifle targets same as Pistol instructions.

From table in church, engage Shotgun targets 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.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle staged on table in Doorway 1. Pistols holstered.

SHOOTER STARTS: at Window 2, Shotgun in hands. Signal ready by saying, **"We don't have no beer, just tequila."**

ON SIGNAL: Engage Shotgun targets, any order.

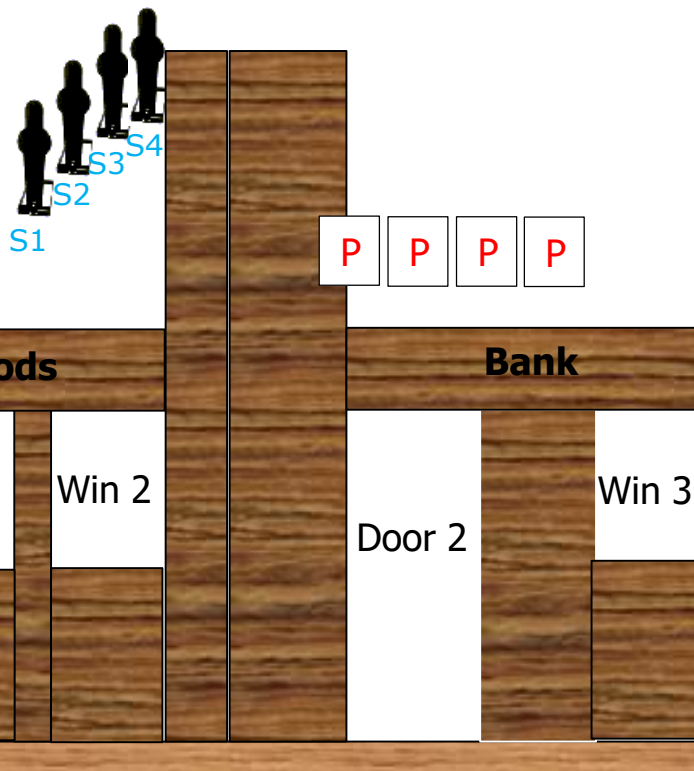
From Doorway 1, engage the Rifle targets with a reverse Lawrence Welk Sweep from either end.

From Doorway 2, engage Pistol targets same as Rifle instructions.

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

When done, get Rifle and Shotgun and move to unloading table.

R R R R



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle in Window 1. Shotgun in Window 3. Pistols holstered.

SHOOTER STARTS: in Alley, hand/hands on Pistol/Pistols. Signal ready by saying, **"Do you have anything besides Mexican food?"**

ON SIGNAL: Engage Pistol targets with a 2-2-1 Sweep starting on either end, then a Nevada Sweep starting on either end.

From Window 1, engage Rifle targets same as Pistol instructions.

From Window 3, engage Shotgun targets any order.

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

When done, get Rifle and Shotgun and move to unloading table.

