

# Stage 1

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

Shooter starts at left table, with shotgun in hands. Signal ready by saying,  
**"How's Our Old Lady!"**

ON SIGNAL:

With shotgun, engage S1,&S2 any order.  
Move to right table, engage S3 & S4 any order. Make shotgun safe.

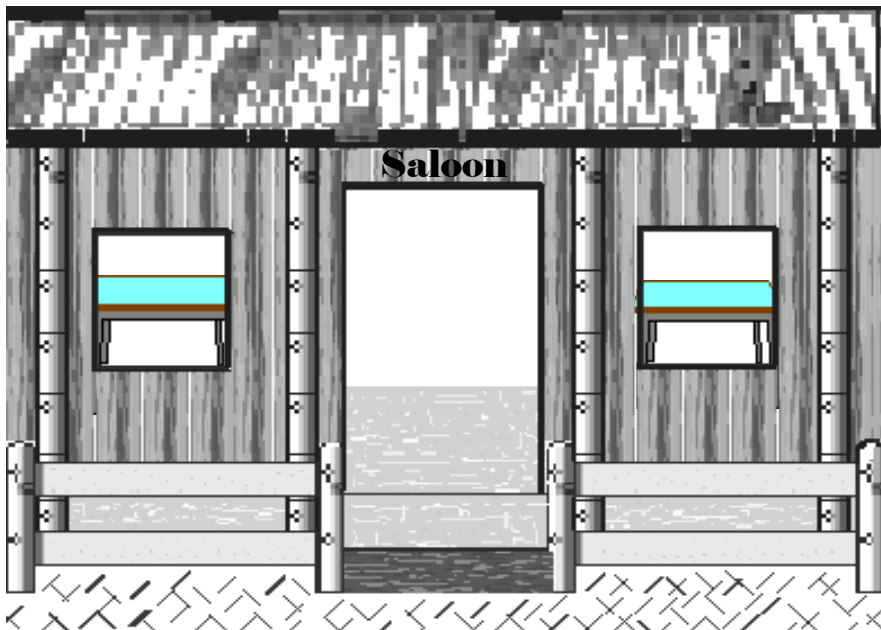
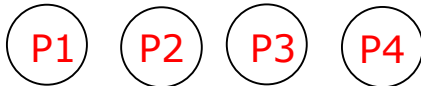
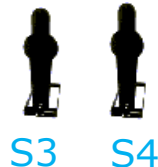
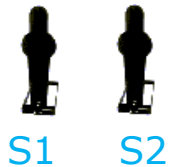
**The knockdowns must fall to avoid being scored as a miss.**

Retrieve rifle, engage R1-R4 with a "Nasty Sweep" (R1,R1,R1,R1, R4, R2,R2,R2, R3, R3) from the left.

Make rifle safe.

Move between tables, with pistols, use rifle instructions.

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



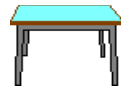
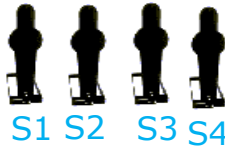
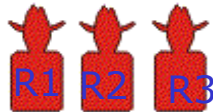
# Stage 2

**10 Pistol, 10 Rifle, 4+ Shotgun**

Rifle on center table. Shotgun in outhouse. Pistols holstered.

Shooter starts at center table, hands on hat.  
Signal ready by saying,

**"The Same, She's Always Got  
Something Wrong With Her!"**



**Outhouse**



ON SIGNAL:

Retrieve rifle, engage R1-R3 with a  
Lomondo sweep. (R2,R2, R1, R2,R2,  
R3,R3,R3, R2,R2)

Make rifle safe on table.

Move into outhouse & engage S1-S4 any  
order.

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

Move into cabin. With pistols engage P1-P3  
same as rifle instructions.

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

# Stage 3

**10 Pistol, 10 Rifle, 2+ Shotgun**  
Rifle in Hand/Hands. Shotgun on table behind train. Pistols Holstered.

Shooter starts in train, rifle in hands/hands. Signal ready by saying,

**“Now, Where The Devil Is It!”**

ON SIGNAL:

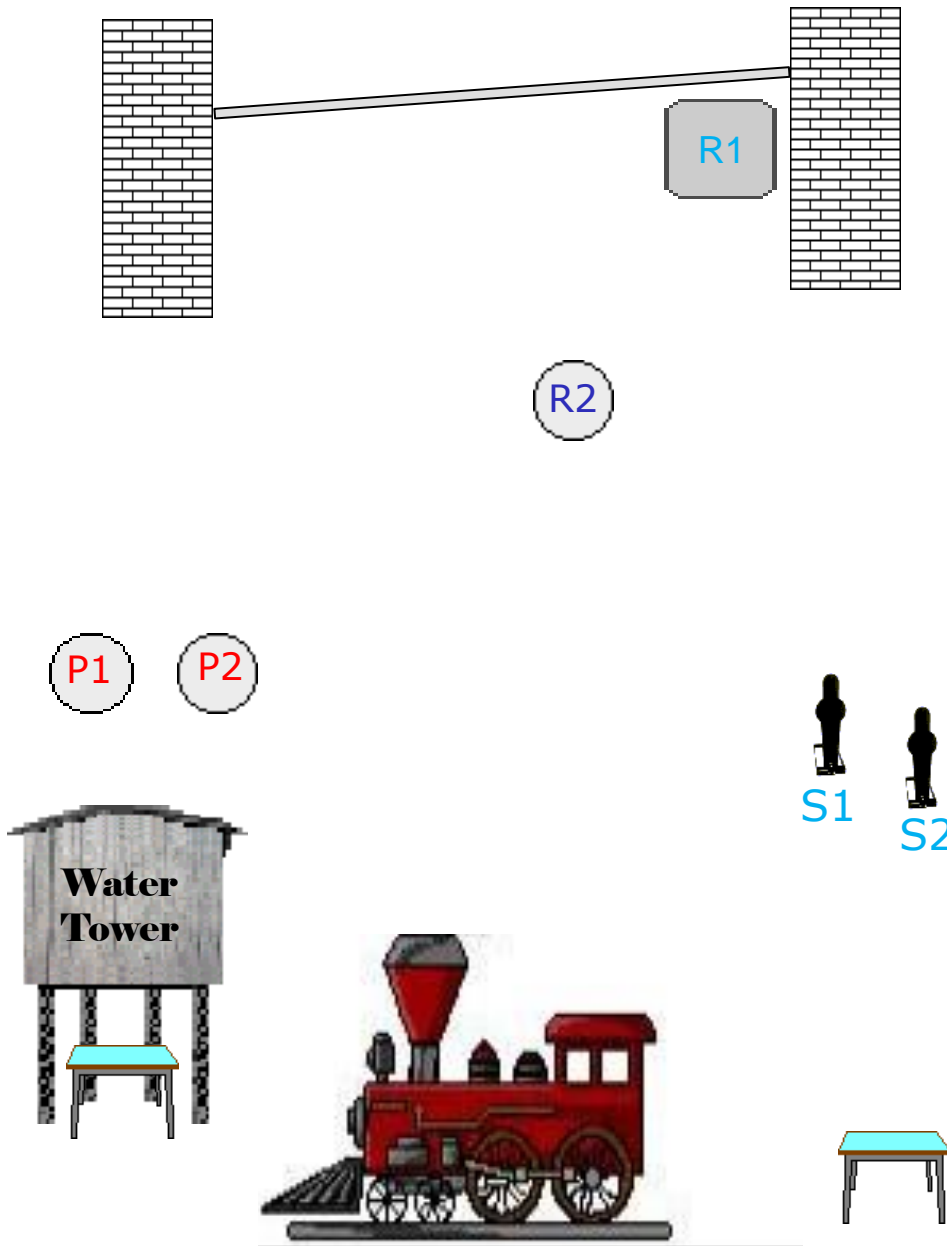
With rifle engage R1, R2 with Reverse Lawrence Welk sweep (4 rounds on R1, then 3 rounds on R2, 2 rounds on R1, 1 round on R2). **Target R1 Must Be Released Before Engaging Targets.** Make Rifle Safe.

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

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

Move to water tower. Engage P1 and P2 same as rifle instructions. (4 rounds on P1, then 3 rounds each on P2, 2 rounds on P1, 1 round on P2).

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



# Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged on table in Alley.

Shotgun staged anywhere safely.

Pistols Holstered.

Shooter starts in Alley, hands on table.

Signal ready by saying,

**"In New Orleans, Runnin' A Whorehouse!"**

ON SIGNAL:

With rifle engage R1-R3 with a R2, R2, R1, R2, R3 Sweep either direction. Repeat. Make Rifle Safe.

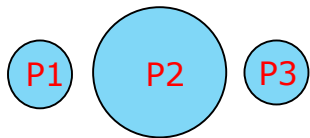
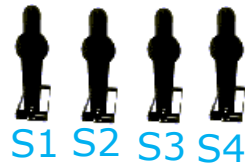
Shooters choice: Either shotgun or pistols.

If Shotgun, move into Madam Orr's house, engage S1-S4 any order. **The knockdowns must fall to avoid being scored as a miss.**

Make Shotgun Safe.

If Pistols, move into the church, engage pistol targets same as rifle instructions (P2, P2, P1, P2, P3 - repeat.)

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



# Stage 5

**10 Pistol, 10 Rifle, 4+ Shotgun**  
Rifle in hands, Shotgun in window 2,  
Pistols holstered.

Shooter starts at door 1, rifle in hands.  
Signal Ready by Saying,

**"I Was Talkin' About The  
Bullet!"**

R1 R2 R3



ON SIGNAL:

With rifle, engage R1-R3 with a triple  
tap sweep, either direction. Last  
round on target R2. Make Rifle  
Safe.

Move to window 2 retrieve shotgun,  
engage S1-S4 any order.

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

Make Shotgun Safe.

Move to door 2 with pistols engage  
P1-P3 same as rifle instructions.

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

# Stage 6

## 10 Pistol, 10 Rifle, 4+ Shotgun

Rifle at Port Arms at Left Table,  
Shotgun on Right Table, Pistols  
Holstered.

Shooter starts at left table, rifle at Port Arms.  
Signal ready by saying,

**"Swear On Our Old Lady!"**

ON SIGNAL:

With rifle engage RP1-RP3 with an "Angry"  
Sweep, RP1, RP1, RP1, RP2, RP3, RP2,  
RP3, RP1, RP1, RP1.

Make Rifle Safe on right table.

Retrieve Shotgun Engage S1-S4 in any order.

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

Make Shotgun Safe.

Move to fence. With Pistol's, engage RP1-RP3  
same as rifle instructions.

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

