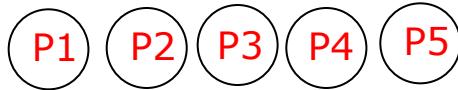
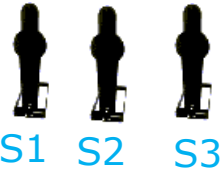


Stage 1

10 Pistol, 10 Rifle, 6+ Shotgun

Rifle in hands and Shotgun staged on left or right table, Pistols Holstered.



Shooter starts standing in door way, rifle in hands.
Signal ready by saying **"Here's To The Sunny Slopes Of Long Ago!"**

ON SIGNAL:

With rifle engage R1,R2,R3,R4,&R5 with a Rattler John sweep either direction.
R1,R1,R2,R3,R4,R2,R3,R4,R5,R5.
Make rifle safe.

Shooters Choice:

Move to shotgun engage the 3 shotgun targets then move to other side and engage other shotgun targets, any order.
Make shotgun safe.

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

Or:

Move into saloon, with pistols engage P1,P2,P3,P4,&P5 with a Rattler John sweep from either direction. Same manner as rifle.
R1,R1,R2,R3,R4,R2,R3,R4,R5,R5.
Holster.

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



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Outhouse, Shotgun on table, Pistols Holstered.

Shooter starts standing in Outhouse, Hands on hat. Signal ready by saying

"Believe I'll Make A Liar Out Of You!"

ON SIGNAL:

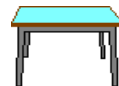
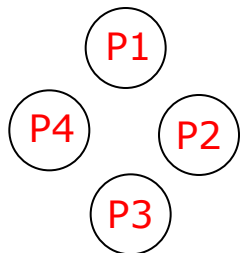
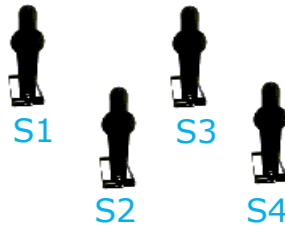
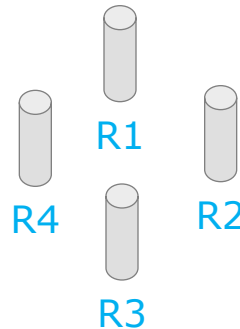
Retrieve rifle and engage R1,R2,R3,&R4 with a double tap sweep, starting on R3 and ending on R3, either direction. Make rifle safe.

Move into cabin with pistols engage P1,P2,P3,&P4 with a double tap sweep, starting on P3 and ending on P3, either direction. Holster.

Move to table with 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 3

10 Pistol, 10 Rifle, 2+ Shotgun

Shotgun on table under water tower, Rifle on table behind train, Pistols Holstered.

Shooter starts at table behind train with hands at side, Signal ready by yelling, **"Where Are You From Anyway!"**

At signal retrieve rifle and engage Buffalo with 10 rounds. **Buffalo must be released before engaged.** Make rifle safe on table.

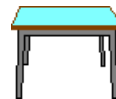
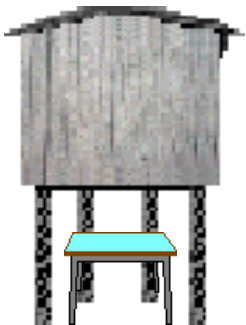
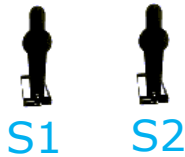
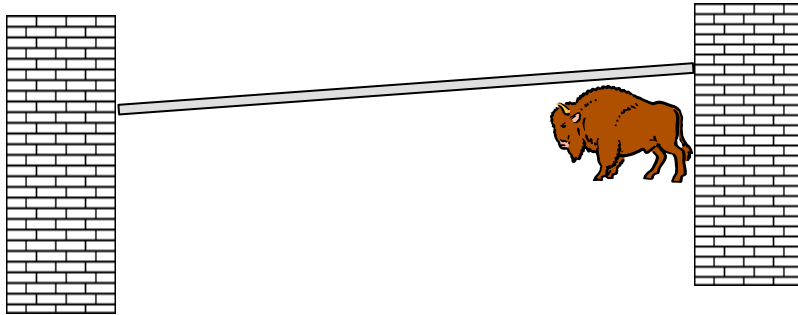
With first pistol engage P1,P2, with a 2-1-2 sweep, either direction. Holster.

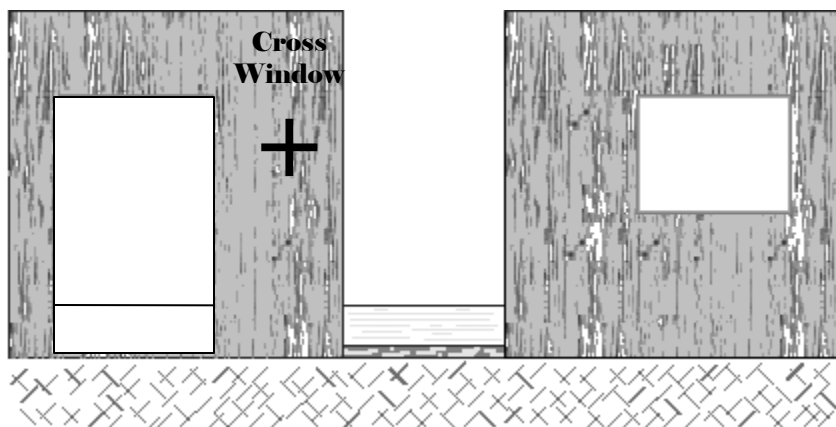
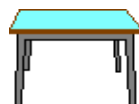
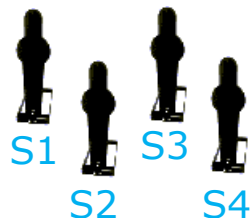
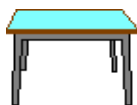
Move to table under water tower.

With second pistol engage P3,P4, with a 2-1-2 sweep either direction. Holster.

Retrieve shotgun and engage the 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 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in hands, Shotgun staged on right table, Pistols holstered.

Shooter starts in church with rifle in hand.
Signal ready by saying **"What We Doin' Up Here, Captain, This Ain't Our Land!"**

ON SIGNAL:

Engage Rifle targets with a Lomondo Sweep
RP2,RP2,RP1,RP2,RP2,RP3,RP3,RP3,
RP2,RP2. Take rifle with you.

Move to right table, make rifle safe. 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 left table, with pistols, engage pistol
targets with a Lomondo Sweep same
manner as rifle.
RP2,RP2,RP1,RP2,RP2,RP3,RP3,RP3,
RP2,RP2. Holster.

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

Stage 5

10 Pistol, 10 Rifle, 3+ Shotgun

Rifle in Window 1, Shotgun in door 2, Pistols Holstered.

Shooter starts at window 1, Hands on shelf. Signal ready by saying

"Little Fart Of A Town On The Rio Grand Called Lonesome Dove!"

ON SIGNAL:

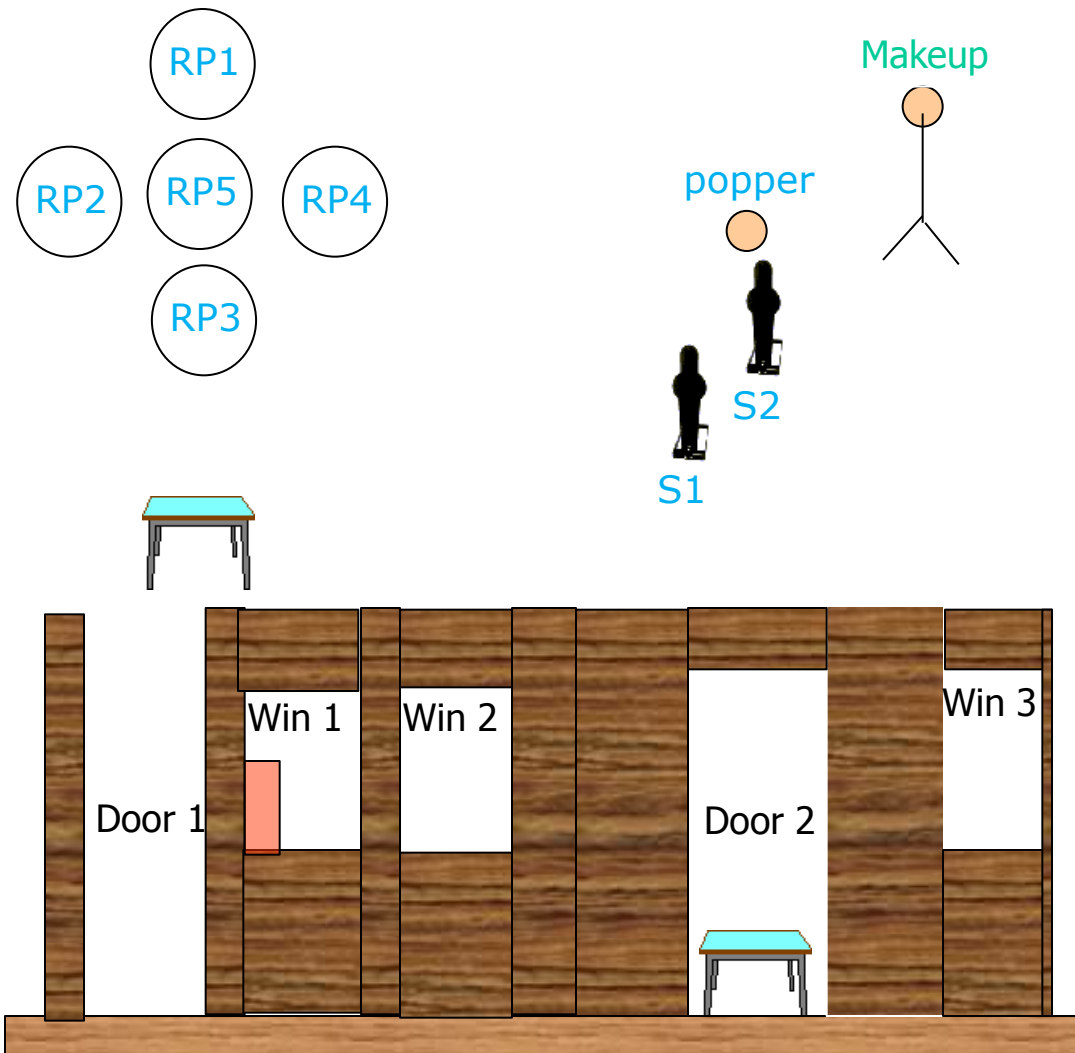
Retrieve rifle engage R1,R2,R3,R4&R5 with a counter clockwise sweep start on R1 then a clockwise sweep start on R1 . Make rifle safe in vertical rack.

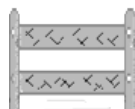
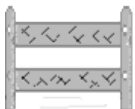
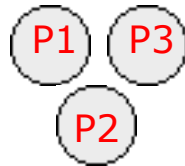
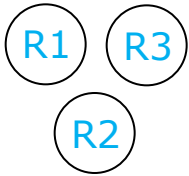
Move to table thru door 1 with pistol's engage P1,P2,P3,P4&P5 in the same manner as the rifle. Holster.

Move to door 2 retrieve shotgun engage S1,S2,&Popper in any order. The popper must be engaged in the air. Popper is a 10 sec bonus. Engage makeup if popper is missed. 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 6

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

Shooter starts at the table hands on pistol or pistols. Signal ready by saying **"It's not Dying I'm Talking About, It's Living!"**

ON SIGNAL:

With 1st pistols engage P1,P2,&P3 with a Nevada sweep starting on P2, either direction. Make pistol safe.

Shooters Choice: Rifle or Shotgun

If Rifle; Retrieve rifle move to left fence engage R1,R2,&R3 with a double tap Nevada sweep starting on R2, either direction. Take rifle with you and make safe on table.

If Shotgun; Retrieve shotgun move to right fence engage S1,S2,S3&S4 in any order.

The knockdowns must fall to avoid being scored as a miss. Take shotgun with you and make safe on table.

With 2nd pistols engage P1,P2,&P3 with a Nevada sweep starting on P2, either direction. Make pistol safe.

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

Stage 7

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle & Shotgun on right table, Pistols Holstered.

Shooter starts standing at left table hands on pistol or pistols. Signal ready by saying
"What's Good For Me Might Not Be Good For The Weak Minded!"

ON SIGNAL:

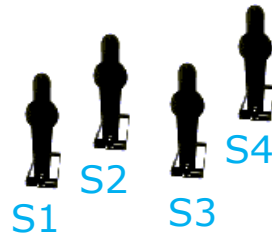
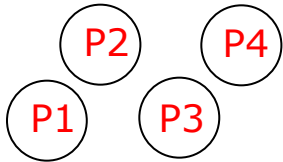
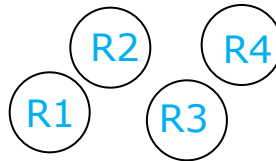
With pistols engage P1,P2,P3,&P4 with a 3,3,2,2 sequence on any target, you must engage each target.
Holster.

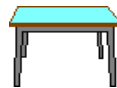
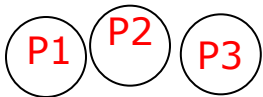
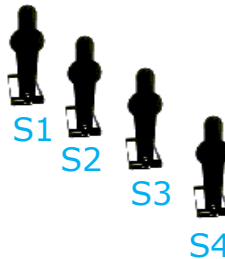
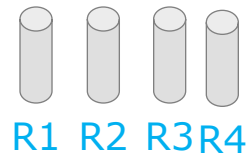
Move to right table retrieve rifle engage R1,R2,R3,&R4 with a 3,3,2,2 sequence on any target, same manner as pistols.
Make rifle safe.

Retrieve shotgun engage S1,S2,S3,&S4 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 8

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands, Shotgun in
Outhouse, Pistols Holstered.

Shooter starts with Rifle in hands at center table. Signal ready by saying **"I Like To Kick A Pig Every Once In A While!"**

ON SIGNAL:

With rifle engage R1,R2,R3 &R4 with a 3-1-1 sweep, starting either direction then 3-1-1 sweep starting on opposite end. Make rifle safe.

Move into cabin with 1st pistol engage, P1,P2,& P3 with a 3-1-1 sweep starting on either direction then with 2nd pistol a 3-1-1 sweep on opposite side.

Holster.

Move into outhouse with 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 9

10 Pistol, 8 Rifle, 2+ Shotgun

Rifle in hands behind train,
Shotgun staged under water
tower. Pistols Holstered.

Shooter starts behind train rifle in
hands. Signal ready by saying
**“ Jake, You Ride With An Outlaw,
You Die With An Outlaw!”**

ON SIGNAL:

With rifle engage R1 with 8 rounds.

**Target R1 must be released
before engaging rifle target.**
Make Rifle Safe.

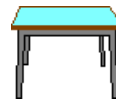
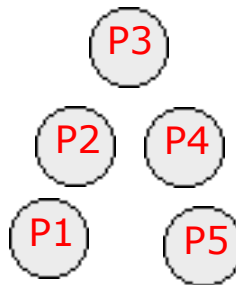
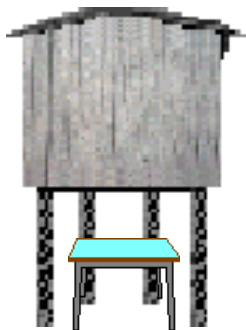
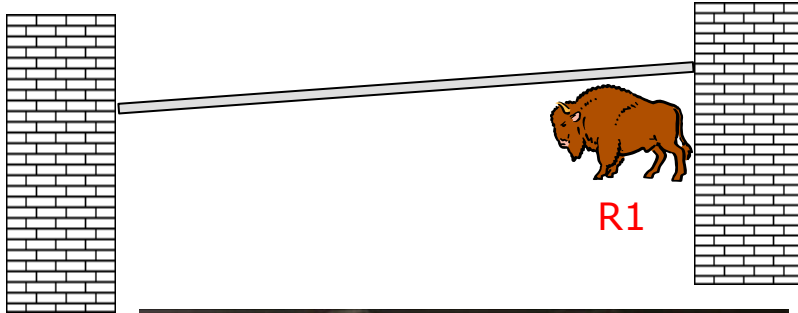
With 1st pistols engage P1 & P2 with 2
rounds each then put last round on
P3. Then with 2nd pistol engage P4 &
P5 with 2 rounds each then put the
last round on P3. Holster

Move to under water tower retrieve
shotgun engage S1 & S2 any order.

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

Make Shotgun Safe.

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



Stage 10

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in hands, Shotgun staged on table in alley, Pistols holstered.

Shooter starts in church with rifle in hands.
Signal ready by saying **"A Man Who Wouldn't Cheat For A Poke Don't Want One Bad Enough!"**

ON SIGNAL:

Engage Rifle targets with a Hoosier Sweep,
R2,R2,R2,R2,R1,R1,R2,R2,R3,R3.

Make rifle safe.

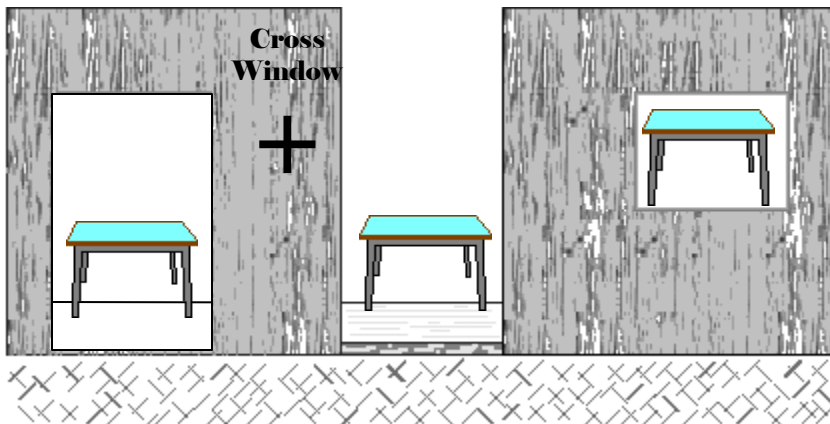
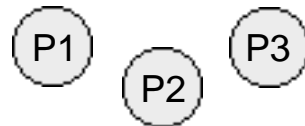
Move into Madam Orr's House. Engage Pistol targets with a Hoosier Sweep,
R2,R2,R2,R2,R1,R1,R2,R2,R3,R3.
Holster.

Move into alley Retrieve shotgun engage
S1,S2,S3,&S4 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 11

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Window 1, Shotgun in Window 3, Pistols Holstered.

Shooter starts at window 3, Hands on hat. Signal ready by saying

"I'm Just Tryin' To Keep Everything In Balance!"

ON SIGNAL:

Retrieve shotgun engage S1&S2 any order. Make Shotgun safe.

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

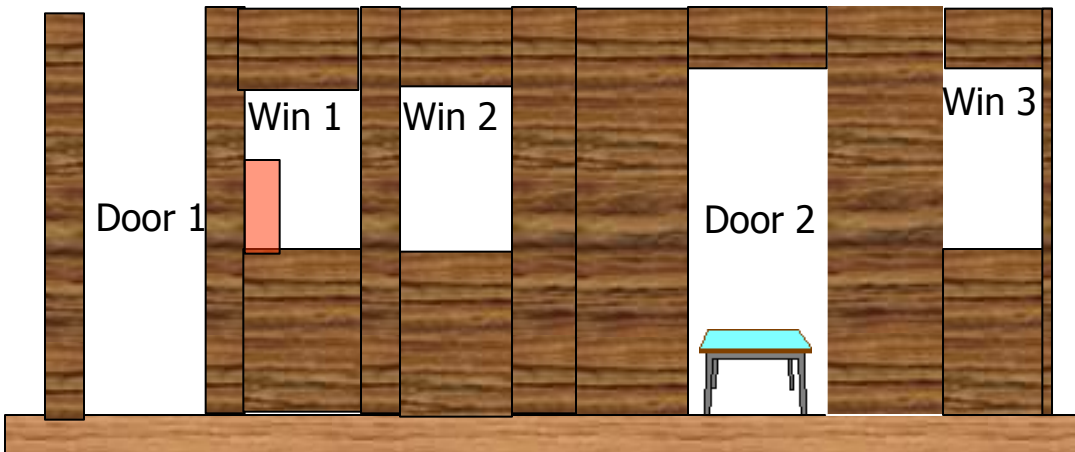
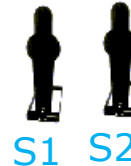
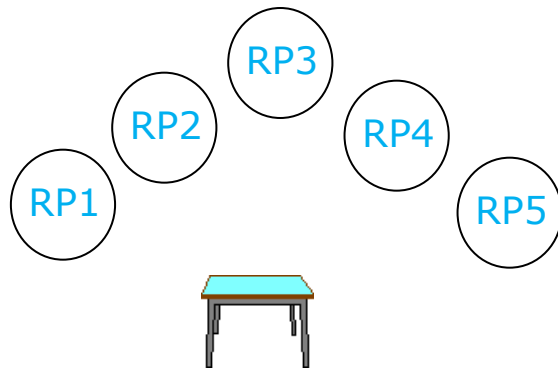
Move to window 1 retrieve rifle engage R1,R2,R3,R4&R5 with 1,2,4,2,1 sweep from either direction.

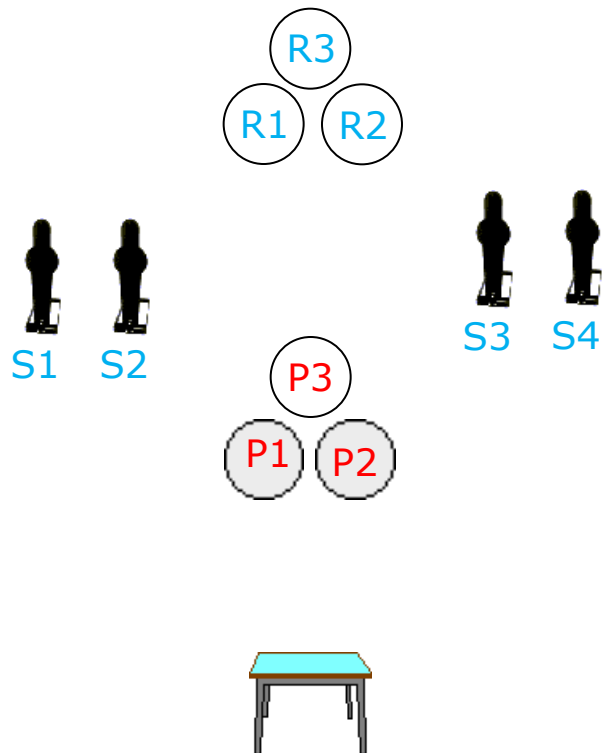
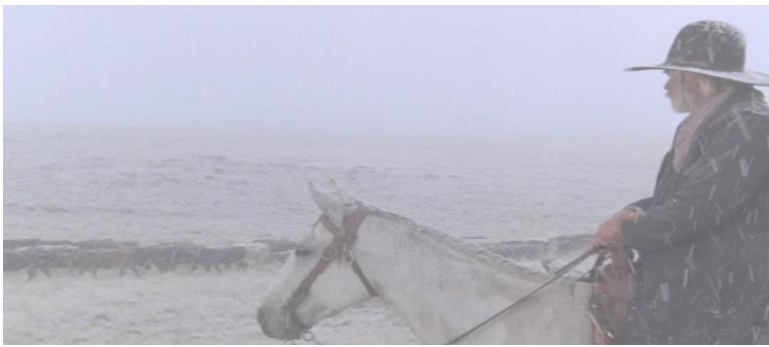
Make rifle safe in vertical rack.

Move to table thru door 1 with pistol's engage P1,P2,P3,P4&P5 in the same manner as the rifle. With a 1,2,4,2,1 sweep from either direction.

Holster.

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





Stage 12

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

Shooter starts at the table, shotgun in hands.
 Signal ready by saying **"I Know You Too, Blue Duck!"**

ON SIGNAL:

With shotgun engage any 2 shotgun targets any order. Make shotgun safe.

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

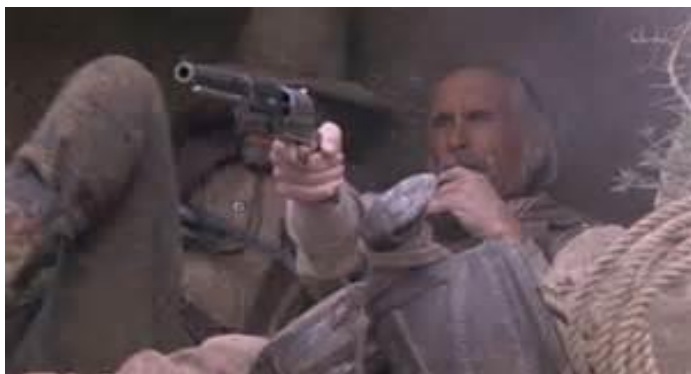
With pistols engage P1,P2,&P3 with a alternating triple tap sweep on P1 & P2 then with the 10th round engage P3.

Retrieve rifle engage R1,R2,&R3 with a alternating triple tap sweep on R1 & R2 then with the 10th round engage R3.
 Make rifle safe.

Retrieve shotgun engage last 2 shotgun targets any order.

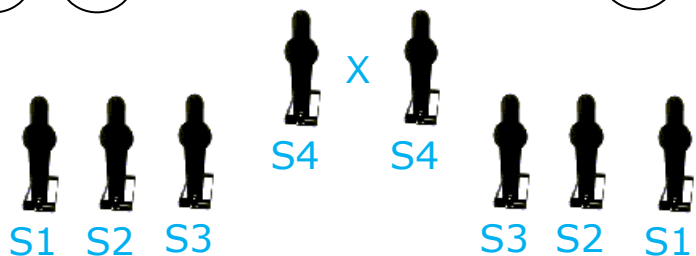
The knockdowns must fall to avoid being scored as a miss.

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



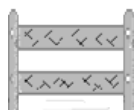
R1 R2

R1 R2



P1 P2

P1 P2



Man On Man

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle & Pistols on outside table, Shotgun staged on inside table.

Shooter's starts at fence facing up range hands on fence.

ON SIGNAL:

Shooters Choice: Rifle or Pistol.
Put at least 4 rounds on each target for both Rifle and Pistol targets. If you miss your out. The Shotgun must be shot last. You can make up shotgun.

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

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

All shotgun targets may be re-shot to avoid a miss