

# Stage 1

10 Pistol, 10 Rifle, 2+ Shotgun  
Rifle on left table. Shotgun on right  
table. Pistols Holstered.

Shooter starts standing outside doorway of  
saloon. Signal ready by saying **"I am  
Coming Thru!"**

ON SIGNAL:

Move into saloon, with 1<sup>st</sup> pistol  
engage P1,P2,&P3 with a Nevada  
sweep starting at the top P1, repeat  
with 2<sup>nd</sup> pistol. Holster.

Move to left table retrieve rifle engage  
R1,R2,&R3 with a Double tap Nevada  
sweep starting at the top R1. Make  
rifle safe.

Move to right table retrieve shotgun  
engage S1,& S2 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.

R1

R2

R3



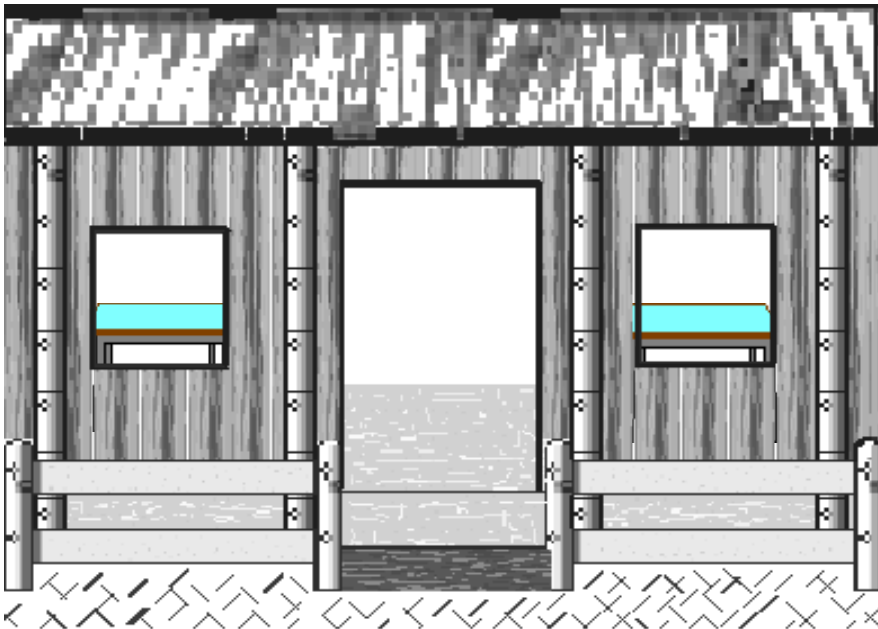
P1

P2

P3



S1 S2



# Stage 2

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

Shooter starts standing outside cabin door,  
Rifle in hands. Signal ready by saying

**"I Did Not Do It!"**

ON SIGNAL:

With rifle engage R1,R2,&R3 with two  
2-1-2 sweeps from either direction.  
Make rifle safe on table.

Move to 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.**

Move into Outhouse with 1<sup>st</sup> pistols  
engage P1,P2,&P3 with a 2-1-2 sweep  
repeat with 2<sup>nd</sup> pistol, either direction.  
Holster.

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



R1



R2



R3



S1



S2



S3

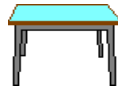


S4

P1

P2

P3



# Stage 3

**10 Pistol, 9 Rifle, 2+ Shotgun**  
Rifle in hands. Shotgun on table under water tower. Pistols Holstered.

Shooter starts in train, rifle in hands.  
Signal ready by saying **"Now What!"**

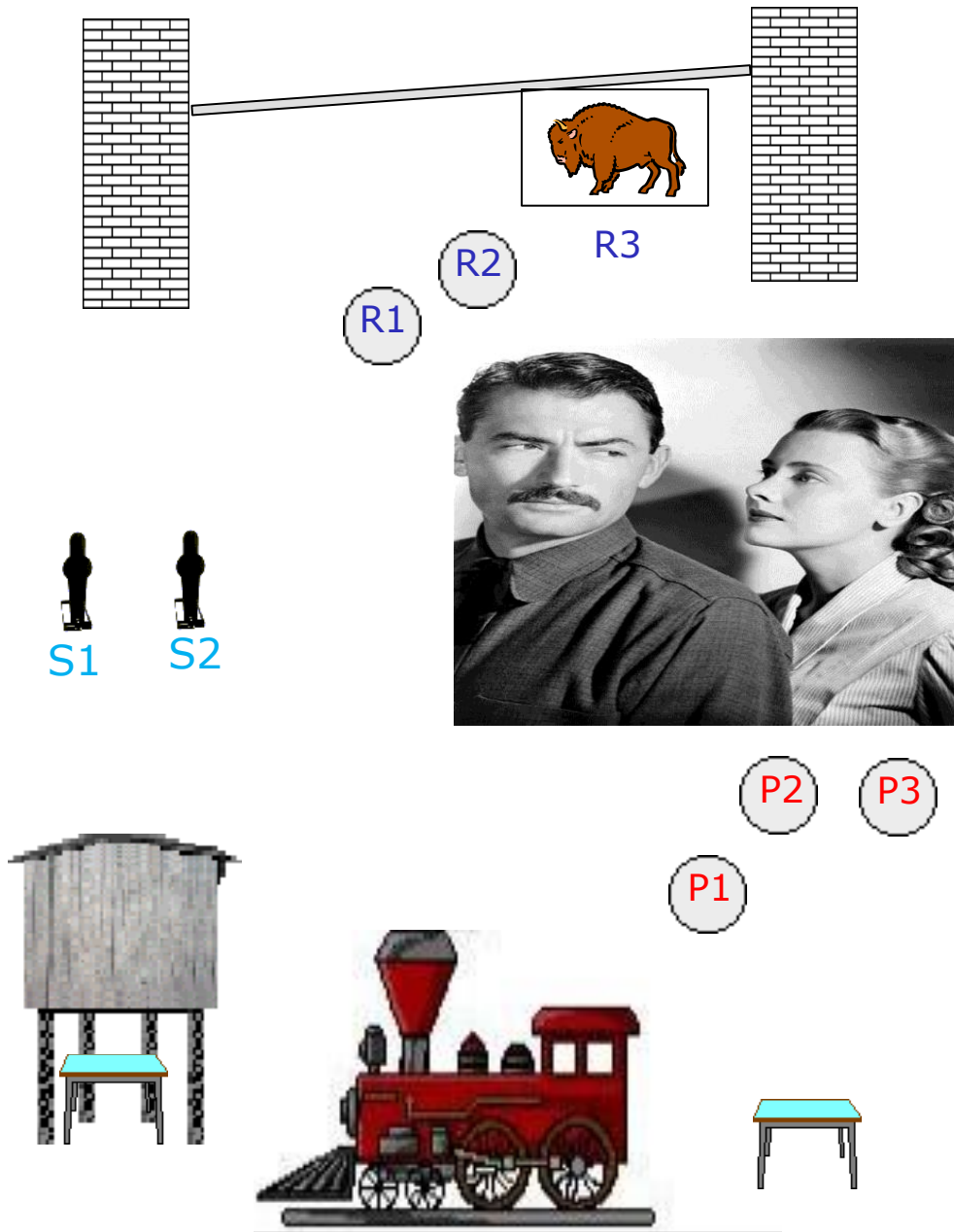
ON SIGNAL:

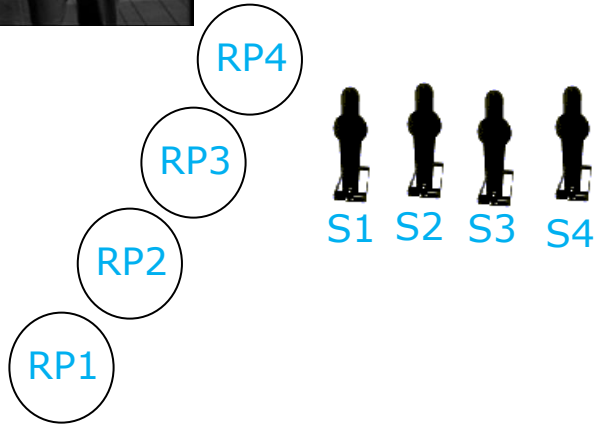
With rifle engage R1,R2,&R3 with a Nevada sweep starting on R1. Move, Make rifle safe on table behind train.

From table behind train with 1<sup>st</sup> Pistols engage P1,P2,&P3 with a Nevada sweep starting on P1 Repeat with 2<sup>nd</sup> Pistol. Holster.

Move to table under water tower retrieve shotgun and engage S1 & S2 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 on table in alley, Shotgun on table in Madam Orr's House, Pistols Holstered.

Shooter starts in alley with hands on hat. Signal ready by saying "Here We Go!"

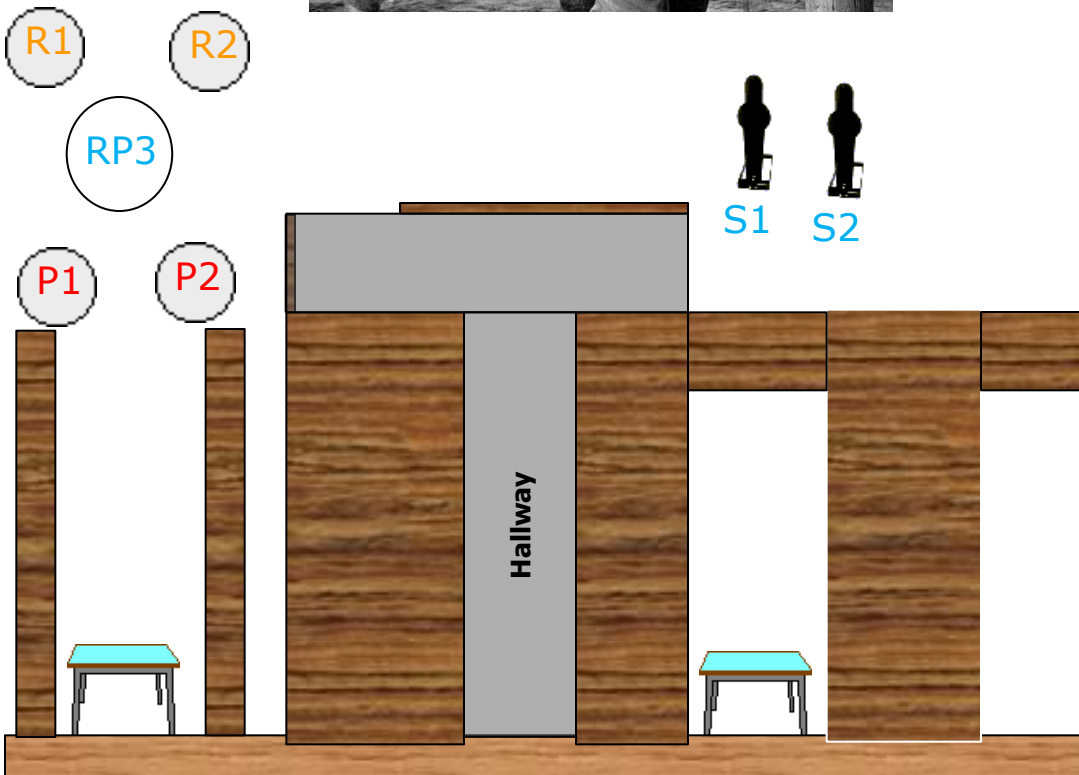
ON SIGNAL:

With rifle and pistols engage RP1,RP2,RP3,&RP4 with 2 shots on 1 target, 4 shots on 1 target, 6 shots on 1 target & 8 shots on 1 targets. Make rifle & pistols safe .

Move to Madam Orr's House retrieve shotgun engage S1,S2,S3,&S4 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 5

**10 Pistol, 10 Rifle, 2+ Shotgun**

**Rifle in Hands Shotgun staged on right table, Pistols Holstered.**

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

**"I'll Be Seein Ya, Mr. Ringo!"**

ON SIGNAL:

With rifle engage R1,R2,&RP3 with  
2- RP3-R1-RP3-R2-RP3 sweeps.  
Make rifle safe.

With pistol's engage P1,P2,&RP3 in  
the same manner as the rifle.  
2- RP3-P1-RP3-P2-RP3 sweeps.  
Holster.

Move to the right table through  
hallway retrieve shotgun engage  
S1,&S2 in any order.

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

Make Shotgun Safe on table.

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



# Stage 6

10 Pistol, 10 Rifle, 2+ Shotgun  
Rifle in hands, Shotgun staged on  
middle table, Pistols holstered.

Shooter starts at the left table, rifle in hands.  
Signal ready by saying **"All The Way  
Outside, Sunny!"**

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.  
Make rifle safe on table.

Move to middle table with pistols engage  
P1,P2,P3,&P4 with a anchor sweep  
starting on P4. As follows P4-P1-P4-P2-  
P4-P3-P4-P2-P4-P1 Holster.

Retrieve shotgun move to fence with at  
least 1 foot behind fence engage  
S1,&S2.

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

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

