

# Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun  
Rifle at in hands. Shotgun staged  
on left table. Pistols Holstered.

Shooter starts standing in door way, rifle in  
hands. Signal ready by saying **"I  
Smell A Watering Hole!"**

ON SIGNAL:

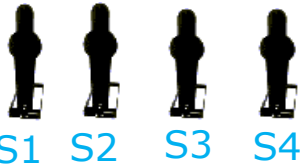
With rifle engage R1,R2,& R3 with  
two, 2-1-2 sweeps, starting on R1.  
Move to right table, make rifle safe.

From right table with pistols engage  
P1,P2,&P3 with two, 2-1-2, sweeps,  
starting on P1. Holster.

Move to left table, retrieve shotgun  
and 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 2

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

Rifle in Outhouse. Shotgun on table (Weather Permitting). Pistols Holstered.

Shooter starts standing in Outhouse, Hands on hat. Signal ready by saying, **"Some Gang, An Indian Ranch Hand, A Drunken Gunfighter, A Sex Maniac, And An Uncle!"**

ON SIGNAL:

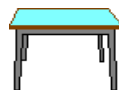
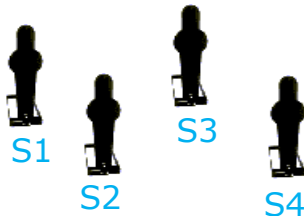
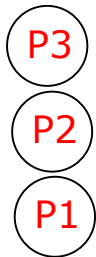
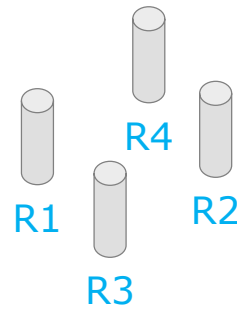
Retrieve rifle and engage R1,R2,R3,&R4 with a double tap sweep, starting on R3 and ending on R3. Make rifle safe.

Move into cabin with 1<sup>st</sup> pistol engage, P1,P2,& P3 with a 3-1-1 sweep starting on P3 then with the 2<sup>nd</sup> pistol a 3-1-1 sweep starting on P1. 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**

Rifle in hands. Shotgun staged under water tower (Weather Permitting). Pistols Holstered.

Shooter starts in train, rifle in hands.

Signal ready by saying **"We'll Rob A Train, We'll Use The Kids Plan!"**

ON SIGNAL:

With rifle engage R1,R2,&R3 with a 3-4-3 sweep starting on R1.

**Train must be released before engaging targets.**

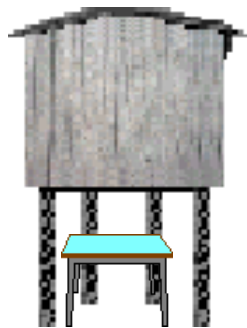
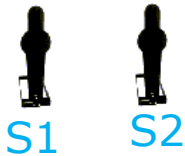
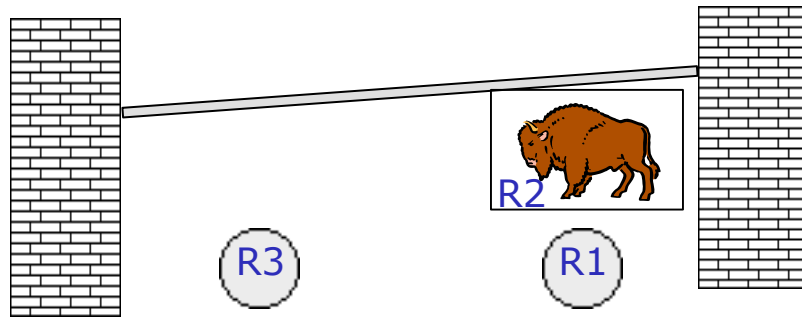
Move to table behind train, make rifle safe.

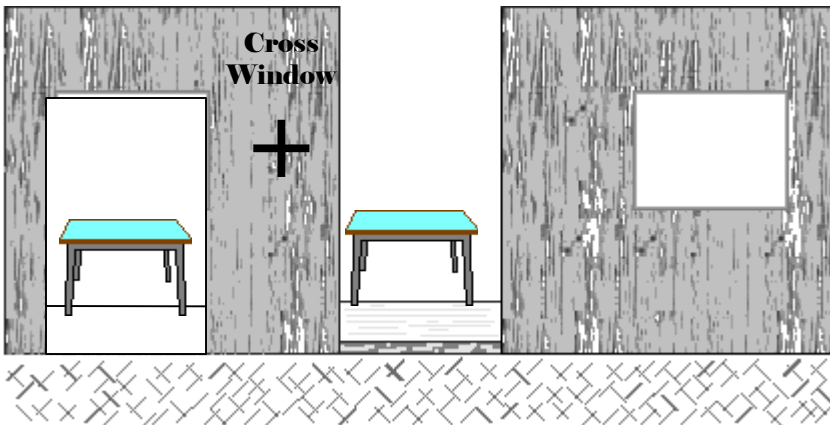
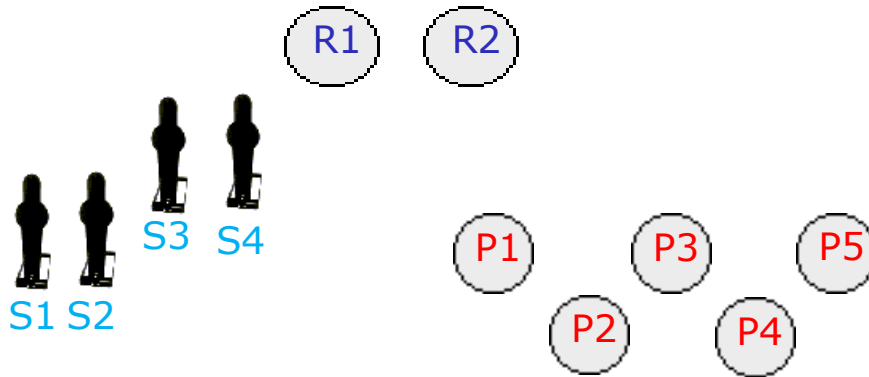
With pistols engage P1&P2 with a double tap continuous alternating sweep from either direction. Holster.

Move to 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 church, Pistols Holstered.**

Shooter starts in church with both hands flat on table. Signal ready by saying

**"Cassidy How About A Drink, I'll Trade My Silver Pistols!"**

ON SIGNAL:

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 alley retrieve rifle engage R1&R2 with 10 rounds any order. Make rifle safe.

Move to Madam Orr's House with pistol's engage P1,P2,P3,P4,&P5 with 2 sweeps, 1<sup>st</sup> pistol from the left, 2<sup>nd</sup> pistol from the right. Holster.

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

# Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged in window 2

Shotgun staged in door 1,  
Pistols Holstered.

Shooter starts at door 2, hands on your hips. Signal ready by saying **"It's Custer's Last Stand, With Me In The Middle!"**

ON SIGNAL:

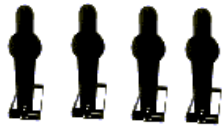
With pistols engage P1,P2,&P3 with a 2-1-2-3-2 Nevada sweep from either direction. Holster.

Move to window 2 retrieve rifle engage R1,R2,&R3 with a 2-1-2-3-2 Nevada sweep from either direction. Make rifle safe.

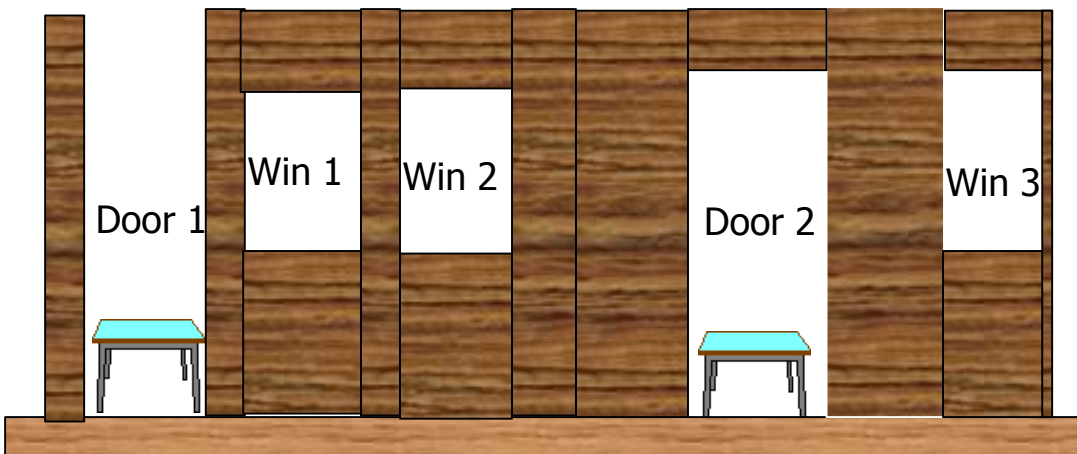
Move to door 1, retrieve shotgun engage S1,S2,S3,&S4 in any order.

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

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



S1 S2 S3 S4



# Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle & Shotgun staged on table,  
Pistols holstered.

Shooter starts at the table, hands at your side.  
Signal ready by saying **"Kid, This  
Is No Time To Fall Off The  
Wagon!"**

ON SIGNAL:

Retrieve rifle engage R1&R2 with a 2-2-3-3  
sweep from either direction.

2 rounds on R1, 2 rounds on R2,  
**then** 3 rounds on R1, 3 rounds on  
R2 from either direction.

Make rifle safe.

With pistols engage P1&P2 in the same  
manner as the rifle. With a 2-2-3-3  
sweep from either direction.

2 rounds on P1, 2 rounds on P2,  
**then** 3 rounds on P1, 3 rounds on  
P2 from either direction. Holster.

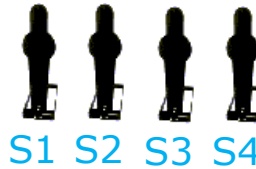
Finally retrieve shotgun engage S1,S2,S3,&S4  
any order.

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

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



R1 R2



P1 P2

