

# Stage 1

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

Shooter starts standing outside doorway of  
saloon. Rifle in Hands. Signal ready  
by saying **"I'm Supposed To Be  
Swiftly Morgan!"**

ON SIGNAL:

From the doorway with rifle engage  
R1,R2,&R3 with 4 rounds on R2 then  
a double tap sweep from either  
direction. Move into salon, Make rifle  
safe.

From inside saloon, with pistol's engage  
P1,P2,&P3 with 4 rounds on P2 then a  
double tap sweep from either  
direction. Holster

Move to left table 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 2

**10 Pistol, 10+2 Rifle, 4+ Shotgun**  
Rifle in outhouse, Shotgun in cabin.  
Pistols Holstered.

Shooter starts standing in outhouse, Hands on pistol or pistols. Signal ready by saying **"You Hit That Fellow From Behind!"**

ON SIGNAL:

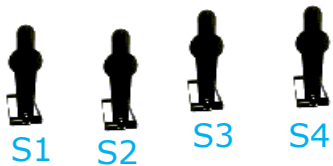
With pistols first & rifle as needed engage RP1,RP2,RP3,&RP4 with a progressive sweep, 4 rounds on #1, 5 rounds on #2, 6 rounds on #3 & 7 rounds on #4 from either end. Load 2 rounds in the rifle at any time after the first shot is fired down range.

Holster pistols. Make rifle safe.

Move into Cabin 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.



# Stage 3

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

Shooter starts in train, with rope in hand & rifle safely in the other hand. Signal ready by saying **"They'll Pay You For It!"**

ON SIGNAL:

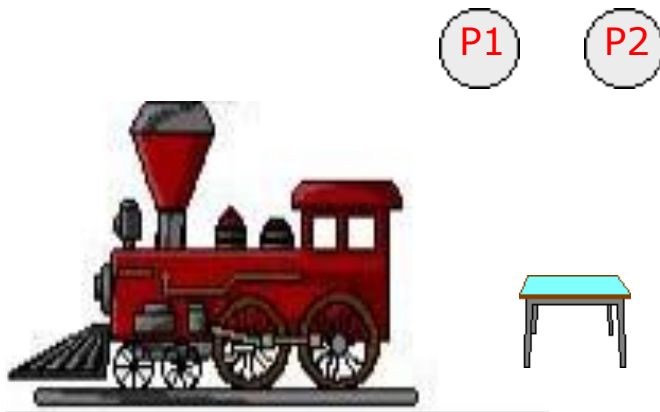
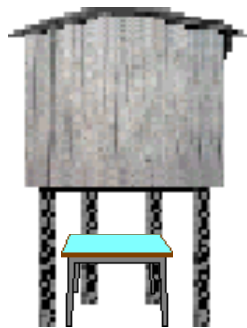
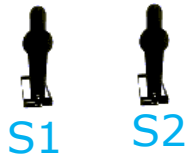
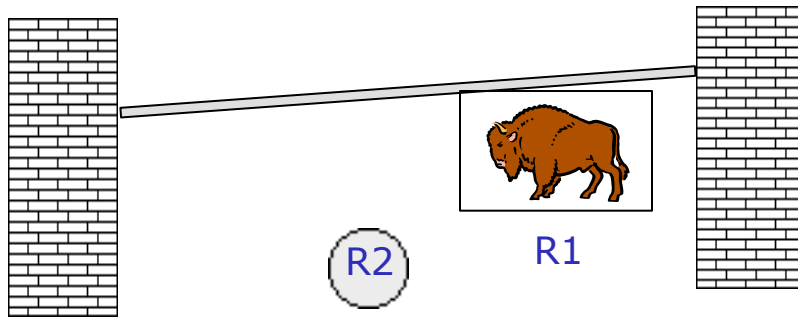
With rifle engage R1,&R2 with 5 rounds each starting on R1.

**Target must be released before engaged.** Move, Make rifle safe on table behind train.

From table behind train with Pistols engage P1,&P2 with 5 Rounds each. 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 front of Madam Orr's House, Pistols Holstered.

Shooter starts in alley with hands at your side. Signal ready by saying **"\$1,000 Split 50-50 you get \$400!"**

ON SIGNAL:

Retrieve rifle engage RP1,RP2,RP3,RP4,&RP5 with a 1-2-4-2-1 sweep from either direction. Take rifle with you thru Madam Orr's House.

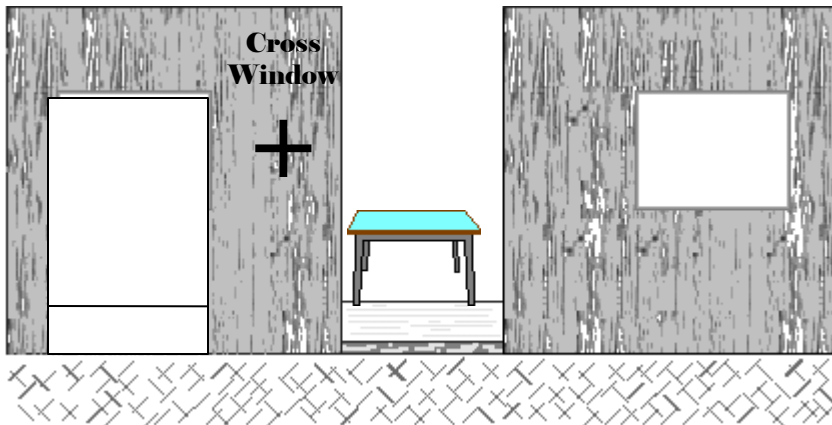
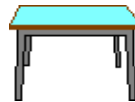
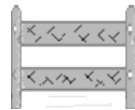
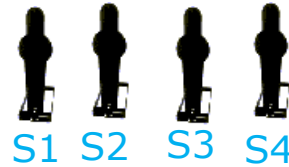
Make rifle safe.

Move thru 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.

Move to fence with pistols engage RP1,RP2,RP3,RP4,&RP5 with a 1-2-4-2-1 sweep from either direction. Holster

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



# Stage 5

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

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

Shooter starts at window 3, shotgun in hands buttstock touching holster or gunbelt. Signal ready by saying **"That Seems Fair!"**

ON SIGNAL:

With shotgun engage S1,S2,S3,&S4 in any order.

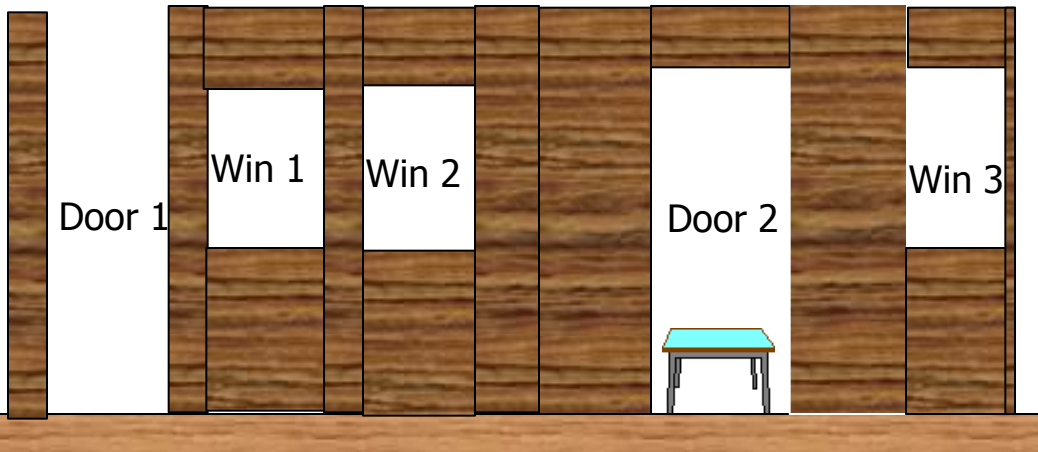
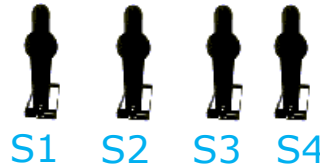
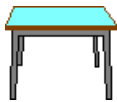
**The knockdowns must fall to avoid being scored as a miss.**

Make Shotgun Safe facing the berm in window 3.

Move to window 1 retrieve rifle engage R1,R2,&R3 with two 1-3-1 sweeps from either direction. Take rifle with you make rifle safe down range.

With pistol's engage P1,P2,&P3 in the same manner as the rifle. Two 1-3-1 sweeps from either direction. Holster.

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





Makeup



popper



S1



S2



S3



R1



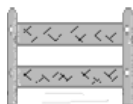
R2



P1



P2



## Stage 6

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

Shooter starts at the table, hands on staged  
rifle. Signal ready by saying **"I Don't  
Want To Die With My Boots On!"**

ON SIGNAL:

Retrieve rifle move to right fence engage  
R1,&R2 with a continues alternating  
double tap sweep from either end.  
Move. Make rifle safe on table.

Retrieve shotgun move to left fence engage  
S1,S2,S3&popper any order. The popper  
must be engaged in the air. Makeup  
popper if missed.

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

Move. Make Shotgun safe on table.

From the table with pistols engage P1,&P2  
with a continues alternating double tap  
sweep from either direction. Holster.

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