

Stage 1

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

Shooter starts standing outside doorway of
Saloon. Signal ready by saying **"Ain't
Going To Make The Judge
Happy!"**

ON SIGNAL:

Move into Saloon with pistol's engage
P1,P2,&P3 with a continues double
tap Nevada sweep from either
direction. Holster.

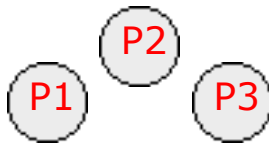
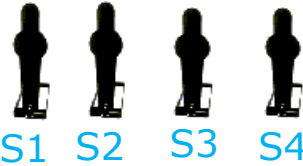
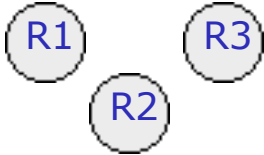
Move to left table retrieve rifle engage
R1,R2,&R3 with a double tap Nevada
sweep from either direction.
Make rifle safe.

Move to right table 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 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 Know A Little About the Law!"

ON SIGNAL:

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

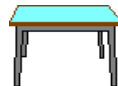
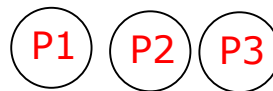
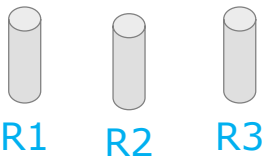
Move to table retrieve Shotgun engage S1,S2,S3,&S4 in any order.

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

Make shotgun safe.

Move into outhouse with pistols engage P1,P2,&P3 in same manner as the rifle with two 2-1-2 sweeps from either direction. Holster.

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



Stage 3

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands. Shotgun on table
under water tower. Pistols
Holstered.

Shooter starts in train, rifle in hands.
Signal ready by saying **"Then I Will**
Get You There Dead!"

ON SIGNAL:

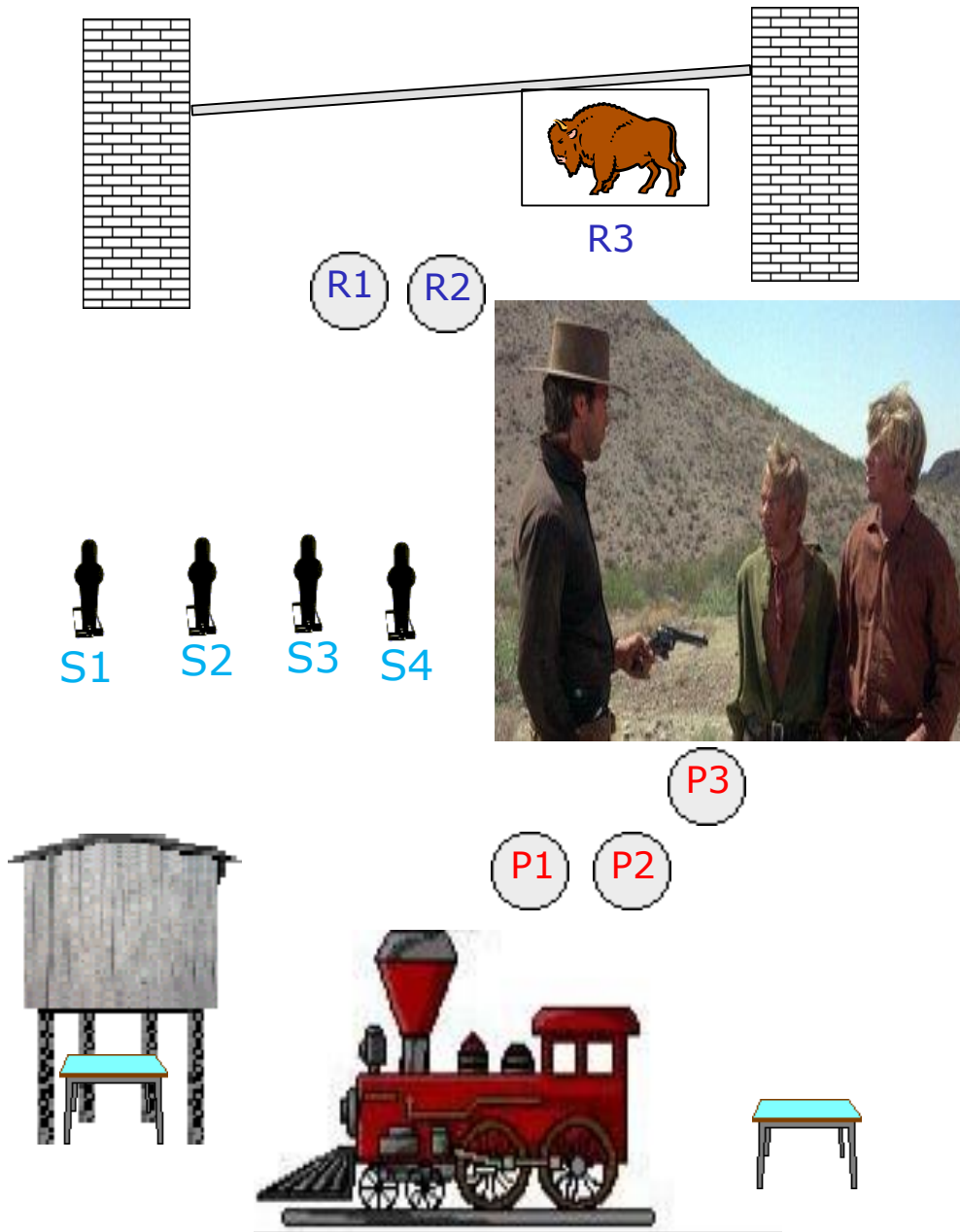
With rifle engage R1,R2,&R3 with a
alternating sweep on R1,&R2 for six
rounds starting on R1, then release
R3 and engage with 4 rounds.

Target must be released before
engaged. Make rifle safe.

With Pistol engage P1,P2&P3 with a 3-3-4
sweep starting on P1. Holster.

Move to under water tower retrieve
shotgun and 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.



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in alley. Shotgun on table in church. Pistols Holstered.

Shooter starts in alley with hands on hat. Signal ready by saying **"We All Have Our Ghosts Marshal!"**

ON SIGNAL:

With rifle engage R1,R2,R3,&R4 with at least 2 rounds on each for 10 rounds.

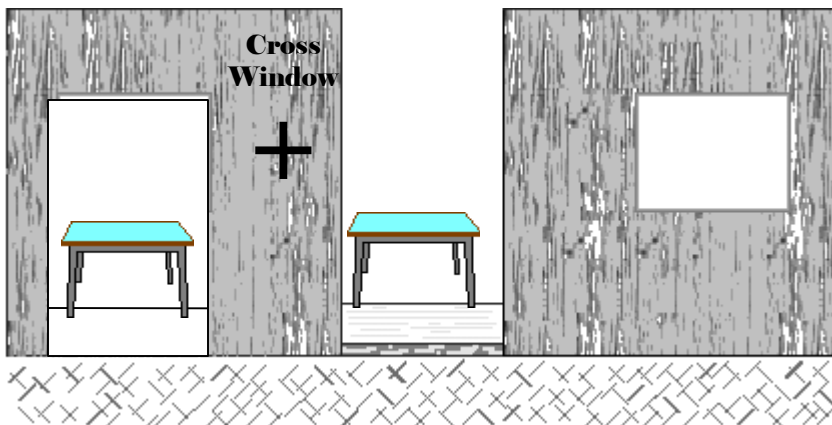
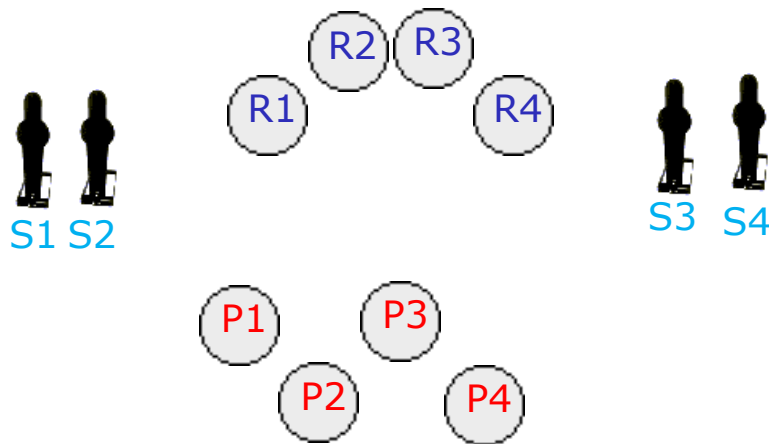
Make rifle safe.

Move to church retrieve shotgun engage S1,&S2 any order. **The knockdowns must fall to avoid being scored as a miss.** Move to alley taking Shotgun with you make shotgun safe.

With pistols engage P1,P2,P3,&P4 with at least 2 rounds each for 10 rounds. Holster.

Retrieve shotgun move into Madam Orr's House engage 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.



Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in Window 2. Shotgun in hands. Pistols Holstered.

Shooter starts at window 3, Shotgun in hands. Signal ready by saying

"We Hung A Innocent Man!"

ON SIGNAL:

With shotgun engage S1,&S2 in any order.

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

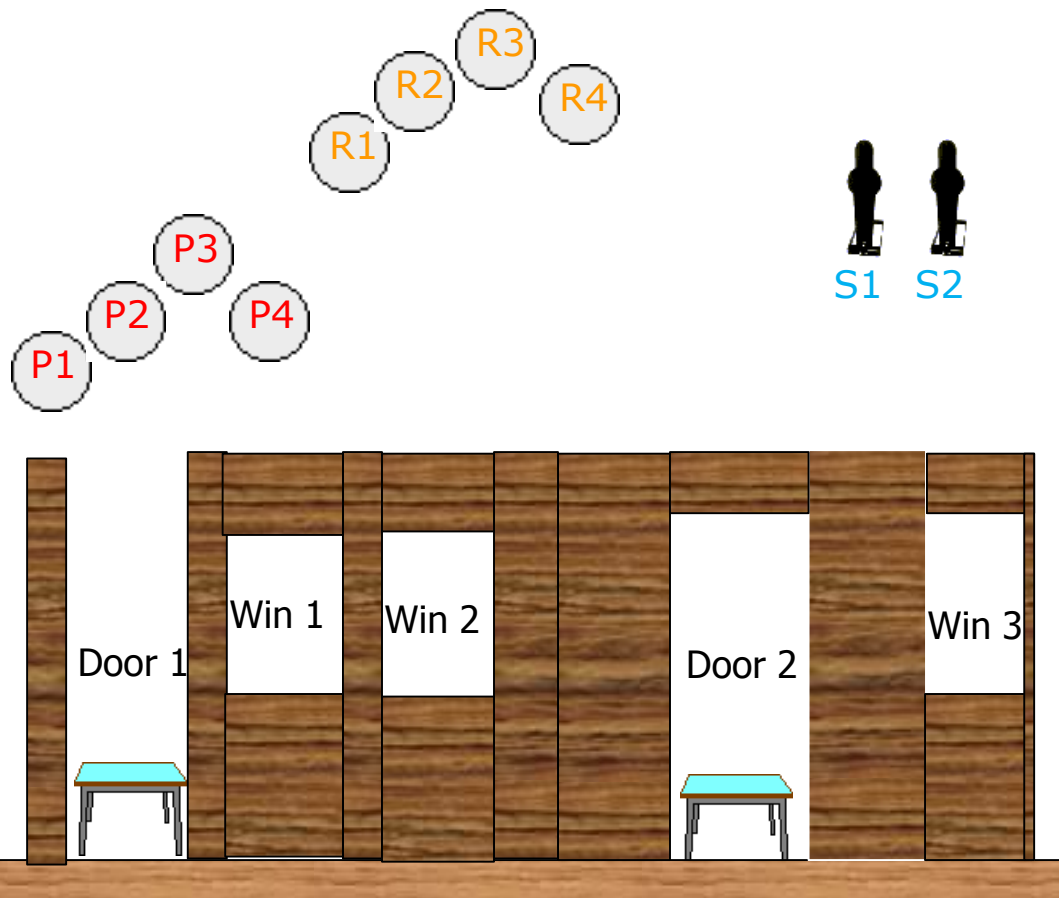
Make Shotgun safe.

Move to window 2 retrieve rifle engage R1,R2,R3,&R4 with a 10 round sweep of at least 1 round on each target either direction.

Make rifle safe.

Move to door 1 with pistol's engage P1,P2,P3,&P4 in the same manner as the rifle with a 10 round sweep of at least 1 round on each target either direction. Holster.

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

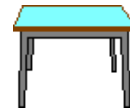
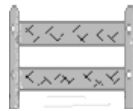
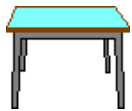




R1 R2 R3

S1 S2

P1 P2 P3



Stage 6

10 Pistol, 9+1 Rifle, 2+ Shotgun

Rifle in Hands. Shotgun on right table.
Pistols Holstered.

Shooter starts standing at left table, Rifle in Hands. Signal ready by yelling,

"Hang 'Em And Hang 'Em High!"

ON SIGNAL:

With rifle engage R1,R2,&R3 with a Continuous Nevada Sweep for 9 rounds, either direction. Reload last round and place on any target.

Make rifle safe.

Move to fence with pistols engage P1,P2,&P3 with a 9 round Continuous Nevada sweep, either direction. Put the last round on any target.

Holster.

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