

Stage 1

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

Shooter starts standing outside left window
of saloon. Rifle in Hands. Signal
ready by saying **"This Gun Is Your
Safe Passage!"**

ON SIGNAL:

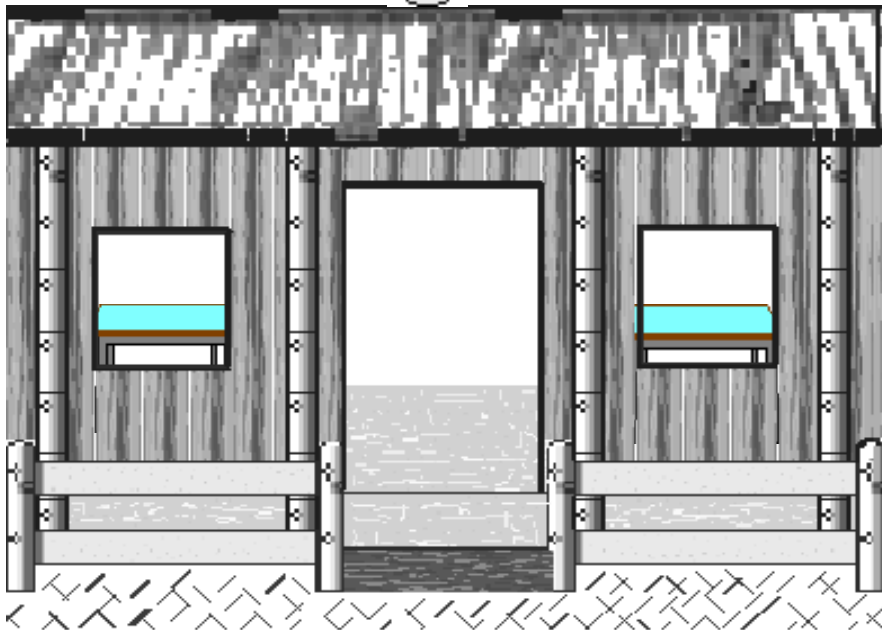
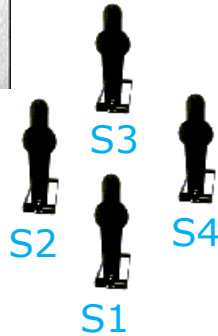
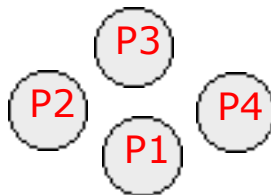
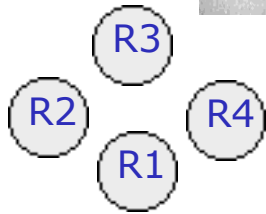
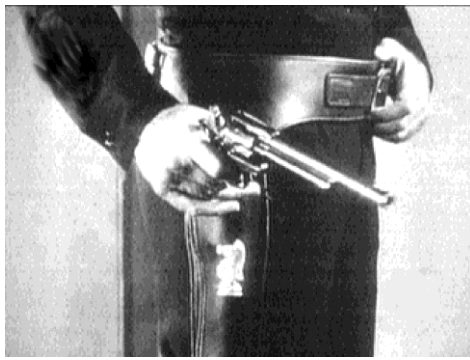
From the left window with rifle engage
R1,R2,R3,&R4 start on R1 to R4
around & around for 10 rounds. Make
rifle safe vertically. Move to saloon
door

From saloon door, with pistol's engage
P1,P2,P3,&P4 in the same manner as
the rifle. Holster

Move into saloon to right table retrieve
shotgun engage S1,S2,S3,&S4 in
same manner as rifle. Must shoot at
least 4 rounds. 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, 9+1 Rifle, 4+ Shotgun

**Rifle in cabin, Shotgun in outhouse.
Pistols Holstered.**

Shooter starts standing in cabin, Hands on pistol or pistols. Signal ready by saying **"Never Touch A Man In Desperation!"**

ON SIGNAL:

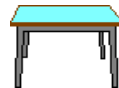
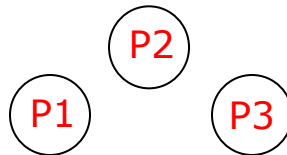
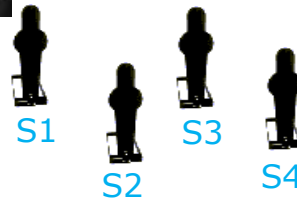
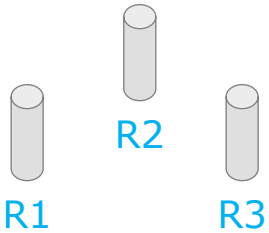
Retrieve rifle engage R1,R2,&R3 with 3 sweeps starting on R1 no double taps, reload rifle engage R2. Make rifle safe.

Move to table with pistols engage P1,P2,&P3 in same manner as the rifle 3 sweeps starting on P1 no double taps, no reload last round on P2. Holster.

Move into outhouse 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 Hands. Shotgun on table under water tower. Pistols Holstered.

Shooter starts in train, rifle in hands.
Signal ready by saying **"A Empty Gun Can Tell A Man A Lot OF Things!"**

ON SIGNAL:

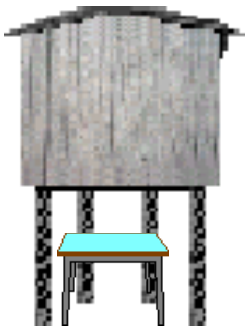
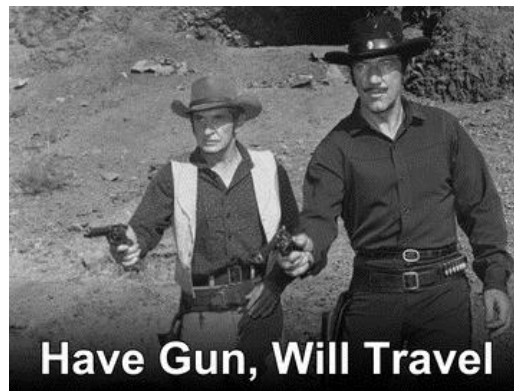
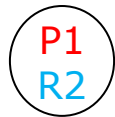
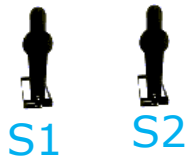
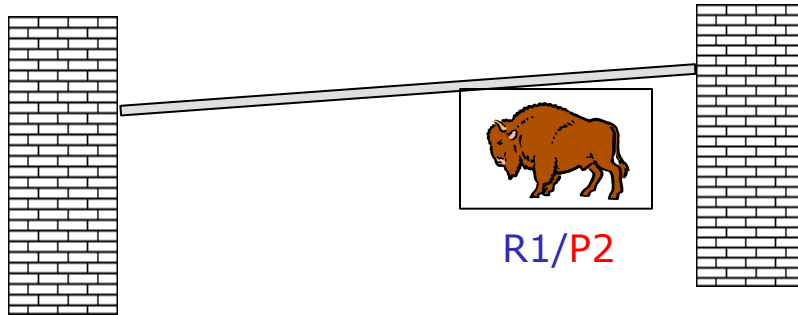
With rifle engage R1,&R2 with 8 rounds on R1 then 2 rounds on R2.

Target must be released before engaged. Make rifle safe.

Move to table under water tower with Pistol engage P1,&P2 with 4 Rounds on P1 then 1 round on P2 repeat with second pistol. Holster.

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 in Hands, Shotgun on table in alley, Pistols Holstered.

Shooter starts in Church with rifle in hands.
Signal ready by saying **"I'm Going To Teach You; You'll DO The Learning!"**

ON SIGNAL:

With rifle engage R1,&R2 with a 2-1 sweep through the cross window.
Make rifle safe.

Move to Madam Orr's House with pistols engage P1,&P2 with a 2-1 sweep.
Holster.

Move to alley retrieve shotgun engage S1,S2,S3,&S4 any order. **The knockdowns must fall to avoid being scored as a miss.**

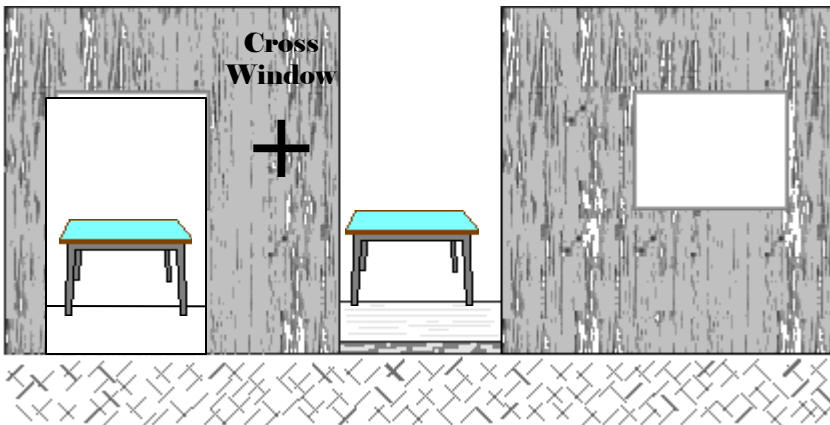
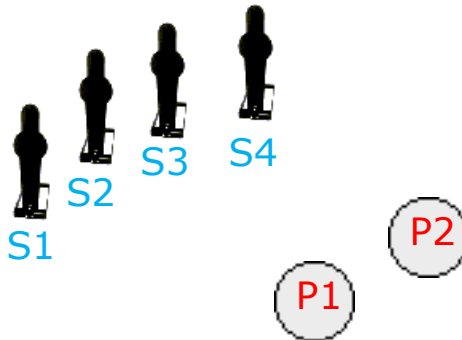
Make shotgun safe.

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



R1

R2



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Window 3, Shotgun in door 2, Pistols Holstered.

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

"This Gun Says No Lynching Today Boys!"

ON SIGNAL:

From window 3 retrieve rifle engage R1,R2,R3&R4 with a Lawrence Welk sweep from either direction. Make rifle safe.

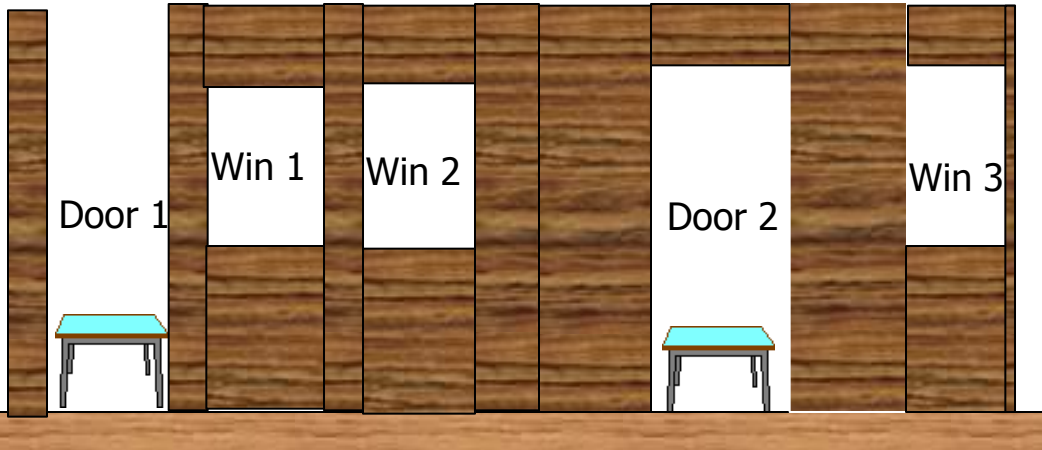
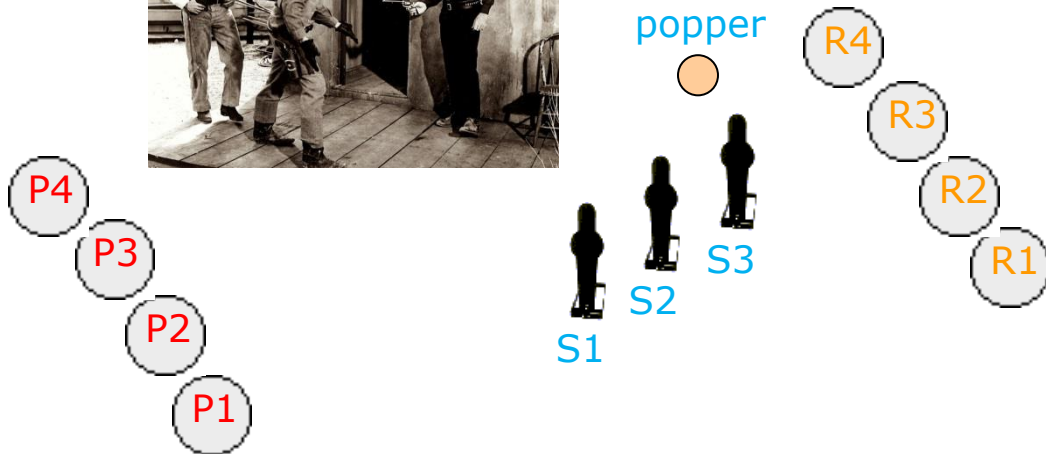
Move to door 1 with pistol's engage P1,P2,P3&P4 in the same manner as the rifle with a Lawrence Welk sweep from either direction. Holster.

Move to door 2 retrieve shotgun engage S1,S2,S3,&Popper in any order. The popper must be engaged in the air. Popper is a 10 sec bonus.

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

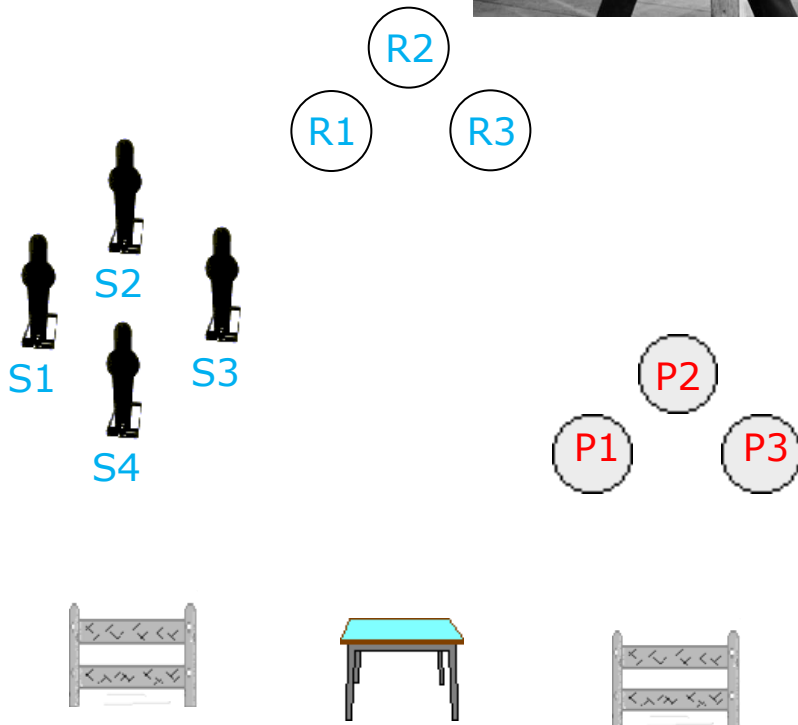
Make Shotgun safe.

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



Stage 6

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



Shooter starts at the right fence, Hands at side. Signal ready by saying **"I Never Use This Gun Unless I Have To!"**

ON SIGNAL:

With pistols engage P1,P2,&P3 with a continues double tap Nevada sweep from either direction. Holster

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

Retrieve shotgun move to left fence engage S1,S2,S3&S4 in this order S1-S2-S3-S4. **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.