

# Stage 1

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

**STAGING: Shotgun on left table.  
Pistols holstered.**

SHOOTER STARTS: at left table, Rifle in hands. Signal ready by saying, "**A man oughta do what he thinks is best.**"

ON SIGNAL: Engage the Rifle targets with a 3-3-4 Sweep, starting on either end.

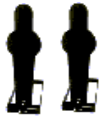
From left table, engage S1, S2 any order.

From right table, engage S3, S4 any order.

From right table, engage Pistol targets same as Rifle instructions

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

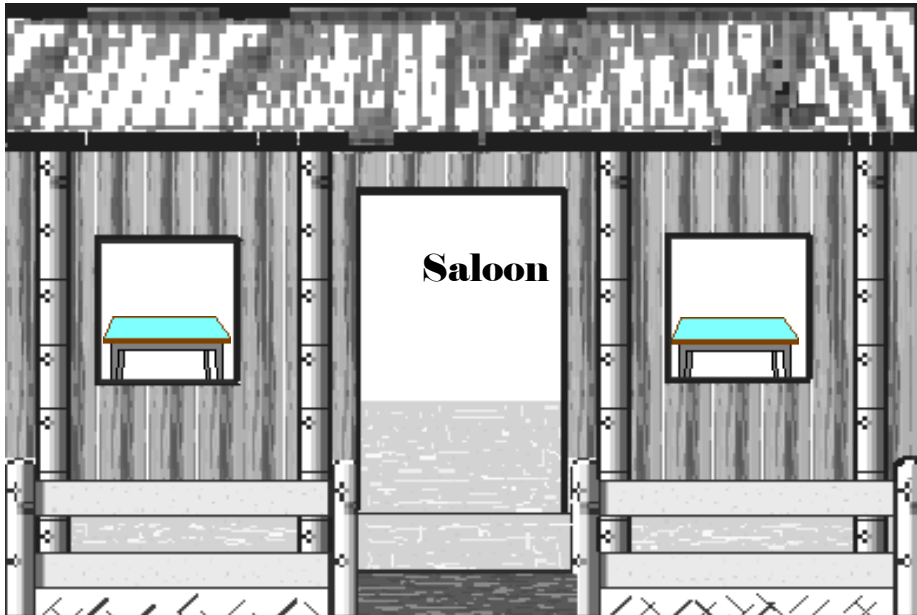
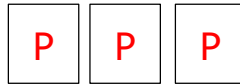
When done, get Rifle and Shotgun and move to unloading table.



S1 S2



S3 S4



# Stage 2

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

**STAGING: Rifle on table. Pistols holstered.**

SHOOTER STARTS: in cabin, Shotgun in hands. Signal ready by saying, **"I got a belly full of lies!"**

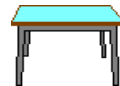
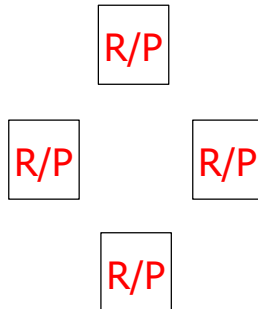
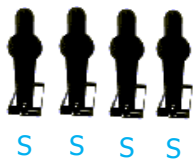
ON SIGNAL: Engage Shotgun targets any order.

From table, with Rifle, engage R/P targets with a Continuous Circular Sweep, starting on any target (clockwise or counter-clockwise).

From table, with Pistols, engage R/P targets same as Rifle instructions

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

When done, get Rifle and Shotgun and move to unloading table.



**Outhouse**



# Stage 3

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

**STAGING:** Rifle on shelf in train.

**Shotgun on shelf in train. Pistols holstered.**

**SHOOTER STARTS:** at table behind train, hands at Texas surrender. Signal ready by saying, **"Everybody gets dead!"**

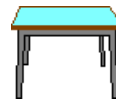
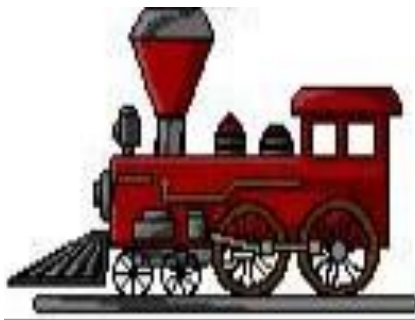
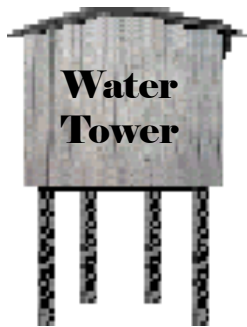
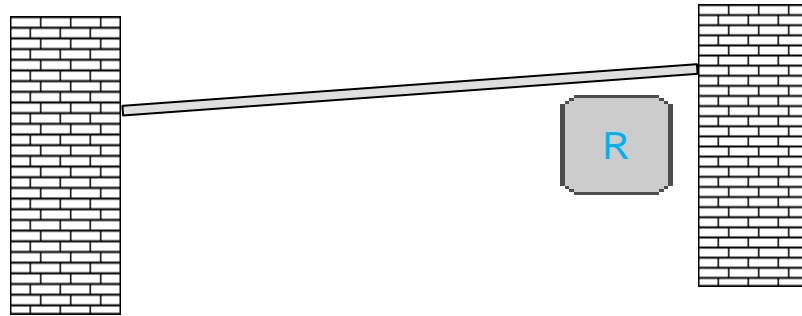
**ON SIGNAL:** Engage Pistol target with a 10 round California Dump.

From train, engage Rifle target same as Pistol instructions. (Rifle target must be moving before engaged).

From train, engage the Shotgun targets 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**

**STAGING:** Shotgun on table in church.  
Rifle on table in alley. Pistols  
holstered.

SHOOTER STARTS: in church, hands on  
Shotgun shells. Signal ready by saying,  
**"That dog don't take to pettin',  
son."**

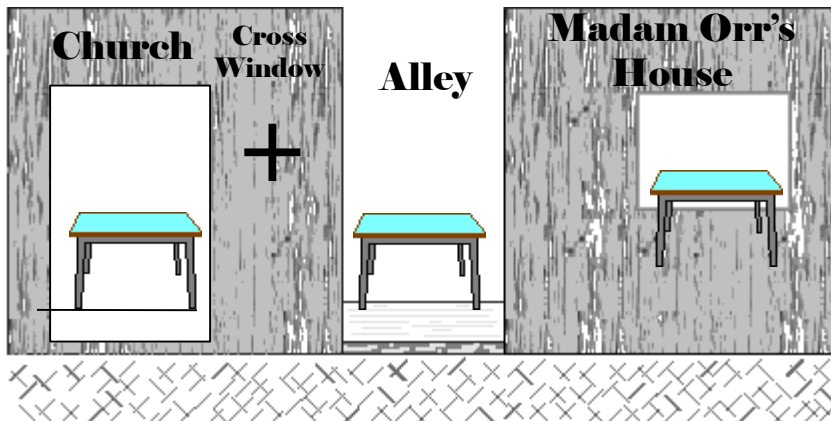
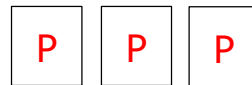
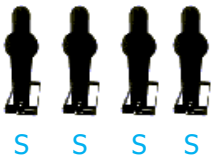
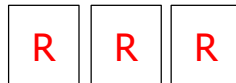
ON SIGNAL: engage the Shotgun targets any  
order.

From table in alley, engage the Rifle  
targets by double-tapping both outside  
targets, then 6 rds on center target,  
starting on either end.

From table in Madam Orr's house,  
engage Pistol targets same as Rifle  
instructions.

**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, 4+ Shotgun**

**STAGING:** Rifle on shelf in Window 2. Pistols holstered.

**SHOOTER STARTS:** at Window 3, with Shotgun in hands. Signal ready by saying, **"As a matter of fact, Indians can smell white people."**

**ON SIGNAL:** Engage Shotgun targets any order.

From Window 2, engage Rifle targets with an alternating 1-1-3-3-1-1 sweep, starting on either end.

From Doorway 1, engage Pistol targets same as Rifle instructions.

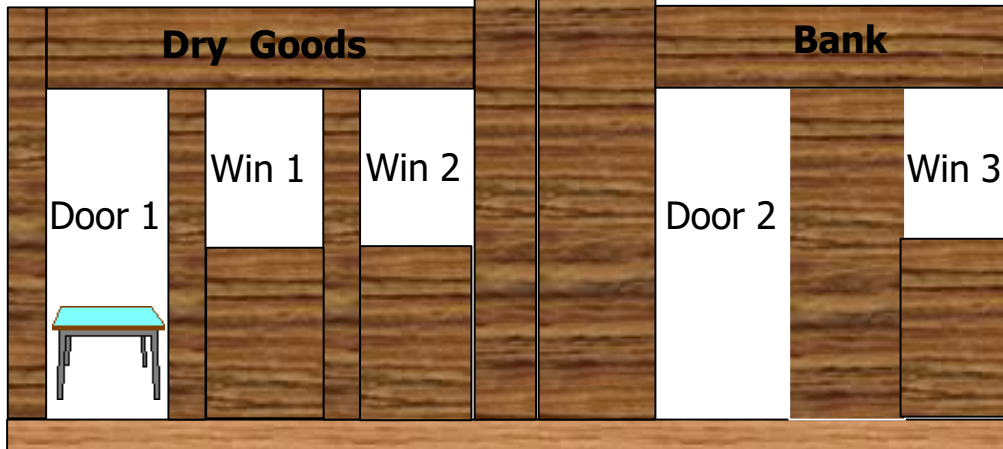
**The knockdowns must fall to avoid being scored as a miss.**

When done, get Rifle and Shotgun and move to unloading table.

R R



P P



# Stage 6

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

**STAGING: Rifle on shelf at Window 1. Shotgun on shelf at Window 2. Pistols holstered.**

SHOOTER STARTS: at Window 1, with hands on hat. Signal ready by saying, **"Mister, when I give my word, I keep it!"**

ON SIGNAL: engage Rifle targets with a "Hoosier Sweep".

From Window 2, engage Shotgun targets any order.

From Window 3, engage Pistol targets same as Rifle instructions.

(Note: "Hoosier Sweep" – 4 rds on R2, then 2 rds on R1, 2 rds on R2, and 2 rds on R3.)

**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

