

# Stage 1

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

Shooter starts at left table, with shotgun in hands. Signal ready by saying,  
**"How's Our Old Lady!"**

ON SIGNAL:

With shotgun, engage S1,&S2 any order.  
Move to right table, engage S3 & S4 any order. Make shotgun safe.

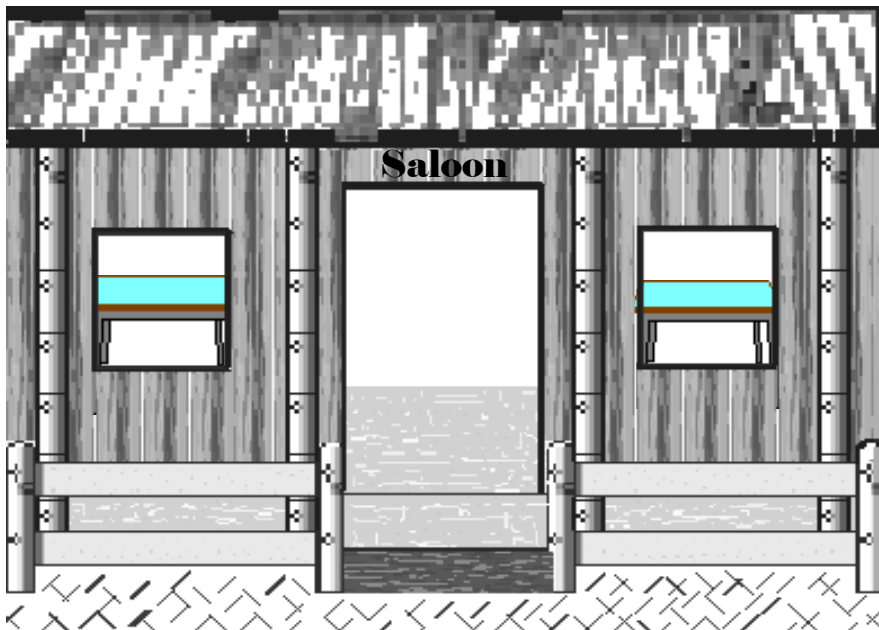
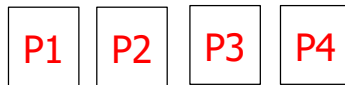
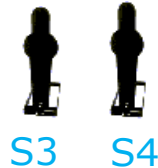
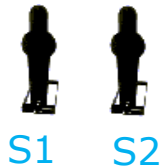
**The knockdowns must fall to avoid being scored as a miss.**

Retrieve rifle, engage R1-R4 with a "Nasty Sweep" (R1,R1,R1,R1, R4, R2,R2,R2, R3, R3) from the left.

Make rifle safe.

Move between tables, with pistols engage P1-P4 same as rifle instructions.

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



# Stage 2

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

Rifle on center table. Shotgun in outhouse. Pistols holstered.

Shooter starts at center table, hands on hat.  
Signal ready by saying,

**"The Same, She's Always Got  
Something Wrong With Her!"**

ON SIGNAL:

Retrieve rifle, engage R1-R3 with a  
Lomondo sweep. (R2,R2, R1, R2,R2,  
R3,R3,R3, R2,R2)

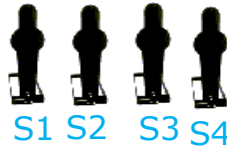
Make rifle safe on table.

Move into outhouse & engage S1-S4 any  
order.

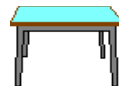
**The knockdowns must fall to  
avoid being scored as a miss.**

Move into cabin. With pistols engage P1-P3  
same as rifle instructions.

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



**Cabin**



**Outhouse**



# Stage 3

**10 Pistol, 10 Rifle, 2+ Shotgun**  
Rifle in Hand/Hands. Shotgun on table behind train. Pistols Holstered.

Shooter starts in train, rifle in hands/hands. Signal ready by saying,

**“Now, Where The Devil Is It!”**

ON SIGNAL:

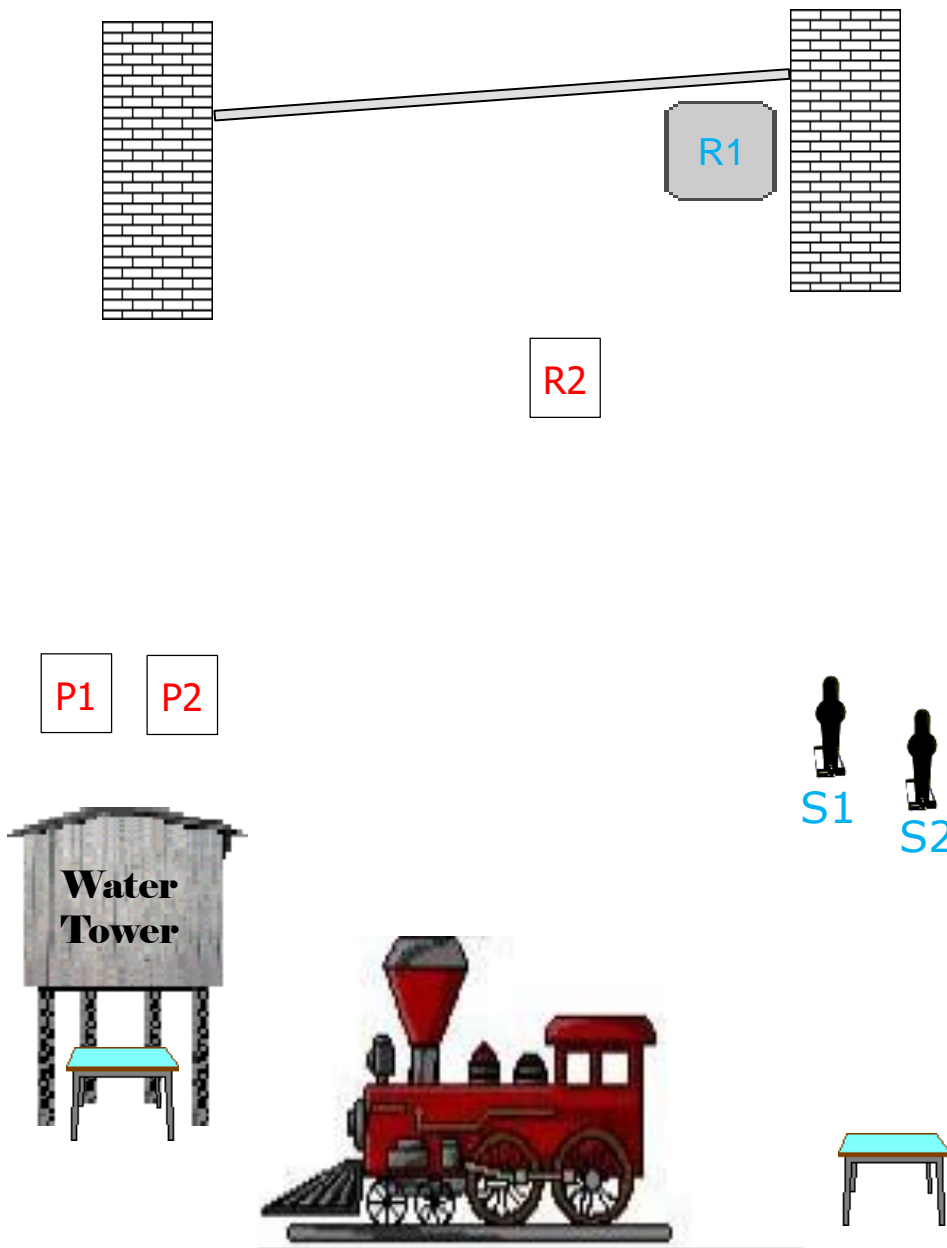
With rifle engage R1, R2 with Reverse Lawrence Welk sweep (4 rounds on R1, then 3 rounds on R2, 2 rounds on R1, 1 round on R2). **Target R1 Must Be Released Before Engaging Targets.** Make Rifle Safe.

Move to table behind train, retrieve shotgun, engage S1,&S2 in any order. Make Shotgun Safe on Table.

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

Move to water tower. Engage P1 and P2 same as rifle instructions. (4 rounds on P1, then 3 rounds each on P2, 2 rounds on P1, 1 round on P2).

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



# Stage 4

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

Rifle staged on table in Alley.

Shotgun staged anywhere safely.

Pistols Holstered.

Shooter starts in Alley, hands on table.

Signal ready by saying,

**"In New Orleans, Runnin' A Whorehouse!"**

ON SIGNAL:

With rifle engage R1-R3 Twice - R2, R2, R1, R2, R3 Sweep either direction.

Make Rifle Safe.

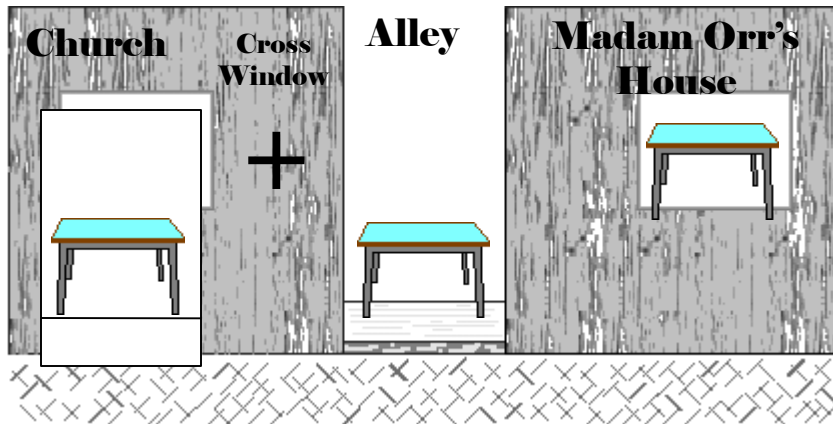
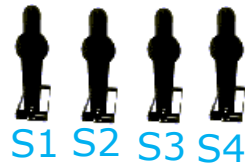
Shooters choice: Either shotgun or pistols.

If Shotgun, move into Madam Orr's house, engage S1-S4 any order. **The knockdowns must fall to avoid being scored as a miss.**

Make Shotgun Safe.

If Pistols, move into the church, engage pistol targets same as rifle instructions (P2, P2, P1, P2, P3 - repeat.)

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

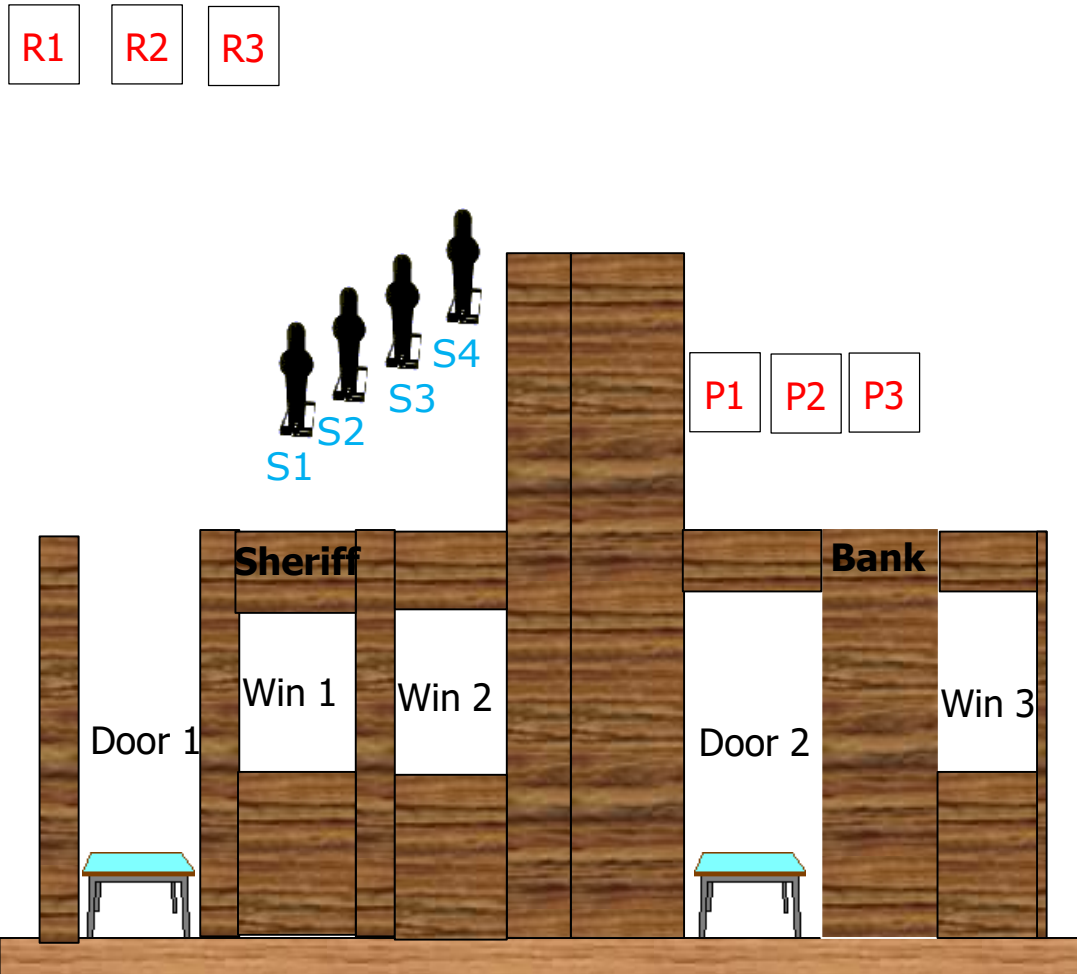


# Stage 5

**10 Pistol, 10 Rifle, 4+ Shotgun**  
Rifle in hands, Shotgun in window 2,  
Pistols holstered.

Shooter starts at door 1, rifle in hands.  
Signal Ready by Saying,

**"I Was Talkin' About The  
Bullet!"**



ON SIGNAL:

With rifle, engage R1-R3 with a triple  
tap sweep, either direction. Last  
round on target R2. Make Rifle  
Safe.

Move to window 2 retrieve shotgun,  
engage S1-S4 any order.

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

Make Shotgun Safe.

Move to door 2 with pistols engage  
P1-P3 same as rifle instructions.

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

# Stage 6

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

**Rifle at Win 1, Shotgun at Win 3, Pistols Holstered.**

Shooter starts in Alley, Right hand on Heart. Signal ready by saying,

**"Swear On Our Old Lady!"**

ON SIGNAL:

With Pistol's, engage P1-P3 with an "Angry" Sweep, P1, P1, P1, P2, P3, P2, P3, P1, P1, P1.

Retrieve rifle engage R1-R3 with an "Angry" Sweep, R1, R1, R1, R2, R3, R2, R3, R1, R1, R1.

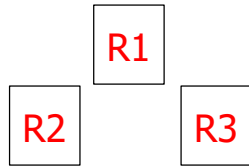
Make Rifle Safe.

Retrieve Shotgun Engage S1-S4 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.



**Marshall's Office**

Alley

Door 1

Win 1

Win 2

Win 3