

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle at port arms. Shotgun staged
on left table. Pistols Holstered.

Shooter starts standing in door way, rifle at
port arms. Signal ready by saying
"Set Them Up Pops!"

ON SIGNAL:

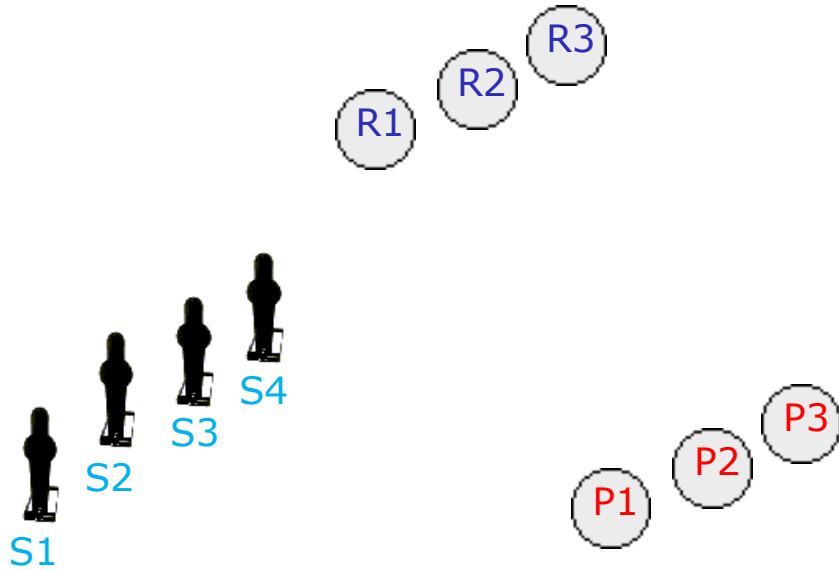
With rifle engage R1,R2,& R3 with
two, 2-1-2 sweeps, starting on R1,
with the first round only. Move to
right table, make rifle safe.

From right table with pistols engage
P1,P2,&P3 with two, 2-1-2, sweeps,
starting on P1, with the first round
only. Holster.

Move to left table, retrieve shotgun
and 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 Rifle, 4+ Shotgun

Rifle in Cabin. Shotgun on table (Weather Permitting). Pistols Holstered.

Shooter starts standing in cabin, Hands on hat. Signal ready by saying **"Ding Dong!"**

ON SIGNAL:

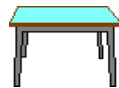
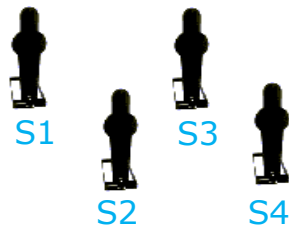
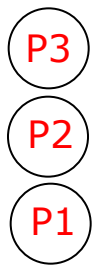
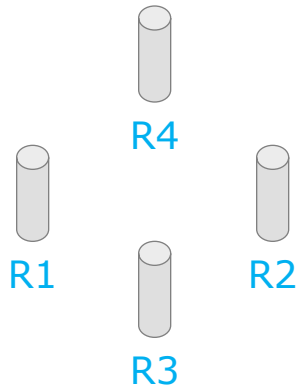
With 1st pistol engage, P1,P2,& P3 with a 3-1-1 sweep starting on P3 then with 2nd pistol a 3-1-1 sweep starting on P1. Holster.

Retrieve rifle and engage R1,R2,R3,&R4 with a double tap sweep, starting on R3 and ending on R3 . Make rifle safe.

Move to table with Shotgun engage S1,S2,S3,&S4 in any order. Make shotgun safe. (Weather Permitting).

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 at port arms. Shotgun staged under water tower (Weather Permitting). Pistols Holstered.

Shooter starts in train, rifle at port arms.

Signal ready by saying **“Is This The Last Train To Deadwood!”**

ON SIGNAL:

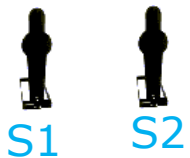
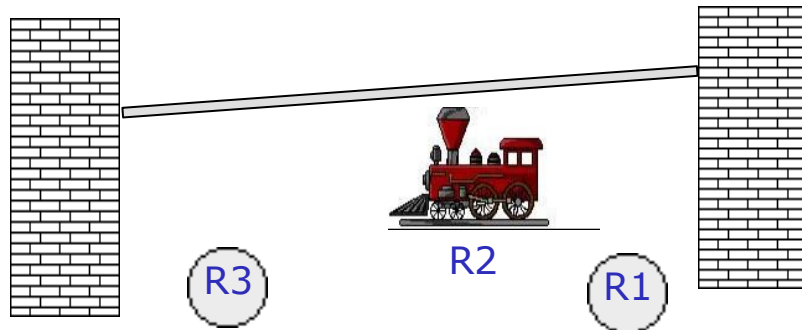
With rifle engage R1,R2,&R3 with 3 rounds on R1, 4 rounds on R2 and 3 rounds on R3. **Train must be released before engaging targets.** Move to table make rifle safe.

With pistols engage P1&P2 with a double tap alternating sweep from either direction. Holster.

Move to under water tower retrieve shotgun and engage S1 & S2 any order. (Weather Permitting).

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 church with both hands flat on table. Signal ready by saying **"Someone Stepped On My Grave!"**

ON SIGNAL:

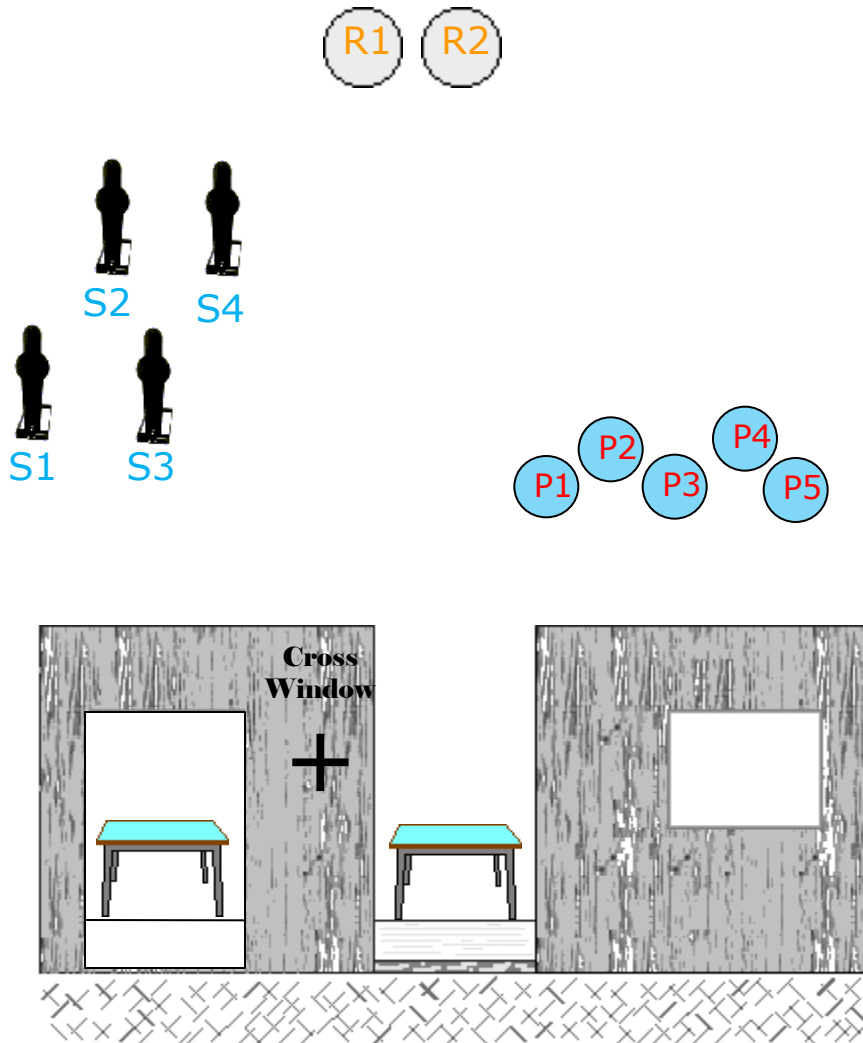
Retrieve shotgun engage S1,S2,S3,&S4 any order. Make shotgun safe.

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

Move to alley retrieve rifle engage R1&R2 with 10 rounds any order. Make rifle safe.

Move to Madam Orr's House with pistol's engage P1,P2,P3,P4,&P5 with 2 sweeps, 1st pistol from the left, 2nd pistol from the right. Holster.

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



Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle & Shotgun staged on table, Pistols Holstered.

Shooter starts at table hands on your hips. Signal ready by saying **"I Can't Find Cover!"**

ON SIGNAL:

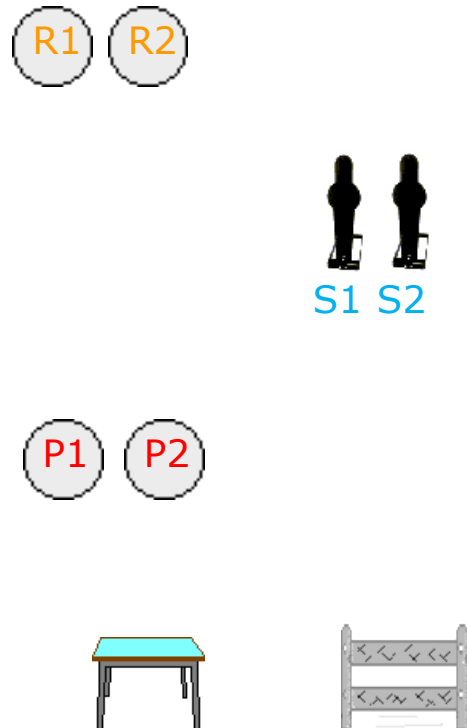
Retrieve rifle engage R1&R2 with 6 rounds on R1, and 4 rounds on R2. Make rifle safe.

With pistols engage P1&P2 in the same manner as the rifle. 6 rounds on P1, and 4 rounds on P2. Holster.

Retrieve shotgun move to fence engage S1 & S2 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 6

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

Shooter starts at the table, hands at your side.
Signal ready by saying **"It's All Over
Now!"**

ON SIGNAL:

Retrieve rifle engage R1&R2 with 2
rounds on R1 and 2 rounds on R2, **then**
3 rounds on R1 and 3 rounds on R2.
Make rifle safe.

With pistols engage P1&P2 in the same
manner as the rifle. 2 rounds on P1 and
2 rounds on P2, **then** 3 rounds on P1
and 3 rounds on P2. Holster.

Finally retrieve shotgun 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.

