

# Stage 1

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

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

**STARTING POSITION:** Shooter in doorway, in the Duke position. Signal ready by saying, "**Pitter Patter let's get at er...**"

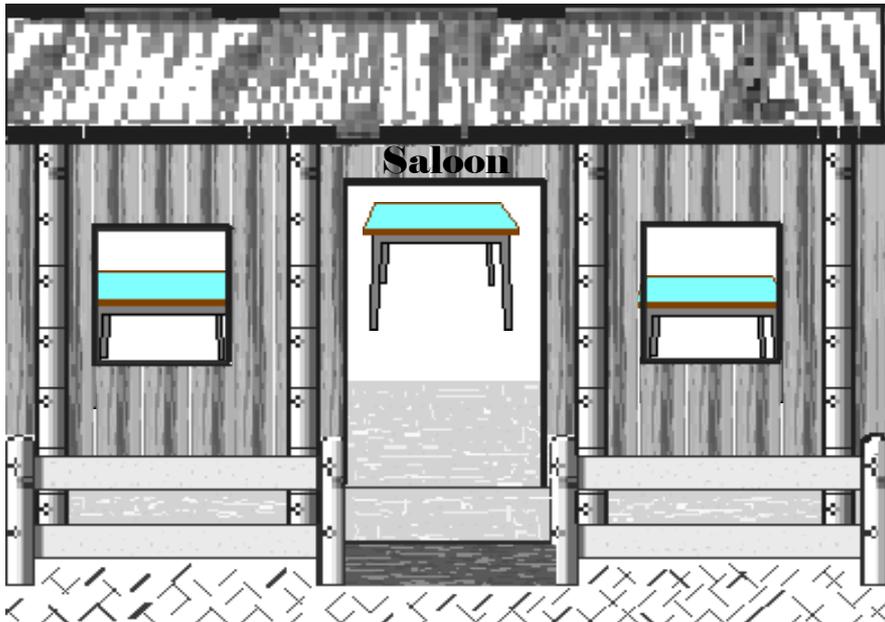
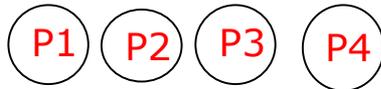
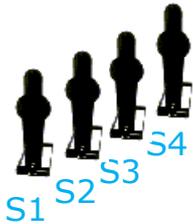
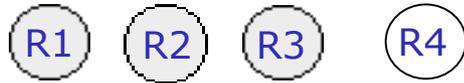
**ON SIGNAL:** From doorway, engage the four Rifle targets with two 1-1-2-1 sweeps from either end. **Make rifle safe.**

From left table, engage the four shotgun targets any order. **Make shotgun safe.**

From anywhere, with pistols use the same instructions as for the rifle.

**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**

**STAGING: Shotgun in Cabin. Pistols holstered.**

**STARTING POSITION:** Shooter starts at center table, rifle in hands. Signal ready by saying, **"I see the muscle shirt came today, muscles coming tomorrow?"**

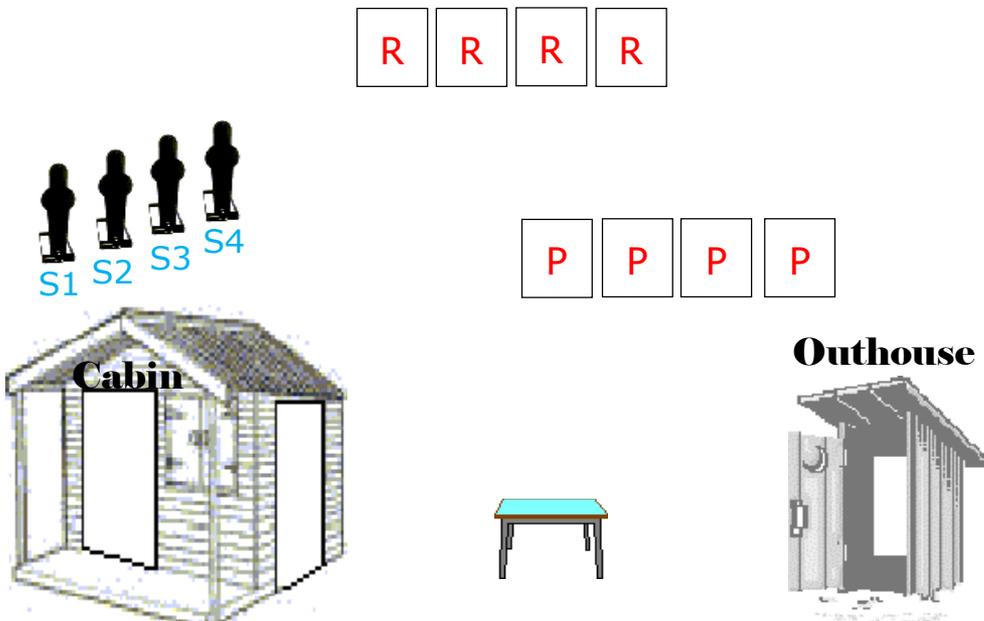
**ON SIGNAL:** Starting on either end, engage the four rifle targets with a 4-1-1-4 sweep.

From center table, engage the four pistol targets same as rifle instructions.

From cabin, engage the four 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 3

## 10 Pistol, 10 Rifle, 2+ Shotgun

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

**Shotgun on table behind train.**

**Pistols holstered.**

**STARTING POSITION:** Shooter starts in train, one hand on rope, one hand on Rifle. Signal ready by saying, "**As sure as God's got sandals.**"

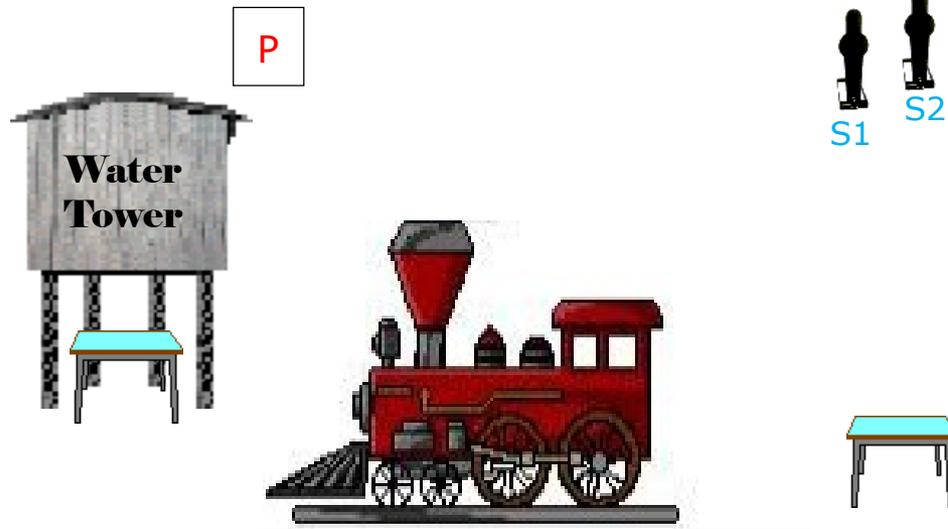
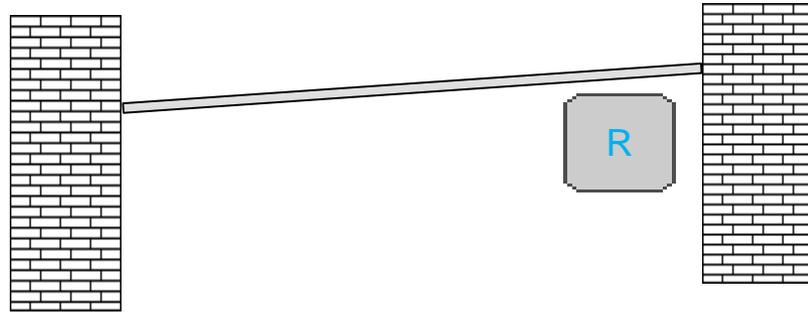
**ON SIGNAL:** Engage the moving target with 9 rounds with your 10<sup>th</sup> round on the pistol target.

From the table behind the train, engage the two shotgun targets any order.

From table under water tower, engage the pistol target with 9 rounds with your 10<sup>th</sup> round on the rifle target.

**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: Rifle on table in Alley. Pistols on table in Madam Orr's House. Shotgun on table in Church.**

STARTING POSITION: Shooter starts in Madame Orr's house, hands flat on table. Signal ready by saying, **"That's a Texas sized 10-4 good buddy."**

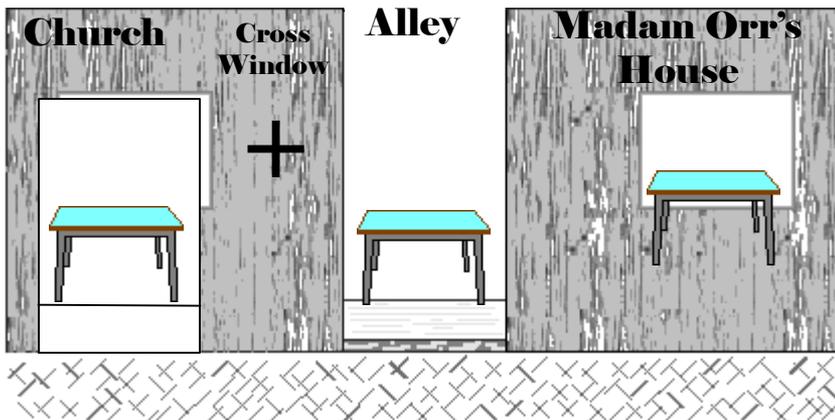
ON SIGNAL: With pistols engage P1-P3 in a 2-1-2 sweep starting on either end then, sweep P1-P3 in a 1-3-1 starting on either end.

From table in alley, engage the four shotgun targets.

From table in church, engage the three rifle targets.

**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 at window**

- 1. Shotgun on shelf at window**
- 3. Pistols holstered.**

**STARTING POSITION:** Shooter starts at window 3, with shotgun in hands. Signal ready by saying, **"It's better looking at it then looking for it."**

**ON SIGNAL:** Engage the four shotgun targets. Make shotgun safe.

From window 1, engage the two Rifle targets with an alternating 1-1-3-3-1-1 pattern for 10 rounds.

From window 2 with pistols use the same instructions as the rifle.

**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:** Shotgun on left table. Rifle on left table. Pistols on right table.

**STARTING POSITION:** Shooter starts at right table, hands on hips. Signal ready by saying, **"Well I'd have a dart."**

**ON SIGNAL:** Engage the pistol targets in a 3-1-2-1-3 sweep starting on either end. You may either holster or return pistols to table.

From left table, engage the rifle targets with the same instructions as the pistol. Make rifle safe.

From left table, engage the four shotgun targets.

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

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

