

Stage 1

10 Pistol, 10 Rifle, 3+ Shotgun

Pistols holstered. Rifle staged on left table and Shotgun staged on right table.

Shooter starts between tables, with hand/s on Pistol/s. Signal ready by saying, **"Happy New Year!"**

ON SIGNAL:

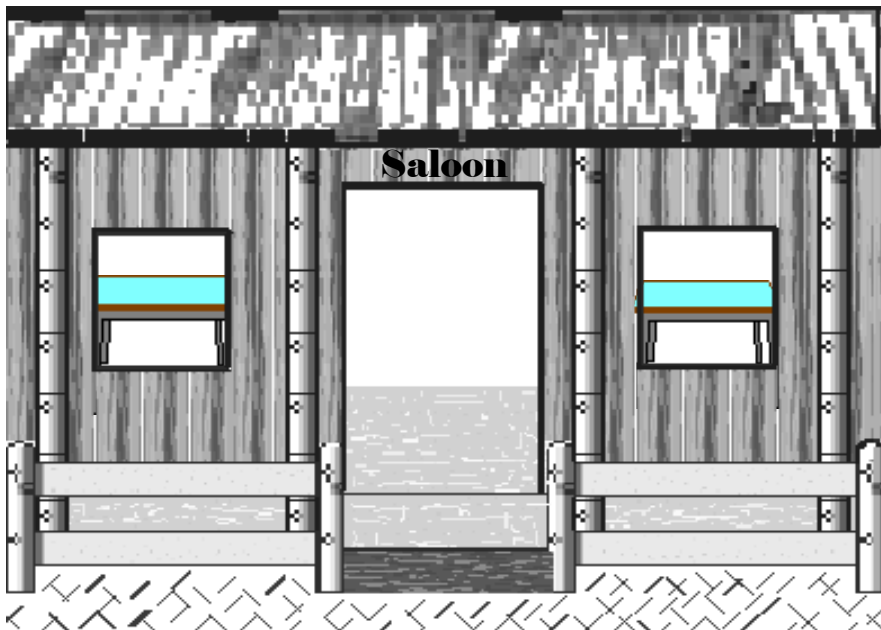
With Pistols, engage P1, P2, P3 with a 3-5-2 Sweep, from either direction. Holster.

Move to left table, retrieve Rifle. Engage R1, R2, R3, repeat Pistol instructions. Make Rifle safe.

Move to right table, retrieve Shotgun. Engage S-1 thru S-3 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 2

10 Pistol, 10 Rifle, 4+ Shotgun

**Pistols Holstered. Shotgun in hands in
Outhouse. Rifle on center table.**

Shooter starts in Outhouse, with Shotgun in
hands. Signal ready by saying,
"Happy New Year!"

ON SIGNAL:

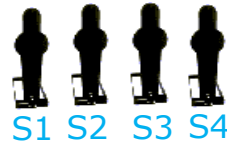
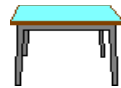
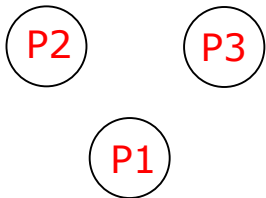
Engage S1-S4 any order. **The
knockdowns must fall to avoid
being scored as a miss.**

Make Shotgun safe.

Move to center table. Retrieve Rifle, engage
R1, R2, R3 with a double-tap Anchor
Sweep either direction. Make Rifle
safe.

Move to cabin. With Pistols, engage P1, P2,
P3. Repeat Rifle instructions.

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



Outhouse



Stage 3

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on Shelf in train. Shotgun on right table. Pistols Holstered.

Shooter starts in train, one hand on Rifle, other hand on rope handle. Signal ready by saying,

"Happy New Year!"

ON SIGNAL:

With Rifle engage R1, R2, R3 with at least 3 Rounds each. **Moving Target Must Be Released Before Rifle Targets Are Engaged.** Make Rifle Safe.

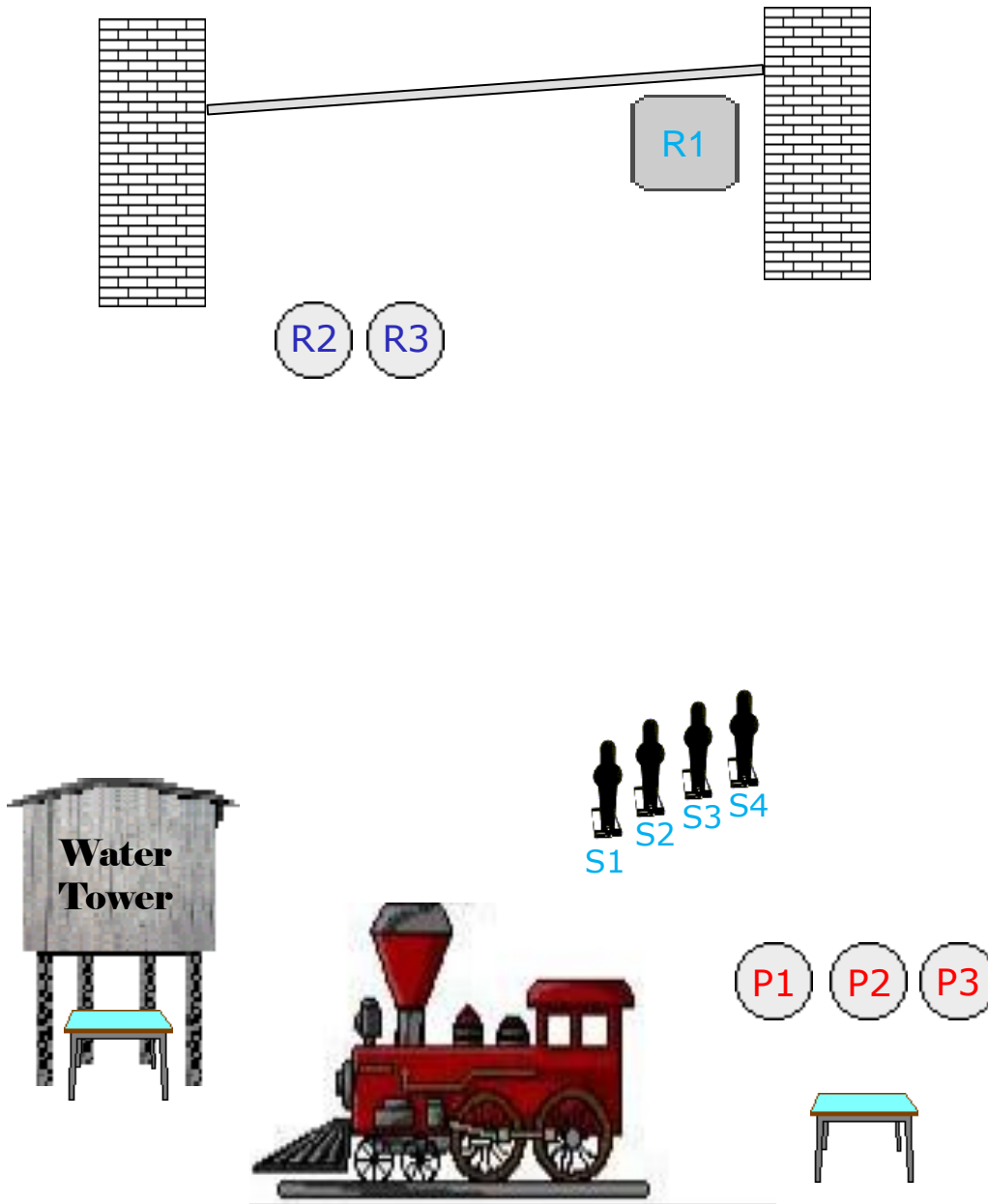
Move to table, retrieve Shotgun. Engage S1-S4 any order.

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

Make Shotgun safe.

With Pistols engage P1, P2, P3. Repeat Rifle instructions. Holster.

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



Stage 4

10 Pistol, 10 Rifle, 2+ Shotgun

Shotgun in hands in Church. Rifle on table in Alley. Pistols Holstered.

Shooter starts in church with Shotgun in hands. Signal ready by saying,

“Happy New Year!”

ON SIGNAL:

With Shotgun, engage S1, S2 any order.

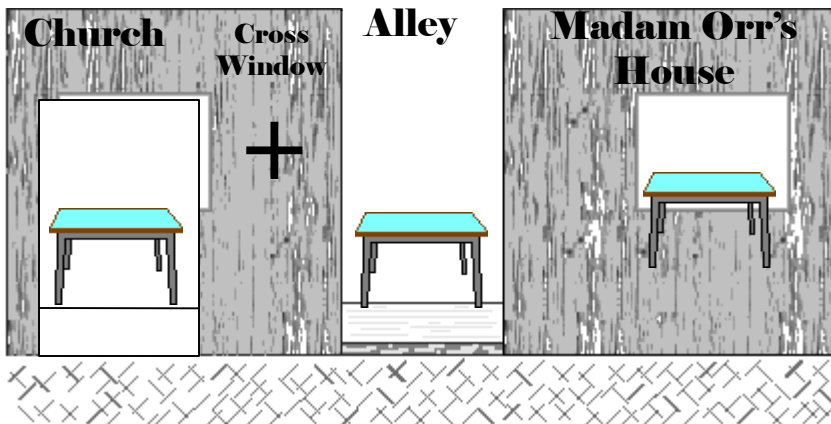
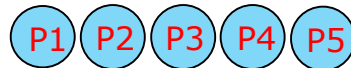
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun safe.

Move to alley. Retrieve Rifle. Engage R1 through R5 in a Hangman’s Sweep from the left – (R1-R2-R3), (R2-R3-R4), (R3-R4-R5), (R5) Make Rifle safe.

Move to Madam Orr’s house. With Pistols, engage P1 through P5. Repeat Rifle instructions.

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



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Shotgun on shelf at window 2. Rifle staged in door 1. Pistols holstered.

Shooter starts at window 2, with hands on window frame. Signal Ready by Saying, **"Happy New Year!"**

ON SIGNAL:

Retrieve Shotgun, engage S1 thru S4 any order.

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

Make Shotgun safe.

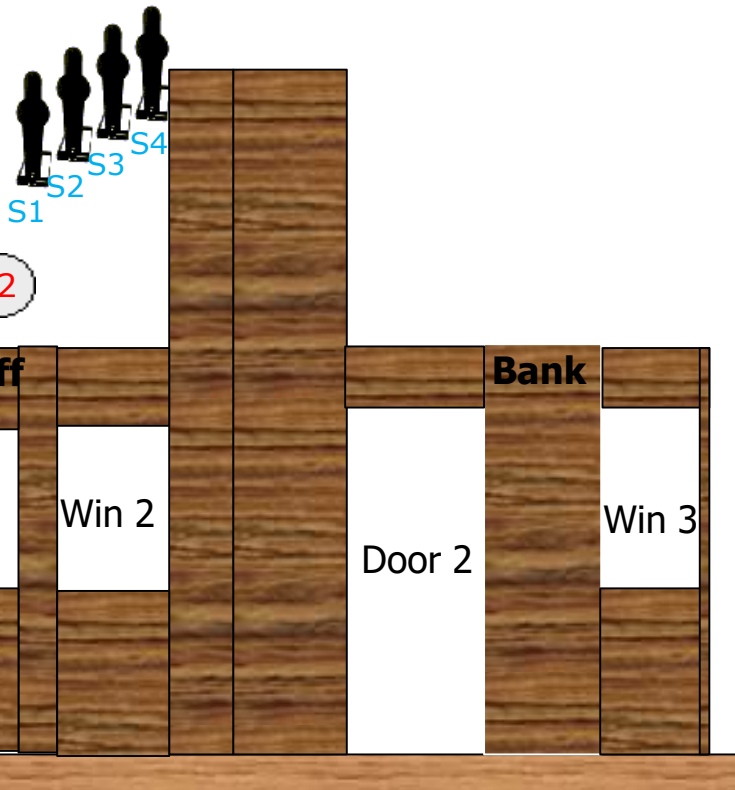
Move to doorway 1. Retrieve Rifle.

Engage R1, R2 with a continuous Alternating Sweep either direction. Make Rifle safe.

Move to window 1. With pistols, engage P1, P2 – repeat Rifle instructions.

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

R1 R2



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on left table, Shotgun on right table, Pistols Holstered.

Shooter starts at left table, thumbs in Shotgun Belt. Signal ready by saying,

"Happy New Year!"

ON SIGNAL:

Retrieve Rifle, engage R1, R2, R3 with a 2-2-1 Sweep, then a Nevada Sweep. Sweeps may start from either direction. Make Rifle safe.

With Pistols, engage P1, P2, P3. Repeat Rifle instructions. Holster.

Move to right table. Retrieve Shotgun, engage S1 thru 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.

