

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

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

Shooter in doorway Hands on jam, say, **"Is My Daddy Dead? Hope So We Buried Him!"**

ON SIGNAL:

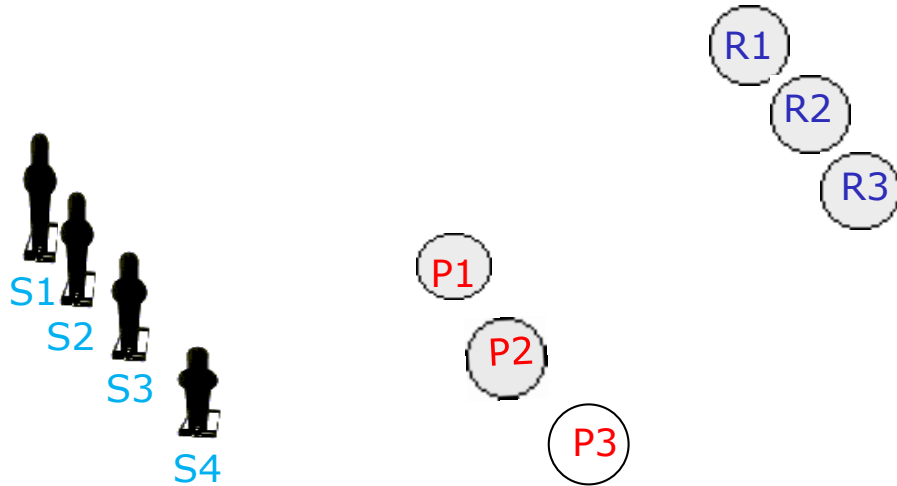
Move to rifle and Nevada sweep from back to front no double taps. MRS>

MOVE: to center of room repeat with pistols, holster

MOVE to Left table engage shotgun back to front.

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 staged on table. Shotgun on table in out house. Pistols Holstered.

Shooter starts in out house hands on belt, Signal ready by saying; **"Any Bird Can Build A Nest, Not Everyone Can Lay An Egg!"**

ON SIGNAL:

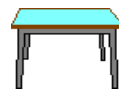
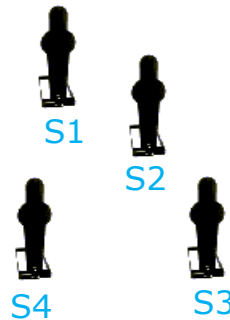
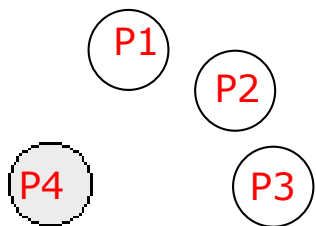
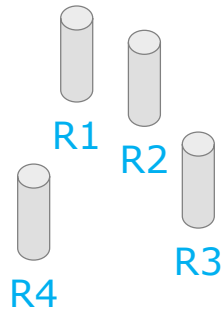
Pick up shotgun and engage targets in this order S1,S2,S3,S4 sweep. M.S.S.

Move to table with Rifle engage targets in this order R1,R2,R3,R4 for 10 round sweep, MRS

Move to cabin engage pistols same as rifle. Holster.

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, 4+ Shotgun
Rifle in Hands. Shotgun staged at table Under water tower . Pistols Holstered.

Shooter starts in train, Signal ready by saying **“Your Not Mary, Give Me The Deed!”**

ON SIGNAL: **Train must be released before engaging targets.**

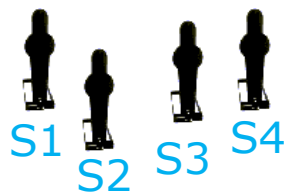
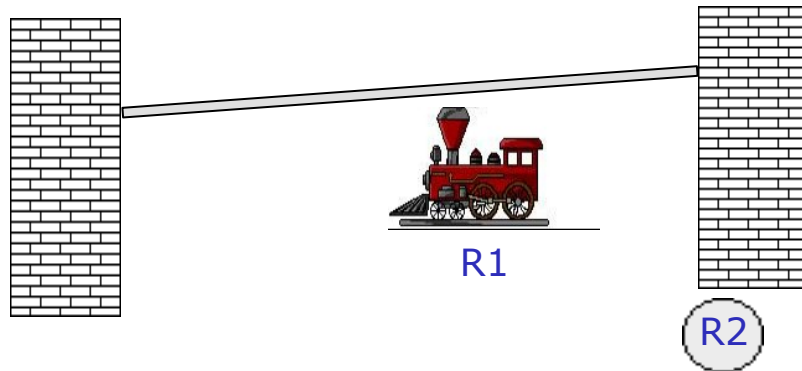
With rifle engage R1 with 8 rounds Then 2 rounds on R2. MRS.

With pistols engage P1,P2,P3 , with 3 rounds each then 1 round on R1 (for 5 second bonus). Holster.

Move to under water tower engage S1,S2 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

Rifle on table in Church, Shotgun on table in Madam Orr's house, Pistols Holstered.

Shooter starts in church hands flat on table.
Signal ready by saying **"Open The Safe And Give Me The Deed!"**

ON SIGNAL:

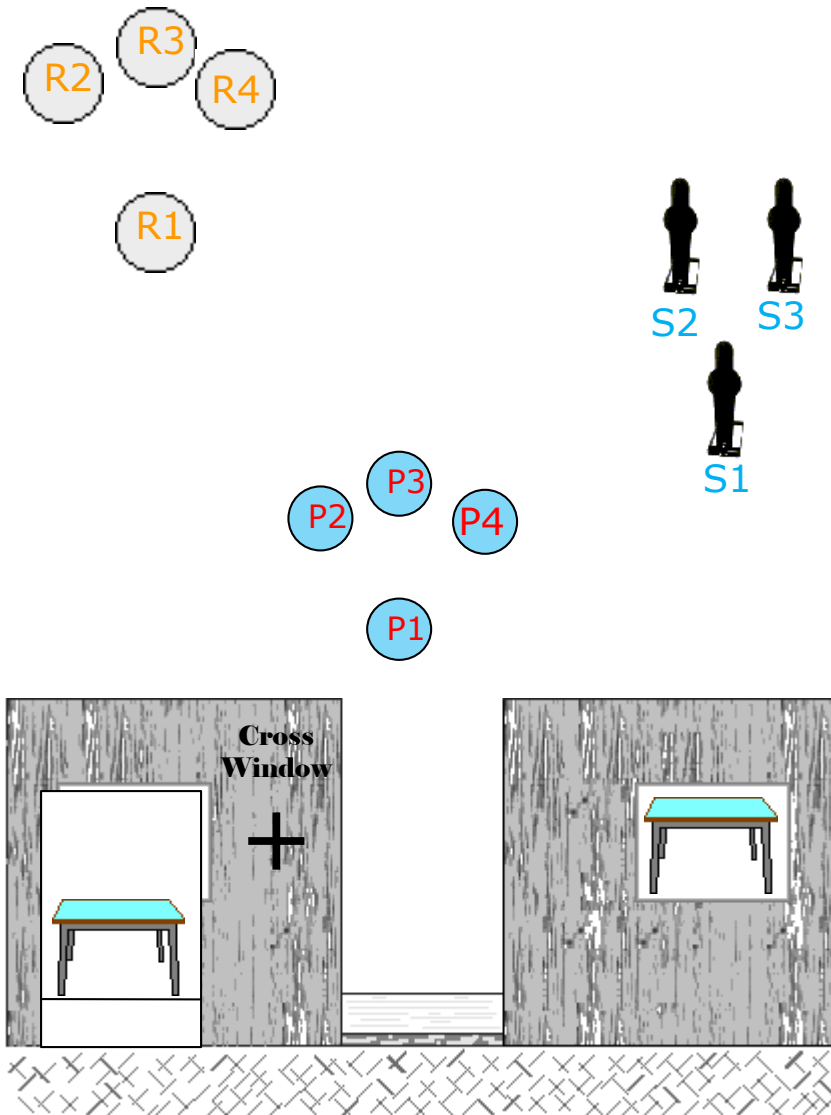
Engage rifle in an anchor sweep for 10 rounds starting on R1. MRS.

Move to alley engage Pistol targets in the same manner as the rifle starting on P1. Holster.

Move into Madam Orr's house anchor sweep shotgun targets starting on S1. MSS.

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

Rifle staged in window 2,
Shotgun staged in Window 1.

Pistols holstered,

Shooter starts at window #2 when ready says **"I'd Like To Go To The Town I Was Born In!"**

ON SIGNAL:

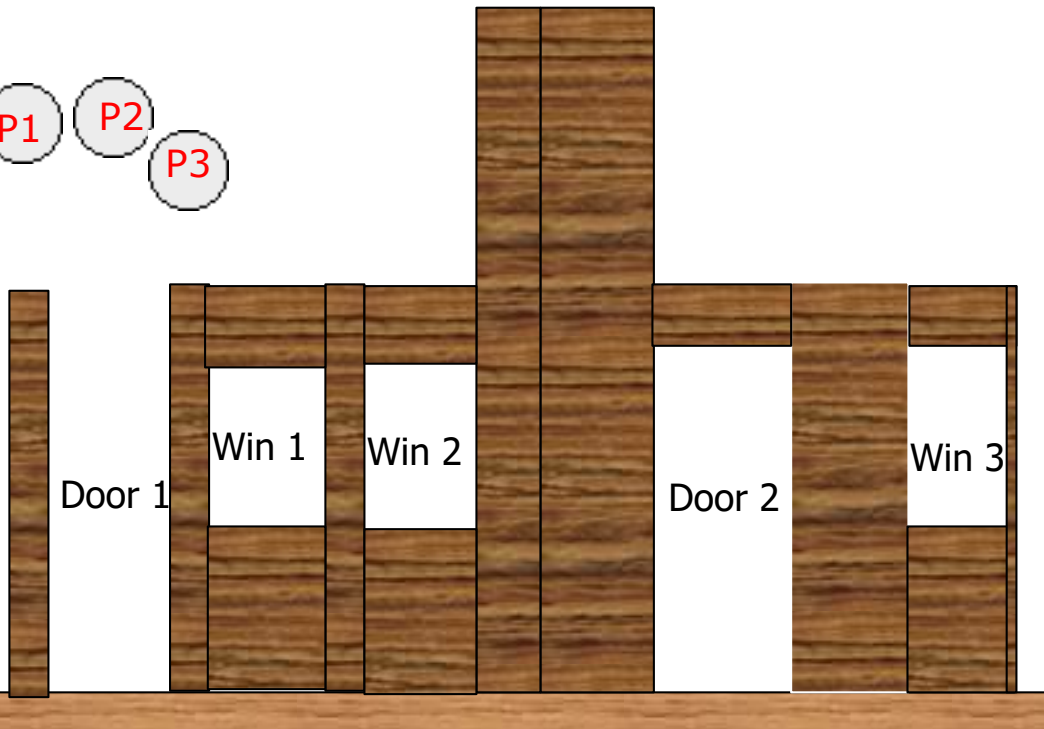
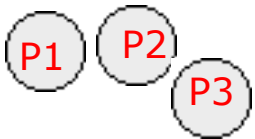
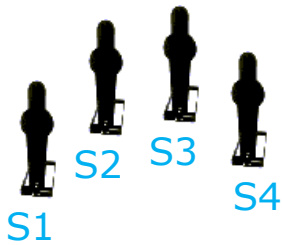
Pick up rifle engage rifle targets in a 3-4-3 sweep any direction. MRS

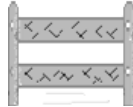
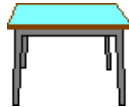
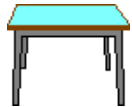
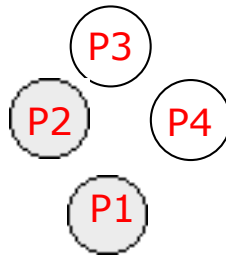
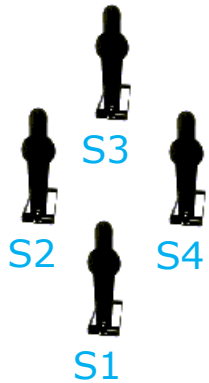
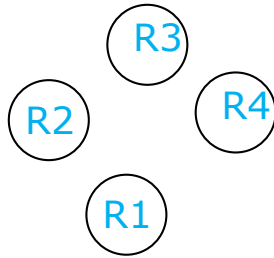
Move to Door #1 with pistols repeat same as rifle 3-4-3 sweep any direction. Holster.

Move to Window #1 Engage S1 to 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.





Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

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

Shooter starts at right table, With hands on hat, Signal ready by saying

"We Are Going Back To Dixie!"

ON SIGNAL:

Retrieve rifle engage rifle targets R1 to R4 in two 5 round sweeps, starting on R-1 clockwise then counter-clockwise, for 10 rounds. MRS.

Move to fence engage Pistol targets in same manner as rifle, starting on P1, clockwise then counter-clockwise, for 10 rounds. Holster.

Move to left table retrieve shotgun engage S1,S2,S3 & S4 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.