

# Stage 1

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

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

SHOOTER STARTS: between tables,  
Shotgun in hands. Signal ready by  
saying, **"Some people call this  
Hell, but you're still in  
Oklahoma!"**

ON SIGNAL: Engage the Shotgun targets  
any order.

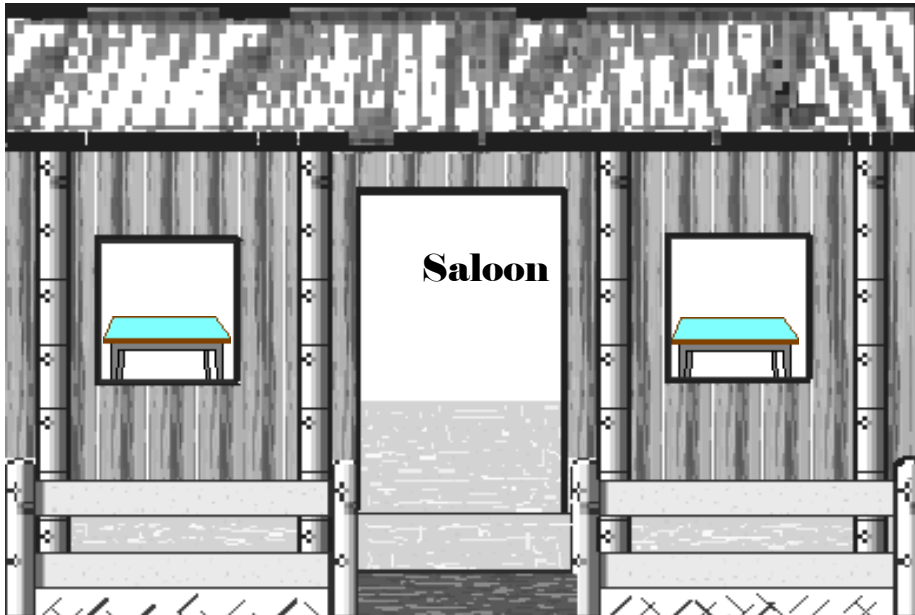
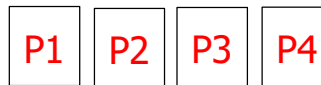
From right table, engage Rifle targets  
with a "Twister Sweep" starting on  
either end.

From right table, engage Pistol targets  
same as Rifle instructions.

Note: "Twister Sweep" - 1,2,3,4, - 2,3, -  
1,2,3,4

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

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



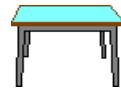
# Stage 2

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

**STAGING: Rifle and Shotgun on table.  
Pistols holstered.**

SHOOTER STARTS: in cabin, hands at Texas  
Surrender. Signal ready by saying,  
**"Sure would like me a chew of  
tobacco!"**

ON SIGNAL: Engage Pistol targets with a  
Nevada Sweep, starting on either end.  
From table, engage the Rifle targets  
same as Pistol instructions.  
From table, engage Shotgun targets  
any order.



**Outhouse**



**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 on shelf in train.  
Shotgun on table behind train.  
Pistols holstered.

**SHOOTER STARTS:** in train, with one hand placed on rifle, one hand on rope.  
Signal ready by saying, **"When you hang a man, you better look at him!"**

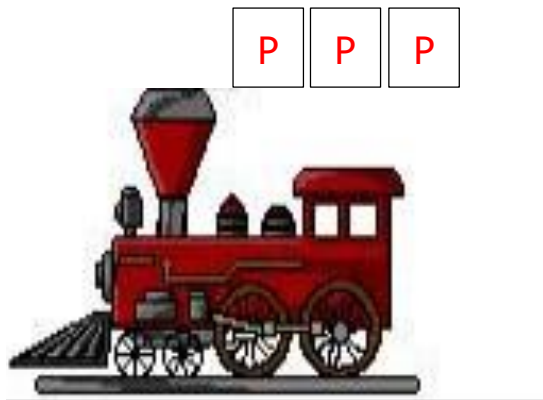
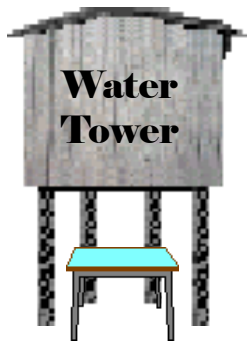
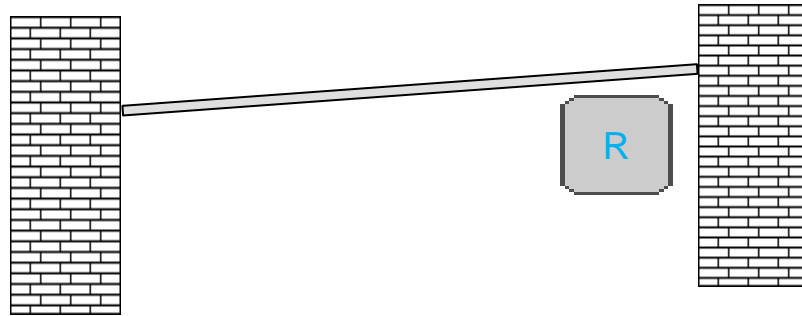
**ON SIGNAL:** Engage Rifle target with 10 rounds. (Rifle target must be moving before engaged).

From train, engage Pistol targets with a 5-3-2 Sweep starting on either end.

From table behind train, engage 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 4

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

**STAGING:** Rifle on table in alley.  
Shotgun on table in Madam Orr's house. Pistols holstered.

**SHOOTER STARTS:** in church, hands on hat.  
Signal ready by saying, **"Snaps your neck like a dry twig."**

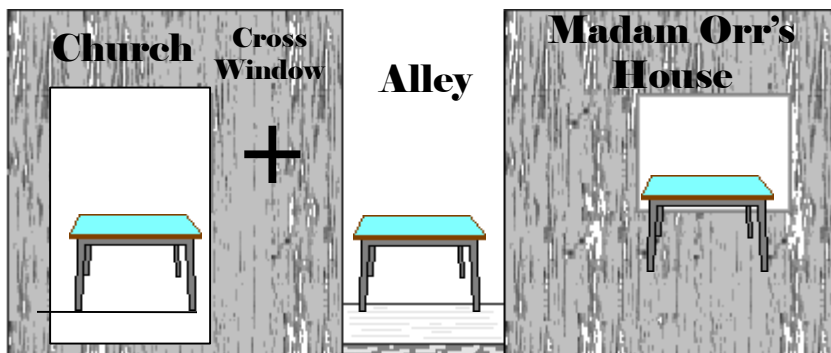
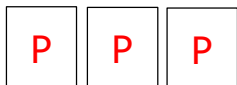
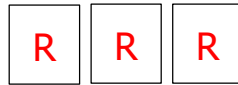
**ON SIGNAL:** engage Pistol targets with 4 rounds on both outside targets, then 2 rounds on center target, starting on either end.

From alley, engage Rifle targets same as Pistol instructions.

From Madam Orr's house, engage both outside Shotgun targets, then engage the two center targets, starting on either end.

**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 staged on table in Doorway 1. Shotgun on shelf in Window 2. Pistols holstered.

**SHOOTER STARTS:** at Doorway 1, hands on doorframe. Signal ready by saying, **"Are you going to hang him or beat him to death?"**

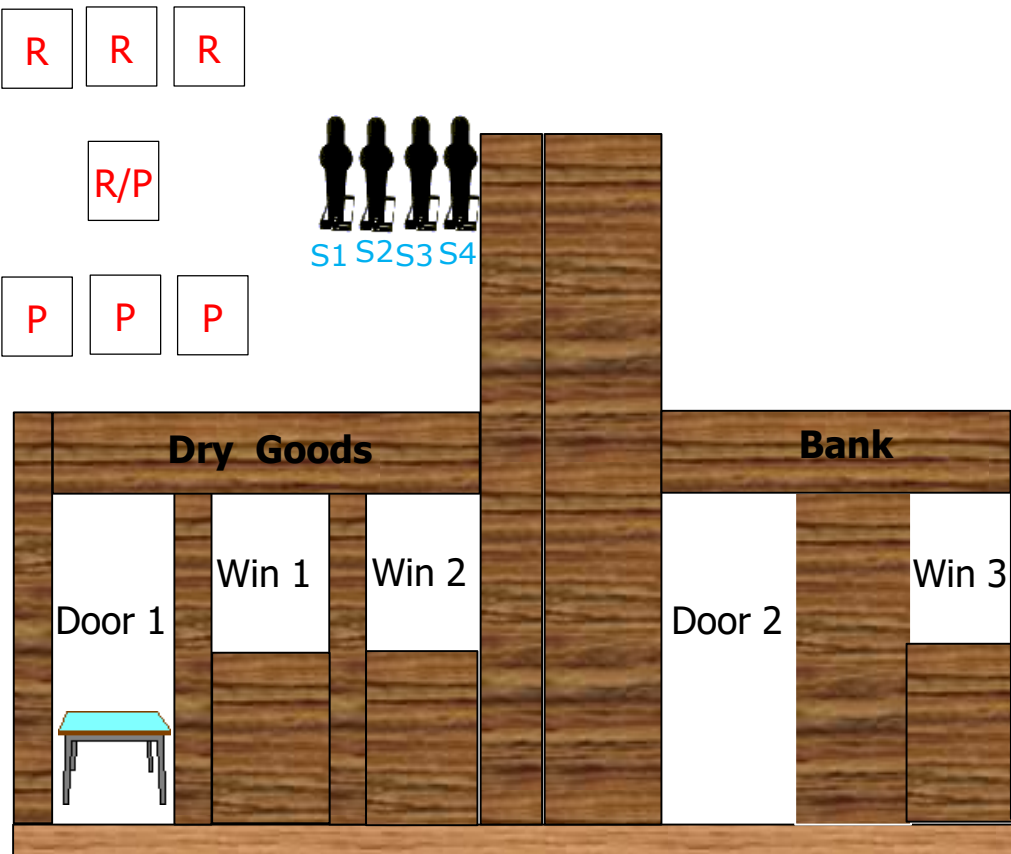
**ON SIGNAL:** Engage Rifle targets once each and double-tap the R/P target in any order for 5 rounds. Then repeat for 5 rounds. (Not a round count.)

From Doorway 1, engage Pistol targets and R/P target same as Rifle instructions.

From Window 2, engage 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 6

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

**STAGING: Rifle on shelf in Window 1. Shotgun on shelf in Window 2. Pistols holstered.**

SHOOTER STARTS: at Window 2 with one hand on shotshells, other hand placed on Shotgun. Signal ready by saying, **"Merry Christmas!"**

ON SIGNAL: From Window 2, engage Shotgun targets any order.

From Window 1, engage Rifle targets with an alternating Reverse Lawrence Welk Sweep, starting on either end.

From Window 3, engage Pistol targets same as Rifle instructions.

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

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



**Marshall's  
Office**

Alley

Door 1

Win 1

Win 2

Win 3