

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle staged on left table. Shotgun staged on right table. Pistols Holstered.

Shooter starts standing in door way hands on door jam shoulder hi. Signal ready by saying, **"There are 3 uses for a rope and we ain't going to smoke it."**

ON SIGNAL:

Move into Saloon with pistols engage P1 with one round, P2 with 2 rounds, P3 with 3 rounds, then back to P1 with one round, P2 with 2 rounds, P3 with one round. Holster.

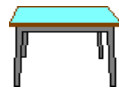
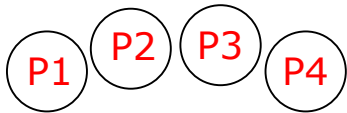
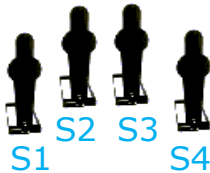
Move to left table with Rifle engage P1,P2,P3 the same manner as pistols.

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



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Cabin. Shotgun on table.
Pistols Holstered.

Shooter starts in cabin, Hands flat on table
Signal ready by saying, "**Will you and the boy back me**"

ON SIGNAL:

Retrieve rifle engage R1-R4 shooting across the berm in a Lawrence Welk sweep either direction. MRS

With pistols engage P1-P4 in the same manner as rifle with a Lawrence Welk sweep from either direction. Holster.

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

Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in Hands. Shotgun staged at table. Pistols Holstered.

Shooter starts in train, Rifle in Hands.

Signal ready by saying **“Are these samples from the same mine”**

ON SIGNAL:

With rifle engage R1 with 4 rounds, then R2 with 2 rounds, then R3 with 2 rounds, then R1 with 2 rounds. MRS.

Train must be released before engaging targets.

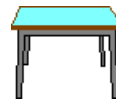
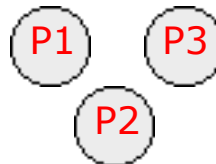
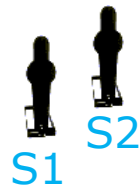
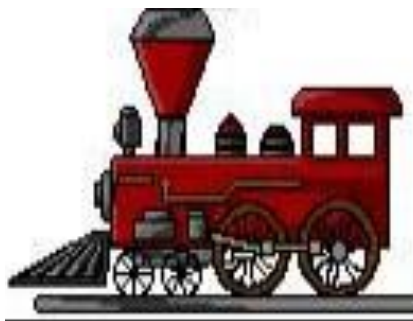
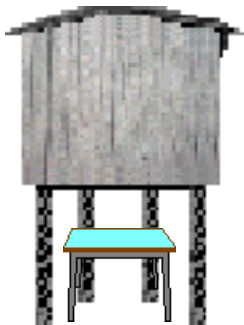
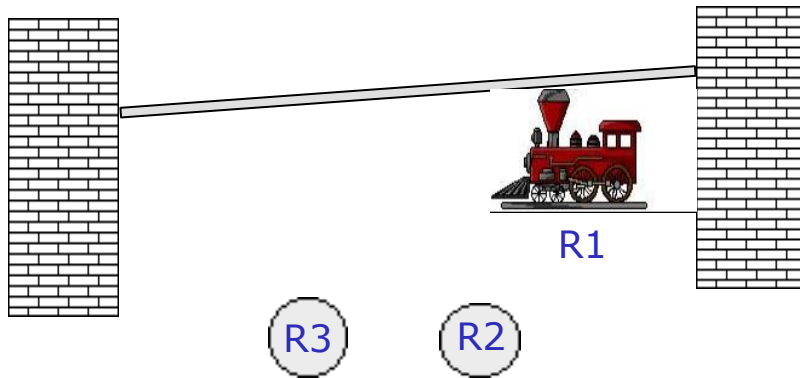
Move to table behind train with pistols engage P1,P2,P3, with two 1-3-1 sweeps either direction, Holster.

From table retrieve shotgun and engage S1,S2 any order

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

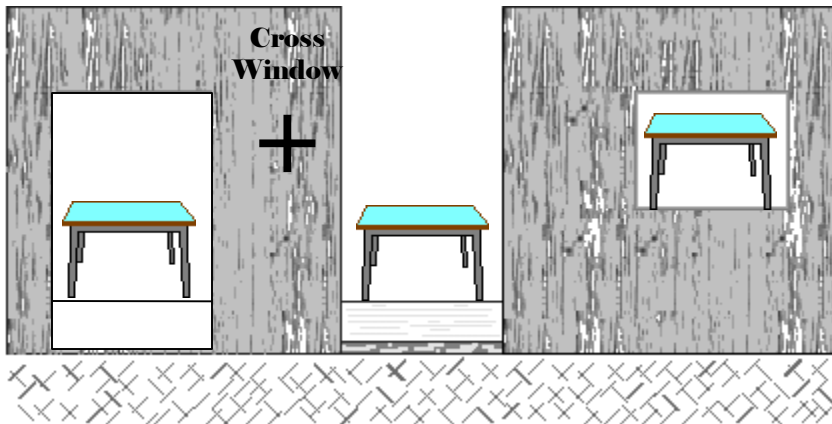
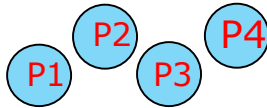
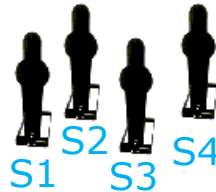
Make Shotgun Safe.

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





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Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands, Shotgun in Madam Orr's House, Pistols Holstered.

Shooter starts in church rifle in hands shoot through the cross. Signal ready by saying **"Back in your hole you gopher!"**

ON SIGNAL:

Shooting through the cross engage R1-R4 with 10 rounds in a Nevada sweep M.R.S. (Can take with you)

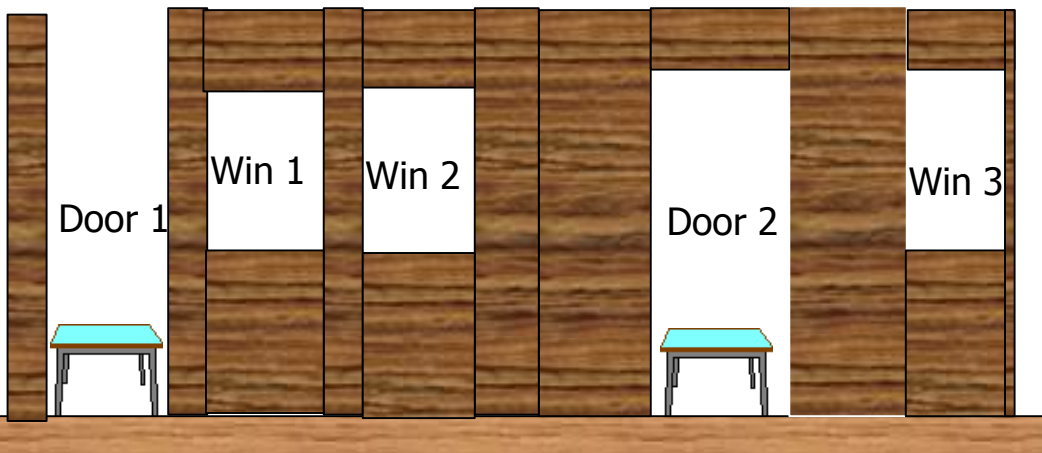
Move to Alley engage P1-P4 in same manner as rifle, a continues Nevada Sweep. Holster.

Move into Madam Orr's House, retrieve shotgun and engage S1-S4 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.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged in window 3

Pistols holstered, Shotgun staged in Window 2.

Shooter starts in door #2 when ready says "Trap them in the mine!"

ON SIGNAL:

Draw first pistol engage targets in a 2-1-2 sweep, must alternate targets, holster.

Move to window #3, Retrieve rifle engage Targets with a 3-3, 2-2 sweep, must alternate targets, Make rifle safe.

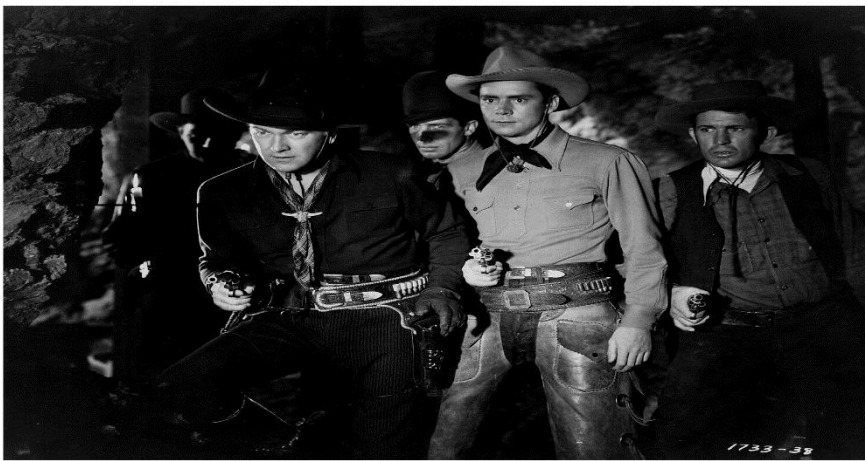
Move to window #2 Retrieve shotgun, engage S1-S4 until down.

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

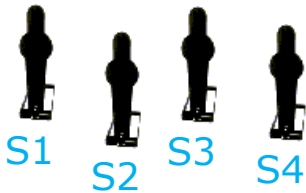
Make shotgun safe.

Move back to Door #2 and engage pistol targets in a 2-1-2 sweep.

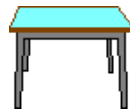
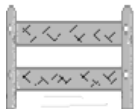
When done get rifle and shotgun and move to unloading table.



R1 R2



P1 P2



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle & Shotgun staged on table,
Pistols Holstered.

Shooter starts at table hands on your hips.
Signal ready by saying

"He'll light his pipe!"

ON SIGNAL:

Retrieve rifle engage R1,R2 with a 3-2, 2-3
sweep, must alternate targets,
Make rifle safe.

With pistols engage P1,P2 with a 3-2, 2-3
sweep, same as rifle. Holster.

Retrieve shotgun move to fence 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.