

Stage 1

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle on left table. Shotgun at port arms.
Pistols holstered.

Shooter starts at right table, with shotgun at
port arms. Signal ready by saying,
"Where's That McCullough!"

ON SIGNAL:

With shotgun, engage S1,&S2 any order.

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

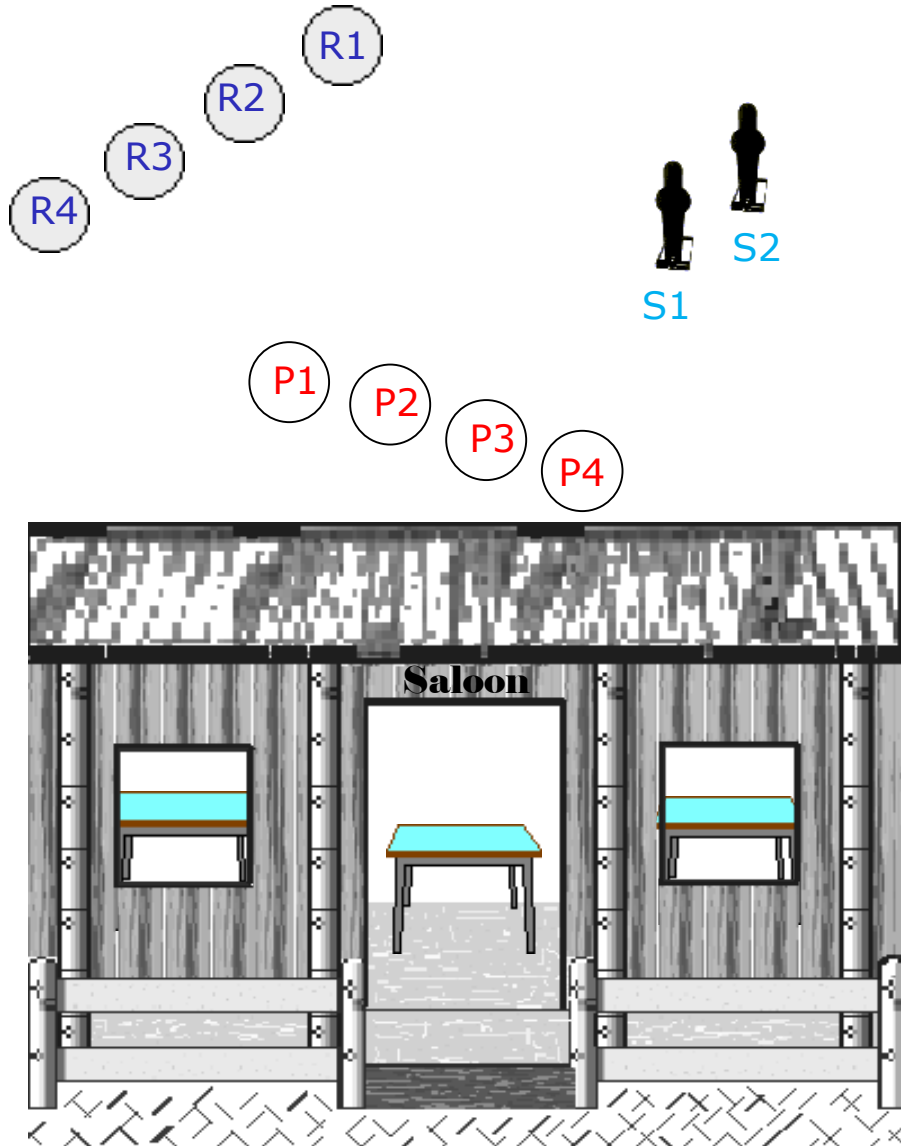
Make Shotgun safe.

Move to left table, retrieve rifle, engage
R1-R4 with a 3,2,2,3 sweep, starting
at the top R1.

Make rifle safe.

Move between tables, with pistols, engage
P1-P4 with a 3,2,2,3 sweep, starting
at the top P1.

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



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in cabin. Shotgun in outhouse.
Pistols holstered.

Shooter starts in cabin, hands on stomach with fingers laced. Signal ready by saying, **"Have Gun Will Travel!"**

ON SIGNAL:

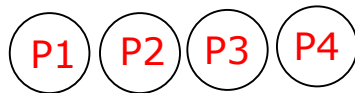
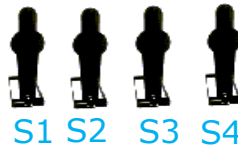
Retrieve rifle, engage R1-R4 with a Badger sweep
R1,R1,R2,R1,R2,R3,R1,R2,R3,R4.
Make Rifle Safe.

Move to table, with pistols, engage P1-P4 in the same manner as the rifle a badger sweep
P1,P1,P2,P1,P2,P3,P1,P2,P3,P4.
Holster.

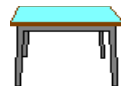
Move into outhouse, Retrieve shotgun, engage S1,S2,S3,&S4 in any order.
Make Shotgun Safe

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

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



Cabin



Outhouse



Stage 3

10 Pistol, 9 Rifle, 2+ Shotgun

Rifle in Hands. Shotgun on table behind train. Pistols Holstered.

Shooter starts in train, rifle in hands.
Signal ready by saying,

“That Ain’t Your Train Artie!”

ON SIGNAL:

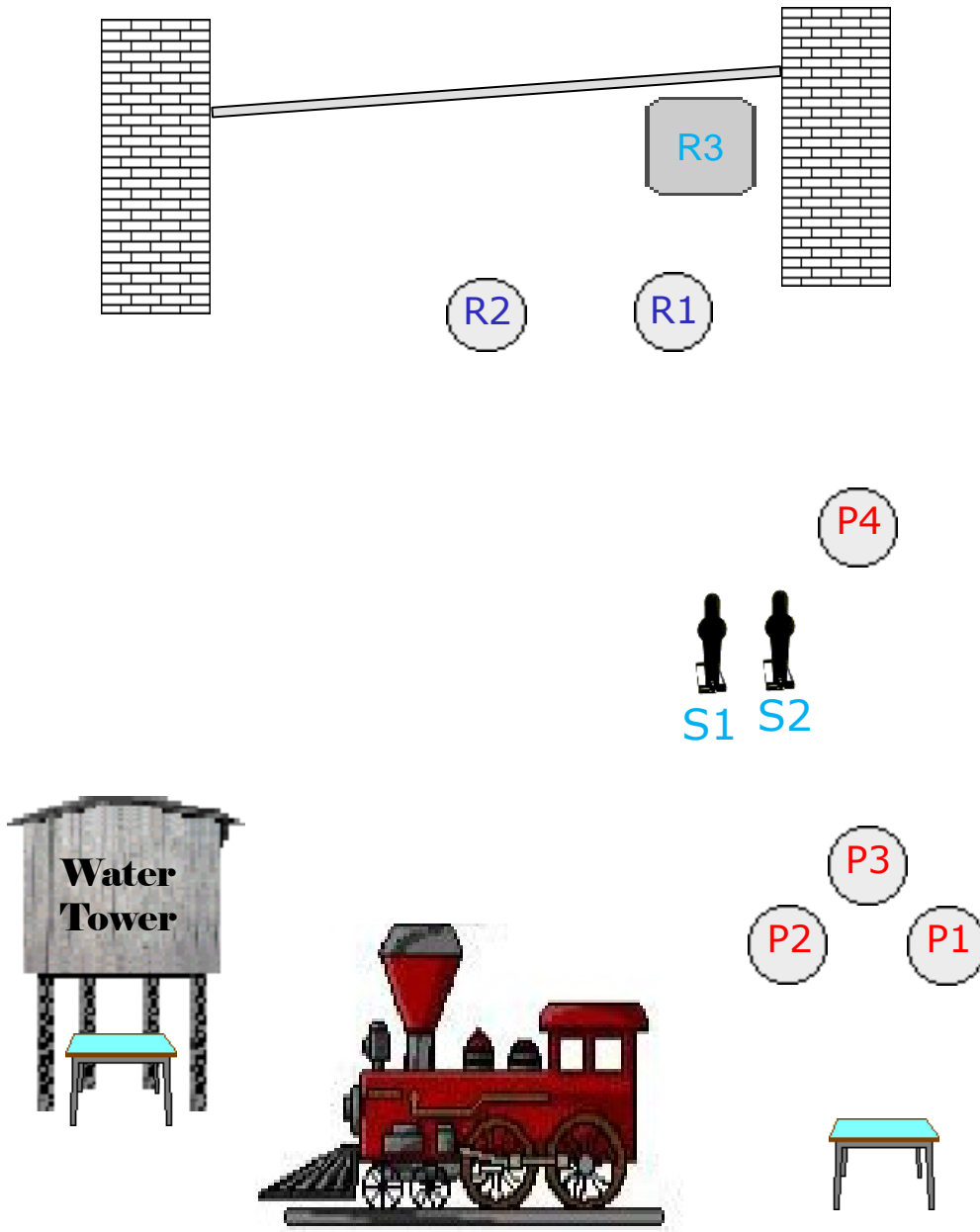
With rifle engage R1-R3 with 5 rounds on R3, then 2 rounds each on R2 & R1 in that order. **Target R3 Must Be Released Before Engaging Targets.** Make Rifle Safe.

Move to table behind train retrieve shotgun, engage S1,&S2 in any order. Make Shotgun Safe.

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

With pistols engage P1-P3 with 5 rounds on P3, then 2 rounds each on P2 & P1 in that order. Place last round on P4.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

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

Shooter starts in Alley, with hands on hat. Signal ready by saying, **"Not My Watch!"**

ON SIGNAL:

With rifle & pistols engage RP1-RP4 with a reverse Lawrence Welk sweep. You may use your rifle or pistols in any order. Make rifle & pistols safe.

Move into Madam Orr's house retrieve shotgun, engage S1-S4 any order.

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

Make Shotgun Safe.

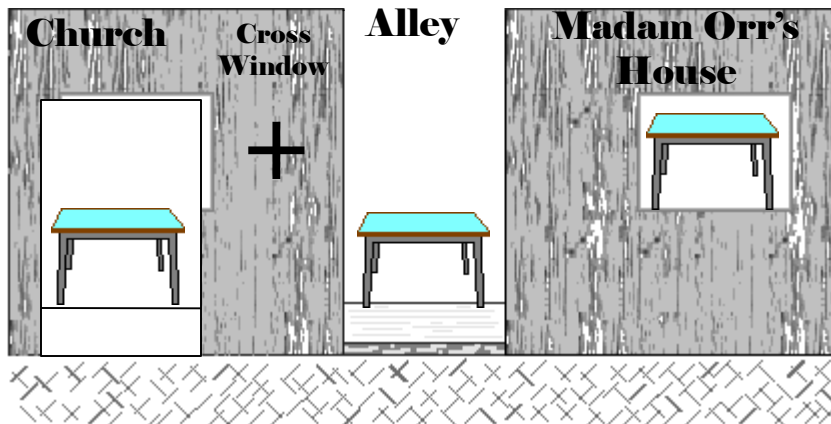
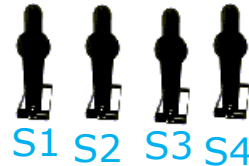
When done get rifle and shotgun and move to unloading table.

RP4

RP3

RP2

RP1



Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in hands, Shotgun in window 2,
Pistols holstered.

Shooter starts at door 1, rifle in hands.
Signal Ready by Saying, "**Festus,
I'm gonna need some help!**"

ON SIGNAL:

With rifle, engage R1-R3 with a
continuous Nevada sweep starting
on R1 & ending on R2.
Make Rifle Safe.

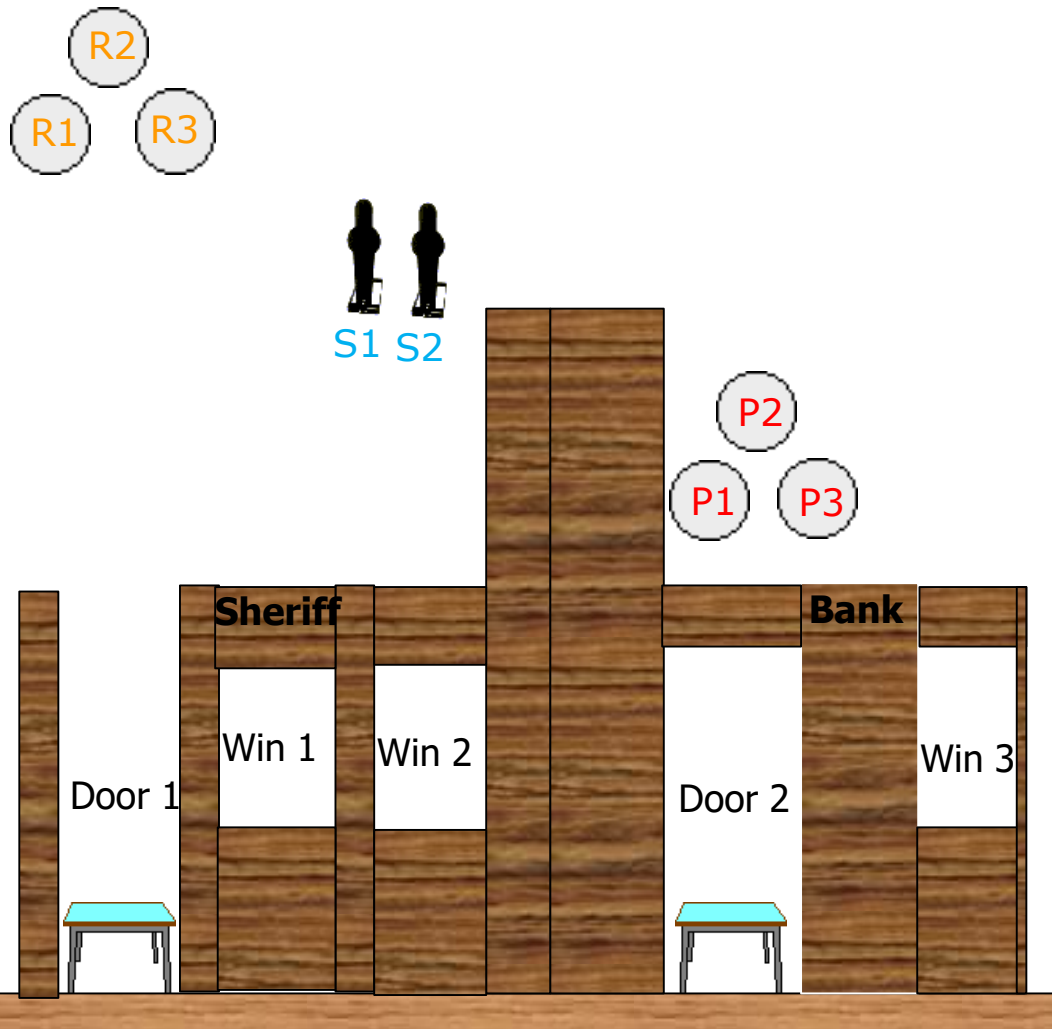
Move to window 2 retrieve shotgun,
engage S1&S2 any order.

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

Make Shotgun Safe.

Move to door 2 with pistols engage
P1-P3 same as rifle, a continuous
Nevada sweep starting on P1 &
ending on P2.

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



Stage 6

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands at low port arms,
Shotgun on table, Pistols Holstered.

Shooter starts at left table, rifle in hands at low port arms. Signal ready by saying,

"Scout You & Rowdy Go On Ahead!"

ON SIGNAL:

With rifle engage RP1-RP5 with a Pope sweep, RP1-RP2-RP3-RP4-RP5 then repeat. Make Rifle Safe.

With Pistol's, engage RP1-RP5 in the same manner as the rifle. A Pope sweep, RP1-RP2-RP3-RP4-RP5 then repeat.

Retrieve shotgun move to fence, engage S1&S2 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.

