

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun on left table. Rifle on right table. Pistols holstered.

SHOOTER STARTS: between tables, hands at low surrender. Signal ready by saying, **"Nothing is too good for the man who shot Liberty Valance."**

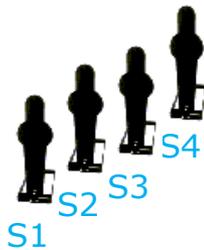
ON SIGNAL: From the left, engage the four pistol targets. Twice on 1, then sweep 2, 3, 4, for 5 rds. Repeat.

From right table, engage the four rifle targets, same as pistol instructions.

From left table, engage the four 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 2

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Shotgun on shelf in Outhouse. Rifle on shelf in Cabin. Pistols holstered.

SHOOTER STARTS: in Cabin, hands on gun belt. Signal ready by saying, **"Whoa, take 'er easy there, Pilgrim."**

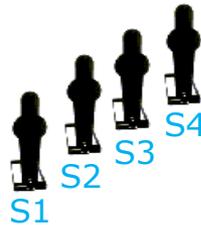
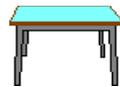
ON SIGNAL: Engage the two rifle targets with a 10 round Continuous Alternating Sweep, starting on either end.

From center table, engage the two pistol targets same as rifle instructions.

From the Outhouse, engage the four 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.



Outhouse



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

STAGING: Rifle on shelf in train.

Shotgun on table behind train.

Pistols holstered.

SHOOTER STARTS: under the water tower, hands on hat. Signal ready by saying, **"You lookin' for trouble, Doninphon?"**

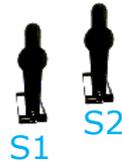
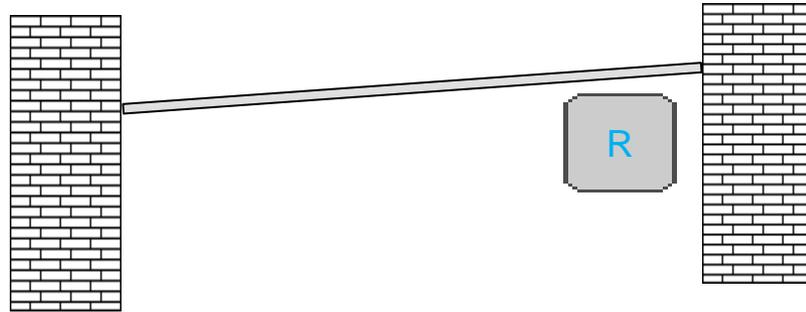
ON SIGNAL: Engage the four pistol targets with a Continuous Nevada Sweep, starting on either end.

From train, engage the rifle target with 10 rounds. (Rifle target must be moving before engaged).

From table behind train, engage the two 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 Madam Orr's House. Shotgun on table in Church.

SHOOTER STARTS: in alley, Pistol/Pistols in hand/hands. Signal ready by saying, **"I am waiting on Liberty Valance."**

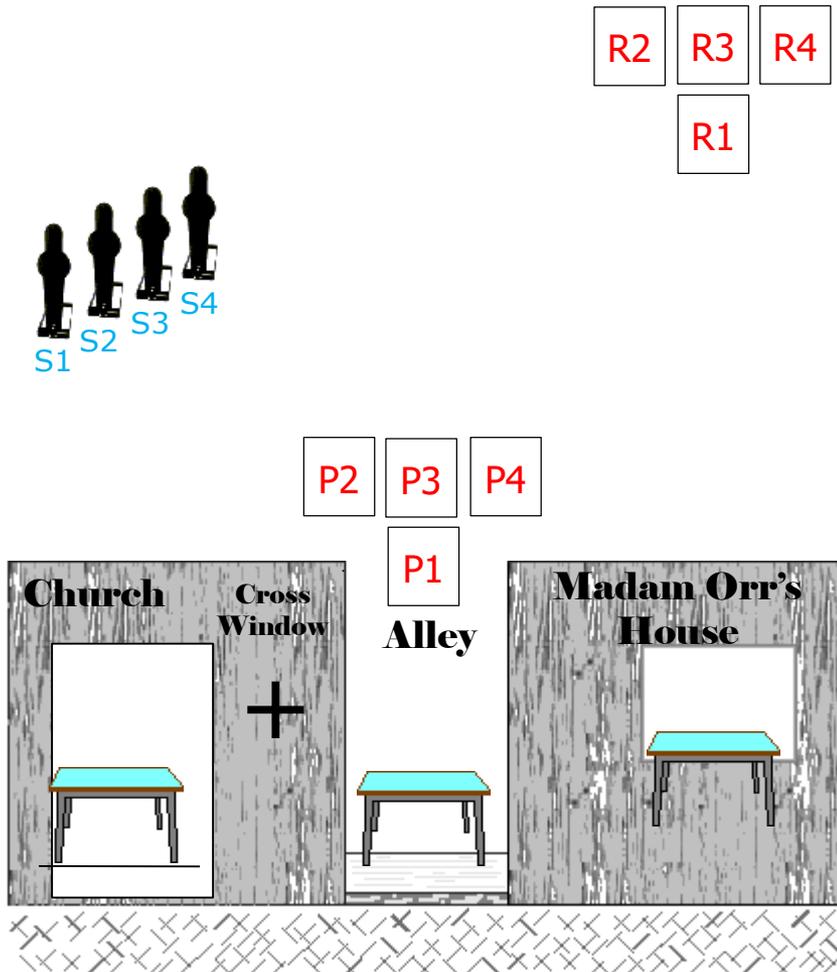
ON SIGNAL: Engage the four pistol targets with an Anchor Sweep (1 rd. on 1, 1 rd. on 2, 1 rd. on 1, 1 rd. on 3, 1 rd. on 1, 1 rd. on 4, 1 rd. on 1, 1 rd. on 3, 1 rd. on 1, 1 round on 2.)

From table in Madam Orr's house, engage the four rifle targets same as pistol instructions.

From table in church, engage the four 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 5

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on table in Doorway 1, Shotgun on shelf in Window 3, Pistols holstered.

SHOOTER STARTS: at Doorway 1, with hands on door frame. Signal ready by saying, **"Liberty Valence's the toughest man south of the Picketwire - next to me"**

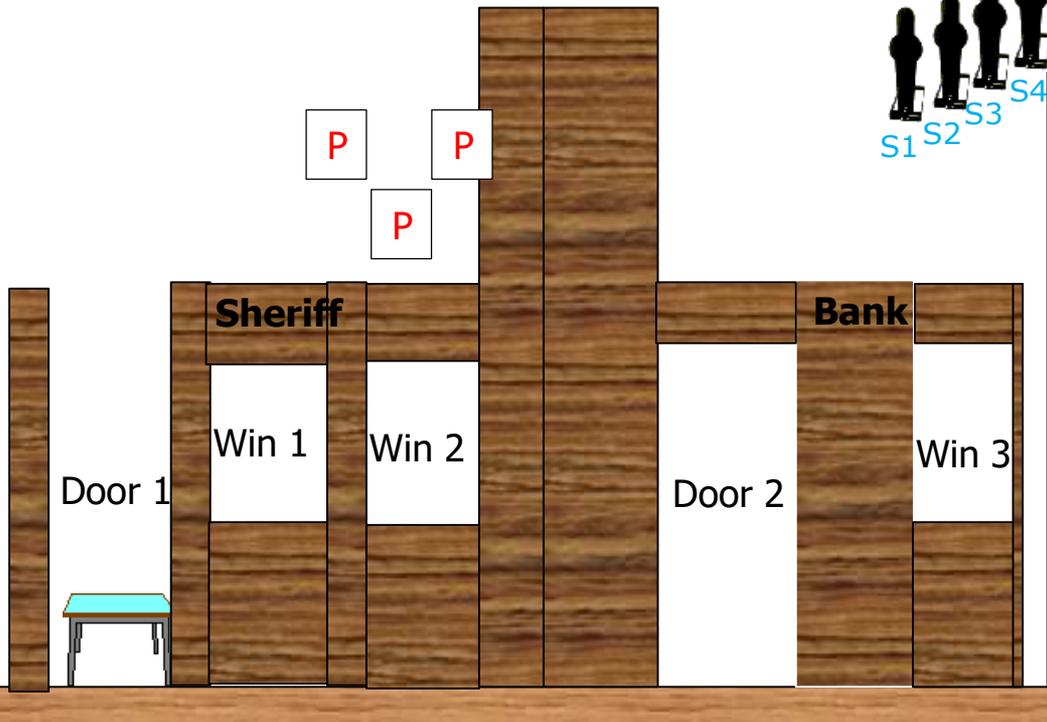
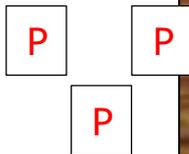
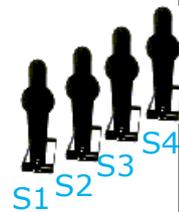
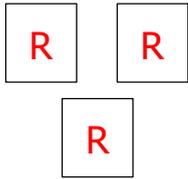
ON SIGNAL: With Rifle, engage the three rifle targets with 3 rds. on center target, then 1 rd. on each outside target. Then repeat.

From Window 2, engage the three pistol targets same as Rifle instructions.

From Window 3, engage the four 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 left table. Shotgun on right table. Pistols holstered.

SHOOTER STARTS: at left table, rifle in hands. Signal ready by saying, **"Can't a man have a drink in peace in this town!"**

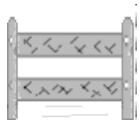
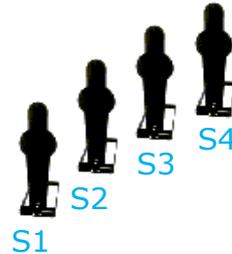
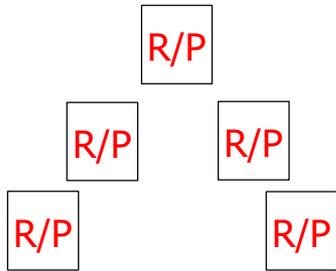
ON SIGNAL: With Rifle engage the five R/P targets with at least 1 round on each target. (Make Rifle safe on table between boards).

From right table, engage the four shotgun targets any order. (Make Shotgun safe between boards).

From fence down range, with Pistols engage the five R/P 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.



Fence

