



# Stage 1

**10 Pistol, 10 Rifle, 4+ Shotgun  
Rifle & Shotgun staged on table.  
Pistols Holstered.**

Shooter starts at the left window hands flat on window sill. Signal ready by saying, **"You Palmed That Ace!"**.

ON SIGNAL:

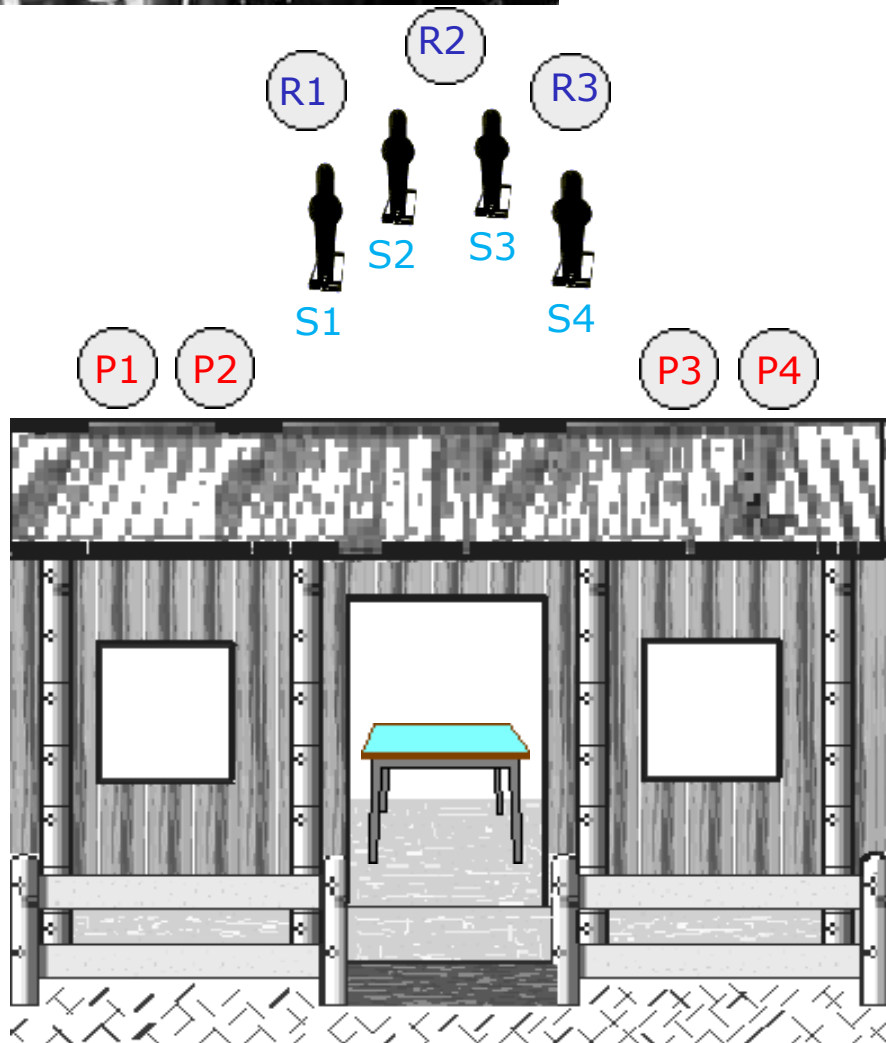
With first pistol engage P1&P2 with a 2-1-2 sweep, move to right window with second pistol, engage P3&P4 with a 2-1-2 sweep. Watch your muzzle when you move. Holster.

Move into saloon retrieve rifle engage R1,R2,&R3 in a double tap Nevada sweep. Make Rifle Safe.

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.



# 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,

**"The Don Has Always Been Fair To The People!"**

ON SIGNAL:

Retrieve rifle shoot across berm engage R1, with 3 rounds, R2, with 2 rounds, R3, with 2 rounds, R4, with 3 rounds. Any order. Make Rifle Safe.

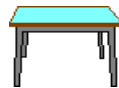
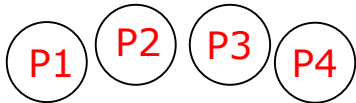
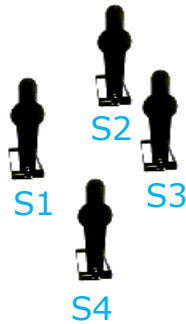
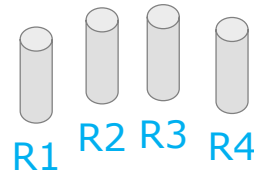
With pistols engage P1,P2,P3,&P4 in the same manner as the rifle. Holster

Move to table 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.



# Stage 3

**10 Pistol, 10 Rifle, 4+ Shotgun**  
Rifle in Hands. Shotgun on table behind train. Pistols Holstered.

Shooter starts in train, Rifle in Hands, Signal ready by saying, **"The Don Is Talbort From The River Boat!"**.

ON SIGNAL:

With rifle engage R1 with 10 rounds.

Make Rifle Safe, In train...

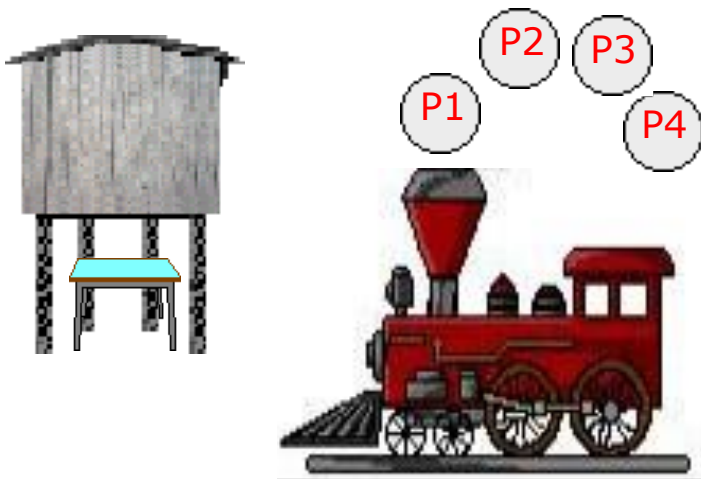
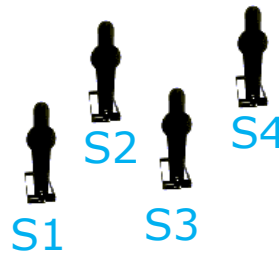
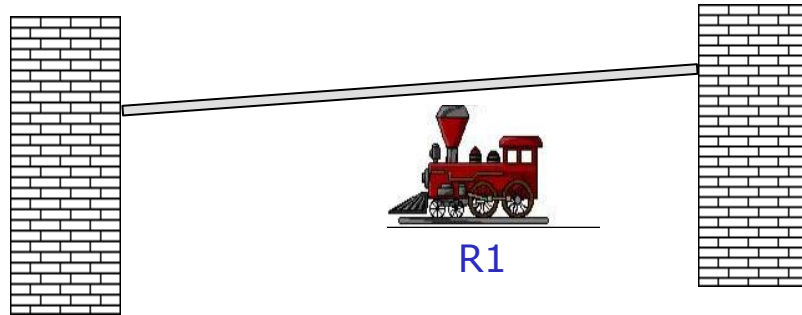
**Train must be released before engaging target.**

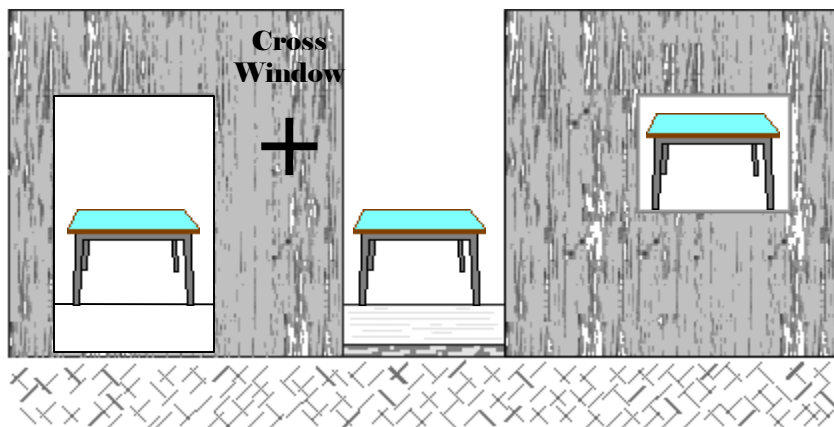
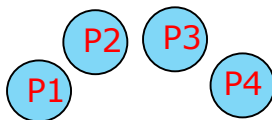
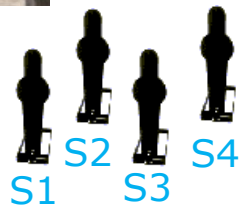
With pistols engage P1, with 3 rounds, P4, with 3 rounds, then engage P1,P2,P3,&P4 with 1 round each, any order. Holster.

Move to table behind train retrieve shotgun and 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.





## 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, rifle in hands, shoot rifle through the cross. Signal ready by saying, **"Los Capaqueros Are Sentence To Die!"**.

ON SIGNAL:

With rifle engage R1,R2,R3,&R4 with a inside,inside,outside,outside sweep, for 10 rounds from either direction. Make Rifle Safe.

Move into alley, with pistols engage, P1,P2,P3,&P4 in the same manner as the rifle, inside,inside,outside,outside sweep for 10 rounds from either direction. Holster.

Move into Madam Orr's house, 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.





# Stage 5

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

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

Shooter starts at door 1, signal ready by saying, **"That Clock Ticking Sounds Like Thunder!"**.

ON SIGNAL:

With pistols engage P1,P2,&P3 in this order, one round each.

P1,P2,P3,P1,P3,P2,P1,P2,P3,P1.  
Holster.

Move to window 2, retrieve rifle engage R1,R2,&R3 in the same manner as the Pistols,  
R1,R2,R3,R1,R3,R2,R1,R2,R3,R1  
Make Rifle Safe.

Move to Window 1 retrieve shotgun engage S1,S2,S3,&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.

