

S1 S2

P1
R1

P2
R2

P3
R3

S3 S4



Stage 1

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

Shooter starts standing at the Door, Rifle in hands, signal ready by yelling "!"

At the signal move into saloon, with Rifle engage R1,R2,R3 with a 3-4-3 sweep, either direction. Make rifle safe on table.

With pistols engage P1,P2,P3 with a 3-4-3 sweep, either direction. Holster.

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 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Cabin, Shotgun in Hands, Pistols Holstered.

Shooter starts standing at table in cabin, Shotgun in hands, Signal ready by yelling, "!"

At the signal with shotgun engage S1,S2,S3,S4 any order.

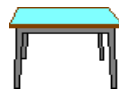
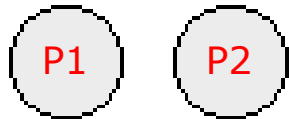
The knockdowns must fall to avoid being scored as a miss.

Make shotgun safe.

Retrieve rifle engage R1 & R2 with 2-5 round sweeps, 2-1-2 & 1-3-1 from either direction any order. Make rifle safe.

Move to center table, with pistols engage P1 & P2 with 2-5 round sweeps, 2-1-2 & 1-3-1 from either direction any order. Holster.

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



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

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

Shooter starts in the train with hands on pistol or pistols, Signal ready by yelling, "!"

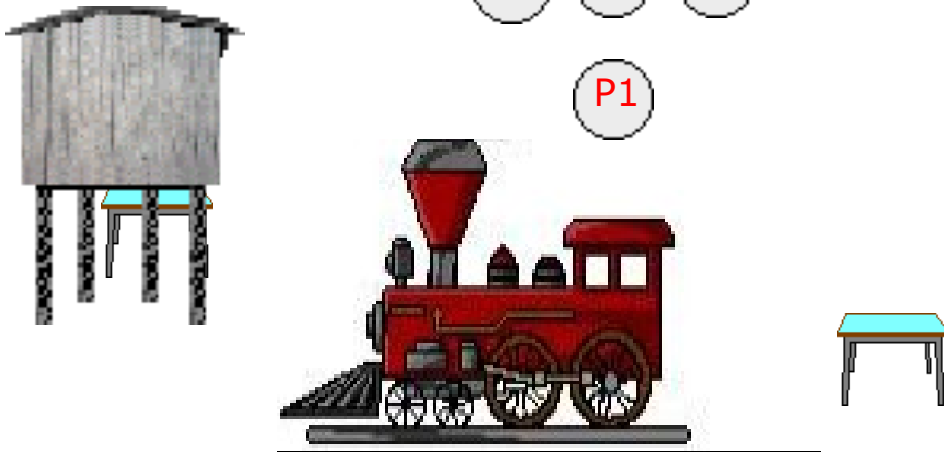
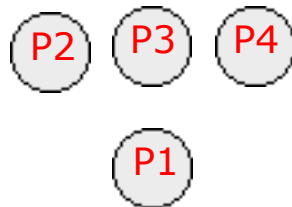
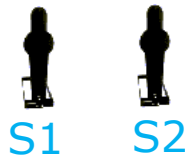
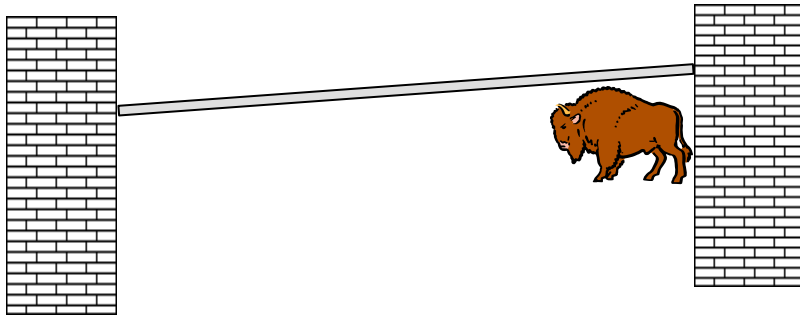
At the signal with pistols engage P1,P2,P3,P4 with a anchor sweep starting on P1, then P2 or P4 either direction, P1-P2-P1-P3-P1-P4-P1-P3-P1-P2. Holster.

Retrieve rifle and engage target with 10 rounds. **Target must be released before engaged.** Make rifle safe.

Move to table behind train retrieve shotgun and engage the 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, 3+ Shotgun

Rifle on table in alley, Shotgun in Hands, Pistols Holstered.

Shooter starts standing in Alley, Shotgun in hands, Signal ready by yelling, "!"

At the signal with shotgun engage S1,S2,S3 any order.

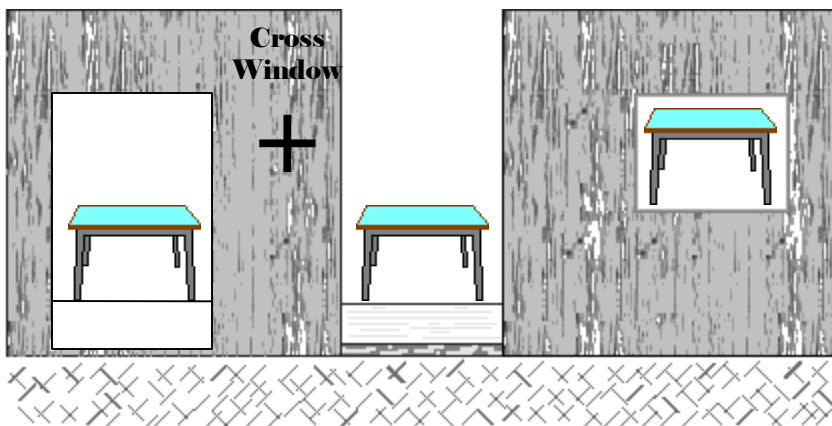
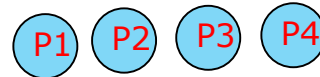
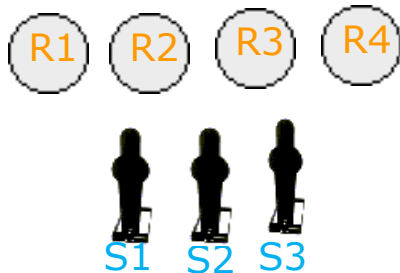
The knockdowns must fall to avoid being scored as a miss.

Make shotgun safe.

Retrieve rifle engage R1,R2,R3,R4 with 2 rounds on any 3 targets, then sweep, R1-R4 from either direction. Make rifle safe.

Move into Madam Orr's House with pistols engage P1,P2,P3,P4 with 2 rounds on any 3 targets, then sweep, R1-R4 from either direction. Holster.

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



All shotgun targets may be re-shot to avoid a miss

Stage 5

**10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Door 1, Shotgun in Window
3, Pistols holstered.**

Shooter starts at Door 1, Hands on staged rifle.

Signal Ready by Saying, "!"

ON SIGNAL:

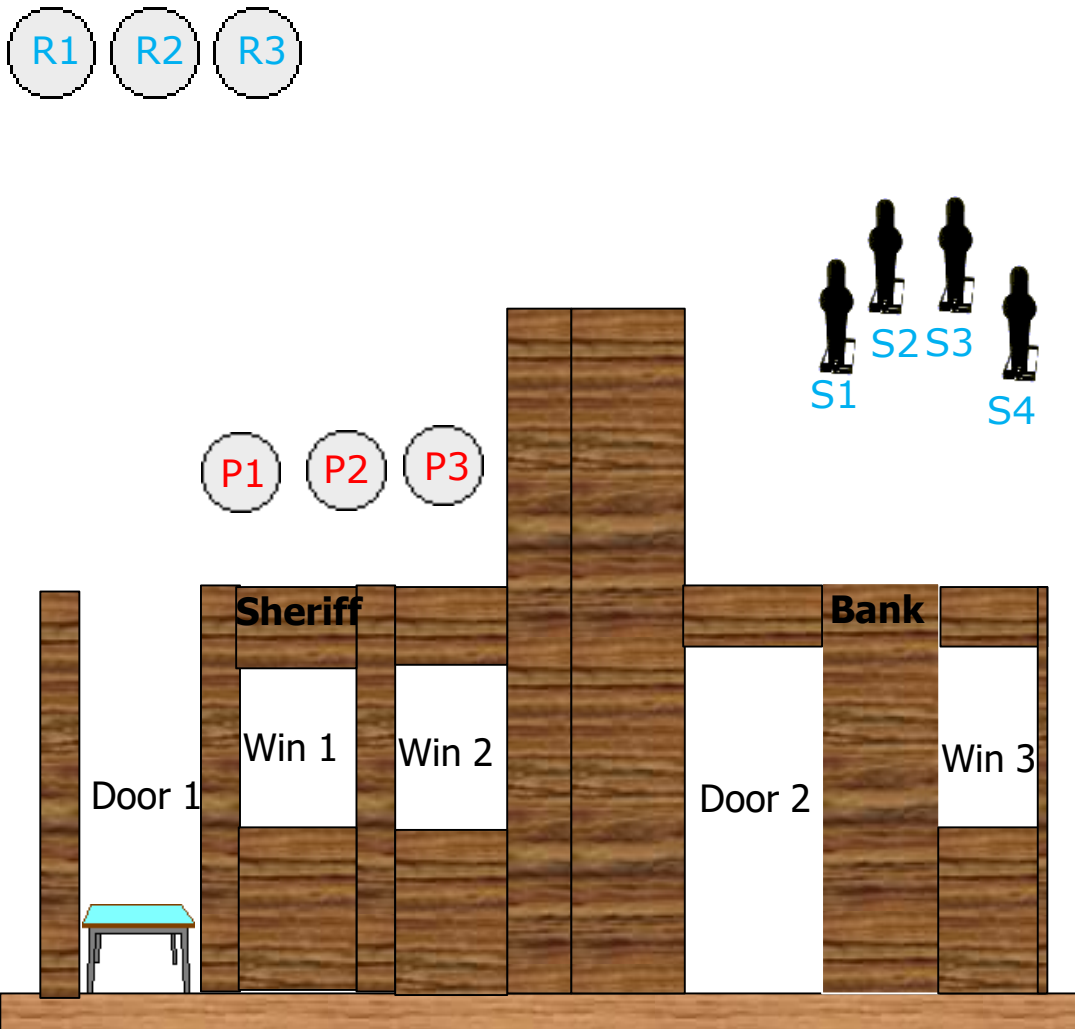
With rifle, engage R2 with 4 rounds, then double tap sweep R1- R3 either direction. Make Rifle Safe.

Move to window 1 or 2 with pistols engage P2 with 4 rounds then double tap sweep P1-P3 either direction. Holster pistols.

Move to Window 3 retrieve shotgun, engage S1-S4 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 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Hands at left fence, Shotgun on table, Pistols Holstered.

Shooter starts at left fence with Rifle in hands. Signal ready by saying, "!"

ON SIGNAL:

With rifle engage R1-R3 with a 2-3-2 Sweep, then sweep R1-R3 either direction, but the sweep must start on the opposite side of the last target of the first sweep. Make Rifle Safe on Table.

With Pistols, engage P1-P3. Repeat rifle instructions. Holster Pistols.

Retrieve Shotgun move to Right Fence, engage S1- 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.

