

Stage 1

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

Shooter in doorway, Hands on jam,
Signal ready by saying;

"I'm Coming In Blasting!"

ON SIGNAL:

Step into Saloon with Pistols engage P1-P3
with 2 rounds each, then engage P4
with 4 rounds. Holster.

Move to left table retrieve rifle, repeat pistol
order, R1-R3 with 2 rounds each, then
engage R4 with 4 rounds.

Make Rifle Safe.

Move to right table engage shotgun S1-S4
back to front. 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 hands. Shotgun on table in Cabin. Pistols Holstered.

Shooter starts at table rifle in hands,
Signal ready by saying; **"Cisco I Have To Go!"**

ON SIGNAL:

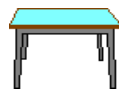
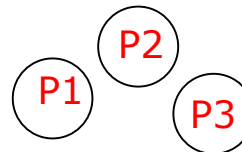
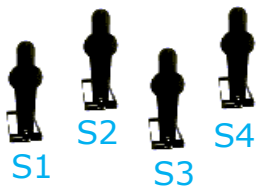
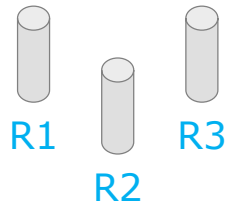
Engage R1-R3 with a 2-1-2 sweep from either direction, then engage R2 with 5 rounds. Make Rifle Safe.

Move into outhouse engage pistols same as rifle. P1 to P3 with a 2-1-2 sweep from either direction, then engage P2 with 5 rounds. Holster.

Move into cabin engage 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 3

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in Hands, Shotgun on table
behind train, Pistols Holstered.

Shooter starts in train rifle in hands,
Signal ready by saying; **“Cisco Did**
You Use Enough Dynamite!”

ON SIGNAL:

With rifle engage R1 with 10 rounds.

Train must be released before
engaging target.

Make Rifle Safe.

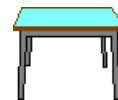
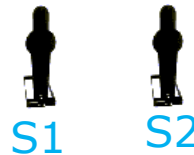
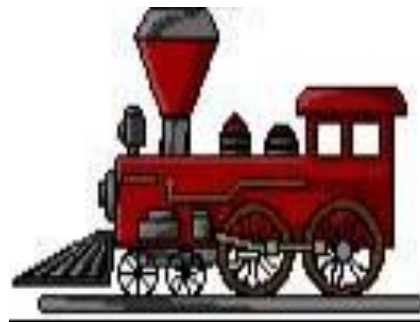
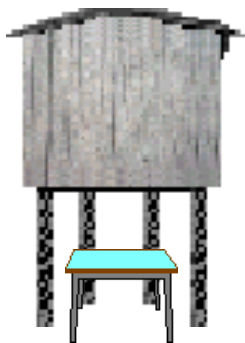
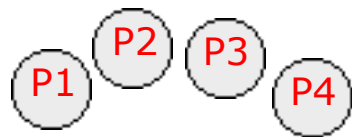
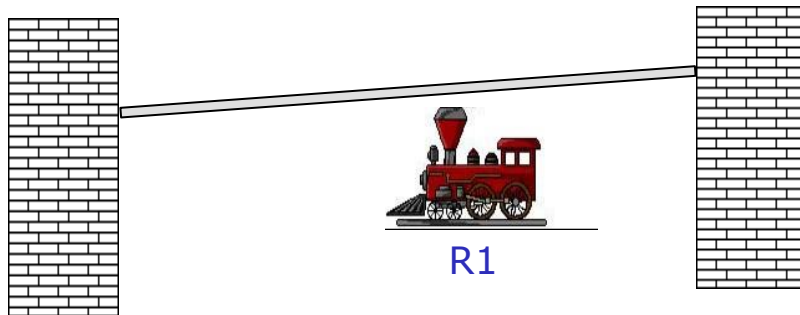
Move to table behind train retrieve shotgun
engage S-1 & S-2 any order.

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

Make Shotgun Safe.

Move to under water tower, engage R1-R4
in a continuous Nevada sweep.
Holster.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Madam Orr House, Shotgun in alley, Pistols Holstered.

Shooter starts in Madam Orr house, hands on hat. Signal ready by saying;
"These Poor Girls Have To Make A Living!"

ON SIGNAL:

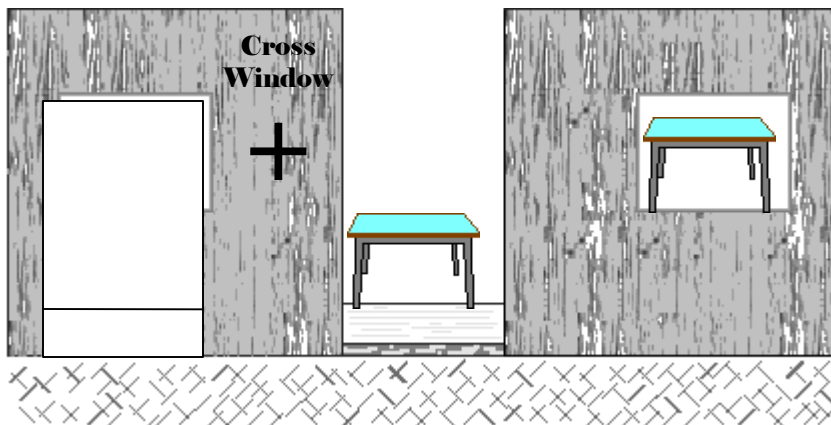
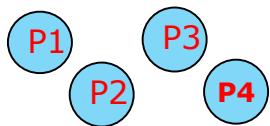
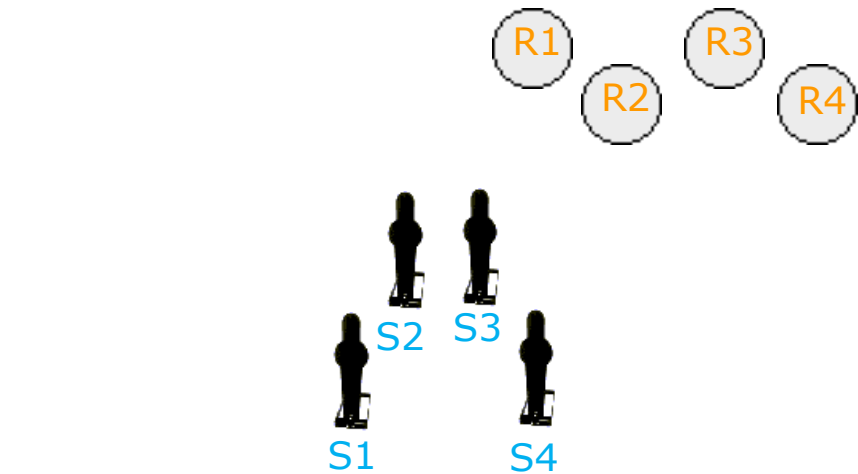
Retrieve rifle engage R1&R2 with 3 rounds each, then engage R3&R4 with 2 rounds each. Make Rifle Safe.

Move to Church engage Pistol targets same as rifle. P1&P2 with 3 rounds each, then engage P3&P4 with 2 rounds each. Holster.

Move to alley retrieve shotgun engage 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
Rifle in hands, Shotgun in Window #2, Pistols in window #3,

Shooter starts at door #2, rifle in hands
Signal ready by saying; **"Where Are My Shooting Irons!"**

ON SIGNAL:

With rifle engage rifle targets in a continuous double tap Nevada sweep either direction. Make Rifle Safe.

Shooters Choice: If Pistols first, Move to window #3 with pistols repeat same as rifle a continuous double tap Nevada sweep either direction, then holster.

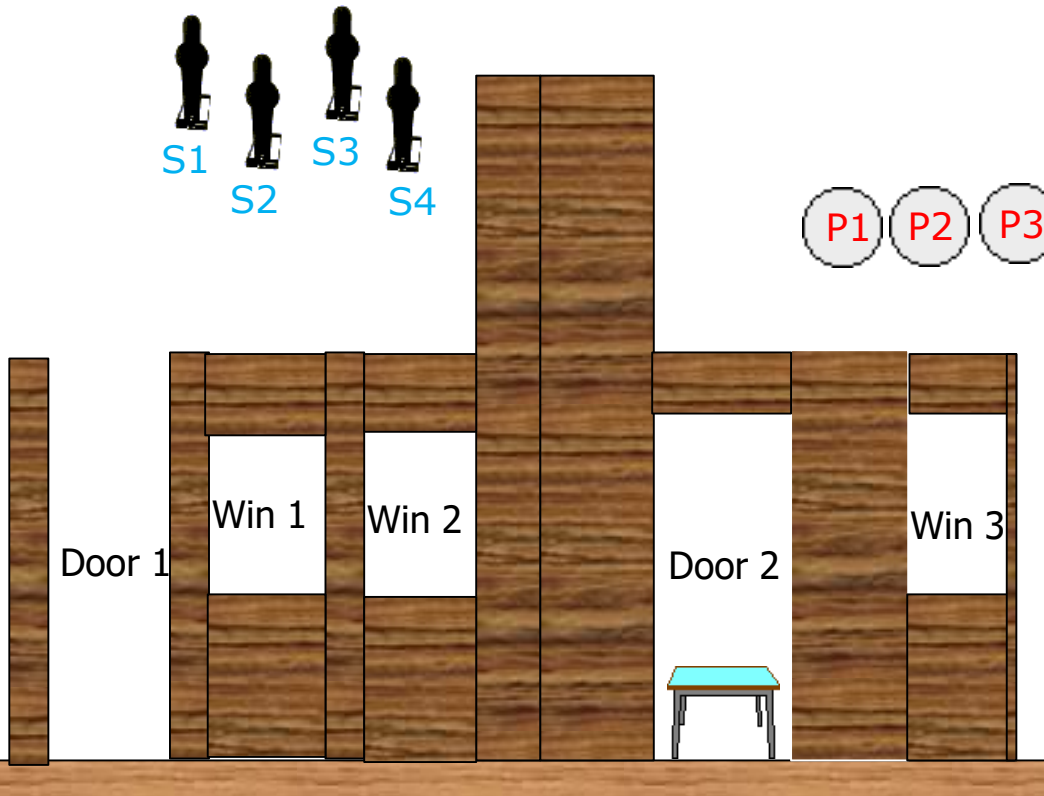
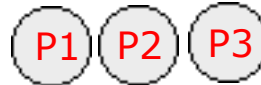
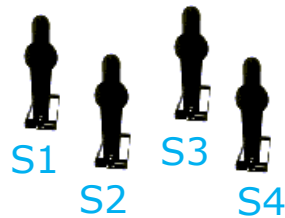
If Shotgun first,

Move to Window #2 Engage S1-S4 any order.

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

After 1st choice then shoot other position.

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



Stage 6

10 Pistol, 9 Rifle +1 reload, 4+ Shotgun

Rifle on right table, Shotgun on left table, Pistols Holstered.

Shooter starts at fence in Gabby Hayes surrender, Signal ready by saying;

"Poncho, Where's Your Bullet!"

ON SIGNAL:

With pistols engage P1,P2,P3 with a Nevada sweep from either direction, then engage P3,P4,P5 with a Nevada sweep from either direction. Holster

Move to right table retrieve rifle engage R1-R3 in a Nevada sweep from either direction, then load 1 round and engage any rifle target. Make Rifle Safe.

Move to left table retrieve shotgun engage S1-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.

