

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands. Shotgun on Left
table. Pistols holstered.

Shooter starts standing behind left table.
Rifle in Hands. Signal ready by saying
"I won't be wronged!"

ON SIGNAL:

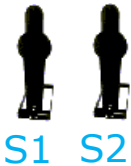
With rifle engage R1,R2,R3,&R4 with a
Lawrence Welk sweep from either
direction. Make rifle safe.

Retrieve shotgun engage S1,&S2 any order
move to right table engage S3,&S4
any order. Make shotgun safe.

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

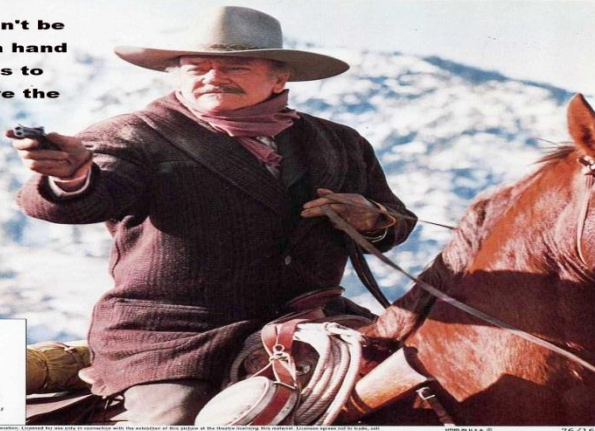
With pistol's engage P1,P2,P3,&P4 in the
same manner as the rifle a Lawrence
Welk sweep from either direction.
Holster.

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

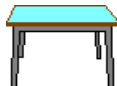
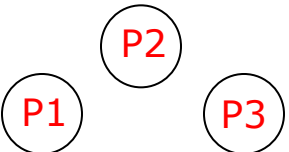
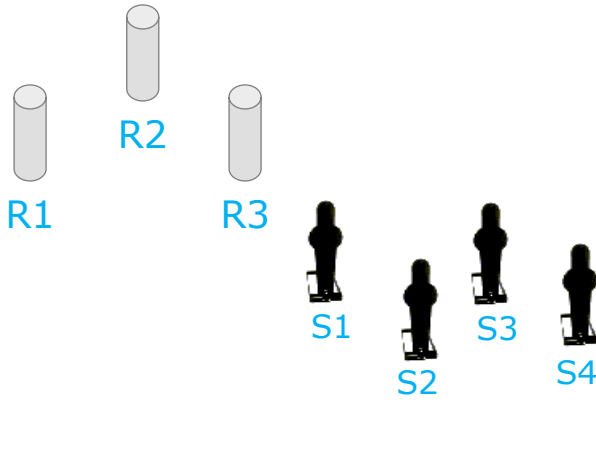


"I won't be wronged. I won't be insulted. I won't be laid a hand on. I don't do these things to other people and I require the same from them."

John Wayne
as John Bernard Books



JOHN WAYNE
LAUREN BACALL
"THE SHOOTIST"



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table, Shotgun in outhouse. Pistols Holstered.

Shooter starts standing behind table, Hands on pistol or pistols. Signal ready by saying **"I won't be insulted!"**

ON SIGNAL:

Retrieve rifle engage R1,R2,&R3 with a 2-6-2 sweep from either direction. Make rifle safe.

Shooters Choice:

If Pistol;

Move into cabin with pistols engage P1,P2,&P3 in same manner as the rifle a 2-6-2 sweep from either direction. Holster.

If Shotgun;

Move into outhouse retrieve Shotgun engage S1,S2,S3,&S4 in 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.

Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in Hands. Shotgun on table
under water tower. Pistols
Holstered.

Shooter starts in train, rifle in hands.
Signal ready by saying **"I won't be**
laid a-hand on!"

ON SIGNAL:

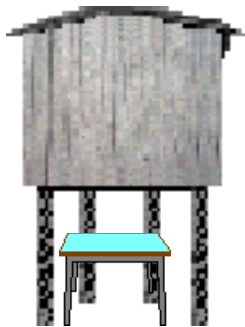
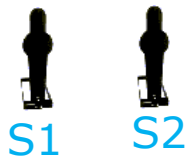
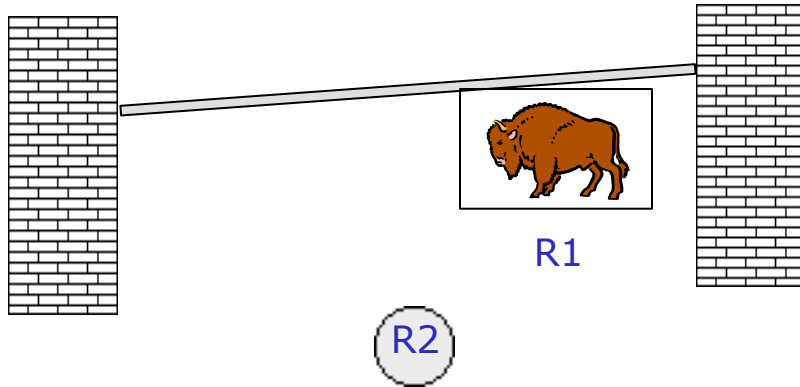
With rifle engage R1,&R2 with 5 rounds on
each, either direction.

Target must be released before
engaged. Make rifle safe.

Move to table behind train with Pistol
engage P1,&P2 with 5 Rounds on
each, either direction. Holster.

Move to under water tower retrieve
shotgun and engage S1 & S2 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 in Hands, Shotgun on table in alley, Pistols Holstered.

Shooter starts in Church with rifle in hands.
Signal ready by saying **"I don't do these things to other people!"**

ON SIGNAL:

With rifle engage R1,R2,R3,&R4 with at least 2 rounds on each for 10 rounds.

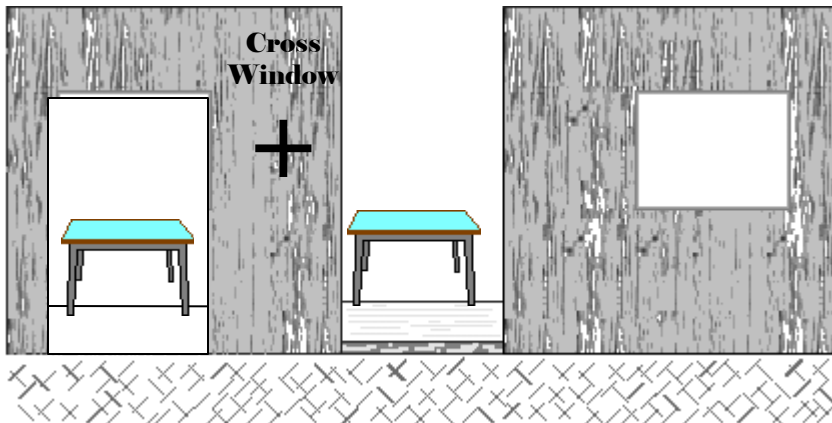
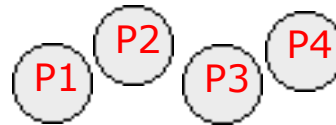
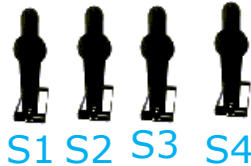
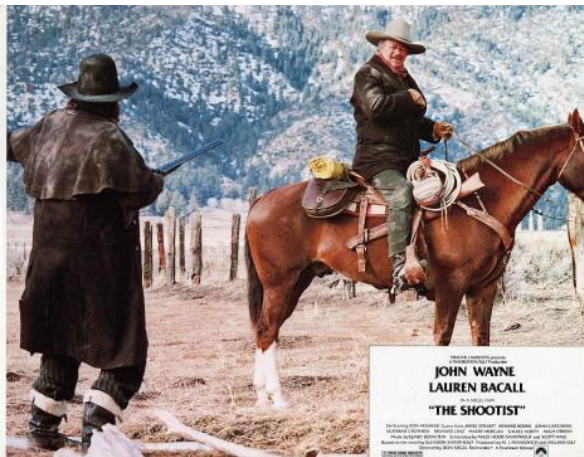
Make rifle safe.

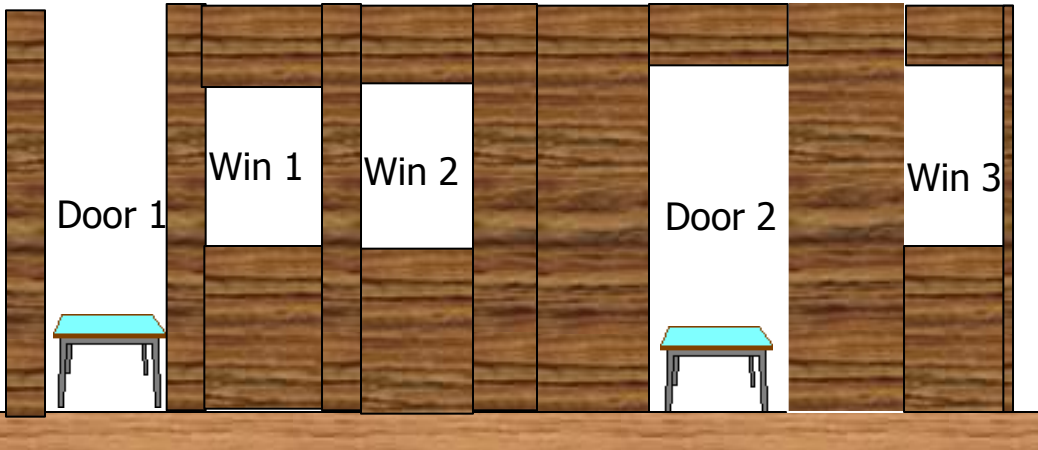
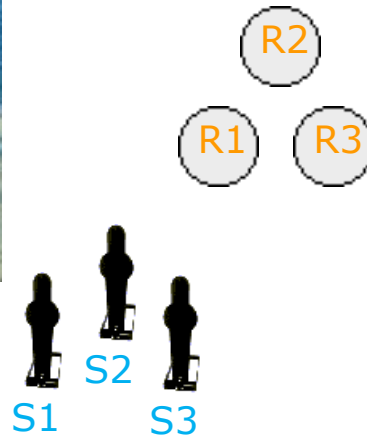
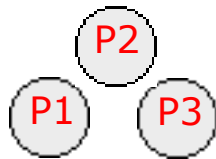
Move to alley retrieve shotgun engage S1,S2,S3,&S4 any order. **The knockdowns must fall to avoid being scored as a miss.**

Make shotgun safe.

Move to Madam Orr's House with pistols engage P1,P2,P3,&P4 with at least 2 rounds each for 10 rounds. Holster.

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





Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Window 3, Shotgun in door 2, Pistols Holstered.

Shooter starts at window 3, Hands on Hat. Signal ready by saying

"I require the same from them!"

ON SIGNAL:

Retrieve rifle engage R1,R2,&R3 with two 1-3-1 sweeps from either direction. Make rifle safe.

Shooters Choice:

If Pistol;

Move to Window 2 with pistol's engage P1,P2,&P3 in the same manner as the rifle with two 1-3-1 sweeps from either direction. Holster.

If Shotgun;

Move to door 2 retrieve shotgun engage S1,S2,&S3 in any order.

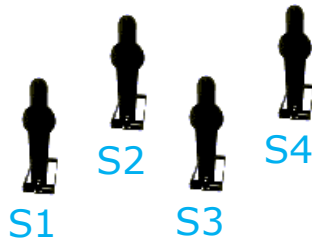
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun safe.

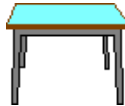
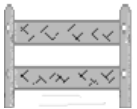
When done get rifle and shotgun and move to unloading table.



R1 R2



P1 P2



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Hands, Shotgun on table, Pistols Holstered.

Shooter starts standing at fence, Rifle in Hands. Signal ready by yelling,

"How is it you've killed so many men!"

ON SIGNAL:

With rifle engage R1,R2 with a 4-4-2 sweep, either direction.

Move to table with rifle.

Make rifle safe.

Retrieve shotgun engage S1,S2,S3,S4 in any order.

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

Make Shotgun safe.

With pistols engage P1,P2 with a 4-4-2 sweep, either direction.

Holster.

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