

# Stage 1

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

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

**SHOOTER STARTS:** between tables, Pistol(s) in hand(s). Signal ready by saying, **"It's not dyin' I am talkin' about, it's livin'!"**

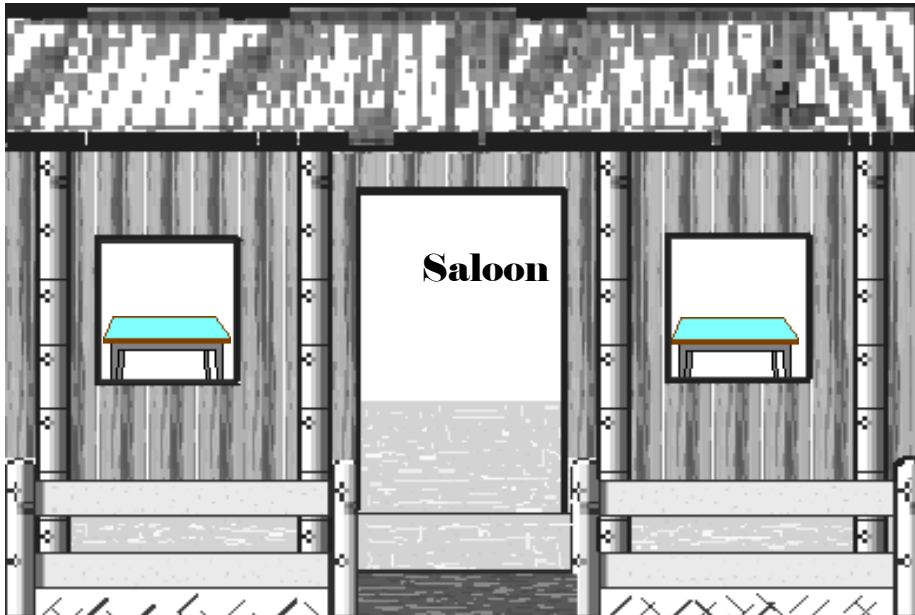
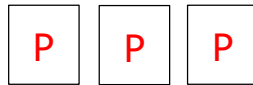
**ON SIGNAL:** Engage the Pistol targets with 2 rds. on both outside targets, then 2 rds. on center target, then 2 rds. on both outside targets, starting on either end.

From left table, engage Rifle targets same as Pistol instructions.

From right table, engage Shotgun targets 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**

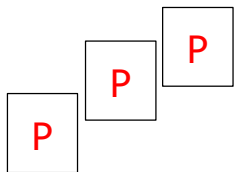
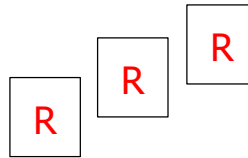
**STAGING:** Rifle on shelf in outhouse.  
Shotgun on shelf in cabin. Pistols holstered.

**SHOOTER STARTS:** in outhouse, Rifle in hands. Signal ready by saying, **"A man who wouldn't cheat for a poke, don't want one bad enough!"**

**ON SIGNAL:** Engage Rifle targets with a 3-4-3 Sweep, starting on either end.  
From cabin, engage Shotgun targets any order.  
From cabin, engage Pistol 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.



**Outhouse**



# Stage 3

**10 Pistol, 10 Rifle, 3+ Shotgun**

**STAGING: Rifle on shelf in train.  
Pistols holstered.**

SHOOTER STARTS: in train, Shotgun in hands. Signal ready by saying, **"What's good for the me may not be good for the weak minded."**

ON SIGNAL: Engage Shotgun targets any order.

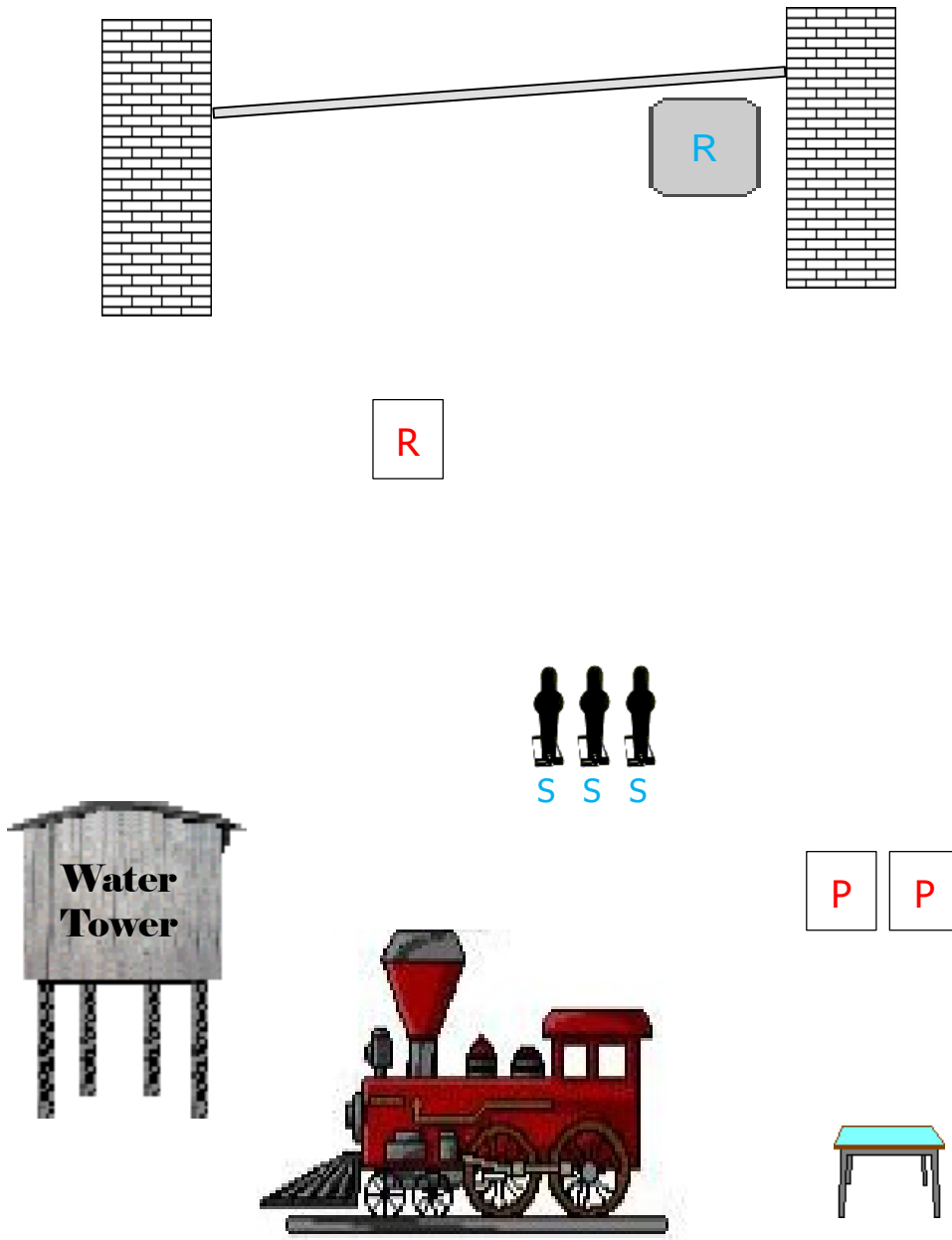
From train, engage Rifle targets with a continuous alternating double-tap sweep, starting on either target.

(Rifle target must be moving before engaged).

From table behind train, engage Pistol 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.



# Stage 4

**10 Pistol, 10 Rifle+1, 4+ Shotgun**

**STAGING:** Rifle on table in alley.  
Shotgun on table in alley. Pistols holstered.

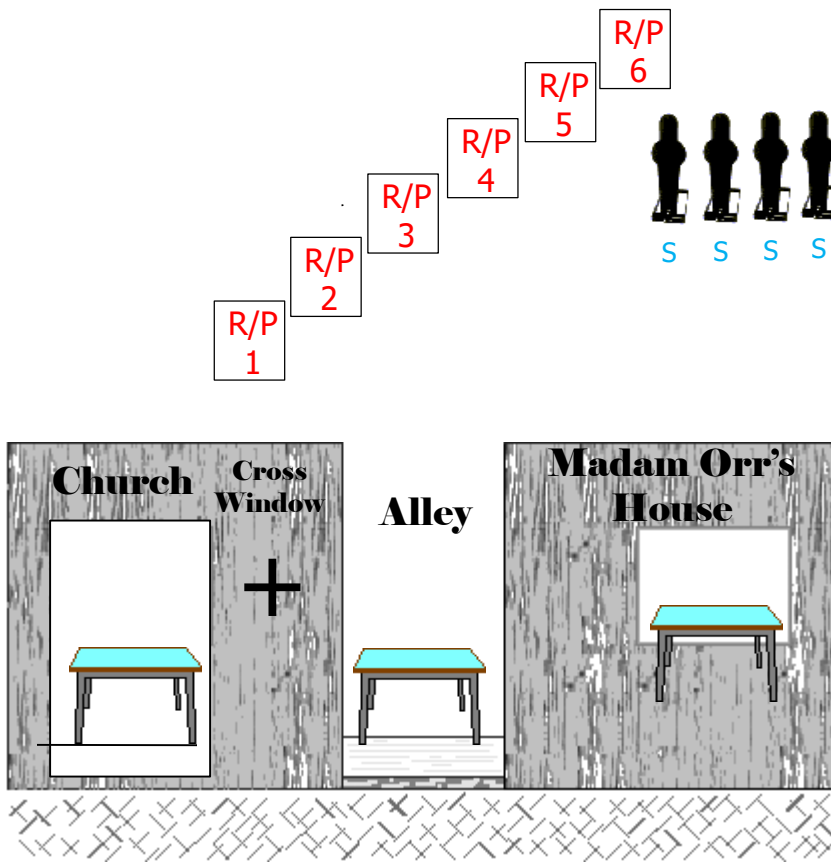
SHOOTER STARTS: in alley, with hands on hat. Signal ready by saying, **"It's been quite a party, ain't it?"**

ON SIGNAL: with Pistol and Rifle, starting on R/P1, engage R/P targets with 1 rd. on 1, 2 rds. on 2, 3 rds. on 3, 4 rds. on 4, 5 rds. on 5, and 6 rds. on 6. (can load 11<sup>th</sup> Rifle round any time after signal.) (NOT a round count, Gardner!☺)

From table, 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**

**STAGING:** Rifle staged on table in Doorway 1. Pistols on shelf in Window 2. Shotgun on shelf in Window 3.

**SHOOTER STARTS:** at Doorway 1, with both hands on Rifle. Signal ready by saying, **"I hate rude behavior in a man, I won't tolerate it."**

**ON SIGNAL:** Engage Rifle targets with 8 rds. on center target, then 1 rd. on both outside targets.

From Window 2, engage Pistol targets same as Rifle instructions.

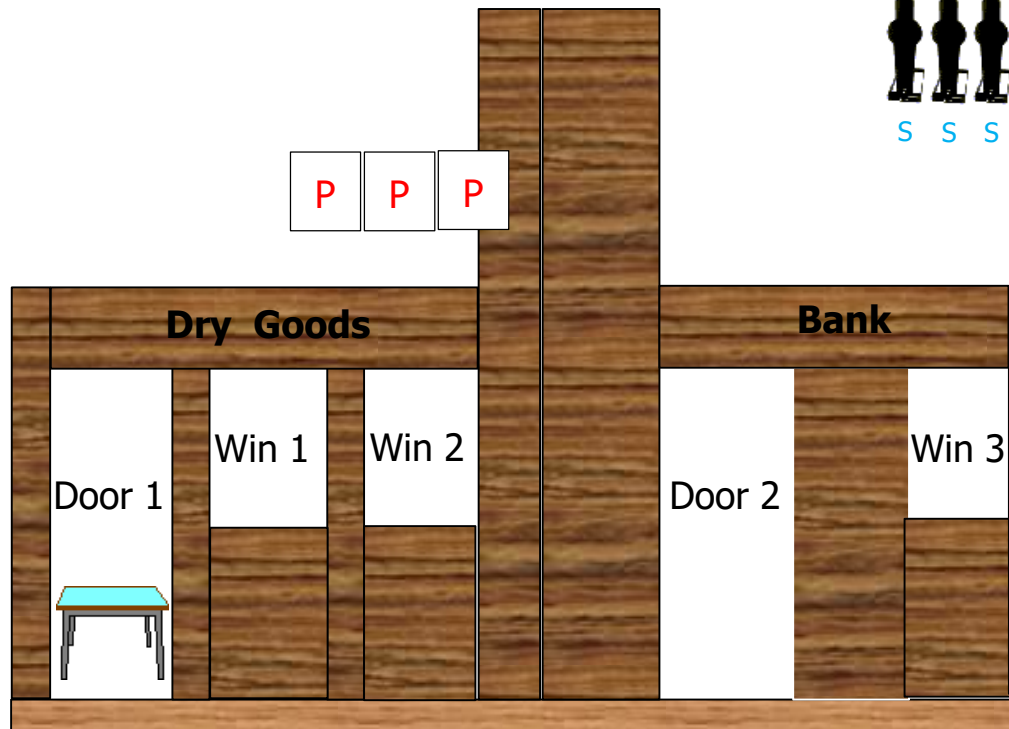
From Window 3, engage Shotgun targets any order.

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

When done, get Rifle and Shotgun and move to unloading table.

R R R

P P P



# Stage 6

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

**STAGING: Rifle on shelf in Window 1. Shotgun on shelf in Window 1. Pistols holstered.**

SHOOTER STARTS: in Doorway with hands at low surrender. Signal ready by saying, **"The older the violin, the sweeter the music!"**

ON SIGNAL: Engage the Pistol target with 5 rds.

From Window 1, engage both Rifle targets with 5 rds. any order.

From Window 1, engage the 2 Shotgun targets any order.

From Window 2, engage the 2 Shotgun targets any order.

From Window 3, engage Pistol target with 5 rds.

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

When done, get Rifle and Shotgun and move to unloading table.



**Marshall's  
Office**

Alley

Door 1

Win 1

Win 2

Win 3