

Stage 1

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

Shooter starts standing at left table, hands
on hat. Signal ready by saying **"Dyin'
Ain't Much Of A Living, Boy!"**

ON SIGNAL:

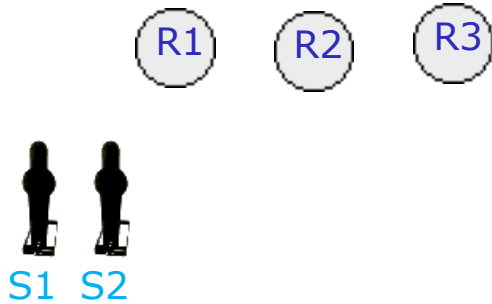
With 1st pistols engage P1,P2,&P3 with
a Nevada sweep, then with the 2nd
pistol in the same order as the 1st
pistol. Holster.

Retrieve rifle engage R1,R2,& R3 with
a double tap Nevada sweep. Make
rifle safe.

Retrieve shotgun and engage S1,&S2
move to the right table engage
S3,&S4. 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 in outhouse (Weather Permitting). Pistols Holstered.

Shooter starts standing in cabin, Hands flat on table. Signal ready by saying **"When I Get To Likin Someone, They Ain't Around Long!"**

ON SIGNAL:

Retrieve rifle and engage R1,&R2. R1 with 2 rounds, R2 with 1 round repeat for 10 rounds with the last round on R1. Make rifle safe.

Move to table with pistols engage P1,&P2. In the same manner as the rifle. Holster.

Move into outhouse retrieve Shotgun engage S1,S2,S3,&S4 in any order. Make shotgun safe. (Weather Permitting).

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

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



R1



R2



S4



S3



S2



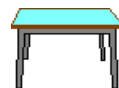
S1



P1



P2



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

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

Shooter starts at table behind train, hand on pistol or pistols. Signal ready by saying **“Never Paid Him No Mind, You Were There!”**

ON SIGNAL:

With 1st pistol engage P1,P2,&P3 starting on P2 with 2 rounds then sweep P1,P2,&P3, repeat with 2nd pistol. Holster.

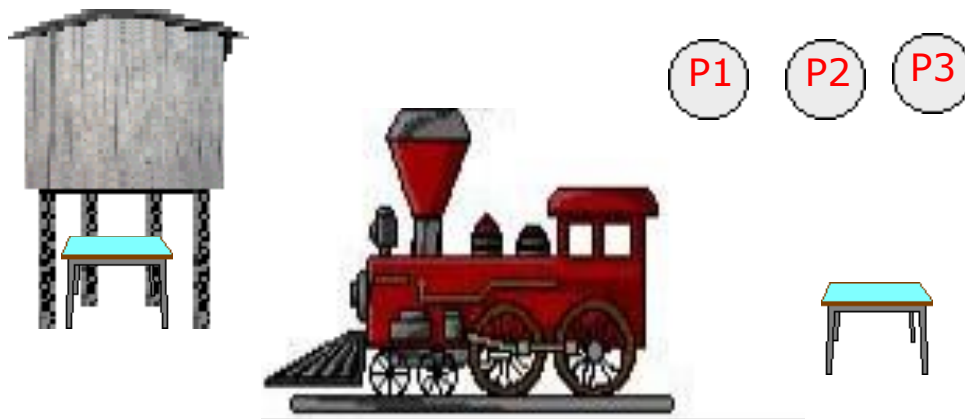
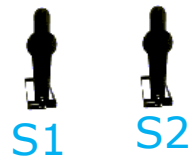
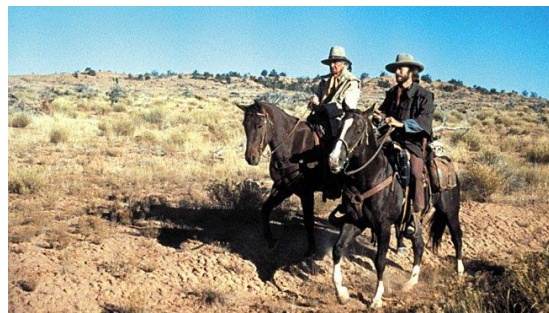
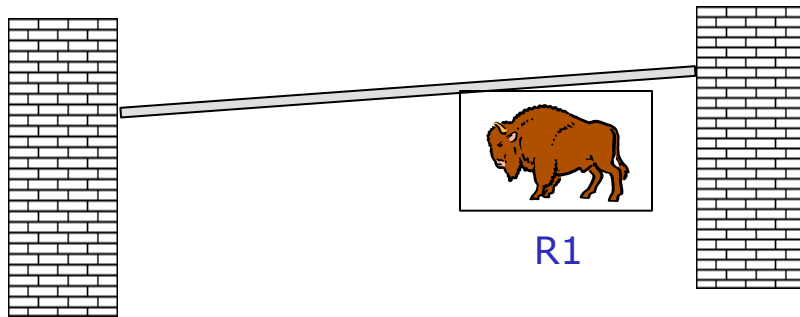
Move into train retrieve rifle engage R1 with 10 rounds

Target must be released before engaged. Make rifle safe.

Move to table behind train 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 Came Here To Die With You, Or To Live With You!"**

ON SIGNAL:

With rifle engage R1,R2,R3,&R4 with a reverse Lawrence Welk Sweep. 4-3-2-1
Make rifle safe.

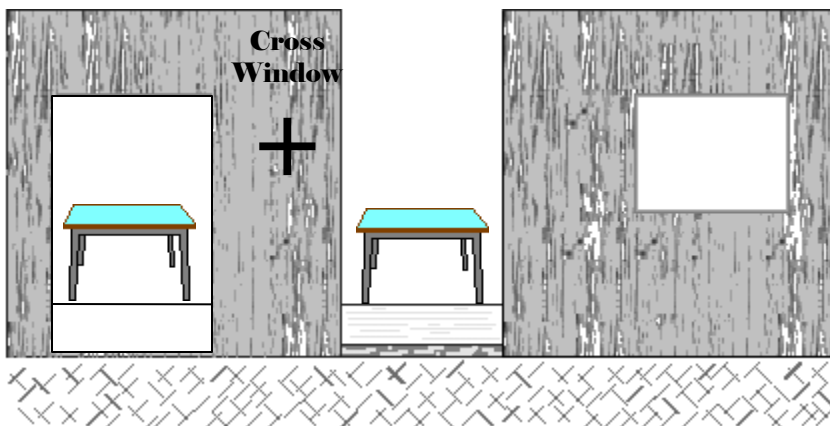
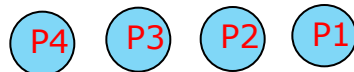
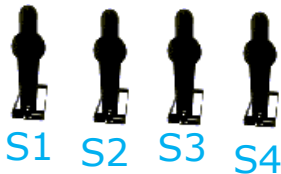
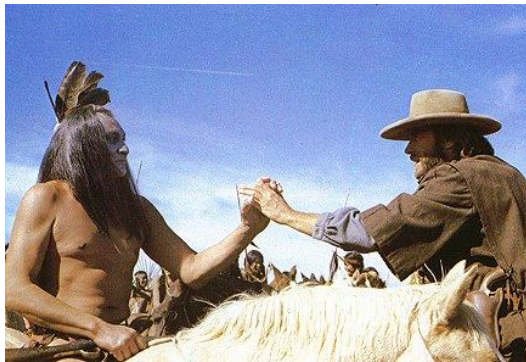
Move to alley retrieve shotgun engage S1,S2,S3,&S4 any order.

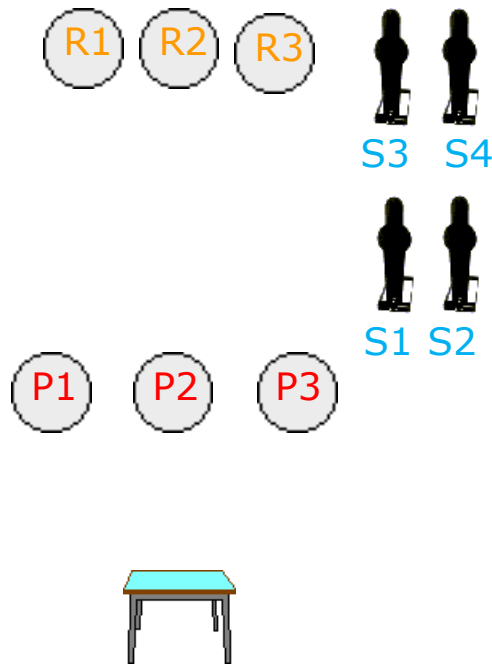
The knockdowns must fall to avoid being scored as a miss.

Make shotgun safe.

Move to Madam Orr's House with pistol's engage P1,P2,P3,&P4 with a reverse Lawrence Welk sweep. 4-3-2-1
Holster.

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





Stage 5

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

Shooter starts at table hands on table.
Signal ready by saying

"I Reckon So!"

ON SIGNAL:

With 1st pistol engage P1,P2,&P3
with a Nevada sweep. Holster.

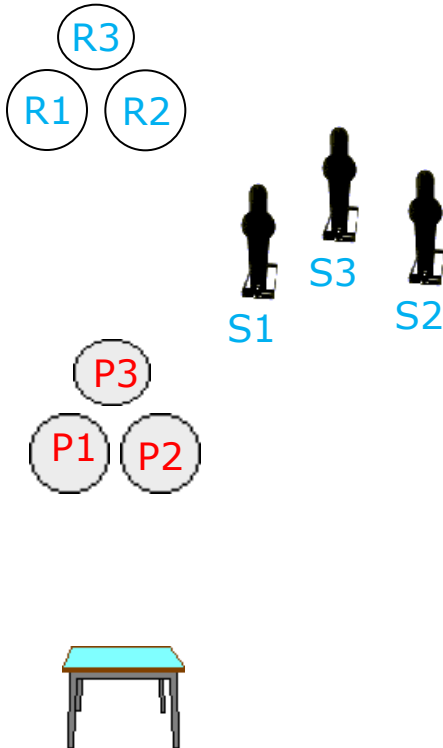
Retrieve rifle engage R1,R2,&R3
with a Nevada Sweep. Make rifle
safe.

With 2nd pistol engage P1,P2,&P3
with a Nevada sweep. Holster.

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 6

10 Pistol, 10 Rifle, 3+ Shotgun
Rifle in hands, Shotgun staged on
table, Pistols holstered.

Shooter starts at the table, rifle in hands.

Signal ready by saying **"Are You Gonna Pull Those Pistols Or Whistle Dixie!"**

ON SIGNAL:

Retrieve rifle engage R1,R2,&R3 with a alternating triple tap sweep on R1 & R2 then with the last round engage R3 for a 5 second bonus. Make rifle safe.

With pistols engage P1,P2,&P3 with a alternating triple tap sweep on P1 & P2 then with the last round engage P3 for a 5 second bonus. Holster.

Finally retrieve shotgun engage S1,S2 **then** S3.

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

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