

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

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

STARTING POSITION: Shooter in doorway, rifle in hands. Signal ready by saying, **"I guess I brought my dirty laundry by mistake!"**

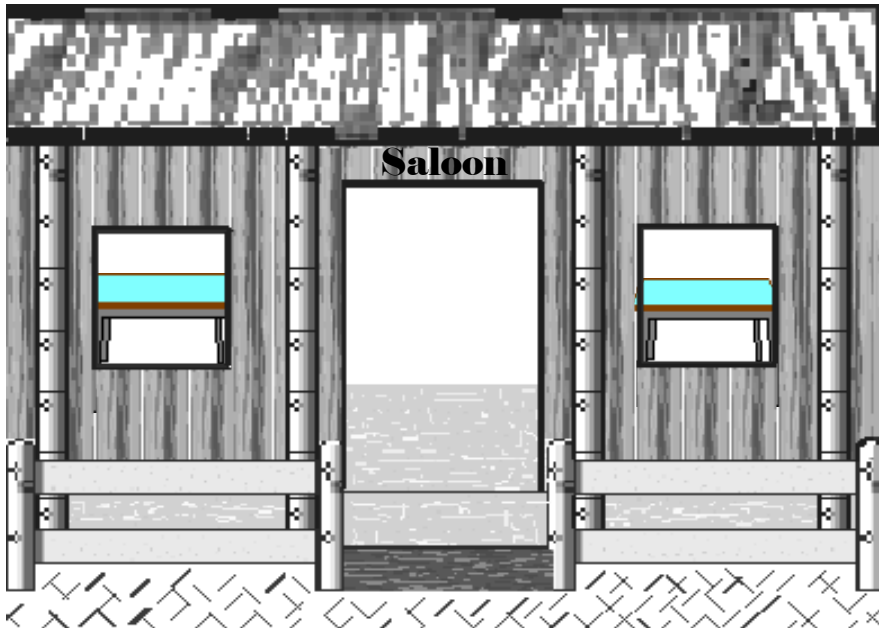
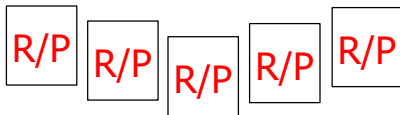
PROCEDURE: At buzzer, engage the five RP targets with an "outside, outside, inside, inside, center, center, inside, inside, outside, outside" sweep, from either direction (clean or dirty).

From left table, engage the four shotgun targets.

From between tables, engage the five RP 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 2

10 Pistol, 10 Rifle, 2+ Shotgun

STAGING: Rifle on table. Shotgun on table. Pistols holstered.

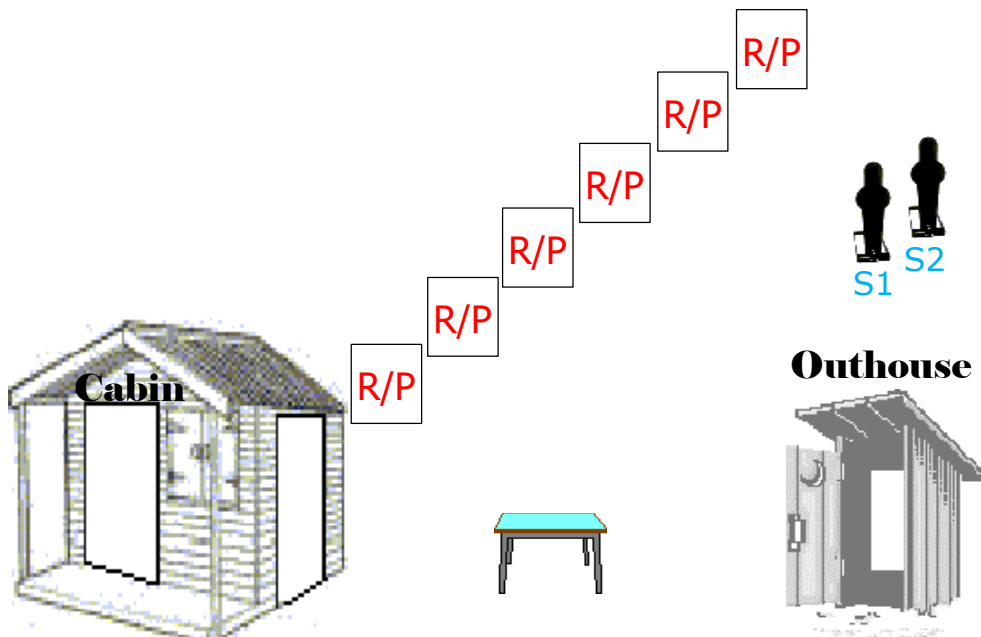
STARTING POSITION: Standing at table, hands at Sass default. Signal ready by saying, **“Hey, Hombre, you give me quite a stomach ache.”**

PROCEDURE: At buzzer, starting with pistols and using rifle as needed, progressive sweep the 6 R/P targets (1 on 1, 2 on 2, 3 on 3, 4 on 4, 5 on 5, 6 on 6) starting on either end. Load one round in the rifle any time after first shot is fired down range.

From table, engage the two shotgun targets.

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

STAGING: Shotgun on table behind train. Rifle on shelf in train. Pistols holstered.

STARTING POSITION: Shooter starts at table behind train, hands on shotgun belt. Signal ready by saying, **"Well now, what'ya suppose hell's gonna look like?"**

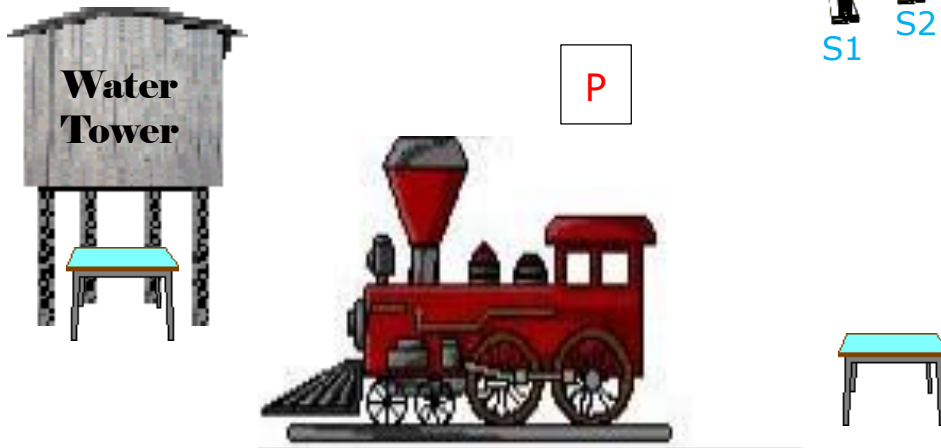
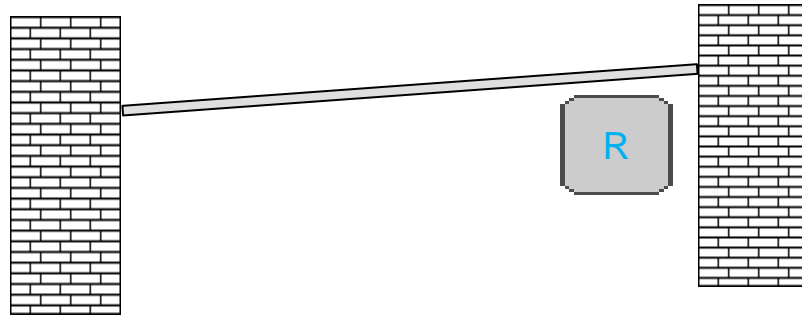
PROCEDURE: At buzzer, engage the two shotgun targets.

From train engage the moving rifle target with 10 rounds. (target must be moving before engaged).

From train, engage the one pistol target same as rifle instruction.

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

STAGING: Rifle on table in Madame Orr's house. Shotgun on table in alley. Pistols holstered.

STARTING POSITION: Standing at table in Madame Orr's house with hands on hat. Signal ready by saying, **"We all die, just a question of when."**

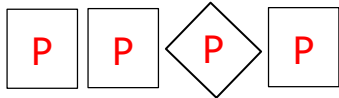
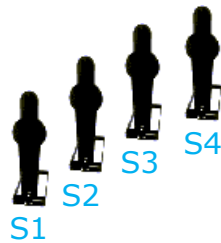
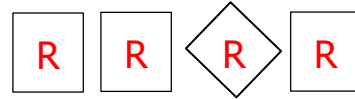
PROCEDURE: At buzzer, engage the four rifle targets with a 3, 3, 1, 3 continuous sweep from the left.

From table in alley engage the four shotgun targets.

From the table in the church, engage the four 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 5

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle staged on table in doorway one. Pistols holstered.

STARTING POSITION: Shooter starts at window two, shotgun in hands. Signal Ready by Saying, **"Have you ever eaten a dog, Mr. Russell?"**

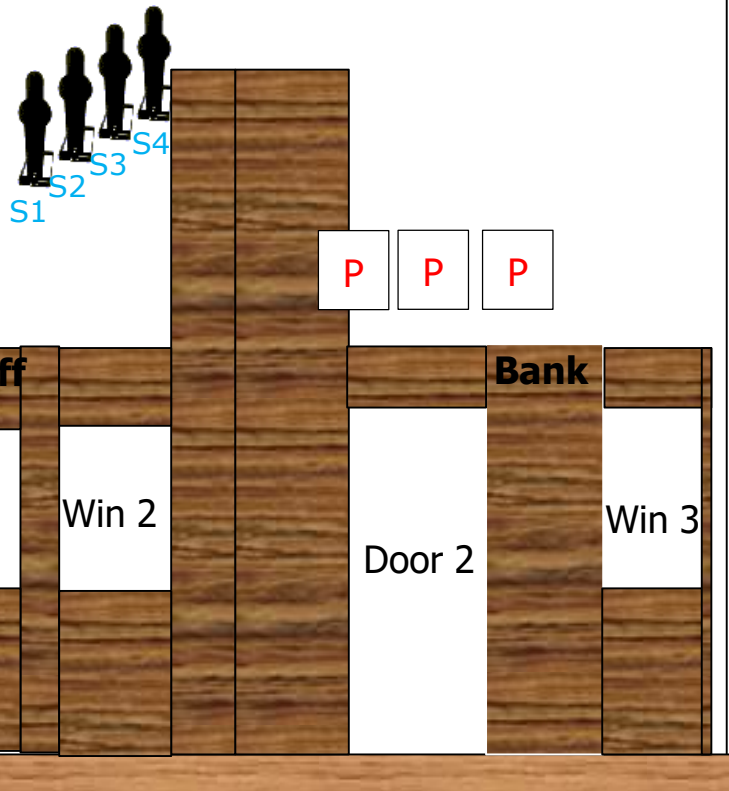
PROCEDURE: At the buzzer, engage the four shotgun targets.

From doorway one, engage the three rifle targets with one round on the middle target, then a triple tap sweep from either end.

From doorway two, engage the three 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 6

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on left table. Shotgun on middle table.

STARTING POSITION: Shooter starts at right fence, pistol(s) in hand(s). Signal ready by saying, "**Can I at least know his name?**"

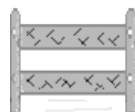
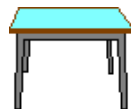
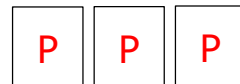
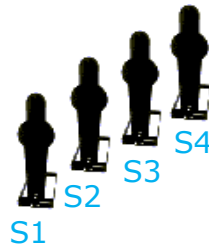
PROCEDURE: At buzzer engage the three pistol targets with a 2-4-4 sweep starting from either end.

From left table, engage the three rifle targets same as pistol instructions.

From center table engage the four shotgun targets.

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

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



Fence