

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Shotgun staged on left table, Rifle and both Pistols are staged on right table.

Shooter is standing behind the right table, with hands on hat. Signal ready by saying, **"You know, a good smelly saloon is my favorite place in the world!"**

ON SIGNAL:

Retrieve 1st pistol, engage P1, P2, & P3 with a 2-1-2 sweep, P1, P1, P2, P3, P3, either direction. Holster pistol. Retrieve 2nd pistol, engage P1, P2, & P3 with the same 2-1-2 Sweep, either direction. Holster pistol.

Retrieve rifle, engage R1, R2, & R3 with 2 separate 2-1-2 sweeps, either direction. Make rifle safe.

Move to left table, Retrieve shotgun, engage S1, S2, S3, & S4 in any order. 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 staged in Outhouse. Shotgun staged on table. Pistols Holstered.

Shooter starts in cabin, hands on hat, Signal ready by saying, **"I got things to do, kid, I'm a busy man!"**

ON SIGNAL:

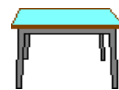
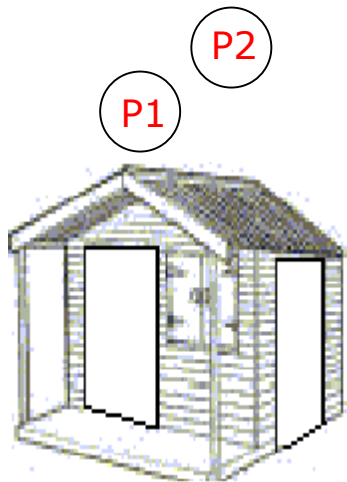
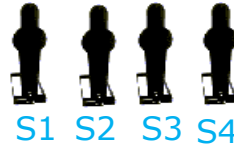
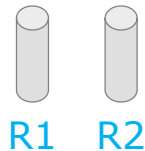
With 1st pistol, engage P1, with a Navy sweep. 5 shots on P1. Holster. With 2nd pistol, engage P1&P2 with a Army Sweep. Left, Right, Left, Right, Left. P1,P2,P1,P2,P1. Holster.

Move into Outhouse, Retrieve rifle, engage R1,R2 with the same Army Sweep starting on R1. Left, right, etc. R1,R2,R1,R2,R1,R2,R1,R2,R1,R2. Make Rifle Safe.

Move to table, Retrieve shotgun, engage S1,S2,S3,&S4 in any order. 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 3

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands at Cowboy Port Arms. Shotgun staged on table under water tower. Pistols Holstered.

Shooter starts under water tower, rifle in hands at Cowboy Port Arms. Signal ready by saying, **“Quit you’re yelling’, you old coot. We’re right here!”**

ON SIGNAL:

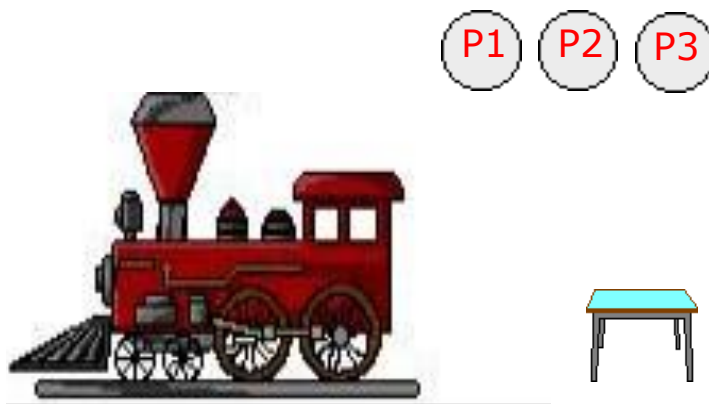
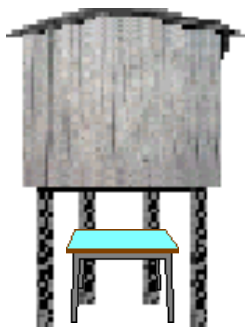
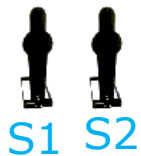
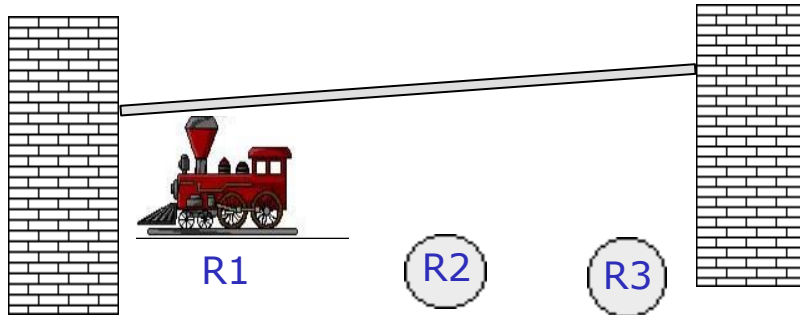
With rifle engage R1,R2&R3 with a 3-4-3 sweep. Starting on R1. R1,R1,R1, R2,R2,R2,R2, R3,R3,R3. Make Rifle Safe.

Retrieve Shotgun, engage S1,&S2 in any order. Make Shotgun Safe.

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

Move to table behind train, with pistols engage P1,P2,&P3 , with a 3-4-3 sweep. Starting on P1. P1,P1, P1,P2,P2,P2,P2,P3,P3,P3. Holster.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle and Shotgun on table in Madam Orr's house, Pistols Holstered.

Shooter starts at Podium with back to targets. Signal ready by saying, **"Here They Come!"**

ON SIGNAL:

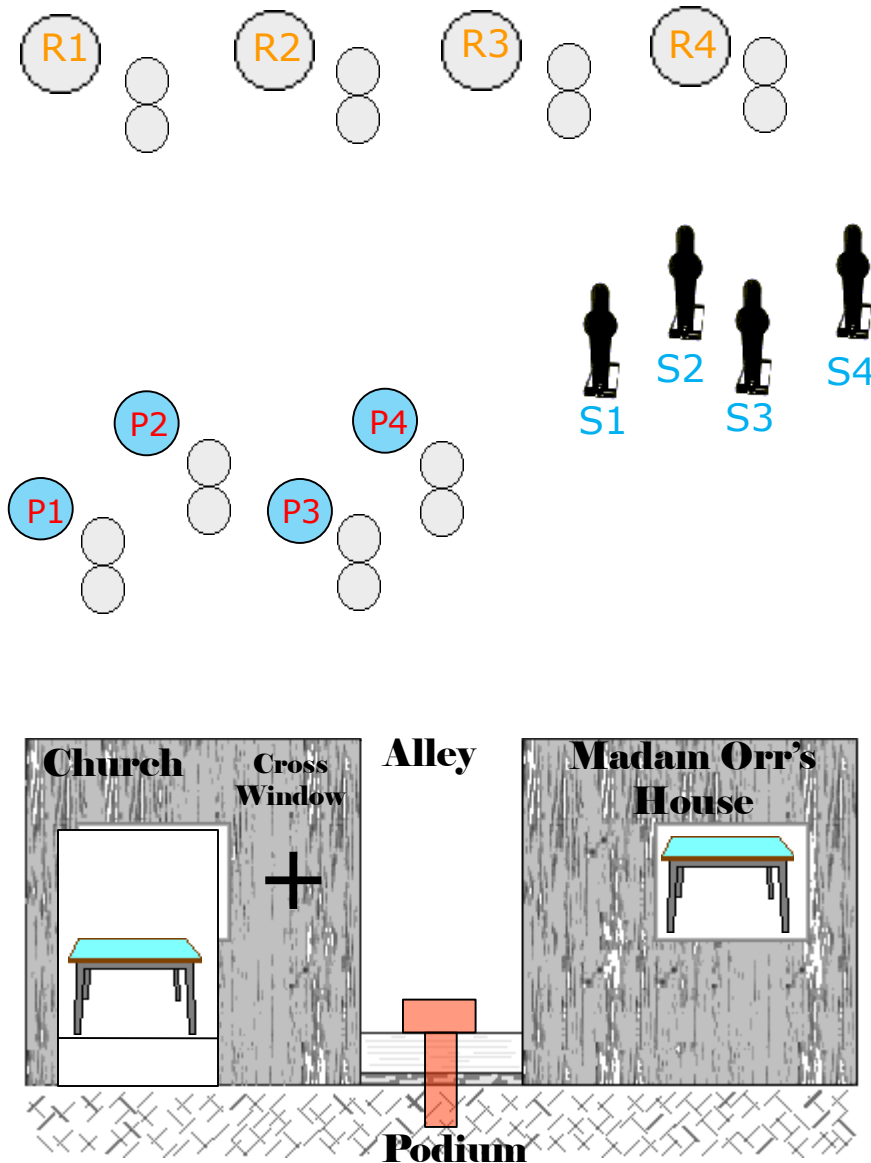
Move to table in Madam Orr's House, Retrieve rifle, engage R1,R2,R3,&R4 with at least 2 rounds each, any order. If you hit the figure 8 targets it's a 10 sec. penalty. Make Rifle Safe.

Retrieve shotgun, engage S1,S2,S3,&S4 any order. Make Shotgun Safe.

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

Move to Church, with pistol's engage P1,P2,P3&P4 with at least 2 rounds each any order. Same manner as rifle. Holster.

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



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands, Shotgun staged in Window 2, Pistols holstered.

Shooter starts at Door 1, rifle in hands.
Signal Ready by Saying, **"They're Trying To Surround Us!"**

ON SIGNAL:

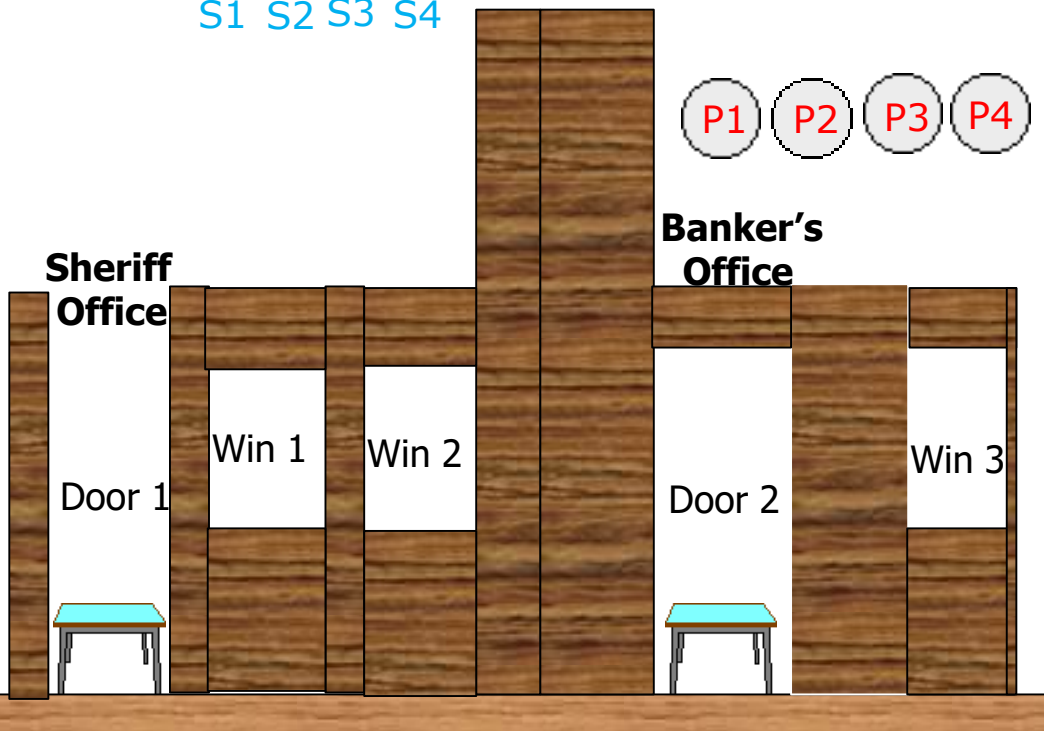
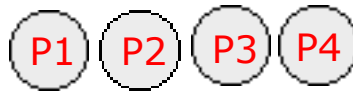
With rifle, engage R1,R2,R3&R4 with a reverse Lawrence Welk Sweep either direction. Make Rifle Safe.

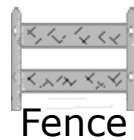
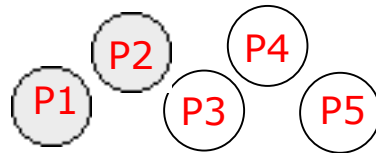
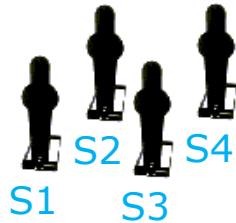
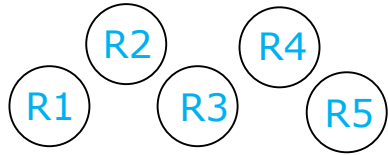
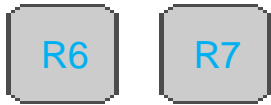
Move to Window 2, Retrieve Shotgun, Engage S1,S2,S3,& S4 any order.

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

Move to window 3 with pistols engage P1,P2,P3,&P4 with a reverse Lawrence Wilk sweep, either direction. Holster.

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





Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table 2, Shotgun on table 1,
Pistols Holstered.

Shooter starts at fence, hands on pistols,
Signal ready by saying,

"Don't Let Them Get Away!"

ON SIGNAL:

With Pistol's, engage P1,P2,P3,P4,&P5 with at
least 2 rounds each, any order. Holster.

Move to table 2 retrieve rifle engage
R1,R2,R3,R4,&R5 with at least 2 rounds
each, any order. Then load 2 rounds
and engage R6,&R7 with 1 round each,
any order. Make Rifle Safe.

Move to table 1 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.