

Stage 1

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in Hands. Shotgun staged on
back table. Pistols Holstered.

Shooter starts standing on either side of the
back table, rifle in hands. Signal
ready by saying **"Clay Has Gold
Handle Colts!"**

ON SIGNAL:

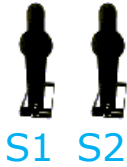
With rifle engage R1,& R2 with a
alternating sweep starting on RP1.
Make rifle safe in vertical rack.

Retrieve shotgun move to the front
table engage S1,& S2 any order.
Make shotgun safe on front table.

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

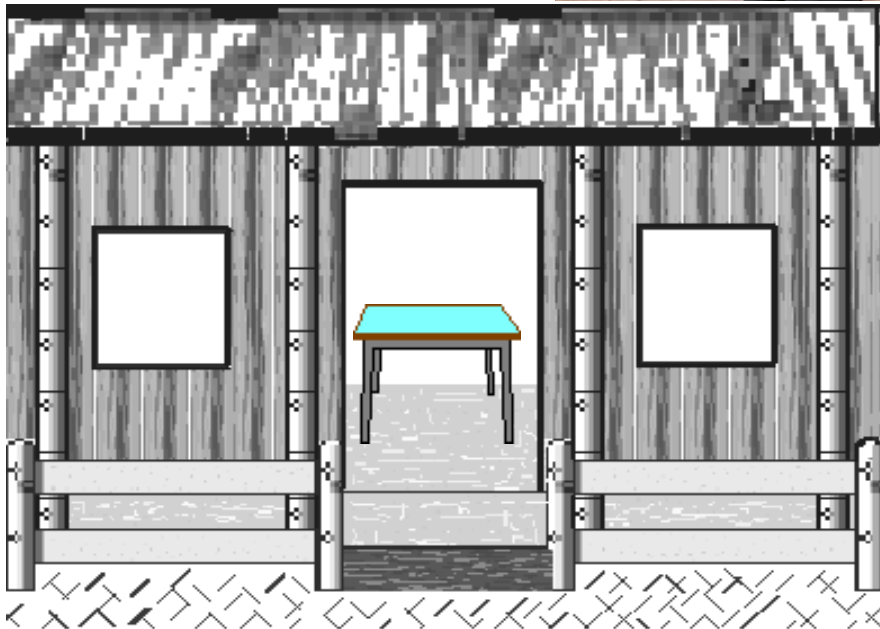
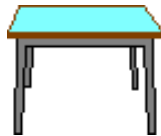
With pistols engage P1,& P2 with a
continues alternating sweep starting
on RP1. Holster.

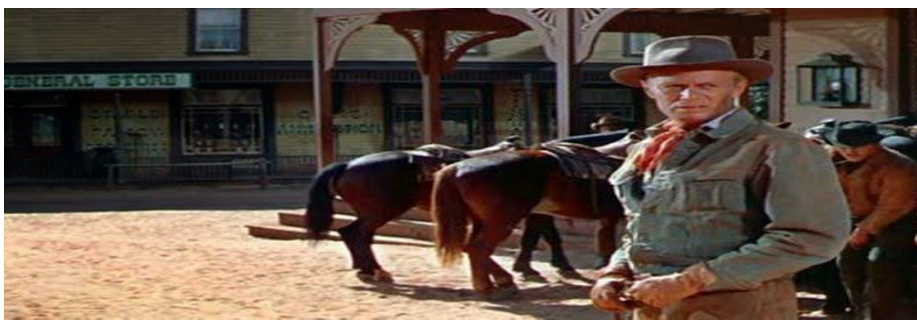
When done get rifle and shotgun and move
to unloading table.



RP2

RP1





R1

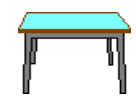
R2

R3



S1

S2



Stage 2

**10 Pistol, 10 Rifle, 2+ Shotgun
Rifle & Shotgun on table. Pistols
Holstered.**

Shooter starts standing in cabin, Hands on hat. Signal ready by saying
“\$400 Doesn't Pay For My Practice Ammo!”

ON SIGNAL:

With 1st pistols engage P1,P2,&P3 with a P1,P3,P1,P3,P2 sweep repeat with 2nd pistol. Holster.

Move to table retrieve rifle and engage R1,R2,&R3 with two R1,R3,R1,R3,R2 sweeps. Make rifle safe.

Retrieve Shotgun move to NE corner of outhouse with 1 foot past corner. engage S1,& S2 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. Shotgun on table under water tower. Pistols Holstered.

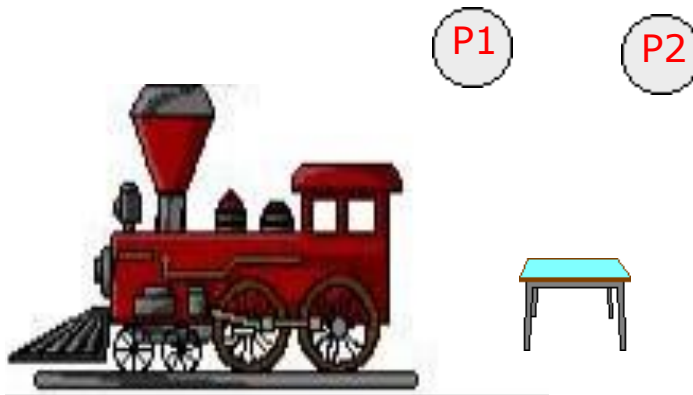
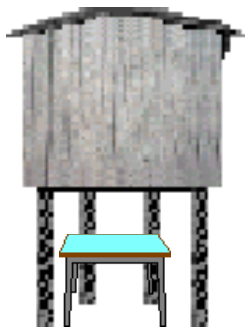
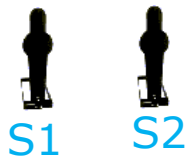
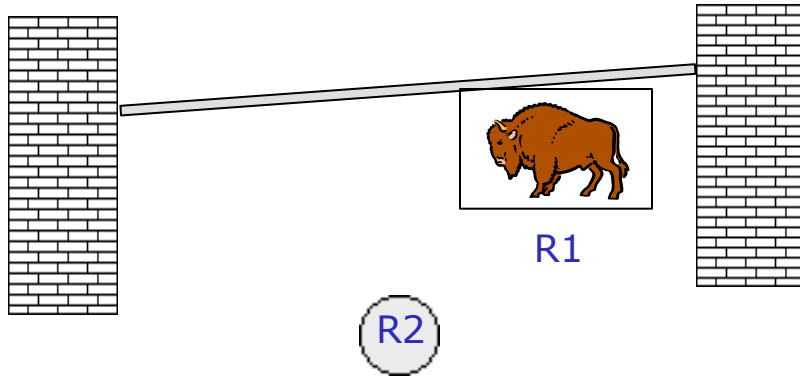
Shooter starts in train, rifle in hands.
Signal ready by saying **"Morgan The Black Rattle Snake Of Fort James!"**

ON SIGNAL:

With rifle engage R1,& R2 with a alternating sweep starting on R1 for 10 rounds **Target must be released before engaged.**
Move, Make rifle safe on table.

Move to table behind train with pistols engage P1,& P2 with a continues alternating sweep starting on P1 for 10 rounds. Holster.

Move to table 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, 2+ Shotgun
Rifle in Hands, Shotgun on table in
Madam Orr's House, Pistols
Holstered.

Shooter starts in alley with rifle in hands.
Signal ready by saying **"Any Move
Give Them Both Barrels!"**

ON SIGNAL:

With rifle engage

RP1,RP2,RP3,RP4,&RP5 with two
clockwise sweeps starting on RP1.
R1,R2,R3,R4,R5. Make rifle safe.

With pistol's engage

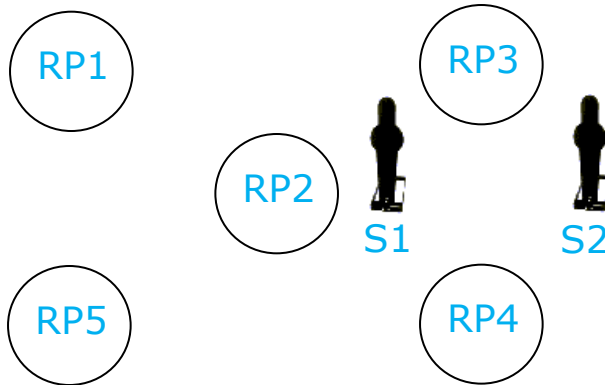
RP1,RP2,RP3,RP4,&RP5 with two
clockwise sweeps starting on RP1.
P1,P2,P3,P4,P5. Holster.

Move to Madam Orr's House retrieve
shotgun engage S1,& S2 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.



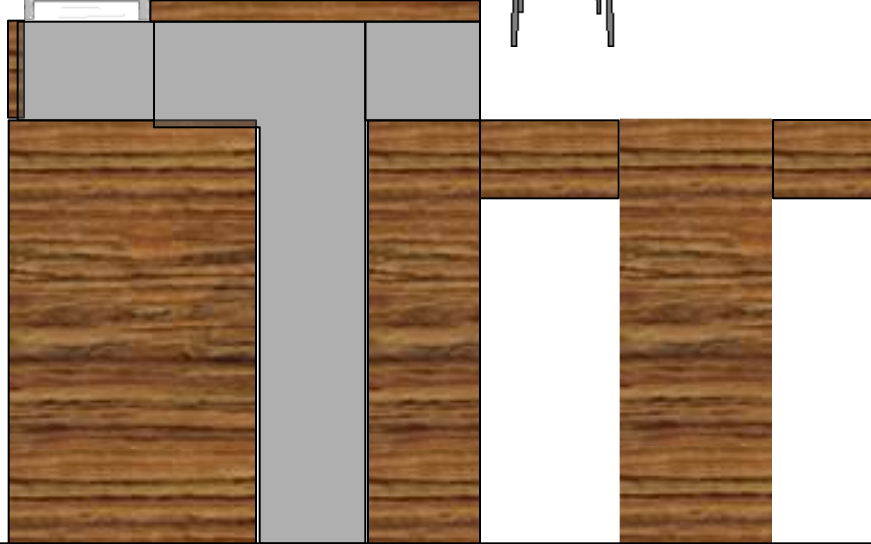
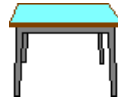
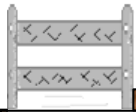
RP1

RP2

RP3



S1 S2



Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands Shotgun staged on right table, Pistols Holstered.

Shooter starts at left table rifle in hands. Signal ready by saying

"Clay Draw and Draw Fast!"

ON SIGNAL:

With rifle engage RP1,RP2,&RP3 with 2- RP3-RP1-RP3-RP2-RP3 sweeps. Make rifle safe towards the berm.

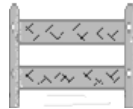
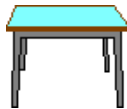
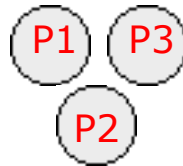
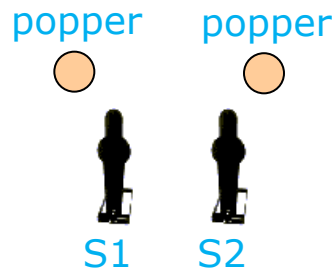
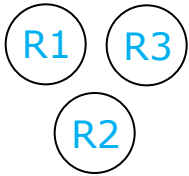
Move to fence with pistol's engage RP1,RP2,&RP3 in the same manner as the rifle. 2- RP3-RP1-RP3-RP2-RP3 sweeps. Holster.

Move to the right table retrieve shotgun engage S1,&S2 in any order.

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

Make Shotgun Safe on table.

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



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in hands, Shotgun staged on
table, Pistols holstered.

Shooter starts at the left fence both feet
behind fence, rifle in hands. Signal
ready by saying **"I've Been In More
Towns Then I Care to Remember!"**

ON SIGNAL:

With rifle engage R1,R2,&R3 with a
double tap Nevada sweep starting on
R2. As follows R2-R1-R2-R3-R2. Take
rifle with you and make safe on table.

With pistols engage P1,P2,&P3 with a
double tap Nevada sweep starting on P2.
as follows P2-P1-P2-P3-P2. Holster.

Retrieve shotgun move to fence with at
least 1 foot behind fence engage S1,S2
& the popper's in the air. Popper's are a
miss - not a bonus.

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

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