

STAGE 1

Shotgun:4+, left table/Rifle:10, right table/Pistols:10 holstered

Starting with at least one foot behind the Left Table
with Shotgun in Hands shooter says

“Couldn't let him shoot you in the back!”

At the beep shooter will engage the Shotgun targets until down.

Make Shotgun safe on either table.

Retrieve Rifle and engage Rifle Targets

in an Up & Back Sweep

with one shot on each target.

(1-2-3-4-5-5-4-3-2-1)

Make Rifle safe.

Shooter will then move to the right side of the pole and
shoot the Pistol targets the same as Rifle.



Note: Some targets on this Stage do not make a loud ring

STAGE 2

Pistols:10,Holstered/Rifle:10, left window/Shotgun:4+,right window

Starting in the left opening at Low Surrender shooter says

“He don't have one brain in his poor old head!”

At the beep shooter will engage the Pistol targets in a Progressive Sweep starting on closest (left) target and ending on the middle common target.

Move to the Rifle window and engage the Rifle targets in a Progressive Sweep starting on furthest (right) target and ending on the middle common target.

Move to the right window and knock down the Shotgun targets.

Make Shotgun safe.

Note: Pistol targets are gray/Rifle targets are yellow/ Common target is both



STAGE 3

Rifle:10, on table/Pistols:10, holstered/ Shotgun: 2+, on table

Starting behind the table with Hands on Table shooter says

“It's gold, Henry!”

At the beep shooter will engage the Rifle targets in a 1-2-2 Sweep starting on either end and repeat.

Then shoot the Pistol targets the same as Rifle.

Make Rifle safe.

Then engage Shotgun targets until down.

Make Shotgun safe.

Note: Sweep may be shot dirty - - - ex: 1-2-3-2-2



STAGE 4

Shotgun: 4+, right table / Rifle:10, left table/Pistols:10, holstered

Starting with at least one foot behind right table
with Thumbs on Belt shooter says

“No more shootin' 'til the sun goes down!”

At the beep shooter will engage the
Shotgun targets until down.

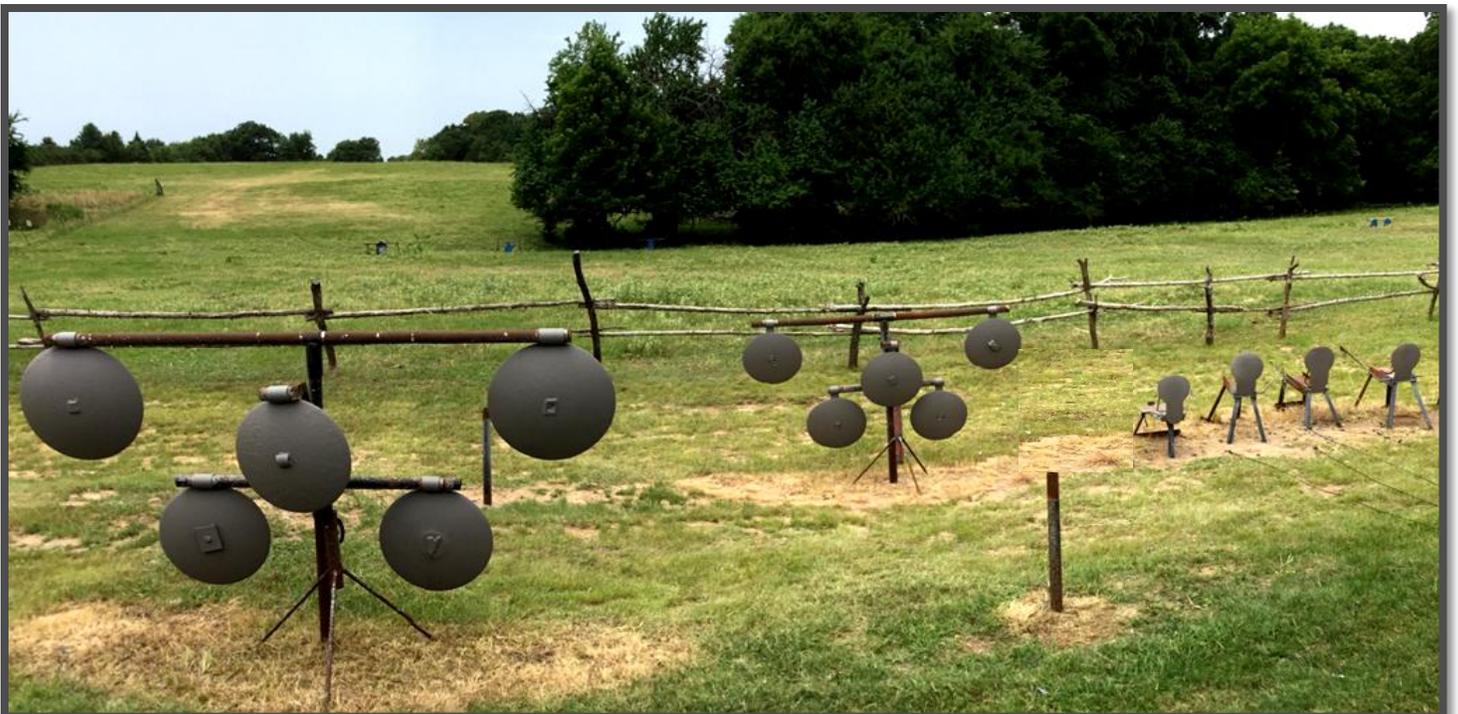
Make Shotgun safe.

Move left to Rifle and engage the Rifle targets with
one shot on each outside target in a circle pattern
then six shots on the center target

Make Rifle safe.

Move to the left of the Milk Can and shoot the
Pistol targets the same as Rifle.

Note: At least some part of one boot must be past the Milk Can when shooting Pistols.



Note: Some targets on this Stage do not make a loud ring

STAGE 5

Rifle:10, left table / Pistols:10, holstered / Shotgun:4+, right table

Starting behind the Left Table
with Rifle in Hands shooter says

“Are you callin' me a liar?”

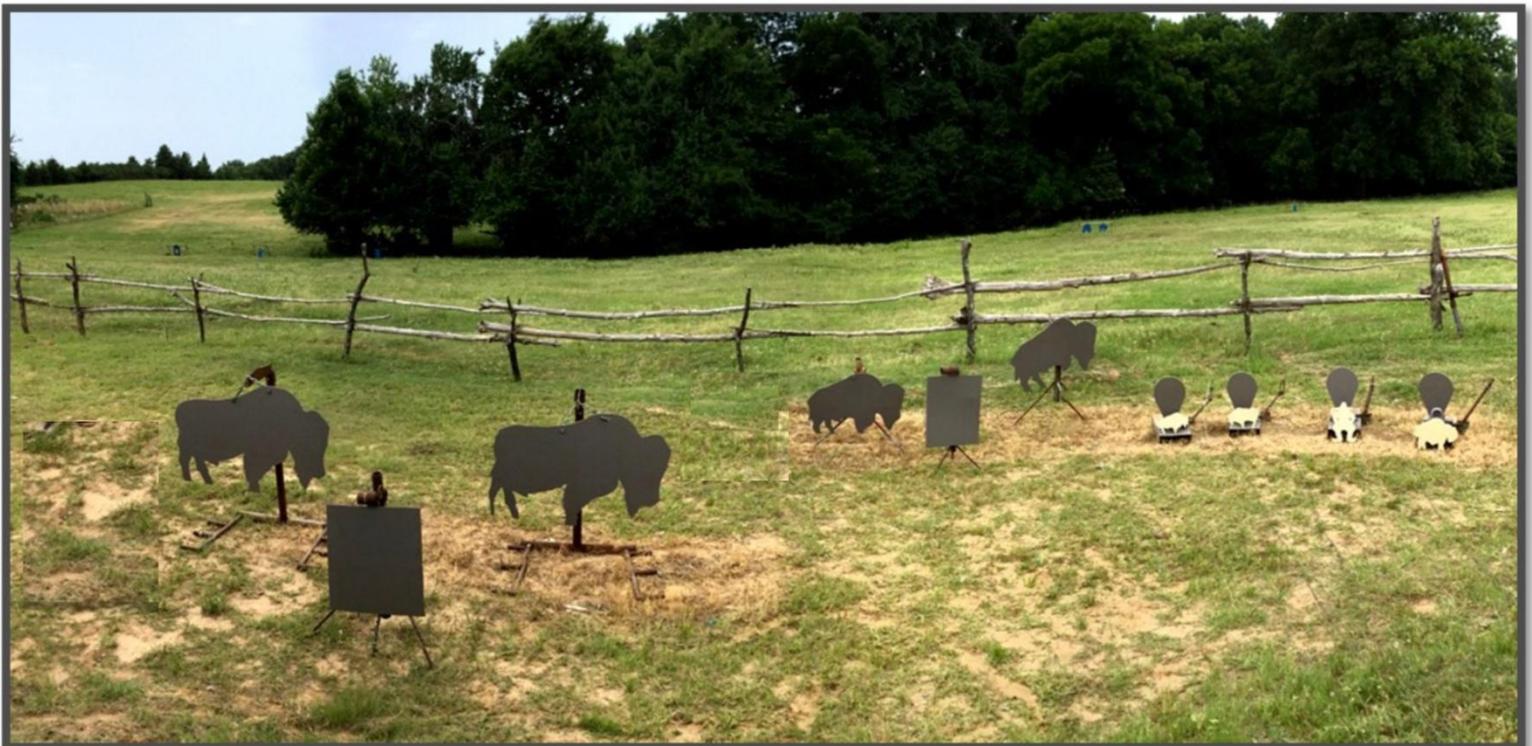
At the beep shooter will engage the
Rifle targets in a 3-4-3 Sweep starting on either end.

Make Rifle safe.

Shooter will move to the left of the South Post and
engage Pistol targets the same as Rifle.

Retrieve Shotgun and knock down Shotgun targets.

Make Shotgun safe.



STAGE 6

Pistols:10, holstered/Rifle:10, center window/Shotgun:4+, right window

Starting in doorway with Hands on Hat shooter says

“I guess you know what you're doin' Sheriff!”

At the beep shooter will engage the Pistol targets
in a Double Tap Nevada Sweep.

Shooter will move to center window and shoot
Rifle targets the same as Pistol.

Make Rifle safe.

Move to far right window and
knock down Shotgun targets.

Make Shotgun safe.

Note: Rifle may be staged in either Center Window.

