

STAGE 1

GENE'S MERCANTILE

Shotgun:4+, Right Table/Rifle:10, Left Table/Pistols:10, Holstered

Gun Order is Shotgun ~ Rifle ~ Pistol

Starting at Shotgun Table with Hands at sides shooter says,

“You want some?”

At the beep shooter will knock down the Shotgun targets.

Make Shotgun safe.

Retrieve Rifle and Single Tap the Top Red Target then

Double Tap the other 4 targets in any order then

Single Tap the Top Red Target.

Make Rifle safe.

Move left past the Milk Can and shoot the
Pistol targets the same as Rifle instructions.

Note: Pistols must be shot from the left side of the milk can.



STAGE 2

THE BUFFALO STAGE LINES

Pistols:10, Holstered / Rifle:10, Left Table/Shotgun:4+ Right Table

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting with Thumbs on Leather shooter says,

***“The deer didn’t know where he was,
And I wasn’t sure either!”***

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

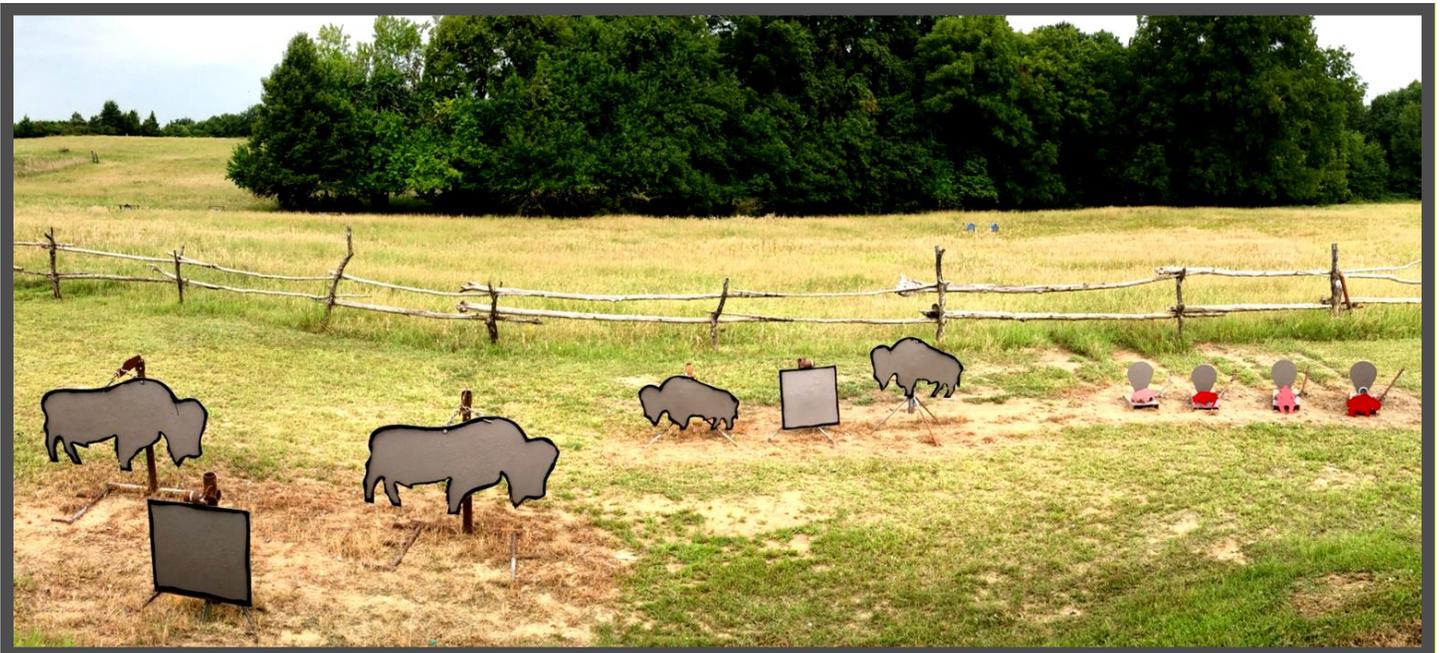
Retrieve Rifle and shoot the Rifle targets the
same as the Pistol instructions.

Make Rifle safe on either table.

Move to the right table and
Knock down the Shotgun targets.

Make Shotgun safe.

Note: Shooter must be on the left side of the post when shooting Pistols



STAGE 3

THE WATERIN' HOLE

Pistols:10, Holstered/Rifle:10, Left Window Table
Shotgun: 4+ Right Window Table

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting in the left Doorway at Low Surrender shooter says,

“It’s alright with me!”

From the doorway, Double Tap 5 Targets in any order

Retrieve Rifle and shoot the Rifle targets

the same as the Pistol instructions.

Make Rifle safe on either window table.

Retrieve Shotgun and engage targets until down.

Make Shotgun safe.

Note: Pistols must be shot from the Doorway.



STAGE 4

THE HTH SALOON

Rifle: 10 + 1 Right side of Bar
Pistols: 10 Staged on Center of Bar
Shotgun: 4+ Left side of Bar

Gun order ~ Rifle or Pistol first, Shotgun must be last

Starting with Hands on Bar shooter says

“That’s possible!”

At the beep shooter will engage the targets as follows;

Pistols }
 &
Rifle } Using both Pistols & Rifle for a total of
 21 rounds, shoot the targets in a
 Circular Progressive Sweep.
 1 on 1st target / 2 on 2nd target / 3 on 3 target
 4 on 4th target / 5 on 5th target / 6 on 6th target

Shotgun: Knock down Shotgun targets.
 Make Shotgun safe.

Note: Sweep can start on any target.

Note: Rifle may be loaded anytime after the beep.

Note: Guns must be staged on designated Rubber Mats

Note: Pistols may be Re-staged on Bar or Holstered.



STAGE 5

THE TOMANATOR LEAD MINE

Rifle:10, staged on the Up-Range Table

Pistols:10 Holstered

Shotgun: 4+ staged on the Down-Range Table

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting at Rifle Table with Hands on Hat shooter says

“I’ll take the 10 days”

At the beep shooter will engage the Targets in a Continuous Nevada Sweep starting on either end.

Make Rifle safe on either table.

Shoot the Pistol Targets the same as the Rifle instructions.

Engage the Shotgun targets until down.

Make Shotgun safe.

Note: Pistols may be shot from any position down-range of the Rifle Table.

Note: All shots must be fired through the west framed opening.



STAGE 6

CO JACK'S CATHOUSE

Pistols:10, holstered/Rifle:10, Left Table/Shotgun: 6+, Right Table

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting behind the table in the left framed opening
With Hands on Table shooter says,

“Anything else?”

At the beep, Shoot the Pistol targets in a
Regressive Sweep starting on either target
{4 on 1st target/3 on 2nd target/2 on 1st target/1 on 2nd target}
Retrieve Rifle and shoot the Rifle targets
the same as Pistol instructions.

Make Rifle safe inside the directional barrier on the table.
Move to 1st doorway on left and engage 1st 2 Shotgun targets.
Move to doorway on right & engage the next 2 Shotgun targets
Move forward to left doorway and
engage the last 2 Shotgun targets.

Note: Shotgun misses must be made up from where engaged.

