

STAGE 1 STORME STAGE LINES

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

Gun Order is Pistols ~ Rifle ~ Shotgun

Starting behind the Center Table
at Low Surrender shooter says,

“Do you always wear a gun over your underwear?”

At the beep shooter will engage the
Pistol targets in a 1-3-1 Sweep starting on either end
and repeat starting on either end.

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

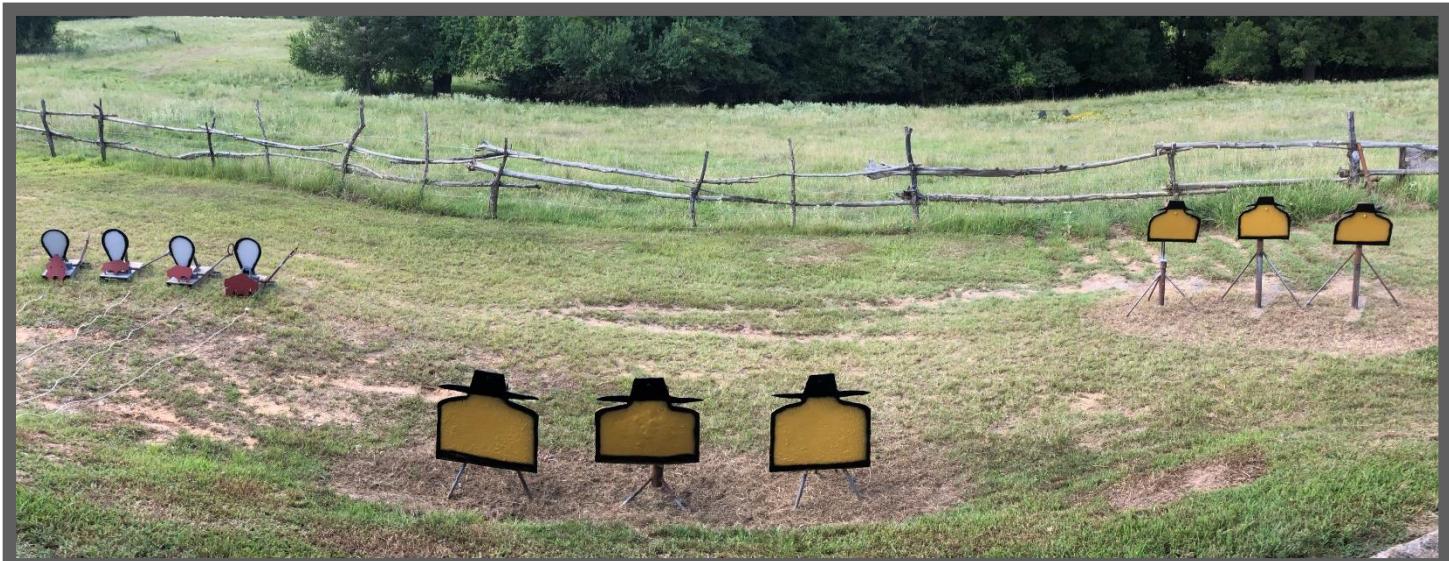
Make Rifle safe on any table.

Knock down Shotgun targets.

Make Shotgun safe

Note: Pattern may be shot dirty (1-3-2-3-1)

Note: Shotgun must be shot from left side of the left post.



STAGE 2

THE WATERIN' HOLE

Pistols:10, Holstered

Rifle:10, Staged in Left Window

Shotgun: 4+ Staged in Center Window

Gun order is Pistols ~ Rifle ~ Shotgun ~ Shotgun

Starting with Hands on Door frame shooter says,

"I can't afford to let you get killed unless I do it!"

At the beep Double Tap each Pistol target in any order.

Move to the left window and shoot the

Rifle targets the same as Pistol instructions.

Make Rifle safe in either window.

With Shotgun, knock down the 2 Left targets from Center Window.

Move to right window and knock down the Right 2 Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from doorway.

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



STAGE 3

THE HTH SALOON

Shotgun: 4+ staged anywhere on Bar

Rifle: 10, staged anywhere on Bar

Pistols: 10, STAGED anywhere on Bar

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Thumbs on Belt shooter says,

***“Well, it's nice to find a fella with
a keen sense of humor!”***

At the beep shooter will knock down the Shotgun targets.

Make Shotgun safe on Bar.

With Rifle, starting on either end, shoot

Two Separate Nevada Sweeps on the Yellow Rifle targets

Make Rifle safe on Bar.

With the Pistols, starting on either end, shoot

Two Separate Nevada Sweeps on the Red Pistol targets.



STAGE 4

PANHANDLE SLIM'S RAILHEAD

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Hands on Rifle Table shooter says,

"I'll take a marker against your share of the gold"

At the beep, starting on either end, shooter will

Single Tap Sweep the Rifle targets *then*

Double Tap the Middle target and Repeat.

Make Rifle safe on Table.

Move to Doorway and shoot the Pistol Targets

the same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun Targets.

Make Shotgun safe on Table.

Note: Pistols must be shot through Doorway.

Note: Each sweep can start on either end.



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 ~ Pistols ~ Shotgun

Starting with Hands on Hat shooter says

“He says your enemy is his enemy”

At the beep shooter will engage the targets in a Progressive Sweep starting on either end.

Make Rifle safe on either table.

Move down-range of the Rifle Table and shoot the Pistols 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

COJACK'S CATHOUSE

Rifle:10, at the Ready /Shotgun: 6+, Left table/Pistols:10, holstered
Gun Order is Rifle ~ Shotgun ~ Pistols

In the framed opening to the right of the Shotgun Table
with Rifle at the Ready shooter says,

“One's a gamble, the others a sure thing!”

At the beep, shoot the targets in a
Continuous Alternating Sweep starting on either target,
Make Rifle safe within directional barrier on table.
Engage 1st 2 Shotgun targets through 1st left doorway.

Move to doorway on right and engage the next
2 Shotgun targets. Move forward to left doorway
and engage the last 2 Shotgun targets.

Make Shotgun safe on table.

Shoot the Pistols the same as the Rifle instructions.

Note: Rifle must be restaged so that the barrel is WITHIN the directional barrier.

Note: Shotgun must be shot through the doorway openings only

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

