

# STAGE 1

## GENE'S MERCANTILE

Rifle:10, Left Table

Pistols:10, Holstered

Shotgun:4+, Right Table

Gun order Rifle ~ Pistols ~ Shotgun

Starting at Low Surrender shooter says,

***“So far so good!”***

At the beep shooter will engage the targets as follows;

With Rifle, engage the targets in a

Continuous Nevada Sweep starting on either end,

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Rifle must be shot from the Left side of the milk can.*

*Pistols must be shot from the right side of the post.*



# STAGE 2

## STORME STAGE LINES

Rifle:10, on Center Table  
Pistols:10, STAGED on Center Table  
Shotgun: 4+ on Center Table

Gun order shooters choice ~ Rifle cannot be last  
Starting with Hands on Table shooter says,

***“What’s the plan?”***

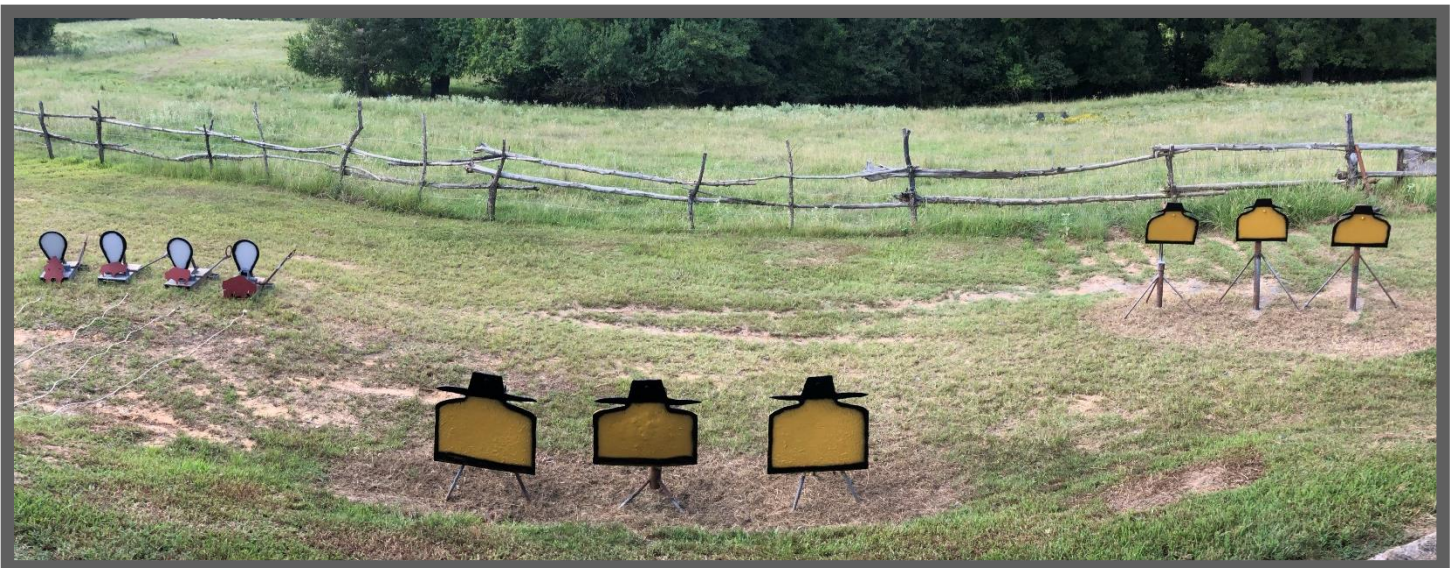
At the beep shooter will engage the targets as follows;

With Rifle, engage the targets in a  
2-3-5 Sweep starting on either end.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols may be Re-Staged or Holstered after shooting.*



# STAGE 3

## 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 in the Doorway at Texas Surrender shooter says,

***“I’ve always been lucky with one-eyed Jacks”***

At the beep, starting on either the top target or bottom right, engage the Pistol Targets in a 2-3-2-3 Sweep.

Move to the left window and shoot the Rifle targets the same as Pistol instructions.

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

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

*Notes: Pistols must be shot from doorway.*

*Shotgun misses must be made-up from where engaged.*



# STAGE 4

# THE HTH SALOON

Pistols:10, STAGED on Bar

Rifle:10, on Bar

Shotgun: 4+ on Bar

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands at Sides shooter says,

***“How many men?”***

At the beep shooter will engage the targets as follows;

With Pistols and Rifle

put at least one shot on every target

for a total of 20 Rounds.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols may be Re-Staged or Holstered after shooting.*

*This stage is a round count.*



# STAGE 5

## PANHANDLE SLIM'S RAILHEAD

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

Gun order is Pistols ~ Rifle ~ Shotgun

Starting with Hands on Door Frame shooter says,

***“Let’s go get some ammo!”***

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a  
3-4-3 Sweep starting on either end.

Move to Right table and shoot the Rifle targets  
the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols must be shot through Doorway.*



# STAGE 6

## 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

***“Fire when ready!”***

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

*1 on 1<sup>st</sup> Target~2 on 2<sup>nd</sup> Target~3 on 3<sup>rd</sup> Target~4 on 4<sup>th</sup> Target*

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.

*Notes: Pistols may be shot from any position down-range of the Rifle Table.  
All shots must be fired through the west framed opening.*

