

STAGE 1

THE BUFFALO STAGE LINES

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

Gun order is Rifle ~ Pistol ~ Shotgun

Starting at left table with Hands at Sides shooter says,

“I'm getting better at sneaking up on you!”

At the beep shooter will engage the Rifle targets.
Starting on the center target, engage each target at least twice with No Double Taps for all 10 rounds.

Make Rifle safe.

Move to the left side of the post and shoot the
Pistol targets the same as Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe.

Note: Starting position is Hands at Sides - not SASS Default

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



STAGE 2

THE WATERIN' HOLE

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

Gun order is Pistol ~ Rifle ~ Shotgun

Starting in the left Doorway at Texas Surrender shooter says,

“I mean, plumb mad-dog mean!”

At the beep shooter will engage the Pistol targets in a 2-1-2 Sweep in one direction (Vertical or Horizontal) and then repeat in the other direction.

(Both sweeps can start on either end)

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

Make Rifle safe in either window.

Retrieve Shotgun and knock down Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from the Doorway



STAGE 3

THE HTH SALOON

Pistols:10, STAGED on Center of Bar

Rifle:10, Right side of Bar / Shotgun: 4+ Left side of Bar

Gun order shooters choice - Rifle cannot be last
Starting at Gun(s) of choice with Hands on Bar shooter says

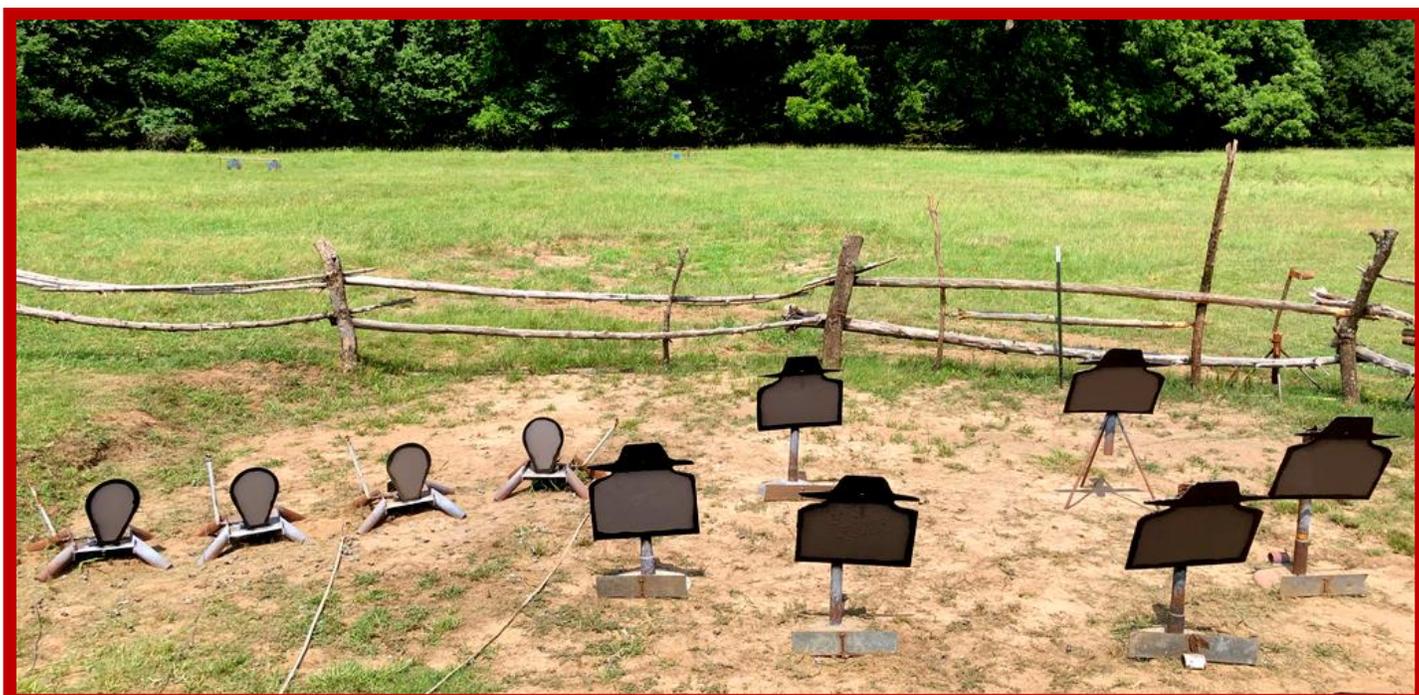
“When I get to likin' someone, they ain't around long!”

At the beep shooter will engage the targets as follows;

Pistols: Using both Pistols & Rifle put at least
& one shot on each target in any order
Rifle: for a total of 20 rounds.
Make Rifle safe on table.

Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on table.

Note: Pistols may be re-staged or holstered



STAGE 4

THE SHORT LINE RAILHEAD

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

Gun order is Rifle ~ Pistol ~ Shotgun

Starting behind left table with Hands on Hat shooter says,

“Are you gonna pull those pistols or whistle Dixie?”

At the beep shooter will engage the Rifle targets with one shot on each target in an Alternating Sweep for 10 rounds starting on either end.

Make Rifle safe on either table.

With Pistols, starting on either end, put one shot on each target in an Alternating Sweep for 5 rounds and repeat starting on either end.

Move to Right Table and knock down Shotgun targets.

Make Shotgun safe on table.

Note: Each Pistol is a separate sweep and may start on either end.



STAGE 5

THE TOMANATOR MINE

Rifle:10, staged on Up-Range Table / Pistols:10 Holstered
Shotgun: 4+ staged on Down-Range Table

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting at the Rifle Table with Rifle at the ready shooter says

“Reckon I'm right popular!”

At the beep shooter will engage the targets as follows;

Rifle: Shoot Rifle targets with 3 shots on each outside target *then* sweep all 4 targets with 1 shot each. Make Rifle safe on any table.

Pistols: Move to forward position and shoot the Pistol targets the same as Rifle instructions.

Shotgun: Knock down the Shotgun targets.
Make Shotgun safe.

Note: Sweep may start on either end ~ dirty sweep okay

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 in the left framed opening
with Thumbs on Belt shooter says,

“Slap iron to it!”

At the beep, starting on either end, engage the
Pistol targets in a Progressive Sweep.

(1 on 1st target/2 on 2nd target/3 on 3rd target/4 on 4th target)

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

Make Rifle safe on table.

Move to 1st door on left and engage 1st 2 Shotgun targets.

Move to doorway on right and engage the next 2 Shotgun targets

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

Note: Shotgun make-ups must be made up from where engaged

