

STAGE 1

GENE'S MERCANTILE

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

Starting behind the Right Table
with Hands on Belt shooter says,

“Of course I did, you dumb knobhead!”

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

Make Shotgun safe on either table.

Move to left table and shoot the Rifle targets
in a Progressive Sweep starting on either end.

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

Make Rifle safe.

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

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



STAGE 2

THE BUFFALO STAGE LINES

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting with Hands on Staged Rifle shooter says,

“Yep!”

At the beep shooter will engage the Rifle targets in a 1-2-1-2-3 Sweep starting on either end and repeat in the same order.

ex: (1 on 1/1 on 2/1 on 1/1 on 2/1 on 3 & Repeat)

Make Rifle safe.

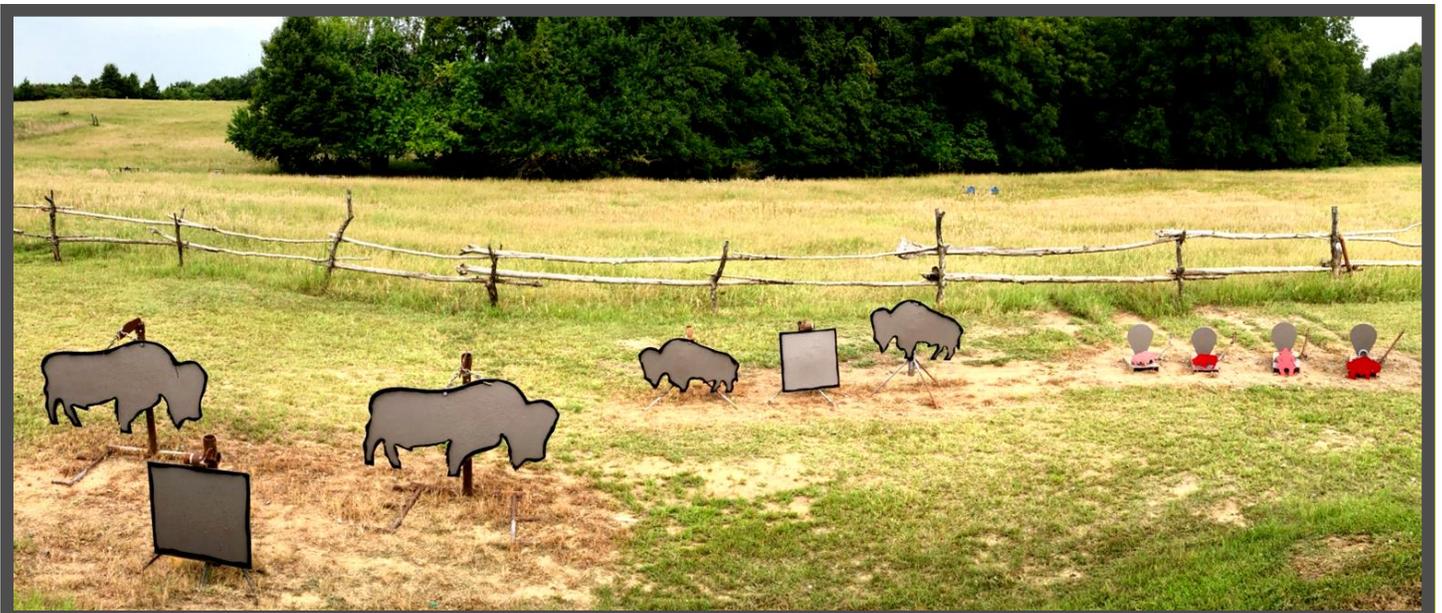
Move to the left side of the post and shoot the Pistol targets the same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe.

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

Note: Shooter could also shoot 3-2-3-2-1 & Repeat



STAGE 3

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 Low Surrender shooter says,

“Sure you wanna do this?”

From the Doorway, starting on any outside target, engage the Pistol targets vertically or horizontally with two shots on each outside target *then* one shot in the center & Repeat in other direction.

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

Retrieve Shotgun and engage targets until down.
Make Shotgun safe.

Note: Rifle Pattern may be shot dirty



STAGE 4

THE HTH SALOON

Pistols:10, Staged anywhere on Bar
Rifle:10, Staged anywhere on Bar
Shotgun: 4+ Staged anywhere on Bar

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

“How many holes you wanna dig?”

At the beep shooter will engage the targets as follows;

- Pistols: With Pistols or Rifle, using any 3 targets
& shoot one target 5 times, *then* Nevada Sweep
Rifle: all three of those targets starting on either end.
With other gun engage the other 3 targets
not yet shot with the same instructions.
- Shotgun: Engage Shotgun targets until down.

Note: Pistols may be restaged on Bar or Holstered.



STAGE 5

THE SHORT LINE RAILHEAD

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

Gun order shooters choice ~ Rifle cannot be last

Starting at Gun(s) of choice with
Hands on Hat shooter says,

“Just passin’ through!”

At the beep shooter will engage the targets as follows;

Pistols: Starting on either end Triple Tap Sweep
& all 3 targets *then* put last shot on the
Rifle: 1st target in your sweep
Make Rifle safe on either table.

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

Note: Pistols must be shot through Doorway.



STAGE 6

THE TOMANATOR LEAD 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 with Hands on Up-Range Table shooter says

“Be ready to ride!”

At the beep shooter will alternate 2 targets on one side for 5 rounds *then* alternate the 2 targets on the other side for 5 rounds starting on either side.

Make Rifle safe on either table.

Shoot Pistols the same as 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.

