## STAGE 1

Pistols:10, Holstered<br>Rifle:10, Staged on either Table<br>Shotgun: 4+ Staged on either Table

Gun order shooters choice ~ Rifle cannot be last
Starting at Low Surrender shooter says,

## "Form a Posse!"

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.
With Rifle, shoot the same as the Pistol instructions.
With Shotgun, engage Shotgun targets until down.
Note: Shotgun misses must be made up from where engaged.


## STAGE 2

# SpREDY GOMZALES CORRALS 

Pistols:10, STAGED on Table Rifle:10, on Table Shotgun: 2+ on Table

Gun order is Pistols ~ Rifle ~ Shotgun
Starting with Hands at Sides shooter says,

## "Wake up!"

At the beep shooter will engage the targets as follows;
With Pistols $1^{\text {st }}$, then Rifle, engage the targets in a SECRETARIAT SWEEP ~ 1-9-7-3 starting on the left target.
(1 on $1^{\text {st }}$ target, 9 on $2^{\text {nd }}$ target, 7 on $3^{\text {rd }}$ target, 3 on $4^{\text {th }}$ target)
With Shotgun, engage Shotgun targets until down.
Notes: Pistols may be re-staged or holstered after shooting. This is a Stand \& Deliver Stage


# STAGRS GENES MERCANTLLE 

Rifle:10, at the Ready<br>Pistols:10, Holstered<br>Shotgun:4+, Right Table

Gun order is Rifle ~ Pistols ~ Shotgun
Starting with Rifle at the Ready shooter says,

## "Come on Joe!"

At the beep shooter will engage the targets as follows;
With Rifle, engage the targets in a
Progressive Sweep starting on either end.
(1 on $1^{\text {st }}$ target, 2 on $2^{\text {nd }}$ target, 3 on $3^{\text {rd }}$ target, 4 on $4^{\text {th }}$ target)
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 4 STORME STAGE LINES 

Shotgun: 4+ Left Table<br>Rifle:10, Center Table<br>Pistols:10, Holstered

Gun order is Shotgun ~Rifle ~ Pistols
Starting with Shotgun in Hand shooter says,

## "Think they'll shoot us?"

At the beep shooter will engage the targets as follows; With Shotgun, engage Shotgun targets until down.

With Rifle, starting on either end, engage the targets in a Double Tap Nevada Sweep. With Pistols, shoot the same as Rifle instructions.

Notes: Shotgun in one hand starting position, other hand may be on shells in belt.


## STAGE 5 <br> 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 with Hands on Pistols shooter says,

## "You wanna go?"

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 6 THE HTH SALOON

Pistols:10, STAGED on Bar
Rifle:10, Staged on Bar
Shotgun: 4+ Staged on Bar
Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on Hat shooter says,

## "I'll be back!"

At the beep shooter will engage the targets as follows; With Pistols shoot the Pistol Targets in a 3-3-3-1 Sweep starting on either the front left target or the black target.
With Rifle shoot the Rifle Targets in a 3-3-3-1 Sweep starting on either the back right target or the black target.

With Shotgun, engage Shotgun targets until down.

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


