

STAGE 1

STORME STAGE LINES

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

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Thumbs on Belt shooter says,

“Go ahead!”

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 may be shot from anywhere safe.

Pistols must be shot from right side of right 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 in the Doorway with Hands on Pistols shooter says,

“Load up and shoot!”

At the beep, Dump 5 shots on the bottom right target *then*
Nevada Sweep the 3 Vertical Targets
starting at the top or bottom.

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 3

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 Bar shooter says,

“Aim for the heart!”

At the beep shooter will engage the targets as follows;
With Pistols and Rifle, Shoot each target at least 2 times
in any order 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 4

PANHANDLE SLIM'S RAILHEAD

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Hands on staged Rifle shooter says,

“My mistake, 4 coffins!”

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.

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

With Shotgun, engage Shotgun targets until down.

Notes: Pistols must be shot through Doorway.



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 at Low Surrender shooter says

“I don’t work cheap!”

At the beep, with the Rifle, shooter will engage the targets in a 3-3-3-1 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.

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



STAGE 6

COJACK'S CATHOUSE

Rifle:10, at the Ready /Shotgun: 4+, Left table/Pistols:10, Holstered
Gun Order is Rifle ~ Shotgun ~ Pistols

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

“There's money to be made!”

At the beep, with the Rifle, engage the targets in a
1-1-3-3-1-1 Sweep starting on either target.

Make Rifle safe within directional barrier on table.

Retrieve Shotgun and move to doorway on right
and engage the first 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 Rifle instructions.

*Notes: Rifle & Shotgun must be restaged with barrel INSIDE the directional barrier.
Shotgun must be shot through the doorway openings.
Shotgun misses must be made up from where engaged.*

