

STAGE 1

STORME STAGE LINES

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

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting with at least one foot behind the Rifle Table
With Rifle at the Ready shooter says,

“All we need now is cattle!”

At the beep shooter will engage the Rifle targets
in a 1-8-1 Sweep starting on either end.

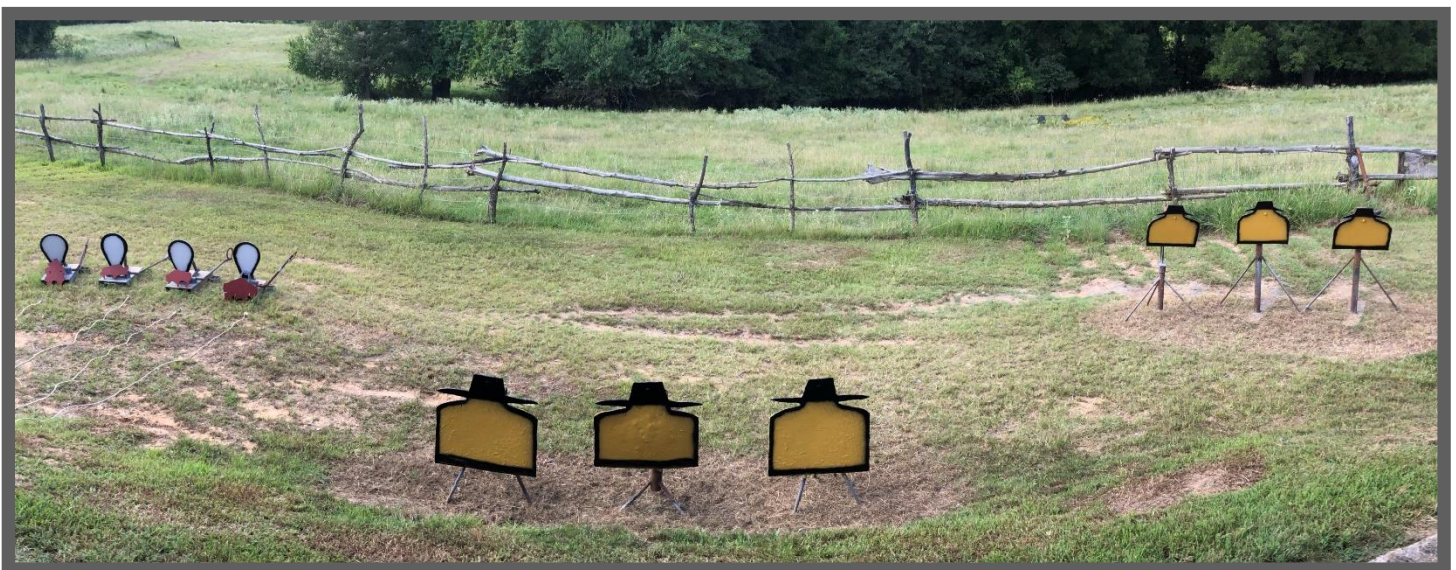
Make Rifle safe on any table.

From anywhere between the posts shoot the
Pistol targets the same as Rifle instructions.

Move past the left post and
Knock down Shotgun targets.

Make Shotgun safe

Note: Shotgun must be shot from left side of the left 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 with Hands on Belt shooter says,

“I reckon!”

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

(1 shot on 1st target, 2 shots on 2nd target, 3 shots on third target, 4 shots on 4th target)

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

Make Rifle safe in either window.

With Shotgun, knock down the 2 Left targets from Center Window. Move to right window and knock down the Right 2 Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from doorway.

Note: Shotgun misses must be made-up from where engaged.



STAGE 3

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,

“Good to see you boys!”

At the beep shooter will engage the targets as follows;

Pistols: } Using Pistols and Rifle put at least two shots
& } on each target for a total of 20 rounds.
Rifle: } Make Rifle safe on Bar.

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

Note: This Stage is a Round Count

Note: Pistols may be re-staged on Bar or Holstered.



STAGE 4

PANHANDLE SLIM'S RAILHEAD

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

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Thumbs on Belt shooter says,

“I hate rude behavior in a man!”

At the beep Engage the Shotgun targets until down.

Make Shotgun safe on either Table.

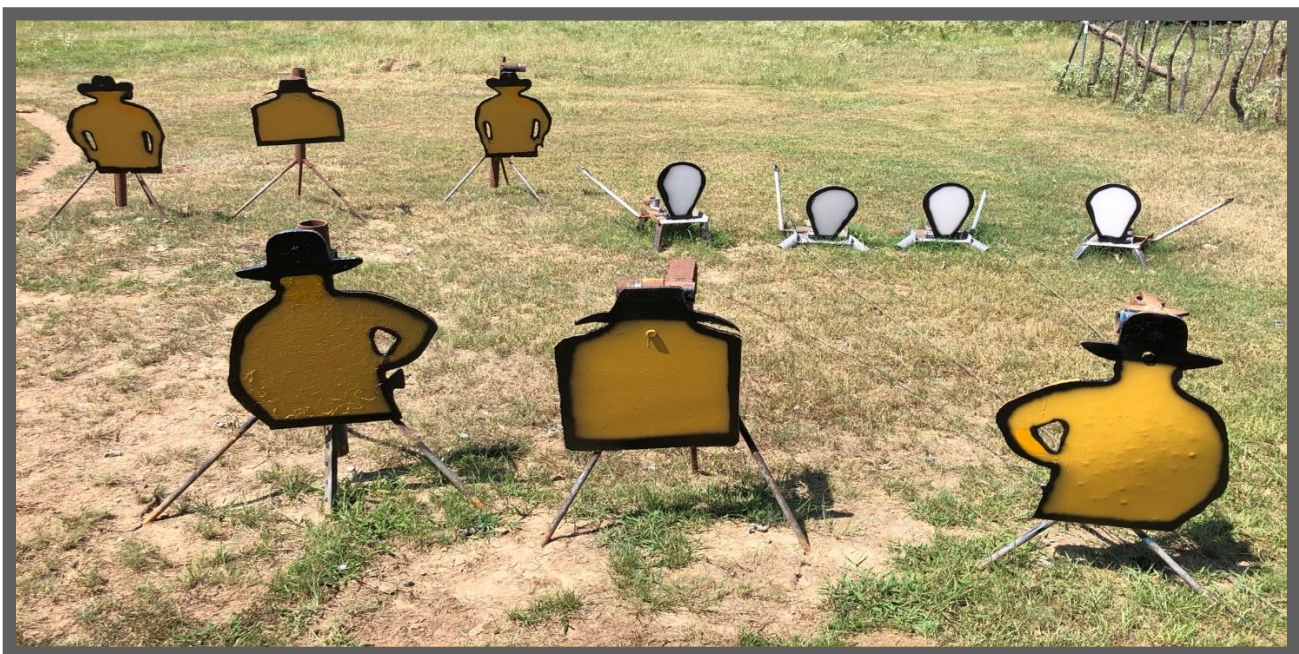
Move to Left Table and shoot the
Rifle targets in a 3-4-3 Sweep.

Make Rifle safe on Table.

Move to Doorway and shoot the Pistol Targets
the same as the Rifle instructions.

Note: Pistols must be shot through Doorway.

Note: Each sweep can start on either end.



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 with Hands on Staged Rifle shooter says

“Yesterday’s gone, we can’t get it back”

At the beep shooter will engage the targets in a Continuous Nevada 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.

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.



STAGE 6

COJACK'S CATHOUSE

Rifle:10, at the Ready /Shotgun: 6+, 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,

“It's been quite a party ain't it?”

At the beep, shoot the targets in an Alternating Double Tap Sweep starting on either target,

Make Rifle safe within directional barrier on table.

Engage 1st 2 Shotgun targets through 1st left doorway.

Move to doorway on right and engage the next 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 the Rifle instructions.

Note: Rifle must be restaged so that the barrel is WITHIN the directional barrier.

Note: Shotgun must be shot through the doorway openings only

Note: Shotgun misses must be made up from where engaged.

