

# STAGE 1

## STORME STAGE LINES

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

Gun order shooters choice - Rifle cannot be last

Starting at gun(s) of choice with Hands on Table shooter says,

***“Pick it up!”***

At the beep shooter will engage the targets as follows;

Pistols: From between the posts, starting on either end, engage targets in a 2-3-5 Sweep.

Rifle: Starting on either end, engage targets in a 2-3-5 Sweep.  
Make Rifle safe on either table.

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

*Note: Pistols may be shot from anywhere between the posts.*



# 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 left Doorway at Texas Surrender shooter says,

**“Whoa!**

***Take ‘er easy there, Pilgrim!”***

At the beep shooter will shoot each target at least one time in any order for a total of 10 shots.

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 2 Shotgun targets from Center Window.

Move to right window and knock down the last 2 Shotgun targets.

Make Shotgun safe.

*Note: Pistols must be shot from doorway.*

*Note: Left 2 Shotgun targets must be shot from Center Window & Right 2 Shotgun targets must be shot from Right Window. 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 at Low Surrender shooter says,

***“Can’t a man have a drink in peace?!”***

At the beep shooter will engage the targets as follows;

Pistols: Engage the Red Pistol Targets in a 3-4-3 Sweep starting on either end.

Rifle: Engage the Yellow Rifle Targets in a 3-4-3 Sweep starting on either end.  
Make Rifle safe on Bar.

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

*Note: Pistols may be restaged on Bar or Holstered.*



# STAGE 4

## PANHANDLE SLIM'S 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 at Sides shooter says,

***“Three against one!”***

At the beep shooter will engage the targets as follows;

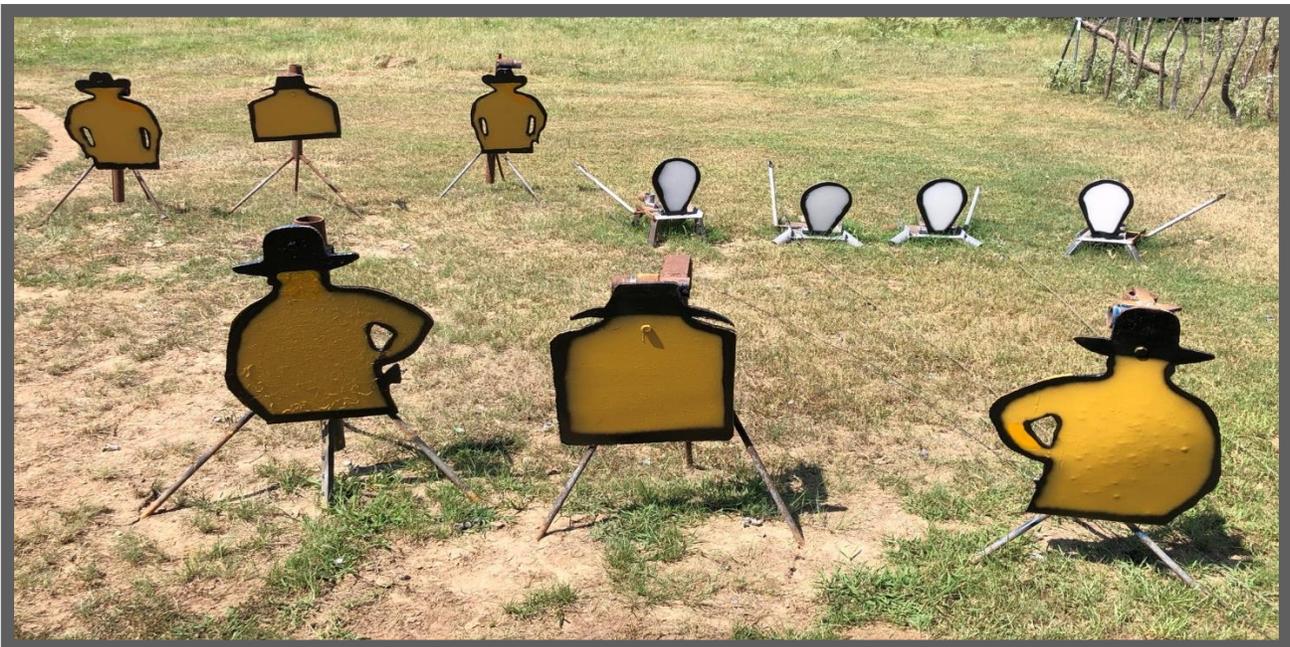
Pistols: Standing in the doorway, starting on either end shoot the Pistol targets in a 2-1-2 Sweep and Repeat starting on either end.

Rifle: Starting on either end shoot the Rifle targets in a 2-1-2 Sweep & Repeat starting on either end. 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.*

*Note: May be shot dirty.*



# 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 ~ Pistol ~ Shotgun

Starting with Hands on Staged Rifle shooter says

**“Who says he can’t?”**

At the beep 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.

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

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

**“No!”**

At the beep, starting on either target,  
Dump 5 shots on each target.

Make Rifle safe within directional barrier on table.  
Engage 1<sup>st</sup> 2 Shotgun targets through 1<sup>st</sup> 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.*

