

STAGE 1

STORME STAGE LINES

Rifle:10, at the Ready, anywhere to the Right of the Post

Pistols:10, Holstered

Shotgun: 4+ Left Table

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Rifle at the Ready shooter says,

“Every gun makes its own tune!”

At the beep shooter will engage the targets as follows;

With Rifle, starting on either end,
engage the targets in 2 Separate Nevada Sweeps.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

Notes: Rifle must be shot from right side of the right post.

Pistols must be shot from between posts.

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 in the Doorway with Hands on Pistols shooter says,

“Don’t die until later!”

At the beep, starting on either the top target or bottom right, engage the Pistol Targets in a Progressive Sweep.

*1 shot on 1st target, 2 shots on 2nd target,
3 shots on 3rd target & 4 shots on 4th target.*

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

Make Rifle safe.

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 Gun(s) of choice shooter says,

“I’ll keep the money!”

At the beep shooter will engage the targets as follows;

With Pistols & Rifle,
engage every target with at least
2 shots 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

Pistols:10, Holstered/Rifle:10, Right Table/Shotgun:4+ Left Table
Gun order is Pistols ~ Rifle ~ Shotgun

Starting in the doorway with Hands on Hat shooter says,
“I never hurt anybody!”

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a 3-4-3 Sweep
starting on either end.

With Rifle, engage the targets
the same as Pistol 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 with Hands on Table shooter says

“And Shorty?”

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

“Adios!”

At the beep, with the Rifle, dump 5 shots on each 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 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.*

