

STAGE 1

GENE'S MERCANTILE

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

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

“You wanna get us all killed?”

At the beep, Shoot the Black Target one time *then*
Double Tap any 2 yellow targets *then* shoot the Black target
again and Double Tap the other 2 yellow targets.

Make Rifle safe on table.

Shoot the Pistol targets the same
as the Rifle instructions.

Engage Shotgun targets until down.

Make Shotgun safe.

Note: Rifle must be shot from the Left side of the milk can.

Note: Pistols must be shot from the right side of the post.



STAGE 2 STORME STAGE LINES

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

Starting at the Rifle Table
at Low Surrender shooter says,

“Let’s not go off half-cocked!”

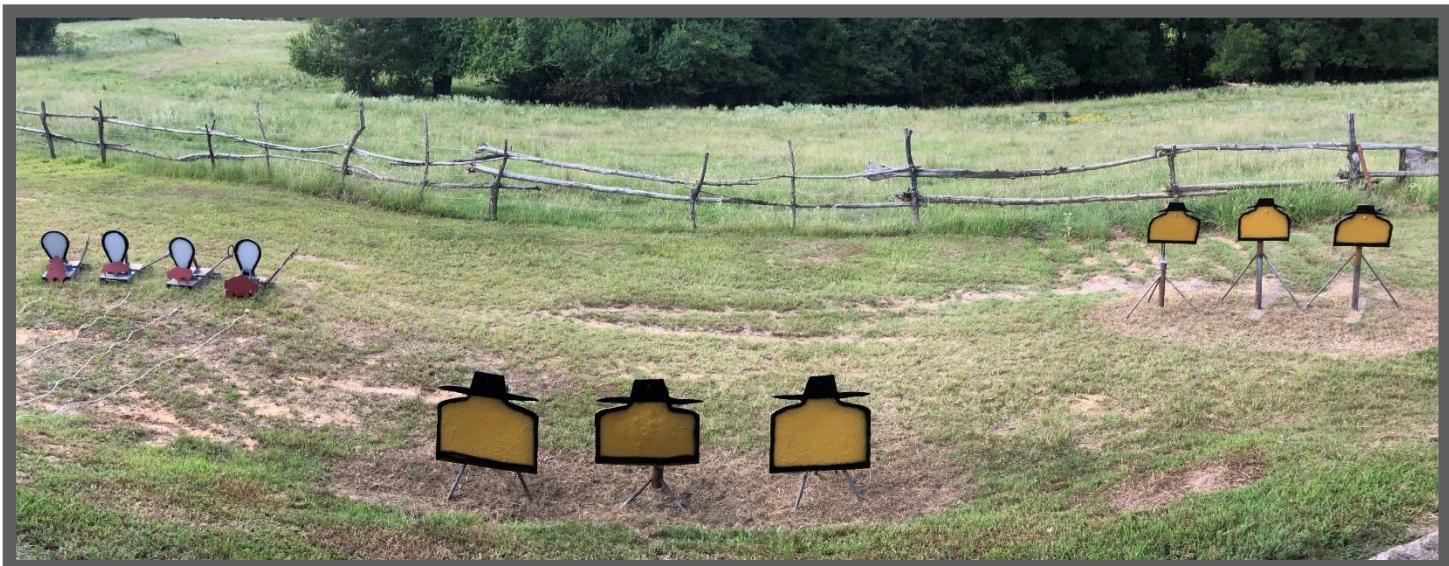
At the beep, starting on either target, Double Tap each outside target *then* Single Tap the middle target and repeat starting on either outside target.

Make Rifle safe on either table.

From between the 2 posts, shoot the
Pistol targets the same as the Rifle instructions.
Retrieve Shotgun and knock down Shotgun targets.
Make Shotgun safe

Note: Shotgun must be shot from left side of the left post.

Note: Pistols must be shot between the 2 posts.



STAGE 3

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 left doorway with Hands on Pistols shooter says,

“Now you can have everything you want!”

At the beep, starting on either end, shoot the
Pistol targets in a 1-2-4-2-1 Sweep.

*Ex: 1 shot on left target, 2 shots on center left target,
4 shots on top target, 2 shots on center right target,
1 shot on right 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 4

THE HTH SALOON

Shotgun: 4+ staged on Bar

Rifle: 10, staged on Bar

Pistols: 10, STAGED on Bar

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Thumbs on Belt shooter says,

“Bring his horse!”

At the beep shooter will knock down the Shotgun targets.

Make Shotgun safe on Bar.

With Rifle, engage the Rifle targets in a 3-3-3-1 sweep
starting on the Right Yellow Rifle target and
ending on the Right Red Pistol target.

Make Rifle safe on Bar.

With Pistols, engage the Pistol targets in a 3-3-3-1 sweep
starting on the Left Red Pistol target and
ending on the Left Yellow Rifle target.



STAGE 5

PANHANDLE SLIM'S RAILHEAD

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

Gun order is Pistols ~ Rifle ~ Shotgun

Starting with Hands on Hat shooter says,

“That’s his story!”

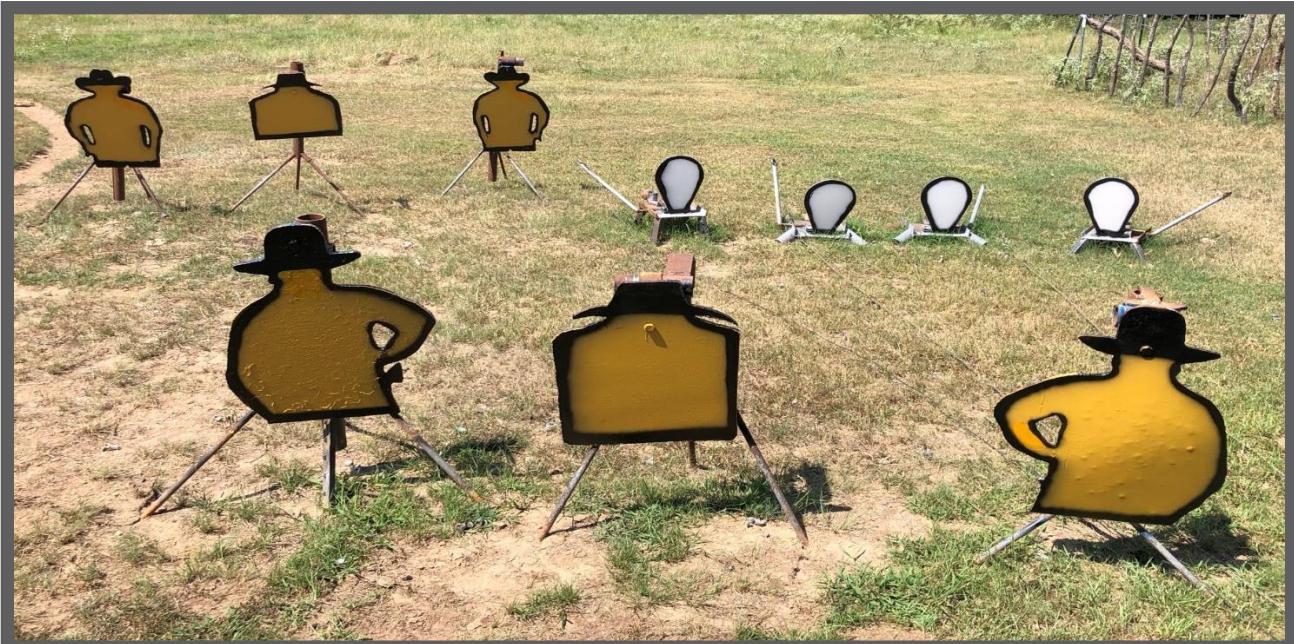
At the beep, from the doorway, engage the
Pistol targets in a Double Tap Nevada Sweep
starting on either end.

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

Make Rifle safe on either table.

Retrieve Shotgun and knock down the Shotgun Targets.
Make Shotgun safe.

Note: Pistols must be shot through Doorway.



STAGE 6

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,

“Alright, mosey along!”

At the beep, starting on any target,
alternate the left 2 targets and the
right 2 targets for 5 rounds each.

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.*

