

# 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 on Left Table shooter says,

***“Fight fair!”***

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

( 4 shots on 1<sup>st</sup> target - 3 shots on 2<sup>nd</sup> target –  
2 shots on 3<sup>rd</sup> target – 1 shot on 4<sup>th</sup> target )

Make Rifle safe on table.

Move past the post and shoot the Pistol Targets  
the same as the Rifle instructions.

Retrieve Shotgun and  
knock down 4 shotgun targets.

Make Shotgun safe.

*Note: Sweep may start on either end.*

*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 Low Surrender shooter says,

***“Don’t let ‘em across the river!”***

At the beep shooter will engage the Rifle targets in a 2-3-5 Sweep starting on either end.

Make Rifle safe on either table.

Move to Pistol targets and engage them the same as Rifle instructions.

Move to Shotgun and

Knock down Shotgun targets.

Make Shotgun safe

*Note: Pistols must be shot from between posts.*

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



# 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 the Doorway at Texas Surrender shooter says,

***“I’m giving the orders!”***

At the beep, with the Pistols, put at least one shot on each Pistol target, in any order, for a total of 10 rounds.

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 Shotgun 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

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 Hat shooter says,

***“That’ll be the day!”***

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  
Rifle: } total of 20 rounds.

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

*Note: This Stage is a Round Count*

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



# STAGE 5

## PANHANDLE SLIM'S RAILHEAD

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Hands on Staged Rifle shooter says,

***“We’ll find ‘em!”***

At the beep Engage the Rifle targets  
in a 3-1-1 Sweep starting on either end  
and Repeat starting on either end.

Make Rifle safe.

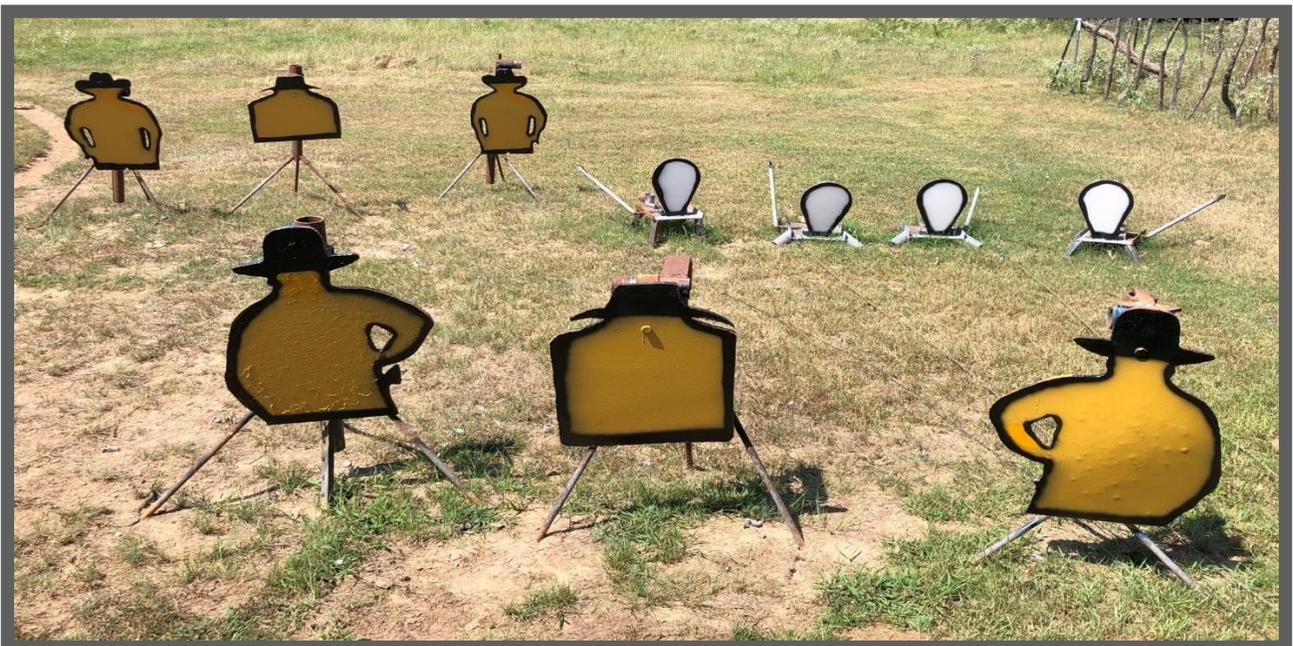
Move to Doorway and shoot the Pistol Targets  
the same as the Rifle instructions.

Move to Right Table and Knock Down the Shotgun targets.

Make Shotgun safe.

*Note: Pistols must be shot through Doorway.*

*Note: This can be shot dirty! (3-1-4-1-1)*



# 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 Up-Range Table shooter says

***“Watch it, it’s loaded!”***

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.

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 7

## COJACK'S CATHOUSE

Rifle:10, at the Ready / Shotgun: 6+, Left table/Pistols:10, Holstered  
Gun Order is Rifle ~ Shotgun ~ Pistols

*This Stage Scenario is in honor of the movie "The Searchers"  
produced in 1955, thus the 1-9-5-5 Sweep!*

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

***"Why don't you finish the job?"***

At the beep, with the Rifle, shoot the left target  
1 time, then 9 shots on the right 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, starting on left target  
with 5 shots, then 5 shots on the right target.

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

*Note: Shotgun must be shot through the doorway openings.*

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



*The movie "The Searchers" was produced in 1955*