

STAGE 1

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

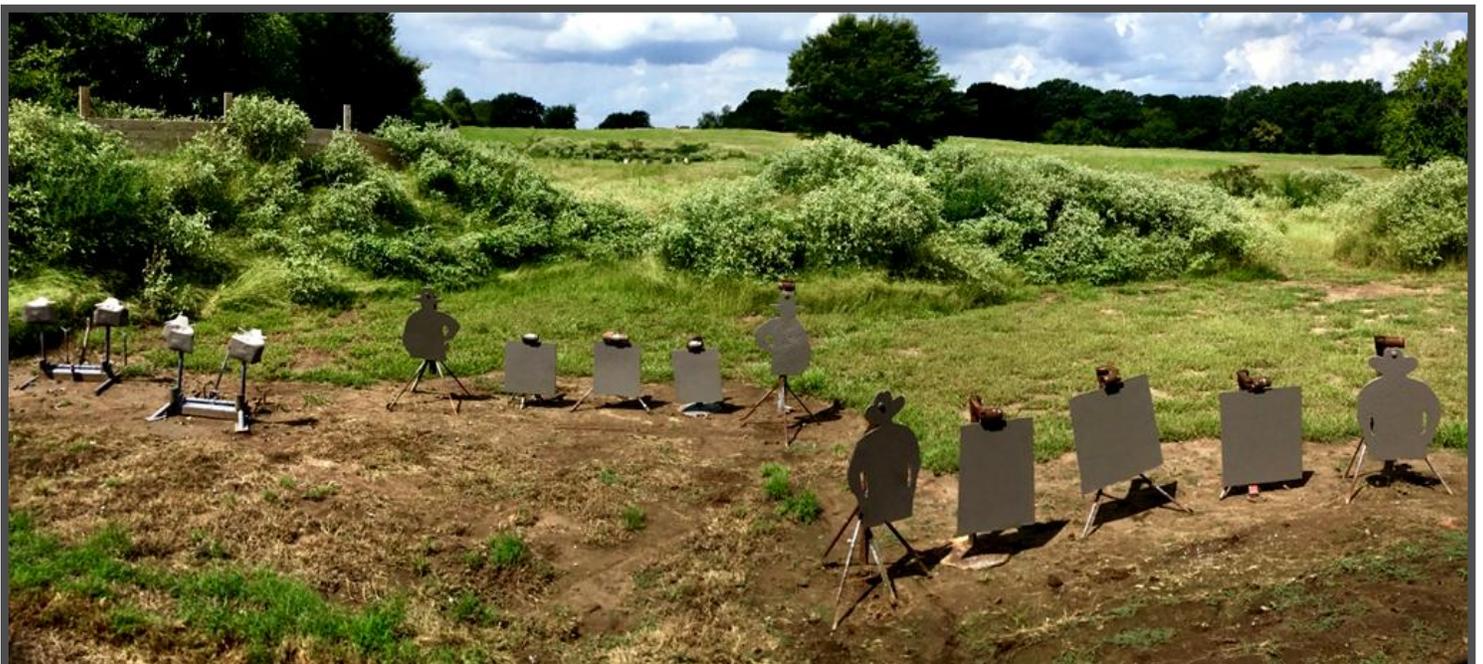
Gun order shooters choice - Rifle cannot be last
Starting at gun of choice at Low Surrender shooter says,

“Hang him!”

At the beep shooter will engage the targets as follows;

- Pistols: Shot from right side of pole.
1 shot on either outside target,
3 shots on the next target and
1 shot on the Center target.
Repeat starting on opposite outside target.
- Rifle: Shot with at least 1 foot behind the Table.
Same as Pistol instructions.
- Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on either table.

Note: Pistols must be shot from the right side of the pole



Note: Some targets on this Stage do not make a loud ring

STAGE 2

Pistols:10 Holstered /Rifle:10, Middle Bar /Shotgun:4+, Left Bar

Gun order shooters choice - Rifle cannot be last
Starting at gun of choice with Hands on Bar shooter says,

“Good Luck Marshal”

At the beep shooter will engage the targets as follows;

- Pistols: Shot from right side of Bar.
3 - 4 - 3 Sweep starting on either end.
- Rifle: Shot from center of Bar.
Same as Pistol instructions.
- Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on Bar.

Note: Outside targets are both Pistol & Rifle



STAGE 3

Rifle:10 Left Window/Shotgun: 4+Right Window/Pistols:10 Holstered

Starting in the Left Window with
Rifle at the Ready shooter says,

“Pick up the badge Mr. Cooper”

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

(1 shot on 1st target - 2 shots on 2nd target -
3 shots on 3rd target - 4 shots on 4th target.)

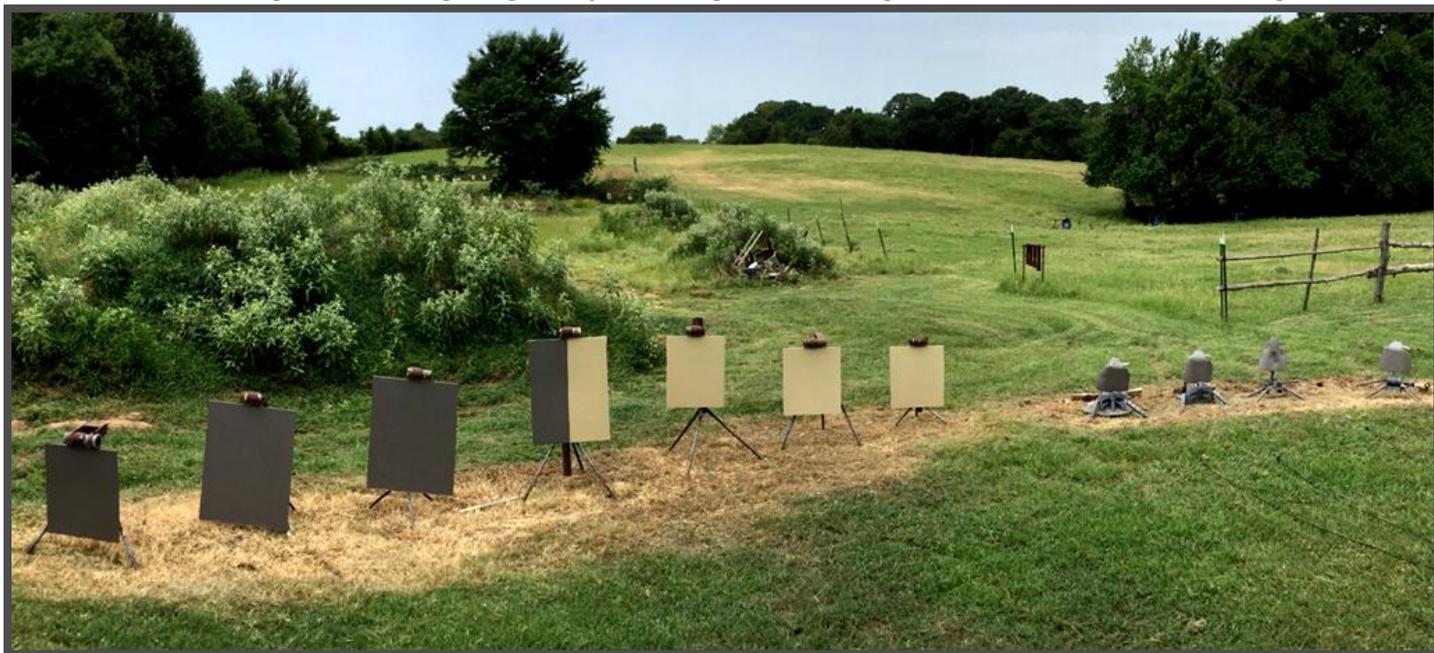
Make Rifle safe.

Move to the Right Window and
knock down the Shotgun targets.

Make Shotgun safe.

Move past the left window and engage the
Pistol targets the same as Rifle instructions.

Note: Pistol targets are gray/Rifle targets are yellow/Common target is both



STAGE 4

Pistols:10, Holstered/Rifle:10, on Table/Shotgun: 2+, on Table

Starting behind the table with Hands on Hat shooter says,

“It won't be easy to fill his shoes”

At the beep shooter will Sweep the Pistol targets
with one shot on each, *then*

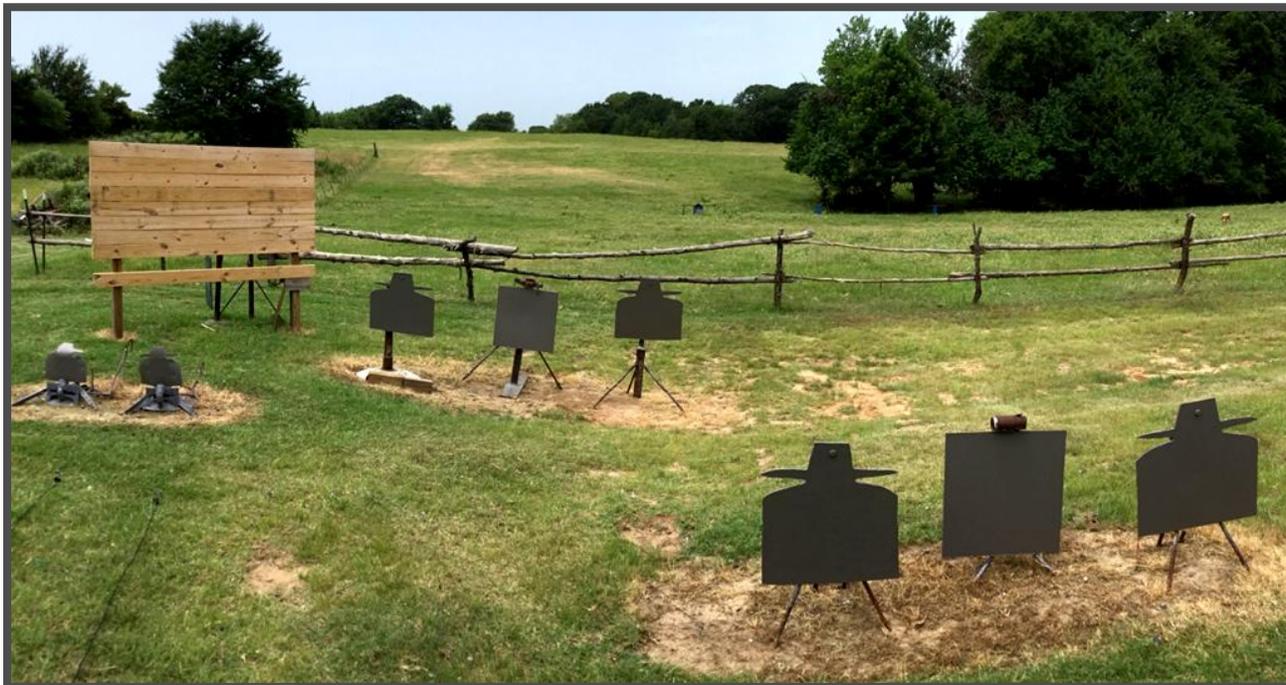
Double Tap the Center target and repeat.

Retrieve Rifle and shoot the Rifle targets
the same as Pistol instructions.

Make Rifle safe.

Shooter will then knock down Shotgun targets.

Note: Sweeps may start on either end.



Note: This is a Stand & Deliver Stage.

STAGE 5

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

Starting with at least one foot behind the right table with Shotgun in Hand shooter says

“You a lawman or ain't ya?”

At the beep shooter will engage the Shotgun targets until down.

Make Shotgun safe on either table.

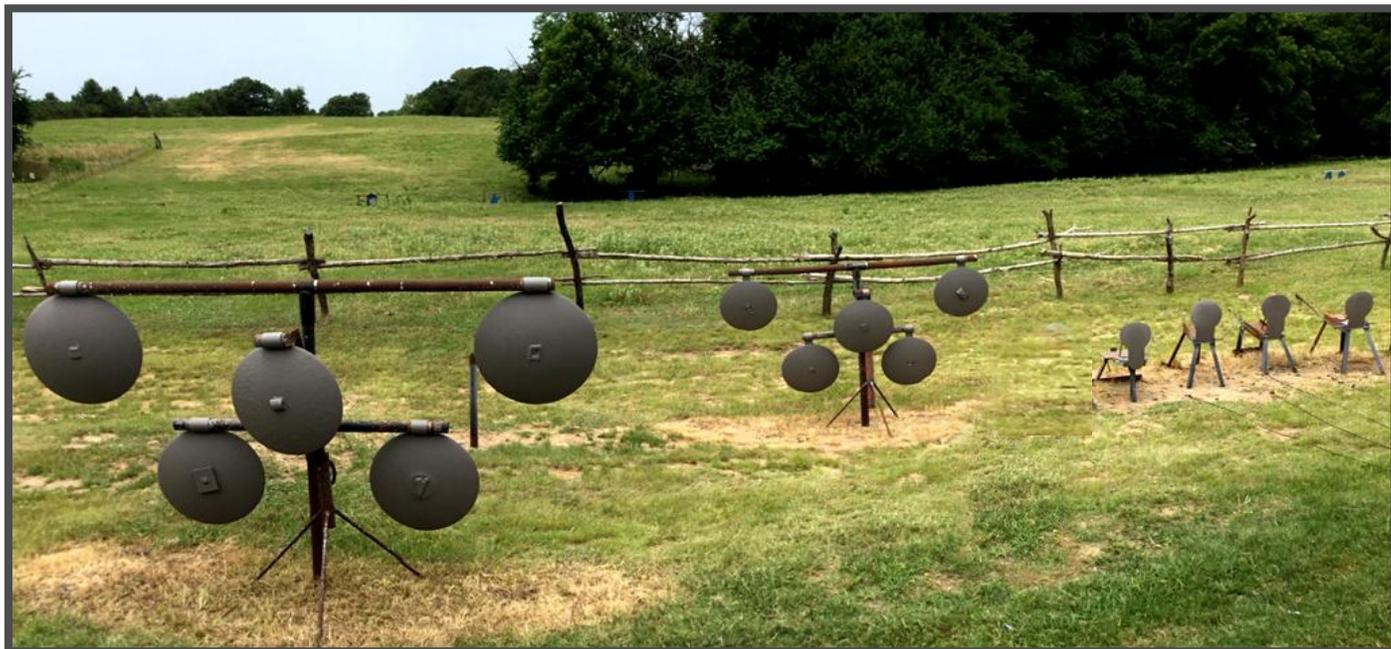
Move to Left Table and shoot the Rifle targets with 3 shots to the Center target, *then* 1 shot on each outside target in a Circle pattern, *then* 3 shots to the Center target.

Make Rifle safe.

Move left past the Milk Can and shoot the Pistol targets the same as Rifle instructions.

Note: Outside targets must be shot in a Circle - either direction

Note: At least some part of one boot must be past the Milk Can when shooting Pistols



Note: Some targets on this Stage do not make a loud ring

STAGE 6

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

Gun order shooters choice - Rifle cannot be last
Starting at gun of choice with Thumbs on Belt shooter says

“Sorry Cap'n”

At the beep shooter will engage the targets as follows;

- Pistols: Shot from left side of post.
2 - 3 - 5 Sweep starting on either end
- Rifle: Shot with at least 1 foot behind the Table.
2 - 3 - 5 Sweep starting on either end.
- Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on either table.



STAGE 7

Shotgun:4+ Right Window/Rifle:10 Left Window/Pistols:10 Holstered

Starting in the Right Window
with Hands at sides shooter says

“We can't let 'em get away with that!”

At the beep shooter will engage the Shotgun targets until down.

Make Shotgun safe.

Move to Left Window and engage the Rifle targets;

Double Tap the bottom row *then*

Sweep all four targets with one shot each.

Make Rifle safe.

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



STAGE 8

Rifle: 10 Right side of Bar
Pistols: 10 Staged on Center of Bar
Shotgun: 4+ Left side of Bar

Starting behind Bar with Hands on Hat shooter says

“I'm the law here”

At the beep shooter will engage the Rifle targets in a
Double Tap Nevada Sweep.

Make Rifle safe.

Then shoot the Pistols the same as Rifle instructions.
Shooter will then engage Shotgun targets until down.

Make Shotgun safe.

Note: Pistols may be restaged on Bar or Holstered.



STAGE 9

Rifle:10 staged on Horse / Pistols:10 Holstered

Shotgun: 4+ staged on Horse or Shotgun Table

Gun Order is Rifle first, then Shooter's Choice

Starting at the Horse with hands at sides shooter says

“Let's ride gentlemen”

At the beep shooter will retrieve Rifle and

Triple Tap the outside targets

then sweep all four targets with one shot on each.

Make Rifle safe on Horse or Shotgun table

Pistols: Same as Rifle instructions.

Shotgun: Knock down the Shotgun targets.

Make Shotgun safe on Shotgun Table.



STAGE 10

Rifle:10, in Hand/Shotgun: 6+, Left Table/Pistols:10, Holstered

Starting in the framed opening
to the right of the Shotgun Table
with Rifle in hand shooter says

“Do you have any last requests?”

At the beep engage the Rifle targets in an
2-3-2-3 Sweep starting on either target.

Identical (not dirty)

Make Rifle safe on table.

Engage 1st 2 Shotgun targets.

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.

Engage Pistol targets the same as Rifle instructions.

Note: Shotgun targets must be engaged through doorways.

Note: Shotgun make-ups must be shot from original doorway.

