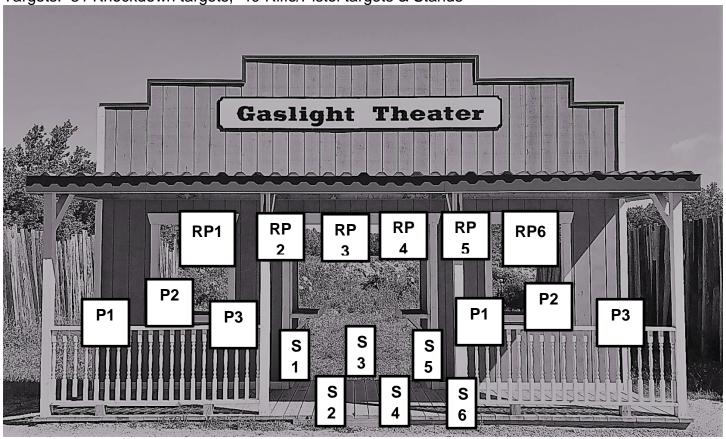
# Stage 1 - The Gaslight Theater

Round Count: Pistol = 140, Rifle = 46, Shotgun = 30.

Targets: 31 Knockdown targets, 40 Rifle/Pistol targets & Stands



# **Ammunition and Staging:**

Rifle – 10 rounds staged on either doorway shelf. Pistols – Holstered with 7 rounds, 3 additional magazines. (28 rds. total) Shotgun – 6 rounds, staged on either doorway shelf.

# **Starting Position**

Shooter starts at either window, with hands on window sill.

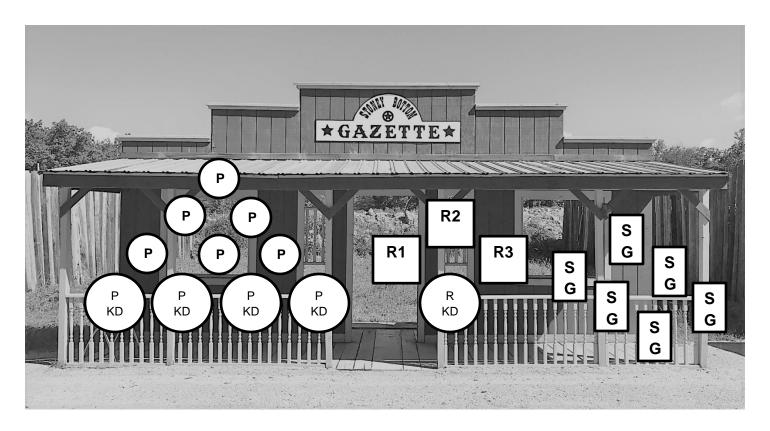
# **Ready Line**

"I'd like to make one good score and back off."

#### At The Beep

Draw pistol and engage pistol targets in the following pattern, starting at either end (P1, P1, P1, P2, P3, P2, P1). Move to other window and repeat with a second magazine. Move to doorway and engage rifle/pistol targets as follows, starting on either end. RP1, RP1, RP1, RP2, RP3, RP4, RP5. With another magazine, repeat the sequence from the other end (RP5, RP5, RP5, RP4, RP3, RP2, RP1). With rifle, engage rifle targets by triple tapping either end target, then sweeping the 4 middle targets, then triple tapping the other end target (1,1,1,2,3,4,5,6,6,6). Make rifle safe. Use shotgun to knock down all six shotgun targets.

# Stage 2 - The Stoney Bottom Gazette



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on either window ledge.

Pistols – 7 rounds holstered with three extra magazines. 28 rounds total.

Shotgun – 6 rounds, staged on right window.

#### **Starting Position**

Shooter starts at either window, with hands on window sill.

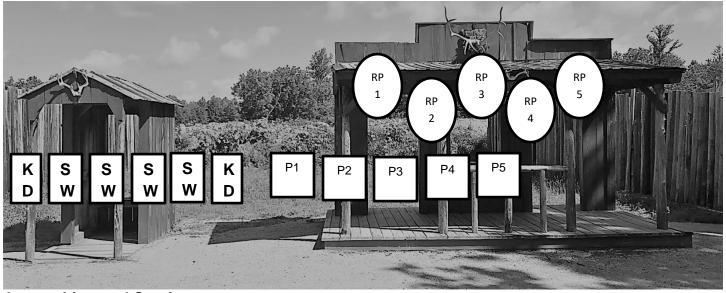
#### Ready Line

"Ten thousand dollars cuts an awful lot of family ties."

#### At The Beep

Pistol or shotgun can be shot first or last. Rifle is shot second. With pistol, through left window, engage one knockdown target, then each of the static targets once each. Repeat with three more magazines. Through doorway, with rifle, engage knockdown target, then triple tap the three static targets. With shotgun through window, knock down all six shotgun targets.

Stage 3 - The Saloon



# **Ammunition and Staging:**

Rifle – 7 rounds staged on window shelf.

Pistols – 7 rounds, holstered with three extra magazines. 28 rounds total.

Shotgun – 6 rounds, staged on outhouse seat.

# **Starting Position**

Shooter starts at the outhouse, hands on posts.

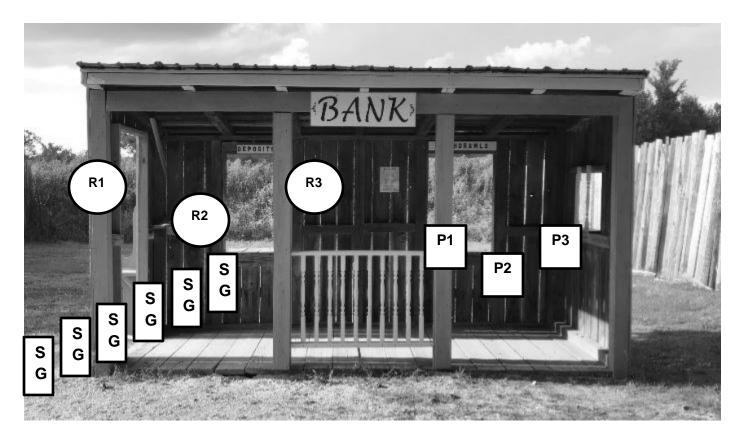
#### **Ready Line**

"This is our last go-around Dutch. This time we do it right."

#### At The Beep

From outhouse, knockdown two shotgun targets and engage all four swingers in any order. Move to saloon window and using rifle double tap the two outside targets, then single tap the two inside targets, then single tap the center target. Make rifle safe. Using pistol, through window, engage the rifle targets in the same pattern with two magazines. Move to left doorway and engage pistol targets with two magazines in the same manner.

Stage 4 - The Bank



# **Ammunition and Staging:**

Shotgun – 6 rounds, staged on cactus.

Rifle – 9 rounds staged on left window.

Pistols – 7 rounds holstered with two extra magazines. 21 rounds total.

### **Starting Position**

Shooter starts at outside position, shotgun in hand.

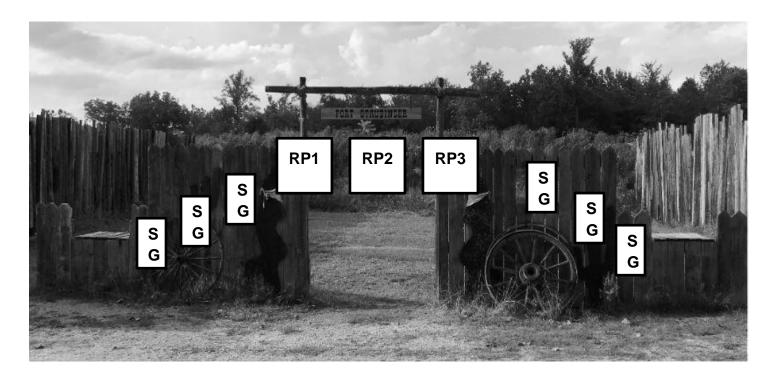
#### Ready Line

"I kill 'em now?"

#### At The Beep

Knock down six shotgun targets from outside position. Make shotgun safe on cactus. Move to left window and using rifle engage rifle targets in a Nevada sweep starting from either end. Make rifle safe. Move to right window and using 3 magazines engage targets in a continuous Nevada sweep for 21 shots.

# Stage 5 - Fort Staudinger



# **Ammunition and Staging:**

Rifle – 10 rounds staged on Horse.

Pistols – 7 rounds holstered with 2 extra magazines; 28 rounds total.

Shotgun – 6 rounds, staged on horse.

# **Starting Position**

Shooter starts at horse, both hands on horse, NOT touching any gun.

#### **Ready Line**

"They'll be waiting for us."

#### At The Beep

Using shotgun, knock down all six shotgun targets. Make shotgun safe on horse. Pick up rifle and engage rifle/pistol targets in a 3-4-3 sweep starting on either end. Make rifle safe on horse. From within "kicking distance" of horse, use pistol to engage rifle pistol targets in a 2-3-2 sweep starting on either end. Repeat with a second magazine. Move forward to within kicking distance of fence, and engage targets in a 2-3-2 sweep starting on either end. Repeat with another magazine.