Stage 1 – The Gaslight Theater



Ammunition and Staging:

Rifle – 10 rounds staged on either doorway shelf. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged on either doorway shelf.

Starting Position

Shooter starts in doorway, hands at your side.

Ready Line

"Mine hit the ground first."

At The Beep

Guns in any order, do not end with the rifle. Using rifle and pistol as needed, place one shot on targets 1 and 8, two shots on targets 2, 3, 6 and 7, and five shots on targets four and five. Use shotgun to knock down all shotgun targets.

THE WAR WAGON_ (1967) Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds staged on right window shelf. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged in window opposite of starting position.

Starting Position

Shooter starts at left or right window, hands flat on window shelf.

Ready Line

"Mine was taller."

At The Beep

Gun order is rifle pistol shotgun, or pistol rifle shotgun. Using rifle through right window, engage rifle targets in a 2-1-2 sweep using R2 as the middle target, then from the same direction sweep targets in a 2-1-2 sweep using R4 as the middle target. (i.e., R1, R1, R2, R3, R3, R1, R1, R4, R3, R3). Through left window, using pistols, engage pistol targets in the same manner. Through doorway, engage shotgun targets until down.

Stage 3 - The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged on outhouse seat.

Starting Position

Shooter starts at any shooting position, with gun in hand(s).

Ready Line

"Whiskey! I said, Whiskey!"

At The Beep

Guns in any order. From outhouse, knock down all four shotgun targets. From window, engage rifle targets in the following manner: P1, P2, P1, P1, P1, P2, P2, P2, P1, P2. From either left or right doorway, engage pistol targets as follows: P1, P2, P1, P1, P1, P1. From other doorway, engage pistol targets, as follows: P2, P1, P2, P2.

Stage 4 – The Bank



Ammunition and Staging:

Shotgun - 4+ rounds, staged upright on cactus. Rifle - 10 rounds staged on left window shelf. Pistols - 5 rounds each, holstered.

Starting Position

Shooter starts at cactus, hands by your side.

Ready Line

"Do you always wear a gun over your underwear?"

At The Beep

Pick up shotgun and knock down all four shotgun targets. With rifle through the left window, engage rifle targets in a Hoot sweep starting on either end (R1, R2, R2, R3, R3, R2, R2, R3, R3, R4). From right window, engage pistol targets the same as the rifle.

Stage 5 – The Hardware Store



Ammunition and Staging:

Rifle - 10 rounds staged on window shelf at starting position. Pistols - 5 rounds each, holstered. Shotgun - 4+ rounds, staged on right window shelf.

Starting Position

Shooter starts at either window, hands by your side.

Ready Line

"I didn't feel much like shooting you this morning anyway . . . partner."

At The Beep

Gun order: Pistol-Rifle-Shotgun or Shotgun-Rifle-Pistol. Through left window, engage pistol targets in a "Strider Sweep" which is two Nevada sweeps, one in each direction, starting on the center targets. For example, P3, P2, P1, P2, P3, P3, P4, P5, P4, P3. Through the doorway, engage rifle targets in the same manner. Through right window, knock down all four shotgun targets.

THE WAR WAGON_ (1967) Stage 6 – Fort Staudinger



Ammunition and Staging:

Shotgun - 6+ rounds, in hand. Rifle - 10 rounds staged on horse at fort entrance. Pistols - 5 rounds each, holstered.

Starting Position

Shooter starts at left or right shelf, shotgun in both hands. Stage starts and ends with shotgun. The remaining gun order is shooter's choice.

Ready Line

"I'm kind of glad I didn't kill you tonight - you're funny as hell!"

At The Beep

Knock down two shotgun targets. Move to fort entrance and either engage two more shotgun targets, or stage shotgun on horse. With rifle, engage targets in a Delta Glen sweep (R1, R2, R2, R3, R2, R2, R1, R2, R2, R3) starting on either end. Engage pistol targets in the same manner. Make rifle safe on horse and holster pistols. Use shotgun to knock down S3 and S4 if they were not previously engaged. Move to opposite fort shelf and knock down two remaining targets.