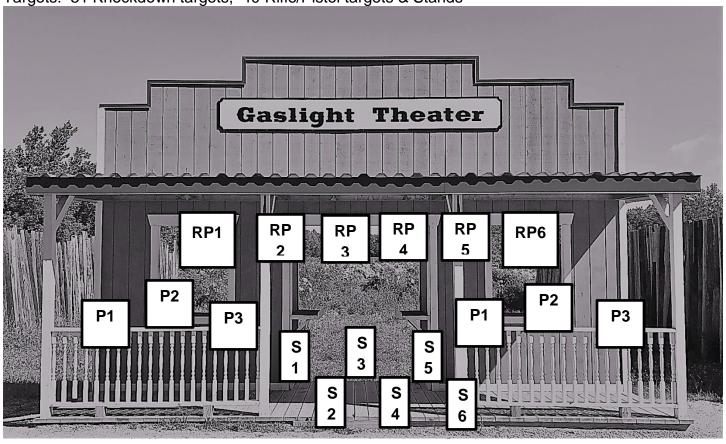
Stage 1 - The Gaslight Theater

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

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



Starting Position

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

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.

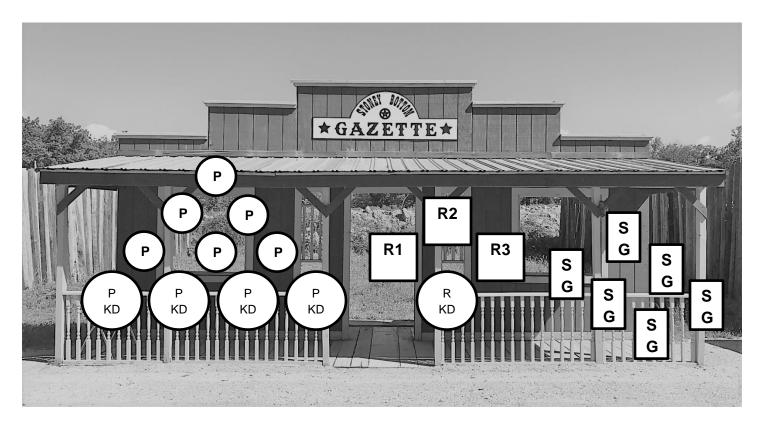
Ready Line

"I'll need one gun that won't jam."

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



Starting Position

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

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.

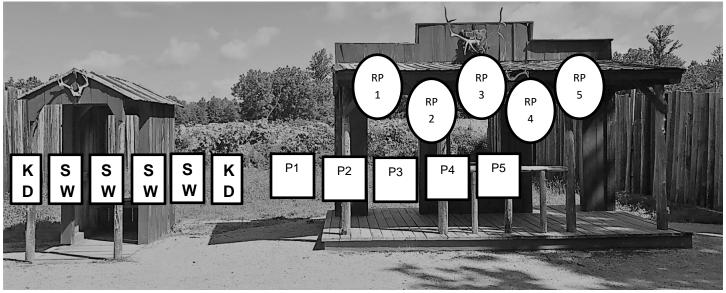
Ready Line

"He's got the mental range of a windshield wiper but he's reliable."

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



Starting Position

Shooter starts at the outhouse, hands on posts.

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.

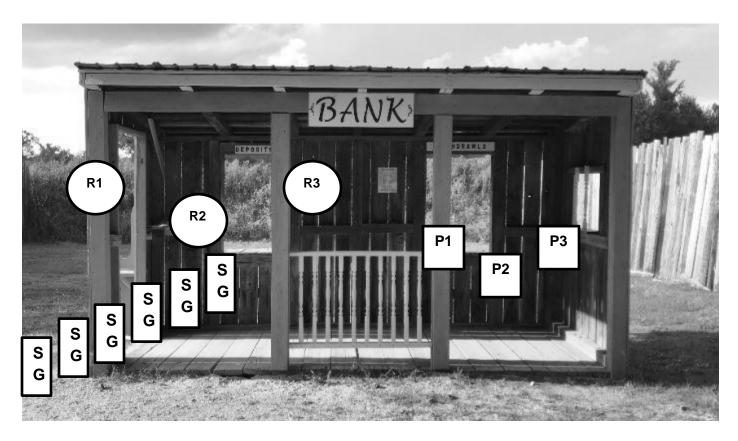
Ready Line

"Clyde might be king, but I'm a Texas Ranger, you little sh!t."

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



Starting Position

Shooter starts at outside position, shotgun in hand.

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.

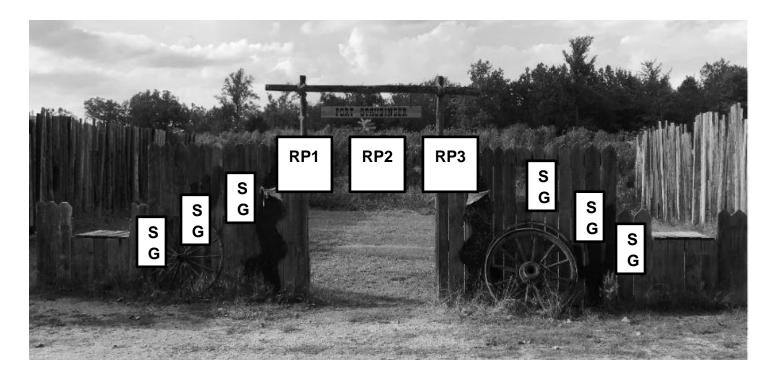
Ready Line

"Manos arribas!"

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 3 extra magazines; 28 rounds total.

Shotgun – 6 rounds, staged on horse.

Starting Position

Shooter starts at horse, rifle shouldered and pointing at target.

Ready Line

"Stick 'em up!"

At The Beep

With rifle engage rifle/pistol targets in a 3-4-3 sweep starting on either end. Make rifle safe on horse. Using shotgun, knock down all six shotgun targets. Make shotgun 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.