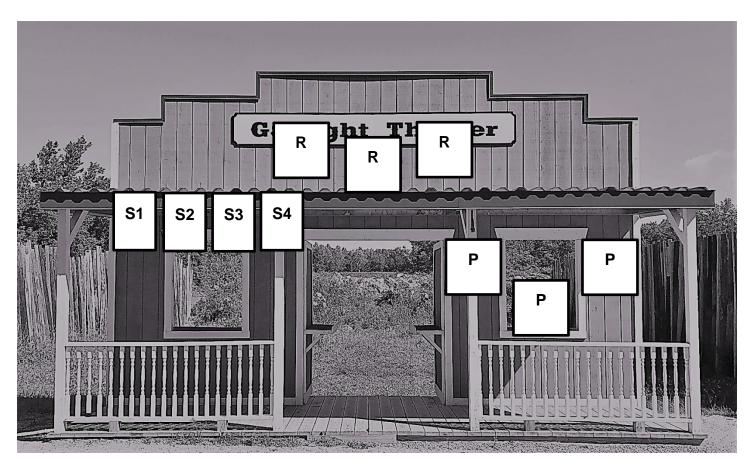
Stage 1 - The Gaslight Theater



Ammunition and Staging:

Rifle – 10 rounds staged on left or right door shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window shelf.

Starting Position

Shooter starts at window of choice with hands held up in surrender.

Ready Line

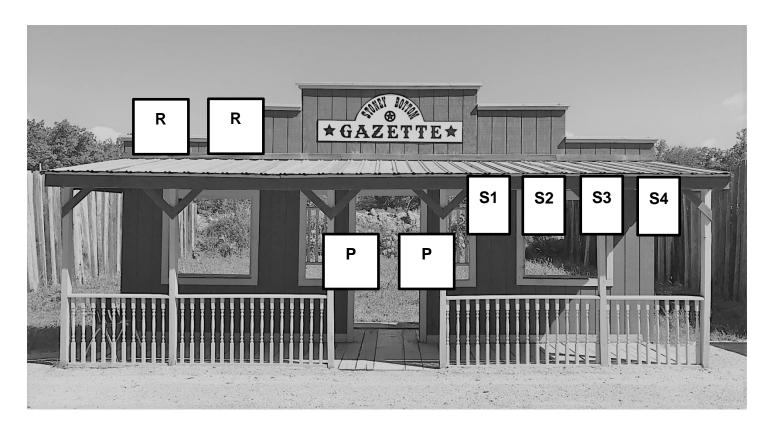
"Wanna' shoot me for my horse, huh??"

At The Beep

Shotgun targets shot in any order. With pistol(s) shooter starts on lower center target with 3 shots followed by 2 shots on either outside target then back to center target with 3 shots with remaining 2 shots on opposite outside target. Rifle shot same as pistol. **Shotgun/Rifle/Pistol or**

Pistol/Rifle/Shotgun

Stage 2 - The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds, staged on left window shelf or in hands.

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds, staged on right window shelf or in hands.

Starting Position

Shooter starts at window of choice with gun in hands.

Ready Line

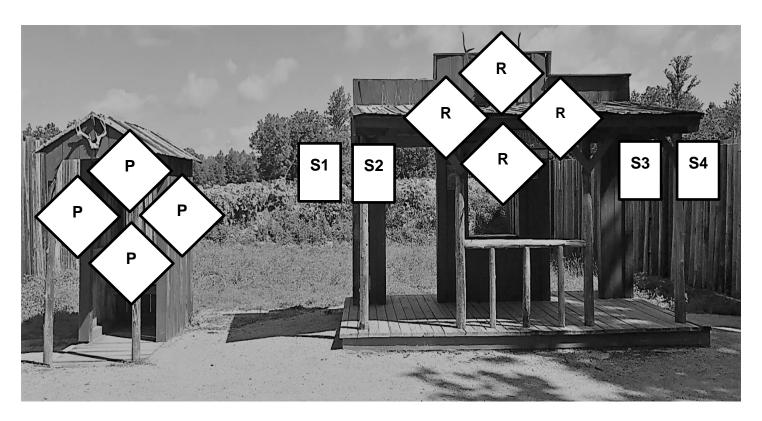
"I'mma gonna' shoot first and ask questions later!!"

At The Beep

Shotgun targets shot in any order. Shooter will alternate on rifle targets for first 5 rounds with remaining 5 rounds placed on opposite target shooter first engaged. Pistols shot same as rifle.

Rifle/Shotgun/Pistol or Shotgun/Rifle/Pistol

Stage 3 - The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts at outhouse with one hand on each outside post.

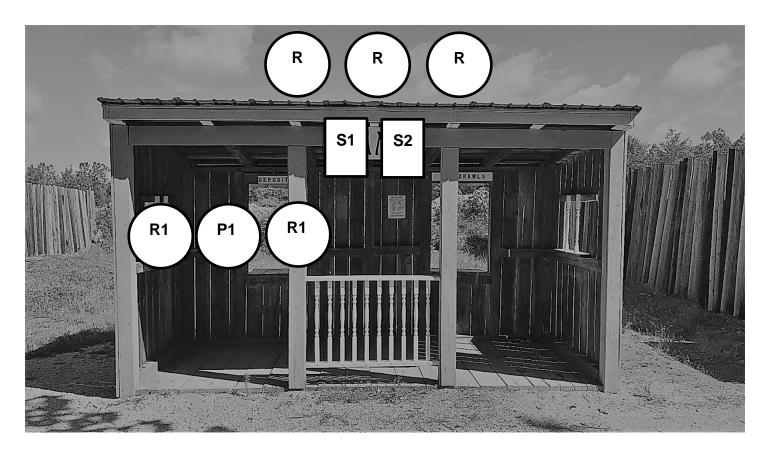
Ready Line

"Do you smell that, cowboy??!!"

At The Beep

Enter outhouse and starting on any target, shooter will double tap each target in a clockwise or counter-clockwise fashion ending on the same target first engaged. Moving to window engage rifle targets same as pistol. With shotgun shooter will engage each pair of targets through each door with make-ups where engaged. **Pistol /Rifle/Shotgun**

Stage 4 - The Bank



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf of choice.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on opposite window shelf of rifle.

Starting Position

Shooter starts at window of choice with hands on hat.

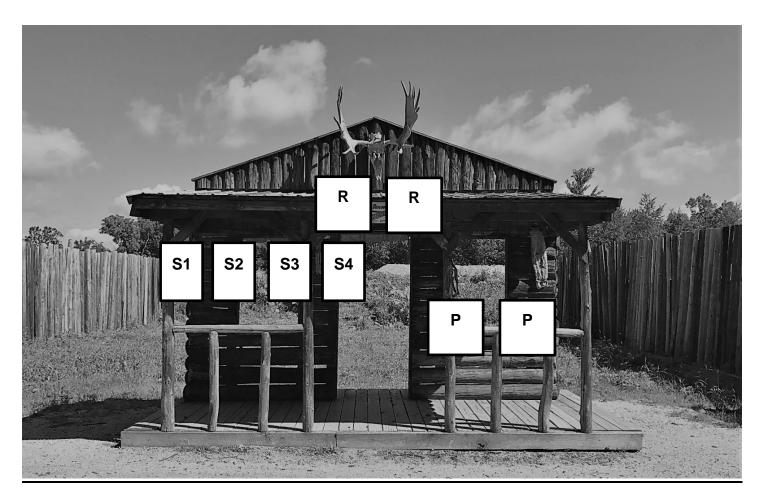
Ready Line

"Just depositing lead today!!"

At The Beep

Starting with gun of choice, not ending with rifle, engage rifle and pistol targets in a 4-2-4 sweep starting from either end. Shotgun in any order...

Stage 5 - The Hardware Store



Ammunition and Staging:

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window shelf.

Starting Position

Shooter starts in doorway with rifle in hand.

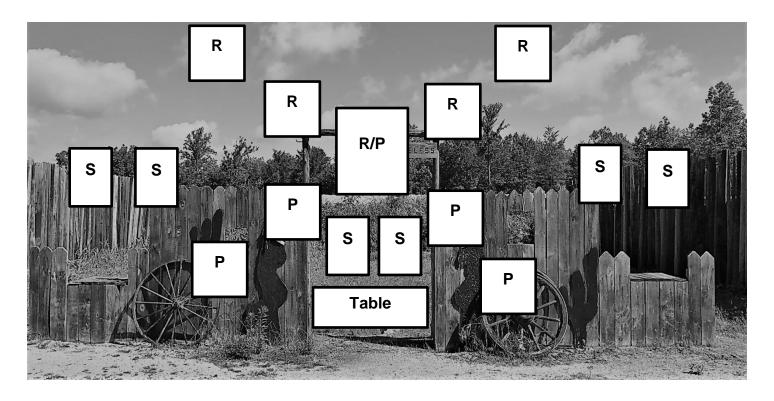
Ready Line

"Well cowboy, you should have let your horse do the thinkin'!!"

At The Beep

Starting on left or right rifle target engage with 3 shots, then opposite target with 3 shots, followed by alternating your last 4 shots starting on your first target engaged, R1, R1, R2, R2, R2, R2, R1, R2, R1, R2. (NO QUAD TAPS). Shooter will then move to left or right window of choice. Pistol targets shot same as rifle and shotgun engaged in any order. **Rifle/Pistol/Shotgun or Rifle/Shotgun/Pistol**

Stage 6 - Fort Staudinger



Ammunition and Staging:

Rifle – 10 rounds staged on table.

Pistols – 5 rounds each, holstered or staged on table.

Shotgun – 4+ rounds, at left or right shelf.

Starting Position

Shooter starts at left or right shelf with shotgun & shells in hand; shells not touching...

Ready Line

"Cowboy, you don't want to face this here scattergun!!"

At The Beep

Knockdown both shotgun targets then move to center table making shotgun safe. With rifle engage farthest/upper targets, starting on left or right, in a 2-1-4-1-2 sweep. Pistols are shot on closer/lower targets same as rifle. Shooter will end by engaging pair of shotgun targets from table.

Shotgun/Rifle/ Pistol/Shotgun or Shotgun/Pistol/Rifle/Shotgun