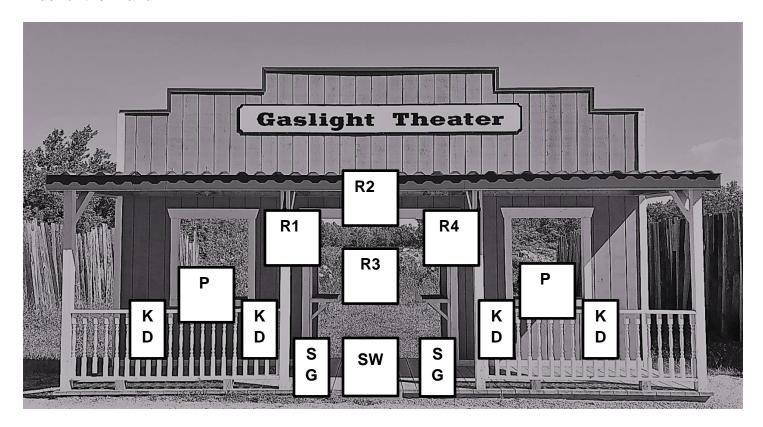
Stage 1 - The Gaslight Theater

Ride for the Brand!



## **Ammunition and Staging:**

Shotgun – 2+ rounds, in hand. Rifle – 10 rounds, staged on doorway shelf. Pistols – 5 rounds each, holstered.

# **Starting Position**

Shooter starts at either window in Texas Surrender position.

#### **Gun Order**

Pistol, rifle, shotgun.

## **Ready Line**

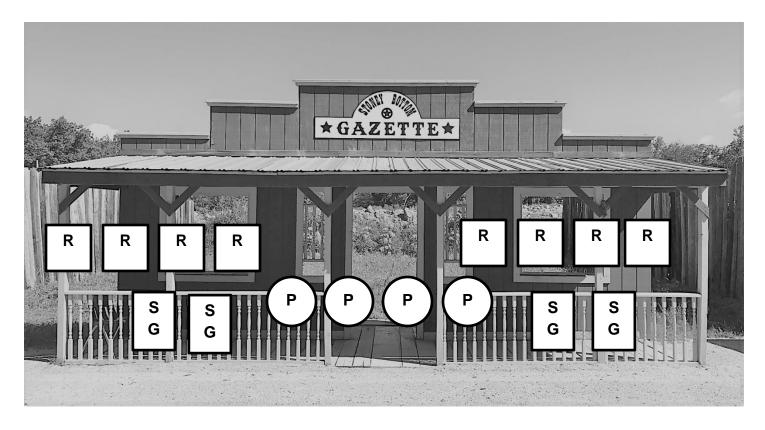
"Ride for the brand!"

# At The Beep

From each window, engage pistol targets using a 1-3-1 sweep (the left and right targets are knockdowns). Through doorway, with rifle engage the rifle targets in two 1-3-1 sweeps from the same direction, one time using the top target, and one time using the bottom target (ex.: R1, R2, R2, R2, R4, R1, R3, R3, R3, R4). With the shotgun through the doorway, knock down the two shotgun targets. Note: any pistol knockdowns left standing can be made up with the shotgun on the swinger target (used as an aiming point only) or taken as a miss.

Stage 2 - The Stoney Bottom Gazette

Know When to Draw the Line



### **Ammunition and Staging:**

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

### **Starting Position**

Shooter starts in doorway with pistol(s) in hand.

#### **Gun Order**

Pistol - Rifle - Shotgun

#### **Ready Line**

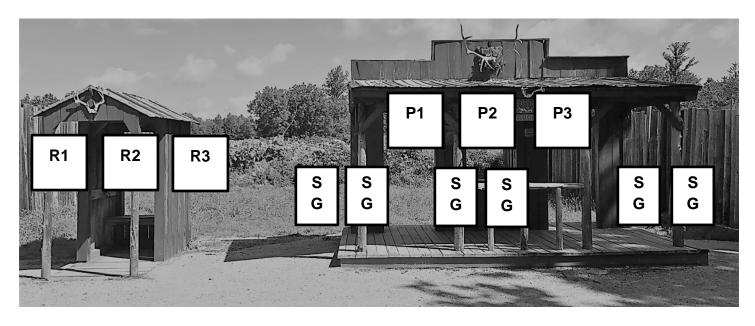
"Know when to draw the line."

#### At The Beep

With pistols, double tap each center target, then single tap each outside target, then double tap each center target again. With rifle through *either* window, use same instructions as the pistol. With shotgun knock down two shotgun targets from each window.

Stage 3 - The Two Dogs Saloon

Remember, some things aren't for sale.



## **Ammunition and Staging:**

Rifle – 10 rounds staged on outhouse seat.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, staged on window shelf.

## **Starting Position**

Shooter starts at outhouse, hands on posts.

#### **Gun Order**

Rifle first, then shooter's choice

#### Ready Line

"Remember, some things aren't for sale."

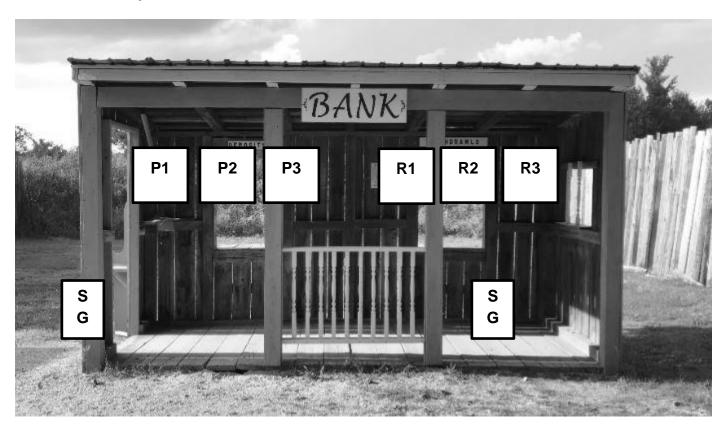
### At The Beep

Rifle = From the outhouse, a double tap Ohio Sweep (1, 1, 2, 2, 1, 1, 2, 2, 3, 3) starting on either end. Pistol = From the saloon window, same instructions as the pistol.

Shotgun = Knock down two shotgun targets from the saloon's three shooting positions: two doorways and one window.

Stage 4 - The Bank

Talk Less and Say More.



# **Ammunition and Staging:**

Shotgun – 2 rounds, staged on the table.

Rifle – 10 rounds, staged on table.

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

### **Starting Position**

Shooter starts at table, gun of choice in hand. Shotgun shells may be in hand, but not touching shotgun.

#### **Gun Order**

Guns in any order – do not end with the rifle.

#### **Ready Line**

"Talk less and say more."

### At The Beep

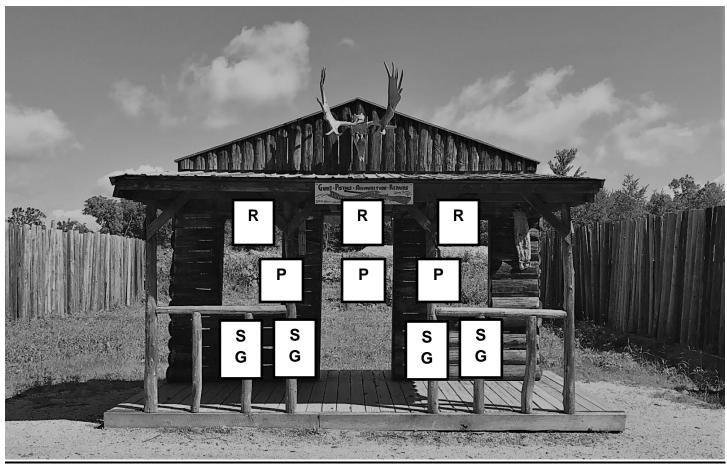
Pistol = Two separate 2-1-2 sweeps (R1, R1, R2, R3, R3) from either end. Yes you may. Pistols may be restaged on the table regardless of whether they were holstered or staged on table.

Rifle = Same instructions as the pistol.

Shotgun = Knockdown two shotgun targets.

Stage 5 - Woodfox Hardware Store

Finish what you started.



# **Ammunition and Staging:**

Shotgun – 4+ rounds, staged anywhere safely.

Rifle – 10 rounds, staged anywhere safely.

 $Pistols-5\ rounds\ each,\ holstered.$ 

# **Starting Position**

Shooter starts with hands on door frame or window frame.

#### **Gun Order**

Guns in any order, do not end with rifle.

### **Ready Line**

"Finish what you started."

#### At The Beep

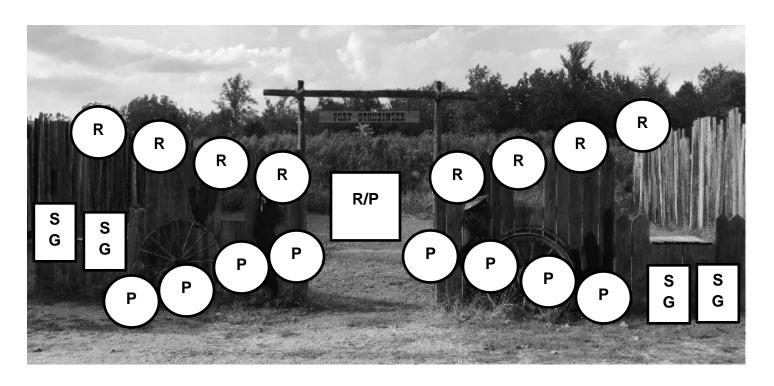
Rifle = from either window, put a least two rounds on every rifle target in any order.

Pistol = from doorway, same instructions as the rifle.

Shotgun =  $4 \text{ knockdowns from the } \underline{\text{doorwa}}$ y.

# Stage 6 - Fort Staudinger

Fair is fair, and right is right.



# **Ammunition and Staging:**

Shotgun – 4+ rounds, staged on either end shelf. Rifle – 10 rounds, staged on table at fort entrance. Pistols – 5 rounds each, holstered.

## **Starting Position**

Shooter starts behind any shelf, gun of choice in hands.

#### **Gun Order**

Shooter's choice; do not end with the rifle.

#### Ready Line

"Fair is fair, and right is right."

#### At The Beep

With pistols, from fort entrance, single tap center target, then single tap the 4 left or right pistol targets, then single tap the center target, then single tap the other left or right pistol targets. With rifle from middle position, use the same instructions as the pistols. With shotgun, engage two knockdowns from each end position. Makeups from when and where engaged.