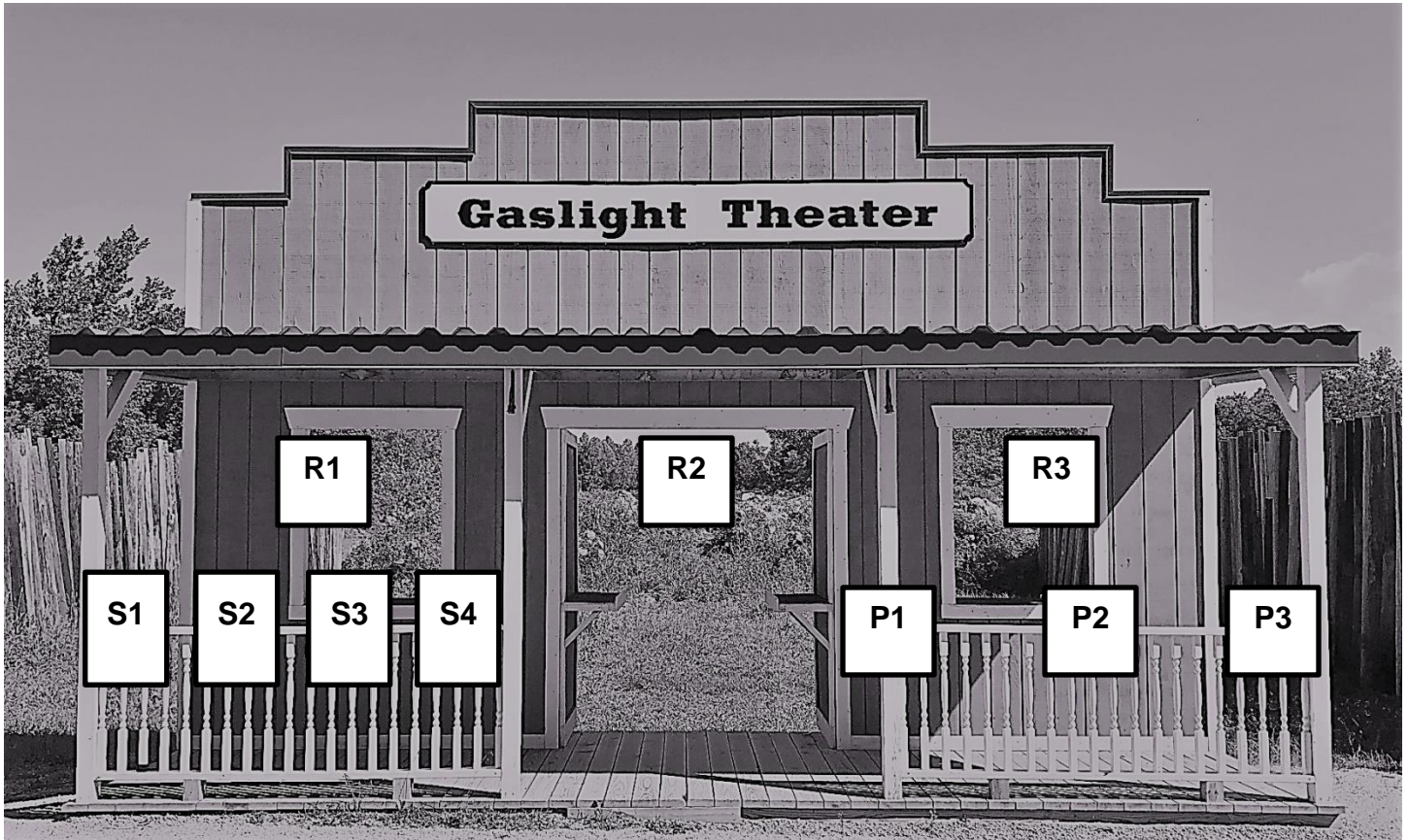


CONAGHER (1991)

Stage 1 – The Gaslight Theater



Ammunition and Staging:

Shotgun – 4+ rounds, staged in left window.

Rifle – 10 rounds, staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at left window, shotgun in both hands.

Gun Order

Shotgun – Rifle - Pistol

Ready Line

“That’s the life of an outlaw . . . tough, ain’t it?”

At The Beep

With the shotgun, knockdown all four shotgun targets. Move to doorway and engage each rifle target at least three times, no triple taps (this is a round count). Through the right window, engage pistol targets in the same manner.

CONAGHER (1991)

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Shotgun – 6 rounds, staged in right window.

Rifle – 10 rounds, staged on left window.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at left window, hands at your side.

Gun Order

Rifle – Pistol - Shotgun

Ready Line

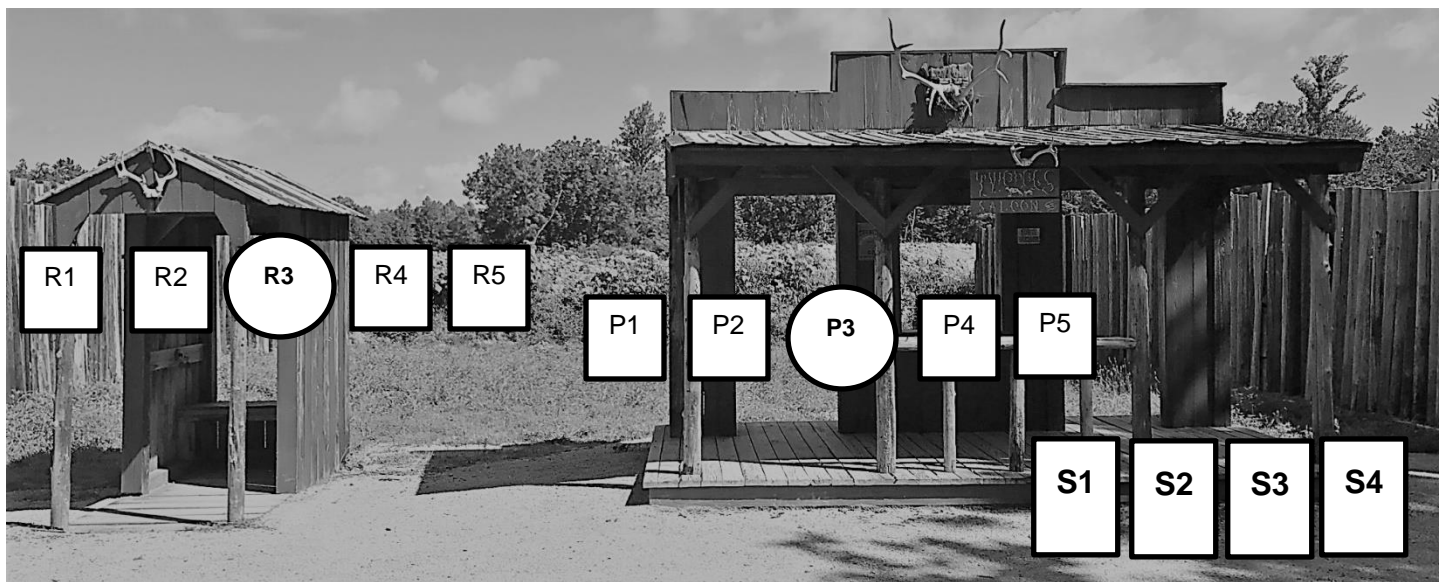
"It's a hard country, kid."

At The Beep

Through left window, engage rifle targets in a progressive sweep, starting on either end (1 round on R1, 2 rounds on R2, 3 on R3, 4 on R4). Through doorway, engage pistol targets in the same manner. Through right window, engage shotgun swinger targets by placing 1 round on SW1, 2 rounds on SW2, and three rounds on SW3. Shotgun targets may not be made up -- a miss is scored as a miss.

CONAGHER (1991)

Stage 3 – The Two Dogs Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on outhouse seat.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts at outhouse with hands on posts.

Gun Order

Rifle - Pistol - Shotgun

Ready Line

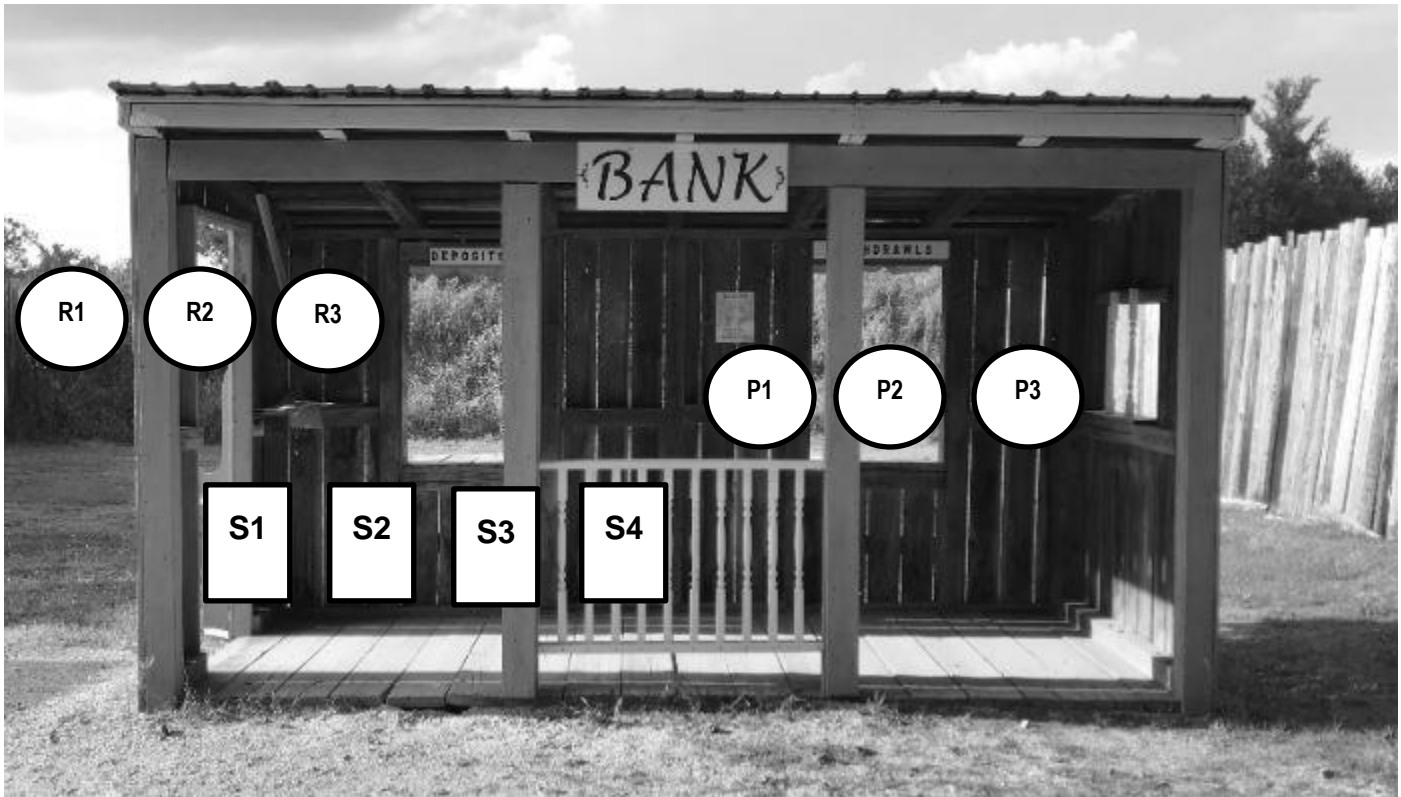
"You're bleedin' all over my bunk, cowboy."

At The Beep

Engage rifle targets in a Strider sweep (two separate Nevada sweeps starting on the center target). For example: R3, R2, R1, R2, R3, R3, R4, R5, R4, R3. Make rifle safe on outhouse seat. Through doorway engage pistol targets in the same manner. With shotgun, engage shotgun targets through right doorway.

CONAGHER (1991)

Stage 4 – The Bank



Ammunition and Staging:

Shotgun – 4+ rounds, staged in left window.

Rifle – 10 rounds, staged on cactus.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at Cactus, with hands on fully staged rifle.

Gun Order

Rifle – Shotgun - Pistol

Ready Line

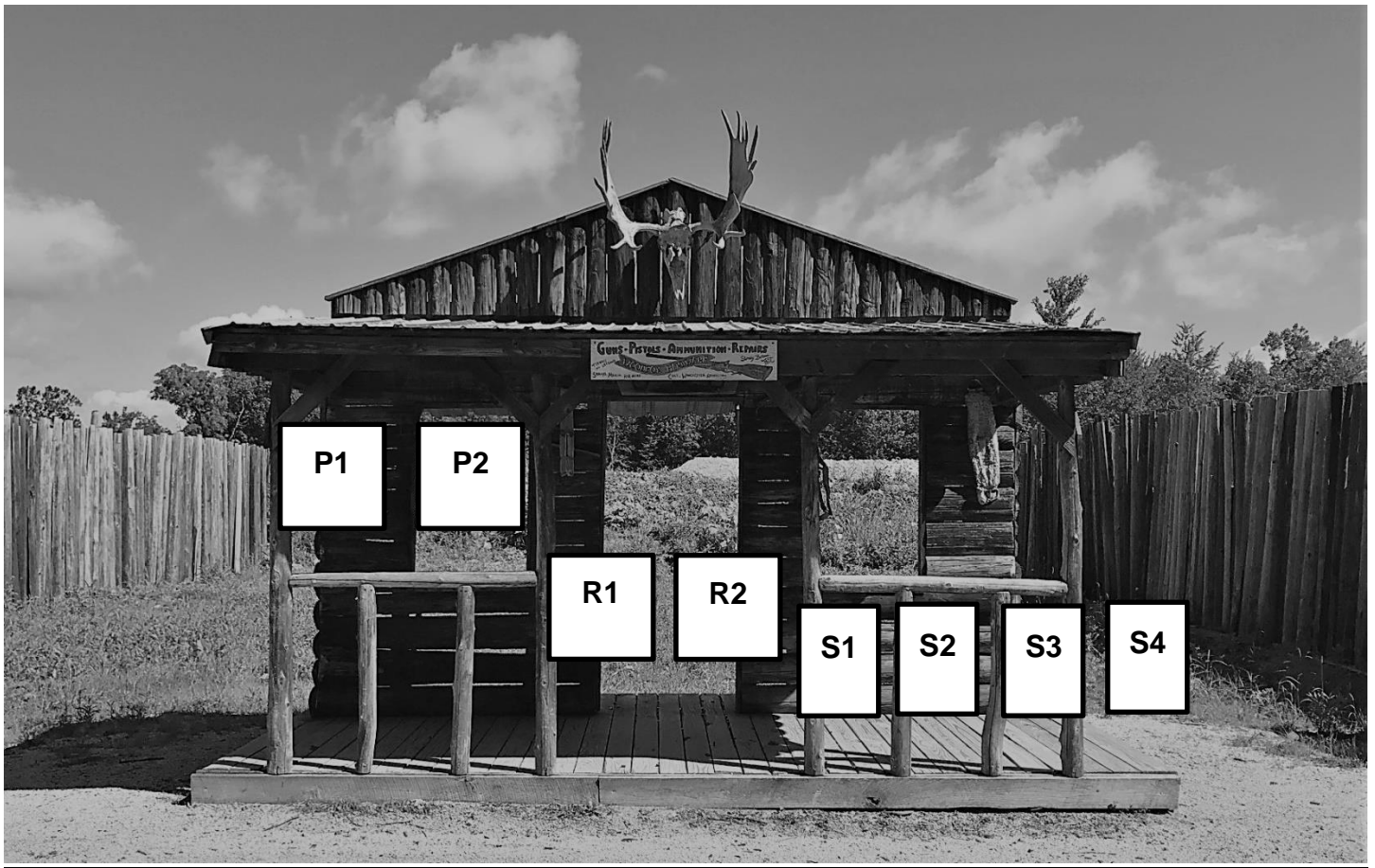
“You better keep a rifle handy.”

At The Beep

Engage rifle targets in a Kansas sweep from either end (i.e.: R1, R1, R2, R2, R3, R3, R2, R1, R2, R3). From left window knock down all four shotgun targets. From the right window engage pistol targets in the same manner.

CONAGHER (1991)

Stage 5 – Woodfox Hardware Store



Ammunition and Staging:

Shotgun – 4+ rounds, staged in the right window.

Rifle – 10 rounds rounds, in hand.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts in doorway, rifle shouldered and aimed at target.

Gun Order

Rifle first, then shooter's choice.

Ready Line

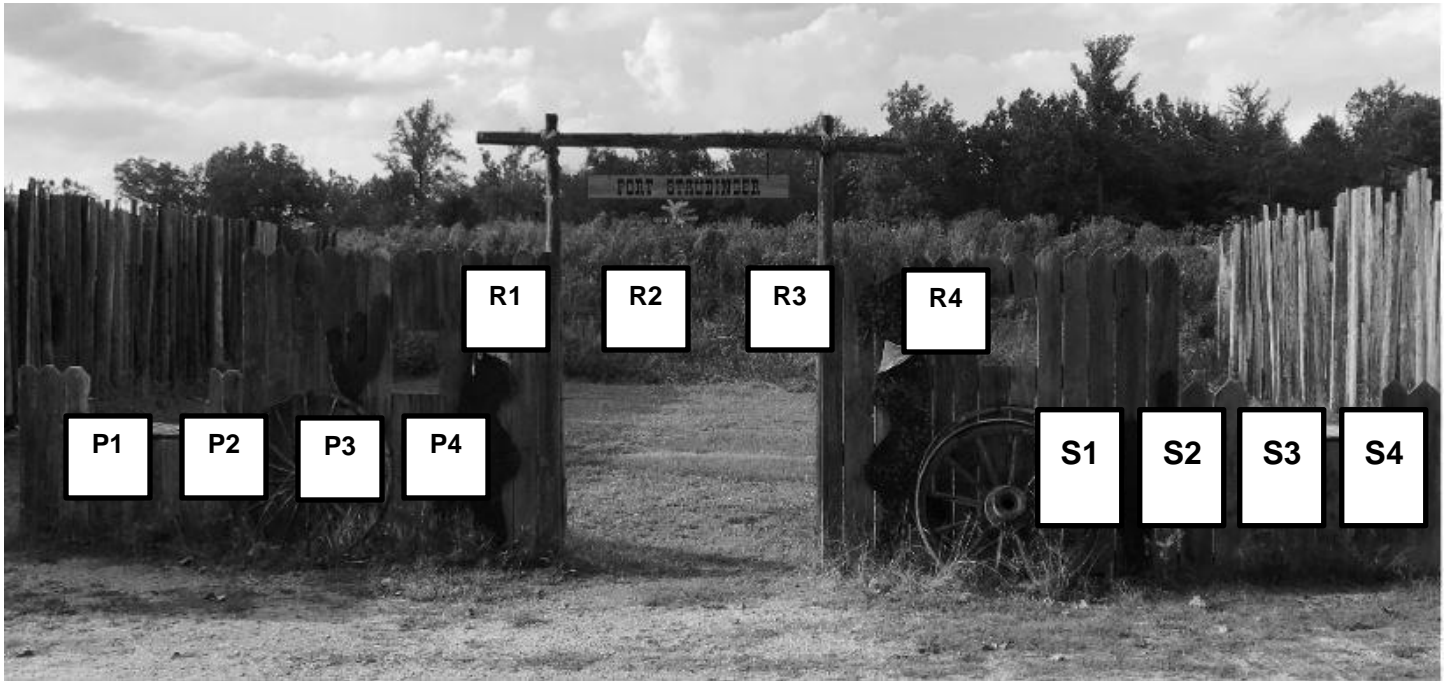
"Are you riding with the brand, or are you runnin' scared?"

At The Beep

Engage rifle targets in the following manner: R1, R2, R1, R1, R1, R2, R2, R2, R1, R2. Move to either window and make rifle safe. Engage pistol targets in the same manner through left window. Knock down all 4 shotgun targets through the right window.

CONAGHER (1991)

Stage 6 – Fort Staudinger



Ammunition and Staging:

Shotgun – 4+ rounds, staged on right shelf.

Rifle – 10 rounds, staged on center table.

Pistols – 5 rounds each, holstered.

Starting Position

Shooter starts at left shelf, hands flat on shelf, not touching rifle.

Gun Order

Pistol – Rifle – Shotgun

Ready Line

“You can throw your pack on your horse and ride out of here tonight, or you can go for your gun.”

At The Beep

With pistol, sweep R1 through R4, then triple tap R3, double tap R2, and single tap R1. Starting on either end target. Move to fort entrance and repeat instructions with rifle. Move to right shelf and knock down all four shotgun targets.