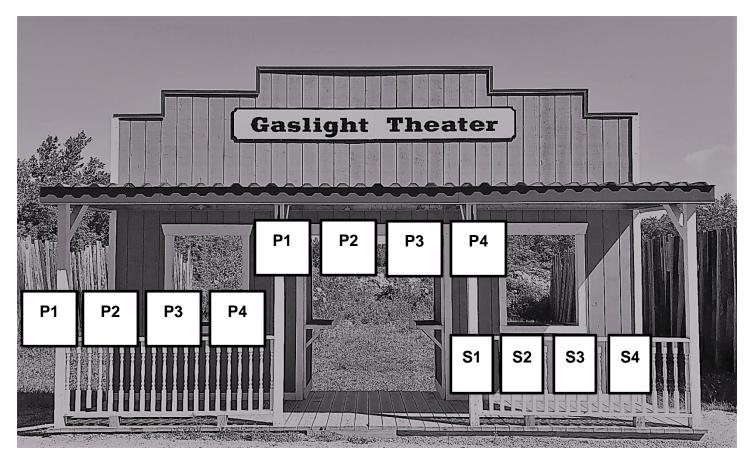
Stage 1 – The Gaslight Theater

# Why, Johnny Tyler!



## Ammunition and Staging:

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

## **Starting Position**

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

## **Gun Order**

Guns in any order; don't end with the rifle.

### **Ready Line**

"Why, Johnny Tyler!"

### At The Beep

Through right window, knock down all four shotgun targets. Through doorway engage rifle targets in a Nevada sweep, double tapping the end targets (R1, R1, R2, R3, R4, R4, R3, R2, R1, R1) starting on either end. Through left window engage pistol targets the same as the rifle.

# Stage 2 – The Stoney Bottom Gazette

I have two guns . . . one for each of ya.



## **Ammunition and Staging:**

Rifle - 10 rounds staged on either window shelf. Pistols - 5 rounds each, gun(s) in hand pointed at target. Shotgun - 4+ rounds, staged on same window as rifle.

### **Starting Position**

Shooter starts in doorway, pistol(s) in hand, pointed at target.

**Gun Order** Pistol, Rifle, Shotgun

### **Ready Line**

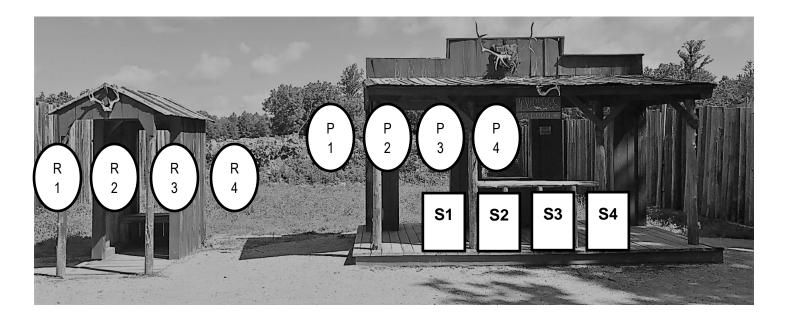
"I have two guns . . . one for each of ya."

### At The Beep

Engage P1 and P3 three times each, and P2 four times, <u>*no triple taps*</u> (this is a round count). Move to rifle and engage rifle targets using the same instructions. Knock down two shotgun targets through each window. Shotgun misses must be made up from where engaged.

Stage 3 – The Two Dogs Saloon

You're a daisy if ya do!



### Ammunition and Staging:

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

### **Starting Position**

Shooter starts at outhouse, hands on post.

**Gun Order** Rifle, Pistol, Shotgun

## Ready Line

"You're a daisy if ya do."

### At The Beep

With the first five rifle rounds, double tap either end target, then engage the other targets once. Repeat. Yes, you can. Move to left doorway of saloon and engage pistol targets in the same manner. Move to window and knock down all 4 shotgun targets.

<u>Stage 4 – The Bank</u>

I'm your huckleberry.



### Ammunition and Staging:

Rifle – 10 rounds stage on cactus. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged on right window.

## **Starting Position**

Shooter starts at cactus, with arms crossed in front of you.

**Gun Order** Rifle, Pistol, Shotgun

Ready Line "I'm your huckleberry."

-

## At The Beep

With rifle, engage rifle targets by placing one shot on the first target, one shot on the other target, then triple tap the first target, triple tap the second target, single tap the first target, then single tap the second target. Make rifle safe on cactus. Move to left window and shoot pistol targets in the same manner. Move to right window and knock down all four shotgun targets.

Stage 5 – The Woodfox Hardware Store

Say "When"!



# Ammunition and Staging:

Rifle – 10 rounds stage on left window. Pistols – 5 rounds each, holstered. Shotgun – 4+ rounds, staged on right window.

## **Starting Position**

Shooter starts at doorway, in Texas Surrender position.

# Gun Order

Pistol, Rifle, Shotgun

Ready Line

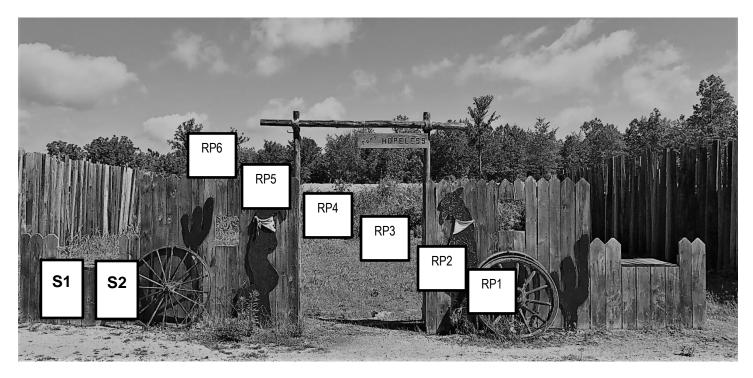
"Say "When."

## At The Beep

Engage pistol targets in a Kansas sweep (P1, P1, P2, P2, P3, P3, P2, P1, P2, P3) starting on either end. Move to left window and engage rifle targets in the same manner. Move to right window and knock down all four shotgun targets.

# Stage 6 – Fort Staudinger

Nonsense. I have not yet begun to defile myself.



## **Ammunition and Staging:**

Rifle – 10+1 rounds staged on horse. Pistols – 5 rounds each, holstered. Shotgun – 2+ rounds, staged on left shelf.

## **Starting Position**

Shooter starts at the horse, hands on hat.

## Gun Order

Shooter's Choice (Rifle or Pistol); end with shotgun.

### **Ready Line**

"Nonsense. I have not yet begun to defile myself."

### At The Beep

Using rifle and pistol, engage targets in an extended, progressive sweep (1 round on RP1, 2 rounds on RP2, 3 rounds on RP3, etc.). THIS IS A ROUND COUNT. Rifle reload can be loaded at any time after the beep. From left shelf, knock down both shotgun targets.