### Stage 1 - The Gaslight Theater



## **Ammunition and Staging**

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

## **Starting Position**

Shooter starts doorway, shotgun in hand.

#### **Gun Order**

Shotgun, Rifle, Pistol

#### Ready Line

"Everything that eats meat likes a dead buffalo."

#### At The Beep

Through the doorway, knock down all four shotgun targets. Move to left window and engage rifle targets in a 2-1-2 sweep starting on the bottom and ending on left or right top target. Repeat, ending on the other top target. Move to right window and engage pistol targets same as the rifle.

## Stage 2 - The Stoney Bottom Gazette



## **Ammunition and Staging:**

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

## **Starting Position**

Shooter starts in doorway, hands in "Texas Surrender" position.

#### **Gun Order**

Pistol, Rifle, Shotgun

#### **Ready Line**

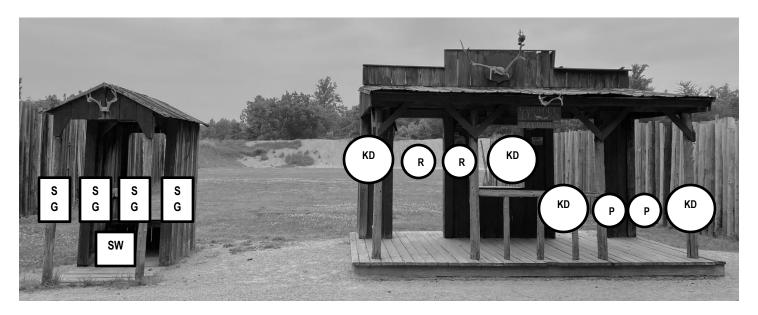
"You pull on me, either one of you, and I will kill you both."

### At The Beep

Through the doorway, engage the pistol targets in a Badfinger Bodene sweep \*. Move to the left window and engage rifle targets in the same manner. Move to the right window and knock down all four shotgun targets.

\*Badfinger Bodene sweep = Engage center three targets in an Indiana sweep (double-tap center target, then sweep all three from either direction), then sweep all five targets from either end.

## Stage 3 - The Two Dogs Saloon



## **Ammunition and Staging**

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

### **Starting Position**

Shooter starts at right doorway, hands on frame of door.

#### **Gun Order**

Pistol, Rifle, Shotgun

## Ready Line

"As a matter of fact, I only shot two."

#### At The Beep

With pistols through the right doorway, engage an outside knockdown target, then engage the two inside targets with two shots each (round count). Repeat from opposite outside knockdown target. Move to the window and engage rifle targets through the window in the same manner. Make rifle safe on window shelf. Move to outhouse and knock down all four shotgun targets. Any rifle/pistol knockdown targets that did not fall can be made up on the swinger (swinger as point of aim only).

### Stage 4 - The Bank



## Ammunition and Staging:

Pistols – 5 rounds each, holstered. Rifle – 10 rounds, staged on cactus. Shotgun – 6+ rounds, staged on left window shelf.

## **Starting Position**

Shooter starts at cactus, hands on fully staged rifle.

#### **Gun Order**

Rifle, Pistol, Shotgun

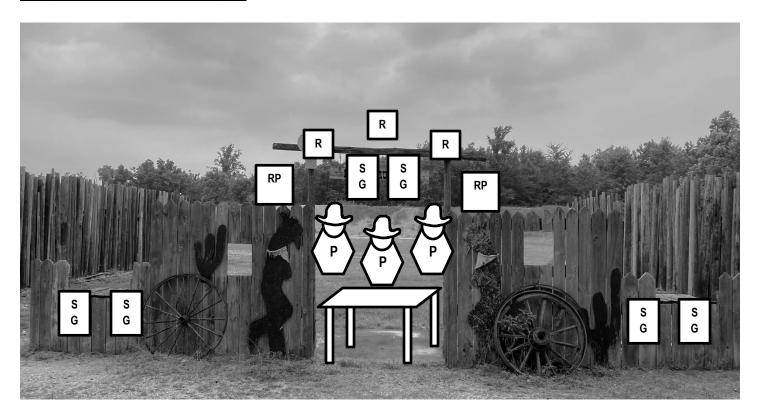
### **Ready Line**

"Can I finish my coffee first?"

#### At The Beep

With rifle, engage rifle targets by sweeping all four targets from either the left or the right, then engage the middle two targets from the same direction, then all four targets from the same direction (for example: 1,2,3,4,2,3,1,2,3,4). Re-stage rifle on cactus. Move to left window and engage pistol targets the same as the rifle. Move to right window and knock down all six shotgun targets.

## Stage 5 – Fort Staudinger



## **Ammunition and Staging:**

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

Rifle – 10 rounds, staged on table.

Shotgun – 4+ rounds, staged on left or right shelf.

#### **Gun Order**

Shotgun, pistol, rifle

#### **Starting Position**

Shooter starts at left or right shelf, with hands on fully staged shotgun.

## Ready Line

"Well, Colt makes a heavy firearm, that's a fact."

#### At The Beep

From shelf, knock down two shotgun targets, then move to table and knock down two more shotgun targets. With rifle engage rifle targets in a 1-2-4-2-1 sweep from either end. Engage pistol targets in the same manner.

### Stage 6 - The Gaslight Theater



## **Ammunition and Staging:**

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

## **Starting Position**

Shooter starts at left window with hands on shelf.

#### **Gun Order**

Rifle, Shotgun, Pistol

## **Ready Line**

"Keep that gun on him, Everett."

#### At The Beep

With rifle through the left window double tap the top rifle target, triple tap the middle target, then place five shots on the bottom target. Through the doorway, knock down a top shotgun target, then a bottom shotgun target. Repeat on the remaining shotgun targets. Through right window, engage pistol targets in the same manner as the rifle.

## **Stage 7 – The Stoney Bottom Gazette**



## **Ammunition and Staging**

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

## **Starting Position**

Shooter starts at left window rifle in hand.

#### **Gun Order**

Rifle, Pistol, Shotgun

#### Ready Line

"Never's a long time, Mr. Bragg."

#### At The Beep

Through the left window engage the rifle targets in a Strider sweep\*. Move to the doorway and engage the pistol targets in the same manner. Move to the right window and knock down all four shotgun targets.

\* A Strider sweep is two separate Nevada sweeps (one in each direction) starting and ending on the center target. For example: 3-2-1-2-3-3-4-5-4-3.

## Stage 8 - The Two Dogs Saloon



## **Ammunition and Staging:**

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

## **Starting Position**

Shooter starts at outhouse, hands on posts.

#### **Gun Order**

Shotgun, Rifle, Pistol

### Ready Line

"Never ain't here yet."

## At The Beep

Knock down all four shotgun targets. Move to Saloon window and with rifle engage the center target four times, then sweep all three targets from the same direction twice. Move to right doorway and engage pistol targets in the same manner.

### Stage 9 - The Bank



## **Ammunition and Staging:**

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

## **Starting Position**

Shooter starts at left window, hands on window frame.

#### **Gun Order**

Shotgun, rifle, pistol.

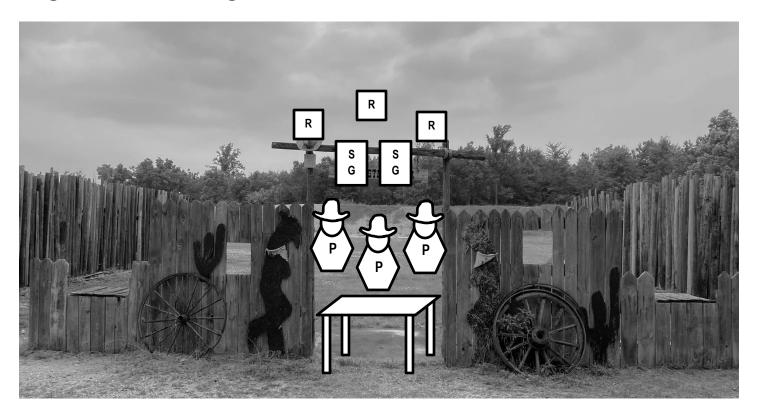
## **Ready Line**

"You take Ring. I'll take Mackie. Then we'll deal with upstairs."

#### At The Beep

Through left window knock down all four shotgun targets. From cactus, using rifle first and then pistols, place one shot on each end target, five shots on the middle two targets, and two shots on all other targets. This is a round count.

## Stage 10 - Fort Staudinger



## **Ammunition and Staging**

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

Rifle – 10 rounds, staged on table.

Shotgun – 2+ rounds, staged on table.

## **Starting Position**

Shooter starts at table, gun(s) in hand.

#### **Gun Order**

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

## **Ready Line**

"That happened quick . . ."

## At The Beep

Engage rifle targets in a 3-4-3 sweep from either end. Engage pistol targets in the same manner. Knock down both shotgun targets.