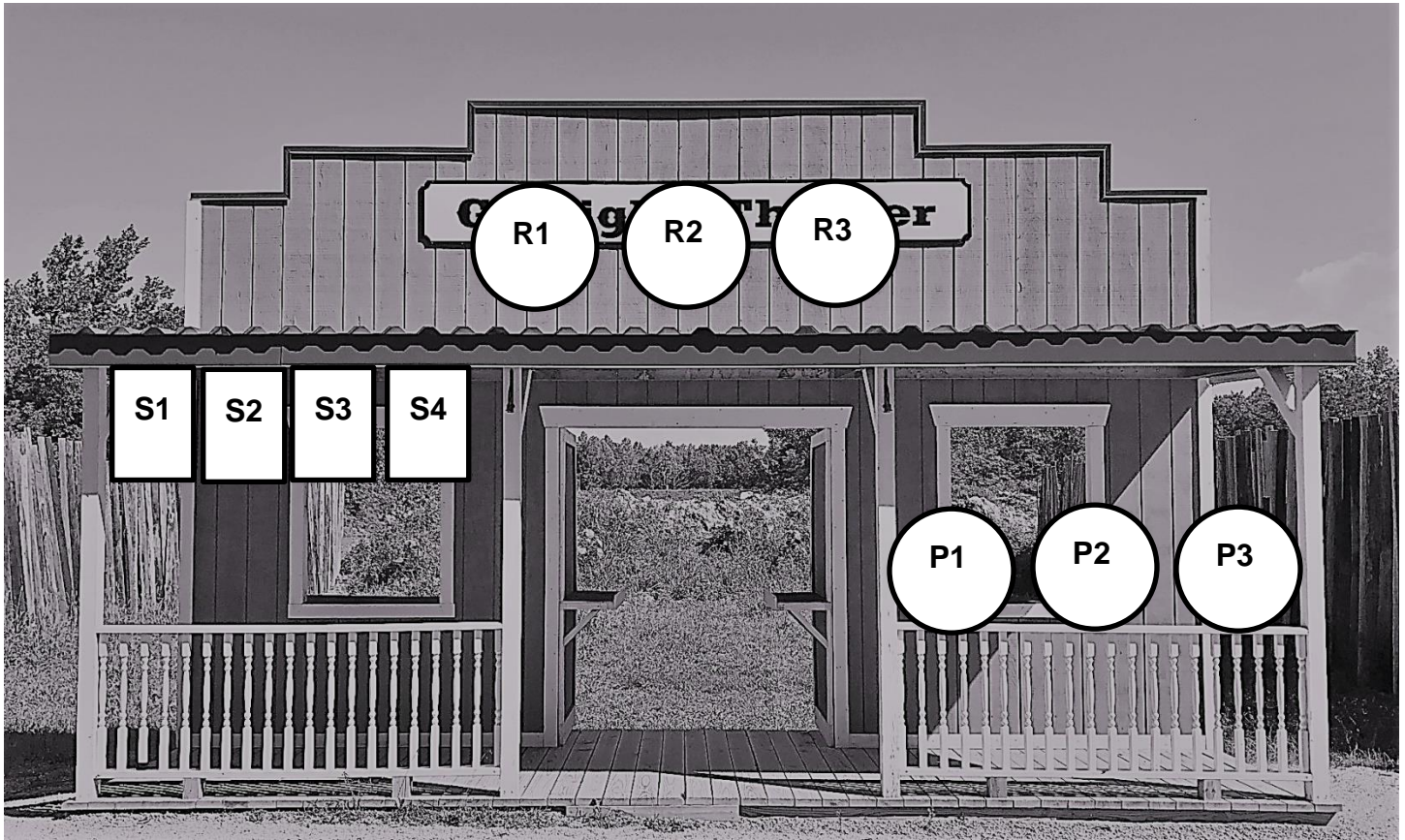


Stage 1 – The Gaslight Theater



Ammunition and Staging:

Rifle – 10 rounds staged on door shelf.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at left or right window with **hands on shelf**.

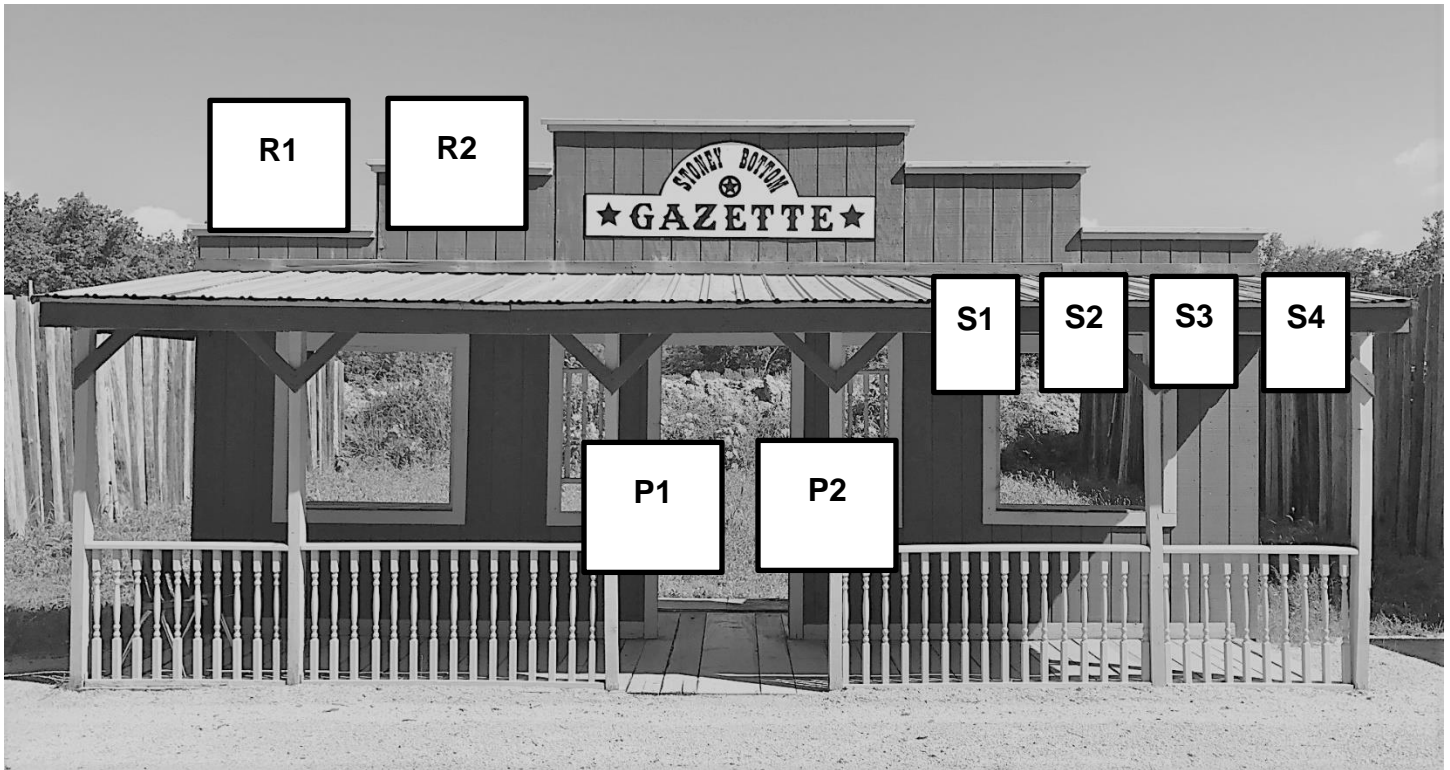
Ready Line

"I came here for a show... better be good!!"

At The Beep

Shotgun in any order. With rifle starting on left or right outside target engage R1 with 3 shots, R2 with 2 shots, R3 with 3 shots, and R2 with 2 shots. Make rifle safe on door shelf and engage pistol targets same as rifle. **Shotgun/Rifle/Pistol or Pistol/Rifle/Shotgun.**

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds, staged on left window shelf

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds, staged on right window shelf

Starting Position

Shooter starts at doorway in **Texas Surrender**

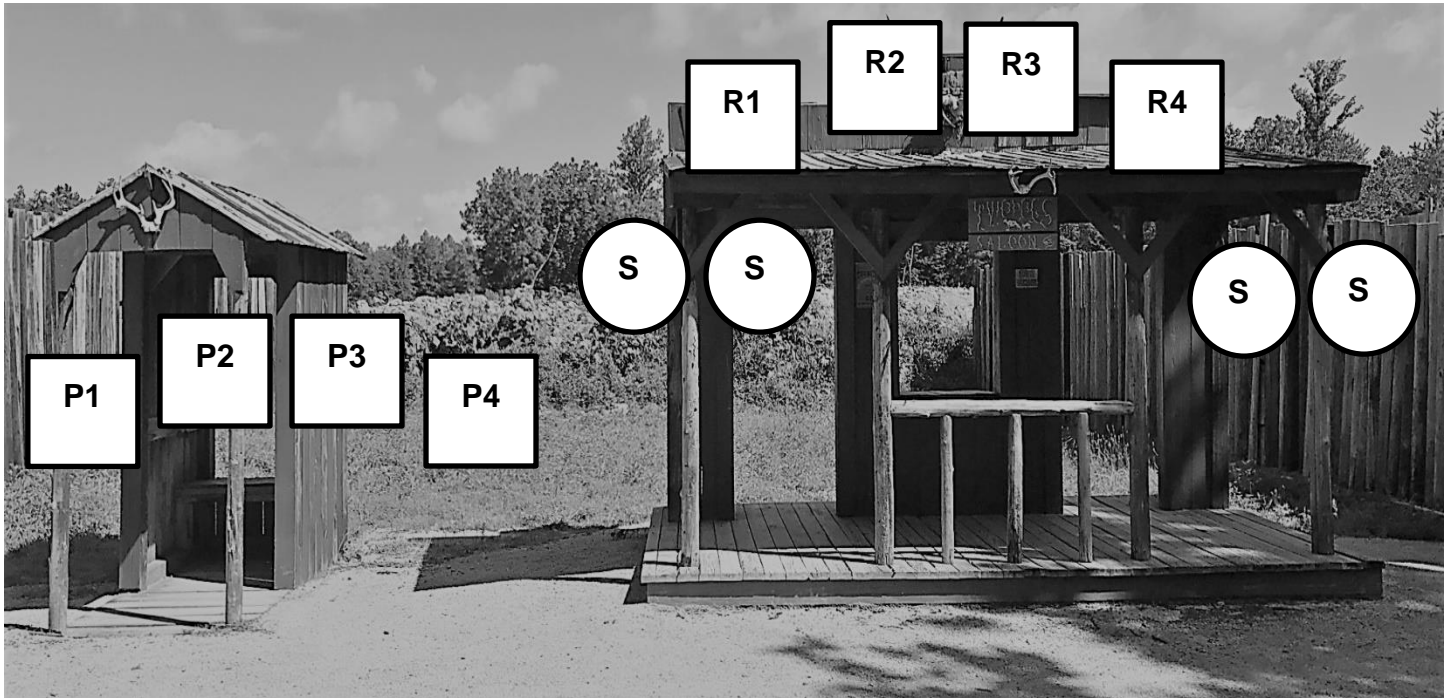
Ready Line

“After I shoot this town up I’m gonna’ make headlines!!”

At The Beep

Starting on left or right target engage targets in a Progressive Sweep, 1 shot on P1, 2 shots on P2, 3 shots on P1, and 4 shots on P2. Move to left window and engage rifle targets same as pistol making rifle safe on left shelf. Move to right window and engage shotgun in any order.

Stage 3 – The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds **in hand**.

Starting Position

Shooter starts at left or right doorway with shotgun **in hand**, **both hands touching**.

Ready Line

“Bartender... Pour me a double!!”

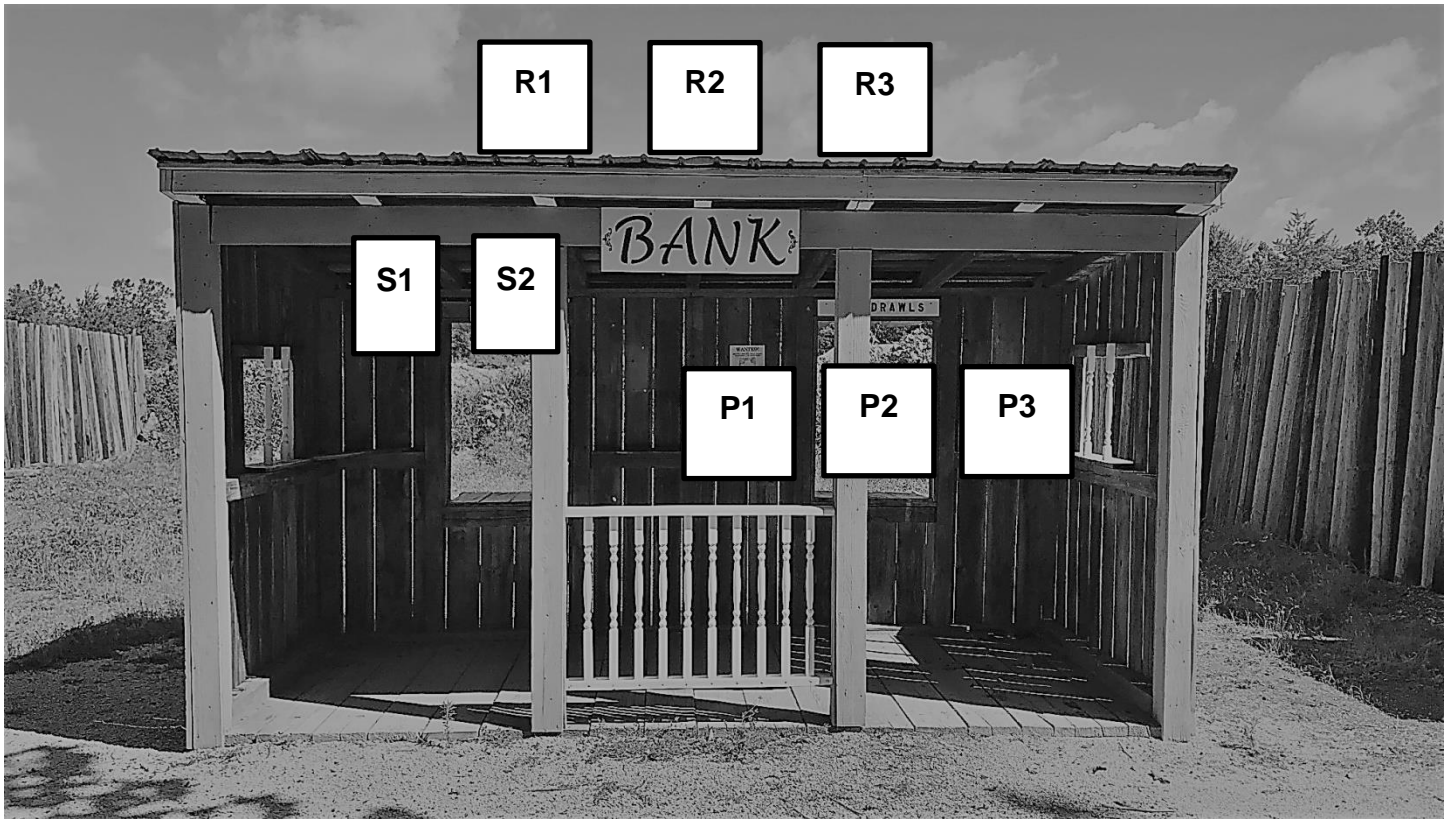
At The Beep

Engage shotgun targets through each doorway making shotgun safe on window shelf. Engage rifle targets in a 2-1-1-2-1-1-2 sweep starting from either end. R1, R1, R2, R3, R4, R4, R3, R2, R1, R1.

Make rifle safe on window, move to outhouse, and engage pistol targets same as rifle.

Shotgun/Rifle/Pistol

Stage 4 – The Bank



Ammunition and Staging:

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

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on left window shelf.

Starting Position

Shooter starts at window of choice with hands touching both window sides.

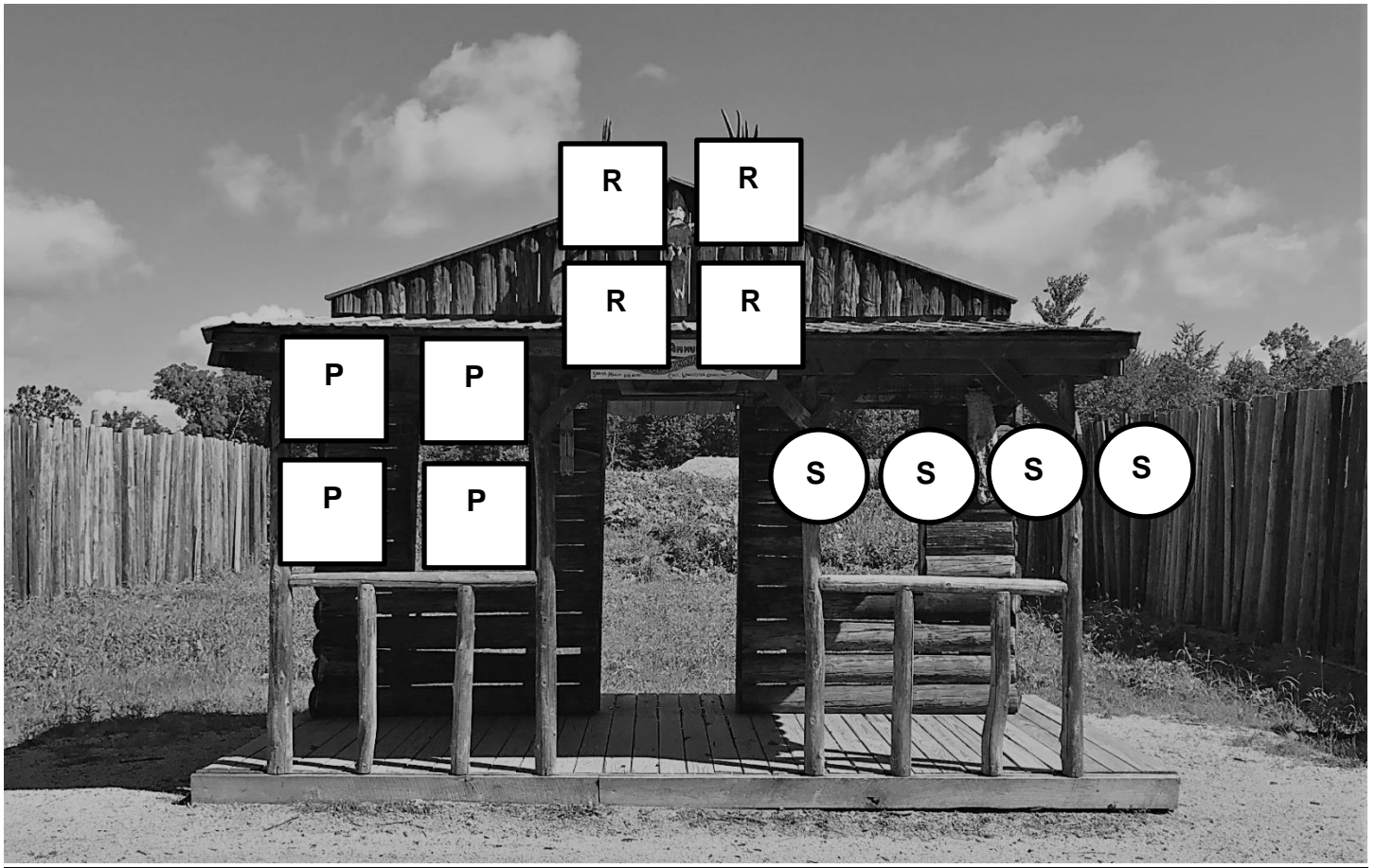
Ready Line

“I’m here to trade my lead for your money!!”

At The Beep

Starting with gun of choice but not ending with rifle engage rifle and pistol targets, starting on either end, in a double tap Ohio Sweep; R1, R1, R2, R2, R1, R1, R2, R2, R3, R3. Shotgun 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 right window shelf.

Starting Position

Shooter starts at doorway with rifle **in hand**.

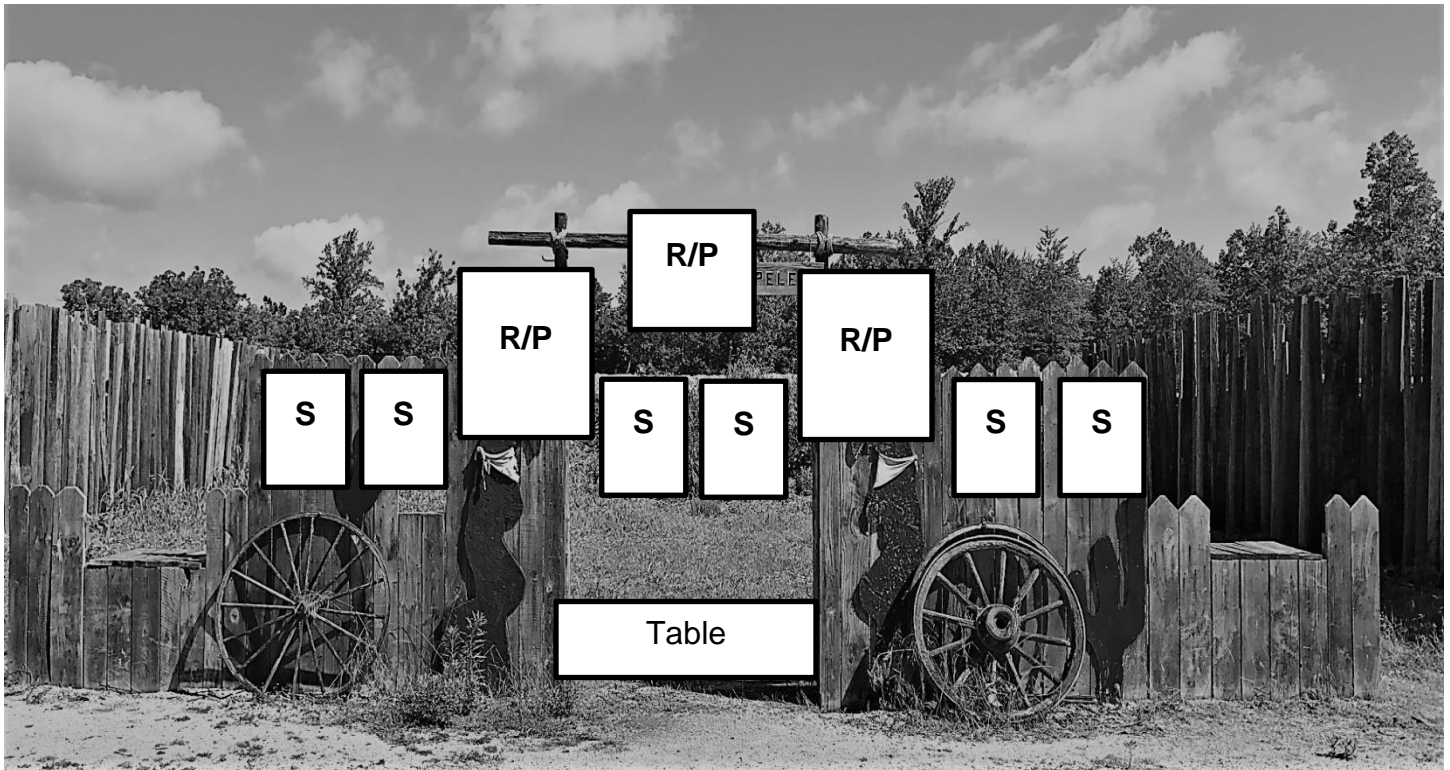
Ready Line

“Hey storekeeper!! I need some boots!!”

At The Beep

Engage upper targets with 1 round each and lower targets with 4 rounds each in any order; round count. Move to window of **choice** making rifle safe on window shelf. Engage pistol targets same as rifle and shotgun 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 – 6+ rounds, staged on table.

Starting Position

Shooter starts at table with **hands on hat**.

Ready Line

“This fort have a mess hall???... I’m one hungry cowboy!!”

At The Beep

All targets are shot from the table. Starting with gun of choice but not ending with rifle engage rifle/pistol targets in a 2-3-5 sweep, starting from either end, with shotgun targets in any order.