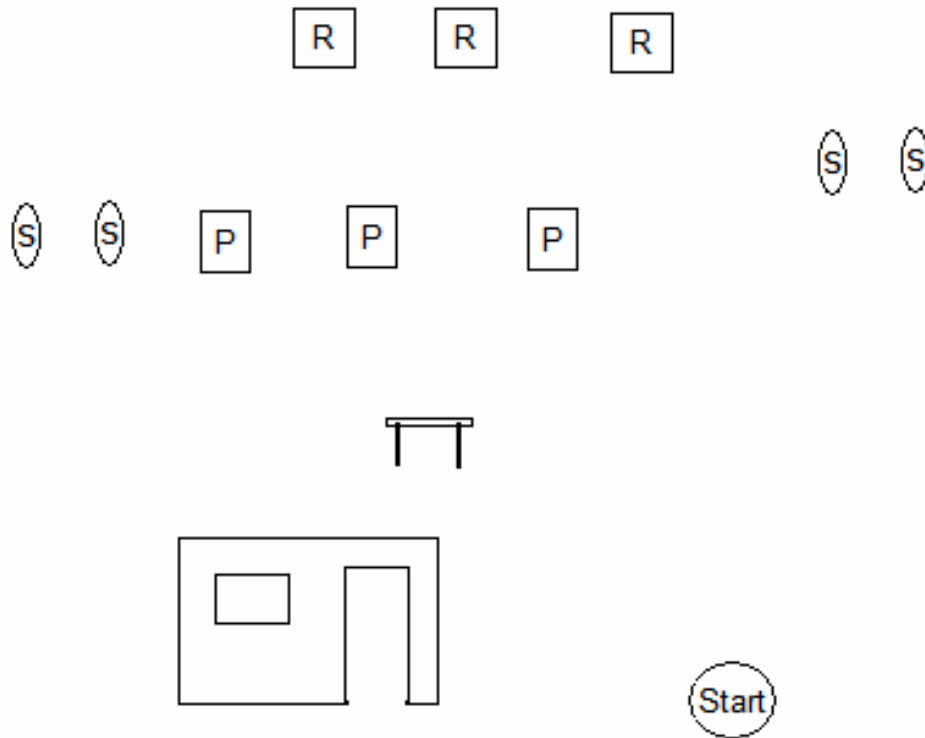


Stage One



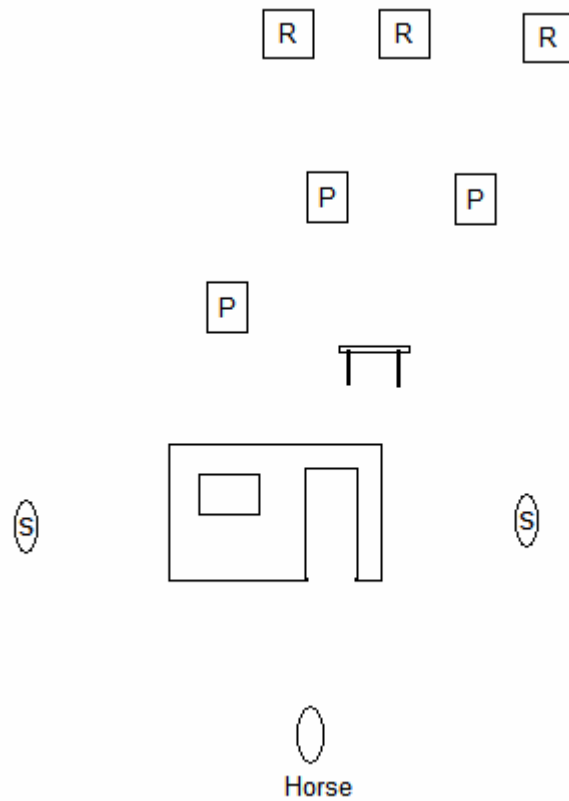
Pistols loaded with **5 rounds each** and holstered
Rifle loaded with **9 rounds** and staged on table
Shotgun with **4 rounds**

Begin by standing in the start circle with your shotgun. Load your shotgun on the instructions of the RO. At the RO's instruction, load 2 rounds into your shotgun and aim at the specified shotgun targets. When ready say "By all means move". At the beep, if the shotgun targets do not move, engage them. Put shotgun on table.

Pick up rifle, engaging the rifle targets in a double tap sweep starting from the left. Then engage the rifle targets in a single shot sweep starting from the left for a total of 9 rounds. (2-2-2-1-1-1). Return the rifle to table.

Engage the pistol targets ten shots on three, your choice, as long as each target gets a least one shot. Retrieve shotgun and take out the last two shotgun targets.

Stage Two



Shotgun **loaded with 2 rounds**, pointed at a shotgun target, **at least 2 extra rounds** on your person

Pistols loaded with **5 rounds each** and holstered

Rifle loaded with **10 rounds** and staged on table

Load shotgun on the RO's instructions before the starting stage. Start standing beside the horse, shotgun loaded and ready to fire at a bad guy (shotgun targets). At the beep engage the two bad guys to the left and right of building (shotgun targets). Then fire 2 rounds through the window to create mayhem and give yourself a view of the inside of building. Put shotgun in scabbard on horse.

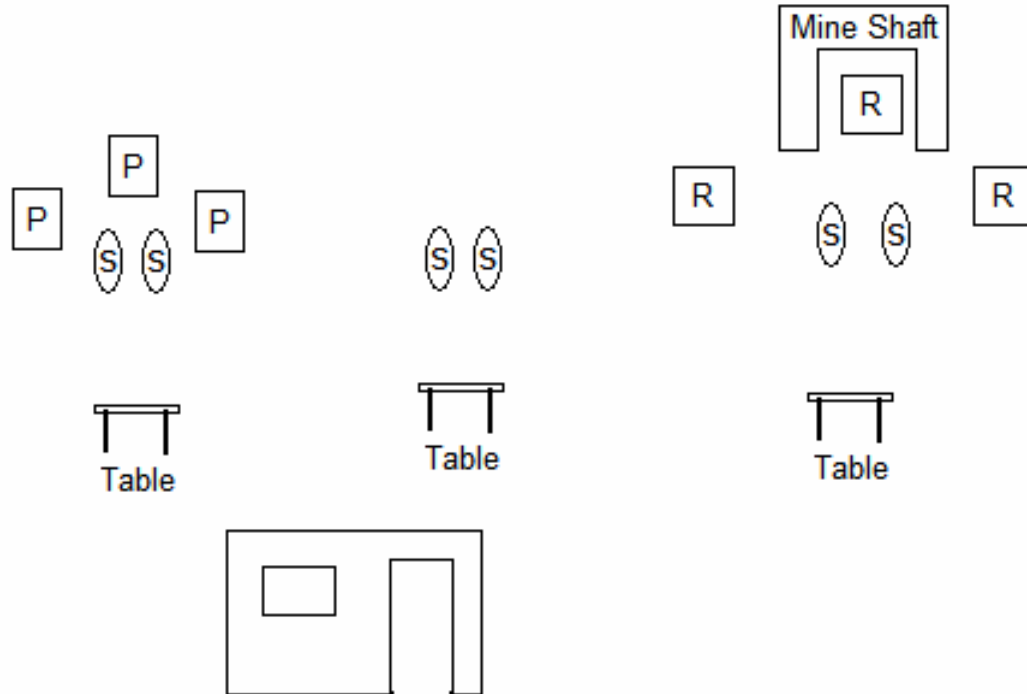
(NOTE: window is covered with paper so the target isn't readily seen. Shooter shoots hole in paper and shoot through hole – or rips paper or...)

Move to window and fire 5 rounds at the bad guy (pistol target).

Move through doorway to table, retrieve rifle and engage the remaining two pistol targets with 2 rounds each and the three rifle targets with 2 rounds each, any order.

Engage the other 2 bad guys (pistol targets) in a 2, 2, 1 alternating between the two targets. Lay the pistol on table inside doorway, hold up your hands and shout "Marshall, it was self defense".

Stage Three

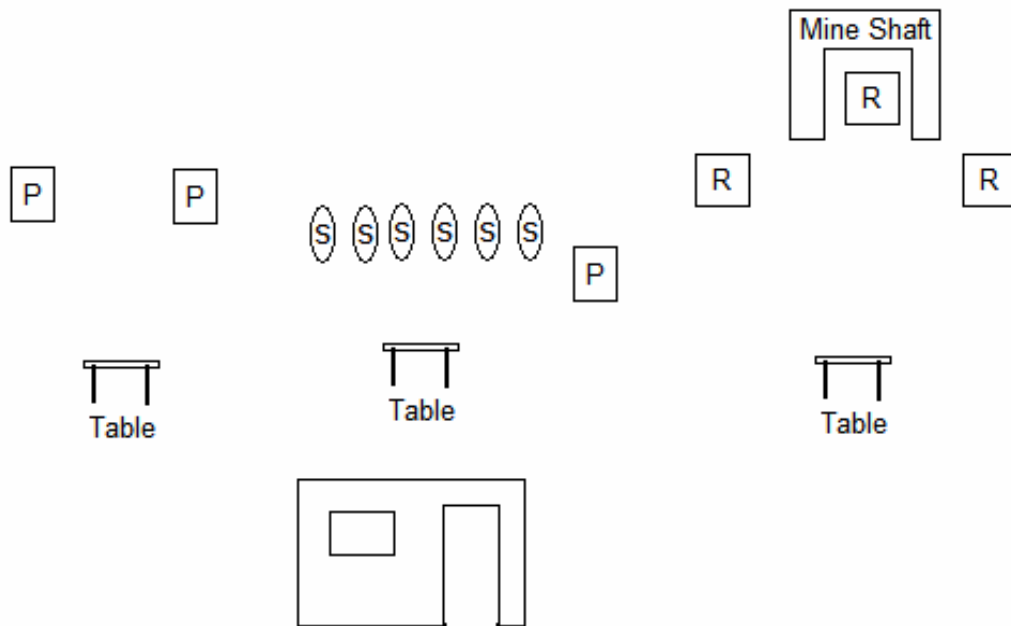


Pistols loaded with **5 rounds** each and holstered
Rifle loaded with **9 rounds** and staged on right table
Shotgun staged on either table and **at least 6 rounds** on your person

Begin standing behind either the left or right table. At left table you will Nevada sweep the pistol targets and engage 2 shotgun targets. At the middle table you will engage 2 shotgun targets. At the right table you will Nevada sweep the rifle targets and engage 2 shotgun targets. At the left and right tables it's your choice as to which firearm you shoot first. But at the last position you shoot from, **the shotgun must be shot last**. Start the stage by placing your hands on your pistols.

When ready say "**Dang it, I hate to do this to you guys**".

Stage Four



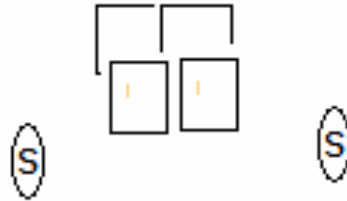
Pistols loaded with **5 rounds each** and holstered
Rifle loaded with **10 round** and staged on right table
Shotgun staged on middle table with **at least 6 rounds** on your person

Begin standing behind the right table facing away from the targets. When ready say “**I wonder how this is going to turn out?**” At the beep with the rifle, engage 8 rounds on one target and 1 round on the other two targets.

Move to middle table and with first pistol engage the pistol target with 5 rounds. Get shotgun and engage the 6 shotgun targets.

Move to left table and using your second pistol, engage one target with 2 shots and the other target with 3 shots.

Stage Five



Pistol loaded with **5 rounds each** and staged on table

Rifle loaded with **9 rounds** and staged on table

Shotgun staged on table with **at least 2 rounds** on your person

Start seated behind table with hands on your knees. At the beep engage the large combination target with 9 rounds from your rifle and 10 rounds from your pistols. It's your choice as whether to shoot the rifle or pistols first. Return all guns to the table. To finish, pick up shotgun and engage the 2 shotgun targets.