

# THE CABIN

## Stage 1

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

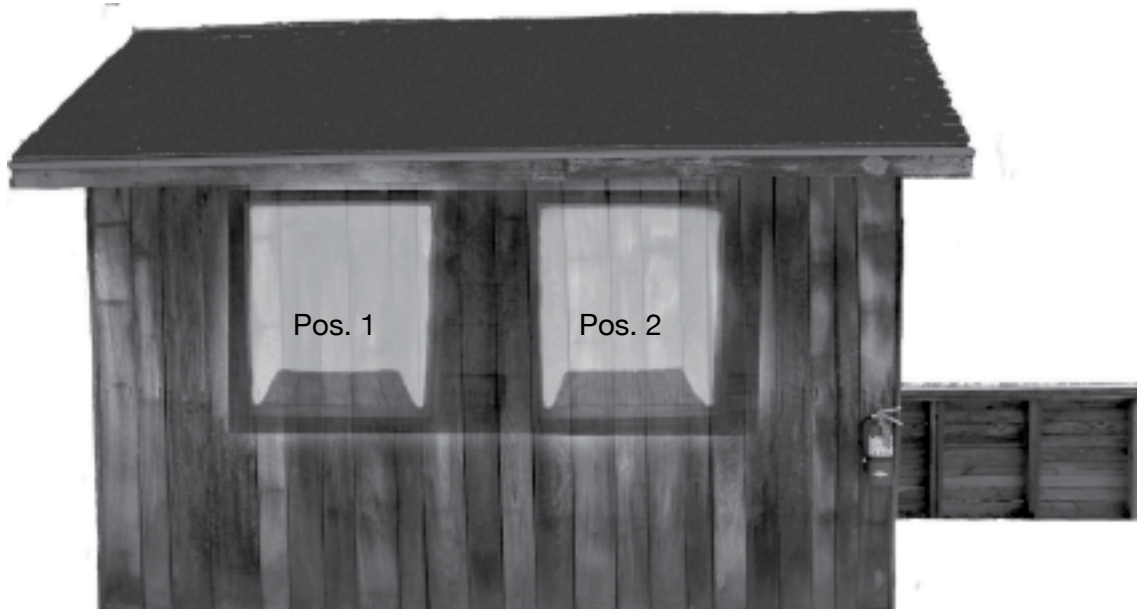
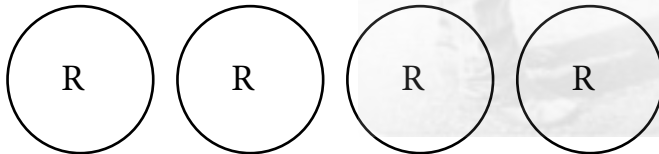
Order: Shooters Choice - Rifle may not be last

Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds staged safely at POS 1 or POS 2, Shotgun open and empty staged at either POS 1 or POS 2. Rifle may be shot from POS 1 or POS 2. Shotgun **MUST** be shot from POS 2.

Start: With gun of choice in hand(s).

Line: Who's the fella' owns this shithole.

ATB: From POS 1 with pistols engage the pistol targets in the following sequence: Double tap both outside targets - THEN - starting on an inside target shoot a continues Nevada Sweep. With rifle from POS 1 or POS 2 engage the rifle targets using the same instructions as the pistol. Make rifle safe and with shotgun from POS 2 engage the 4 shotgun targets until down.



# The Mine

## Stage 2

Round Count: 10 Pistol, 10 Rifle, 2+ SG

Order: Shooters Choice, Rifle may not be last

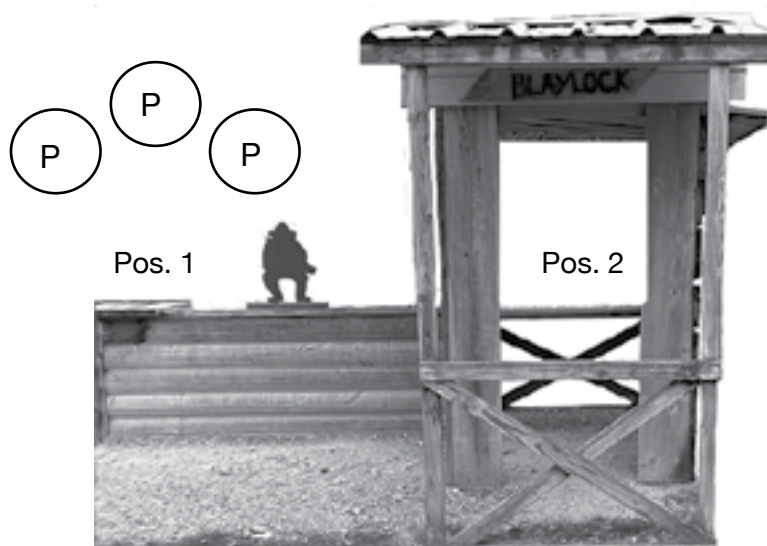
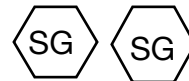
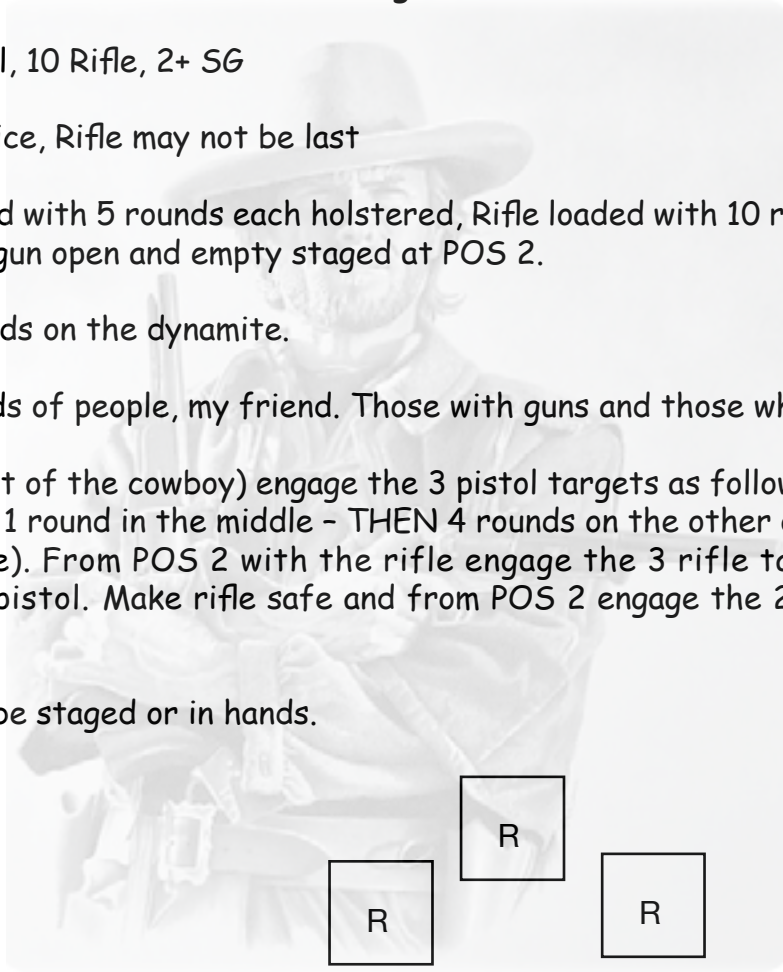
Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds staged safely on shelf at POS 2, Shotgun open and empty staged at POS 2.

Start: With both hands on the dynamite.

Line: There's two kinds of people, my friend. Those with guns and those who dig. You dig.

ATB: From POS 1 (left of the cowboy) engage the 3 pistol targets as follows (4 rounds on an outside target - THEN - 1 round in the middle - THEN 4 rounds on the other outside target - THEN 1 round in the middle). From POS 2 with the rifle engage the 3 rifle targets using the same instructions as the pistol. Make rifle safe and from POS 2 engage the 2 shotgun targets until down.

Note: Dynamite may be staged or in hands.



# Fort Belwah

## Stage 3

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

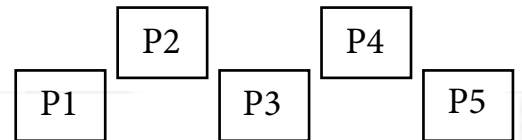
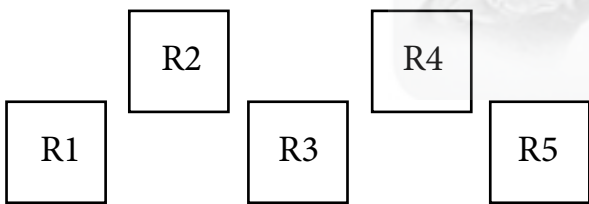
Order: Shooters Choice - Rifle may not be last

Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds staged safely at POS 1 or POS 2, Shotgun open and empty at POS 1 or POS 2.

Start: At position of choice with hands holding hatchet.

Line: We're gon'na give em' war.

ATB: From POS 3 (right of the cowboy) sweep the pistol targets in a double tap outside-outside-inside-inside-middle sweep, starting on either end. With rifle from POS 1 or POS 2 engage rifle targets same as the pistol instructions. Make rifle safe and with shotgun from POS 2 engage the 4 shotgun targets until down.



# The Corral

## Stage 4

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Order: Shooter's choice - rifle not last

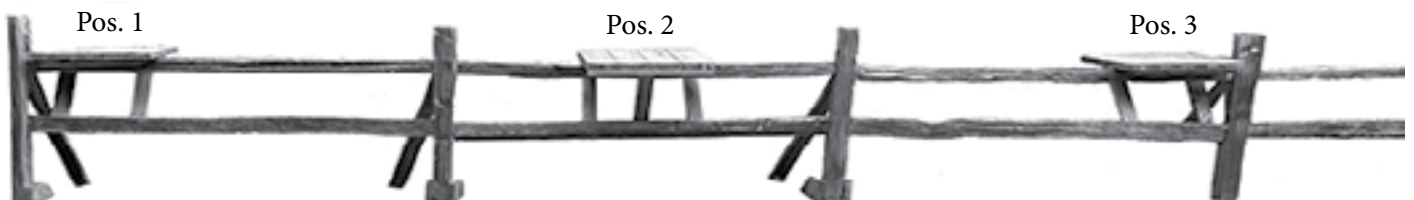
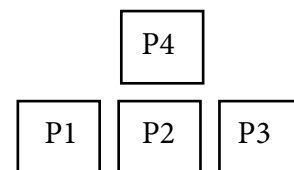
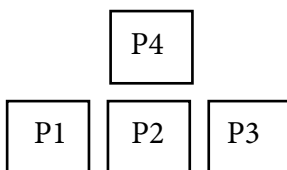
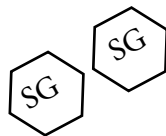
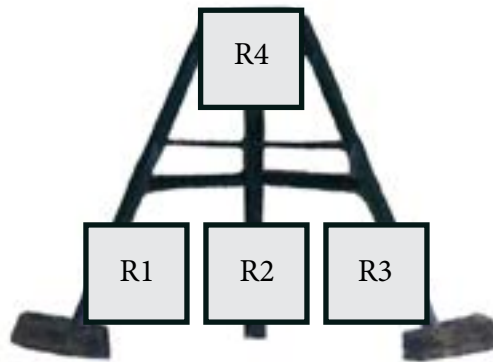
Staging: Pistols loaded with 5 rounds each holstered, rifle loaded with 10 rounds staged safely at POS 1, POS 2 or POS 3, shotgun open and empty staged at POS 2.

Start: At POS of choice with branding iron in both hands. Branding iron CANNOT be touching surface.

Line: You mean you'd trade me for a horse.

ATB: From POS 1 or POS 3 with pistols engage pistol targets as follows: double tap the two middle targets (2 & 4), THEN starting on either outside target double tap sweep the bottom targets. From POS 1, POS 2, or POS 3 engage the rifle targets using the same instructions as the pistol. Make rifle safe and from POS 2 engage the four shotgun targets until down.

Note: POS 1 is anywhere to the left of the halter. POS 3 is anywhere to the right of the halter.



# Open Range

## Stage 5

Round Count: 10 Pistols, 10 Rifle, 6+ Shotgun

Order: SG-Rifle-Pistol

Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds staged safely at POS 3, Shotgun in hand, open and empty at POS 1.

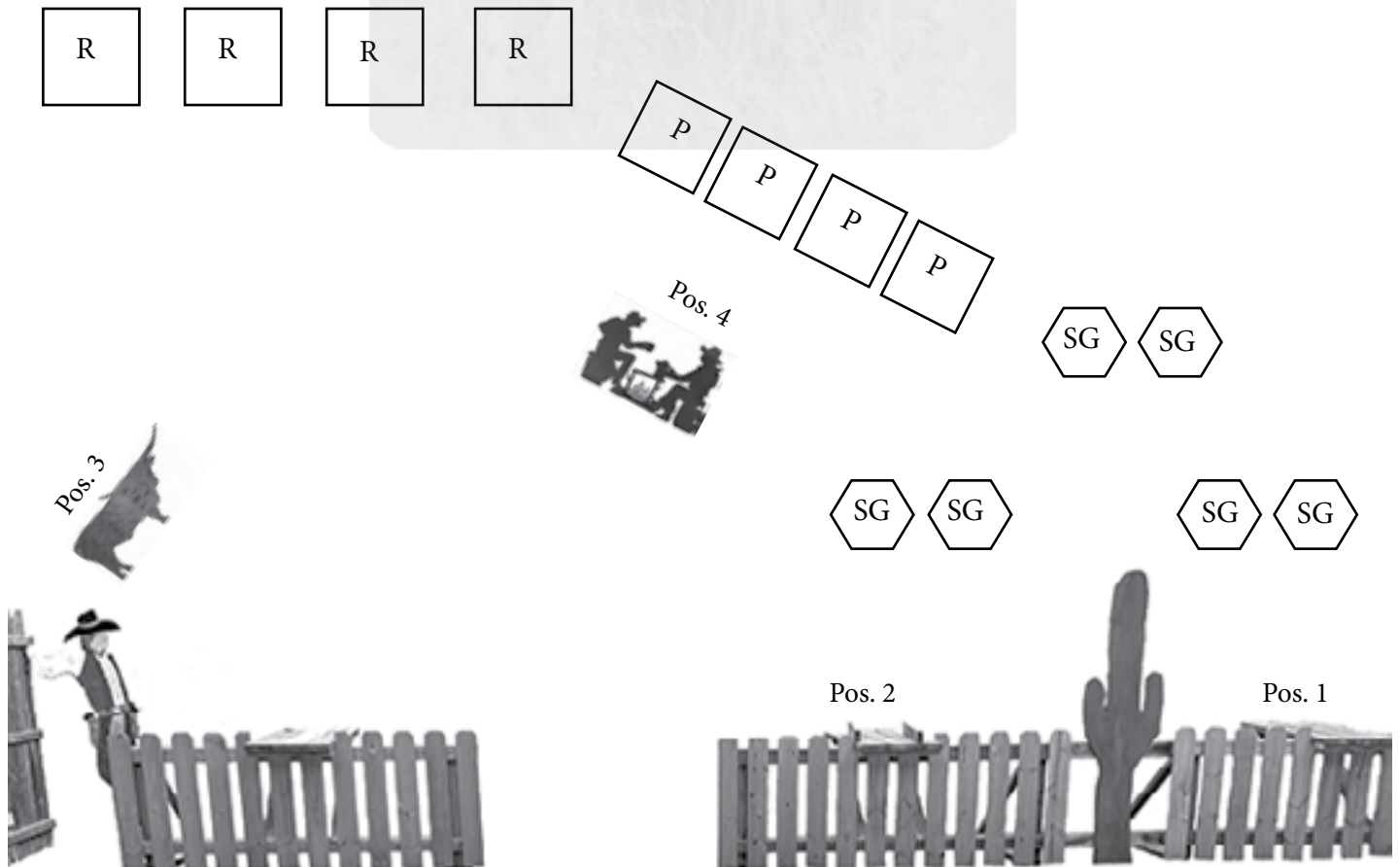
Start: At POS 1 with shotgun in hands.

Line: There were 7 Spanish angels at the alter of the sun.

ATB: From POS 1, right side of cactus, with Shotgun in hands shoot at least 2 shotgun targets, move to the left of the cactus and shoot at least 2 shotgun targets for a total of 6 shotgun targets. Make shotgun safe with the barrel of shotgun between the rails. Move to POS 3 and engage the rifle targets in a Hoot Sweep. Make rifle safe. Move to POS 4 and engage the pistol targets same as the rifle.

**Note: Pistol targets can be shoot anywhere between POS 3 and POS 4 -but remember Props are not expendable.**

HOOT SWEEP: Single tap an outside target-THEN-double tap the inside targets twice-THEN single tap the other outside target.



# Land Office

## Stage 7

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

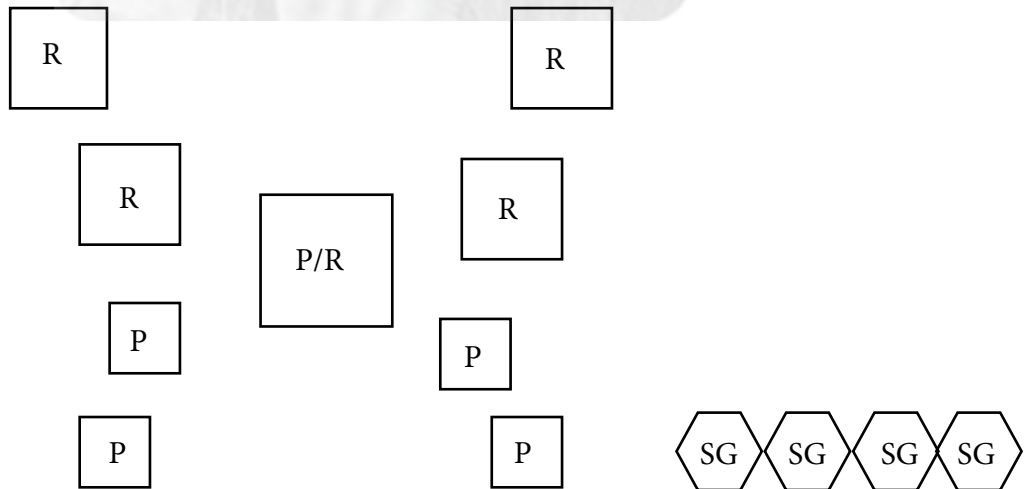
Order: Shooters Choice - Rifle must not be last

Staging: Pistols holstered with 5 rounds each, rifle loaded with 10 rounds staged on the bar at POS 1, shotgun open and empty staged at POS 2.

Start: At POS of choice shooter touching the coffee cup with one hand the other hand on shotgun shells.

Line: You're short on ears and long on mouth.

ATB: From POS 1 with pistols engage the pistol targets in the following sequence: Single tap 2 pistol squares on one side, THEN place six rounds on the P/R triangle, THEN single tap pistol squares on the opposite side. With rifle from POS 1 engage the rifle targets same as the pistol instructions. Make rifle safe and from POS 2 engage the shotgun targets until down.



# Undertaker

## Stage 8

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

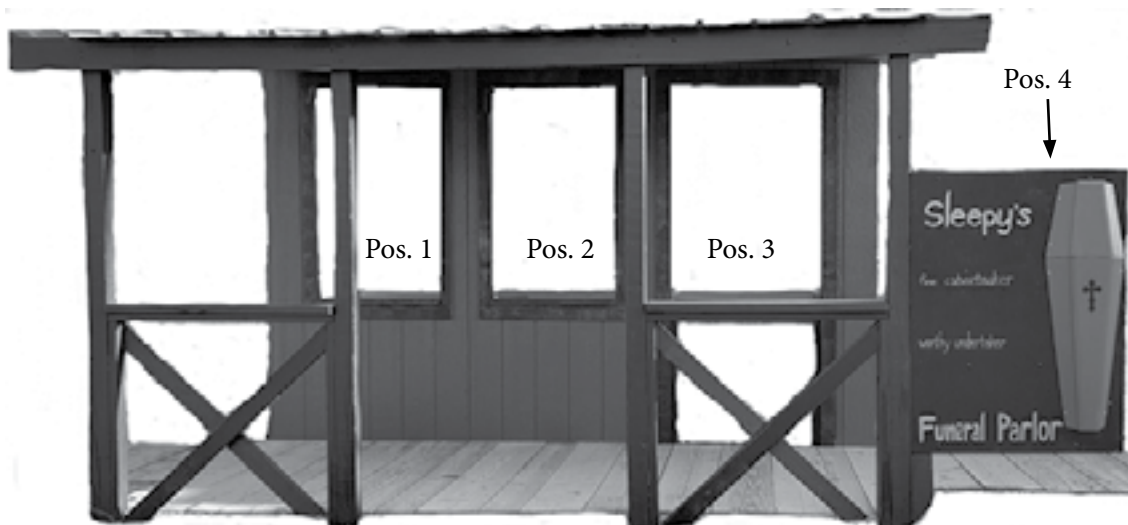
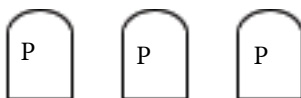
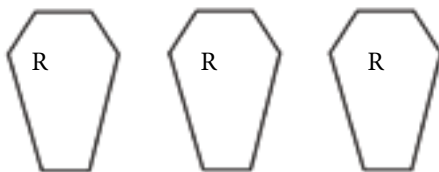
Order: Shooter Choice - Rifle may not be last

Staging: Pistols loaded with 5 rounds each holstered, rifle loaded with 10 rounds staged at POS 2 or 3 safely, SG staged open and empty at POS 3, or 4.

Start: At position of choice holding beer mug. Beer mug may be either in hand or staged.

Line: I'll be your huckle bearer.

ATB: From POS 1 or POS 2 engage the pistol targets in two 2-1-2 sweep starting on either end (YES you can). With rifle from either POS 2 or POS 3 engage the rifle targets same instructions as the pistols. Make rifle safe and with shotgun from POS 4 engage the 4 SG targets until down.



# The Bank

## Stage 9

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

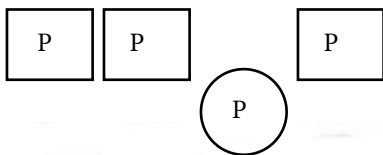
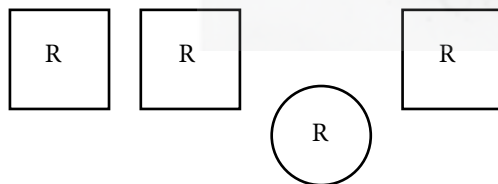
Order: Shooters Choice - Rifle may not be last

Staging: Pistols holstered with 5 rounds each, Rifle loaded with 10 rounds staged safely at POS 2, shotgun open and empty staged at POS 3.

Start: At POS of choice with bag of money in hand. Money can be staged.

Line: Dam right your scared. I can see it in your eyes.

ATB: From POS 1 with pistols engage the pistol targets as follows: Single tap the squares THEN double tap the circle and repeat. With rifle from POS 2 engage rifle targets same instructions as the pistol. Make rifle safe and with shotgun from POS 3 engage the shotgun targets until down.





# The Jail

## Stage 10

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

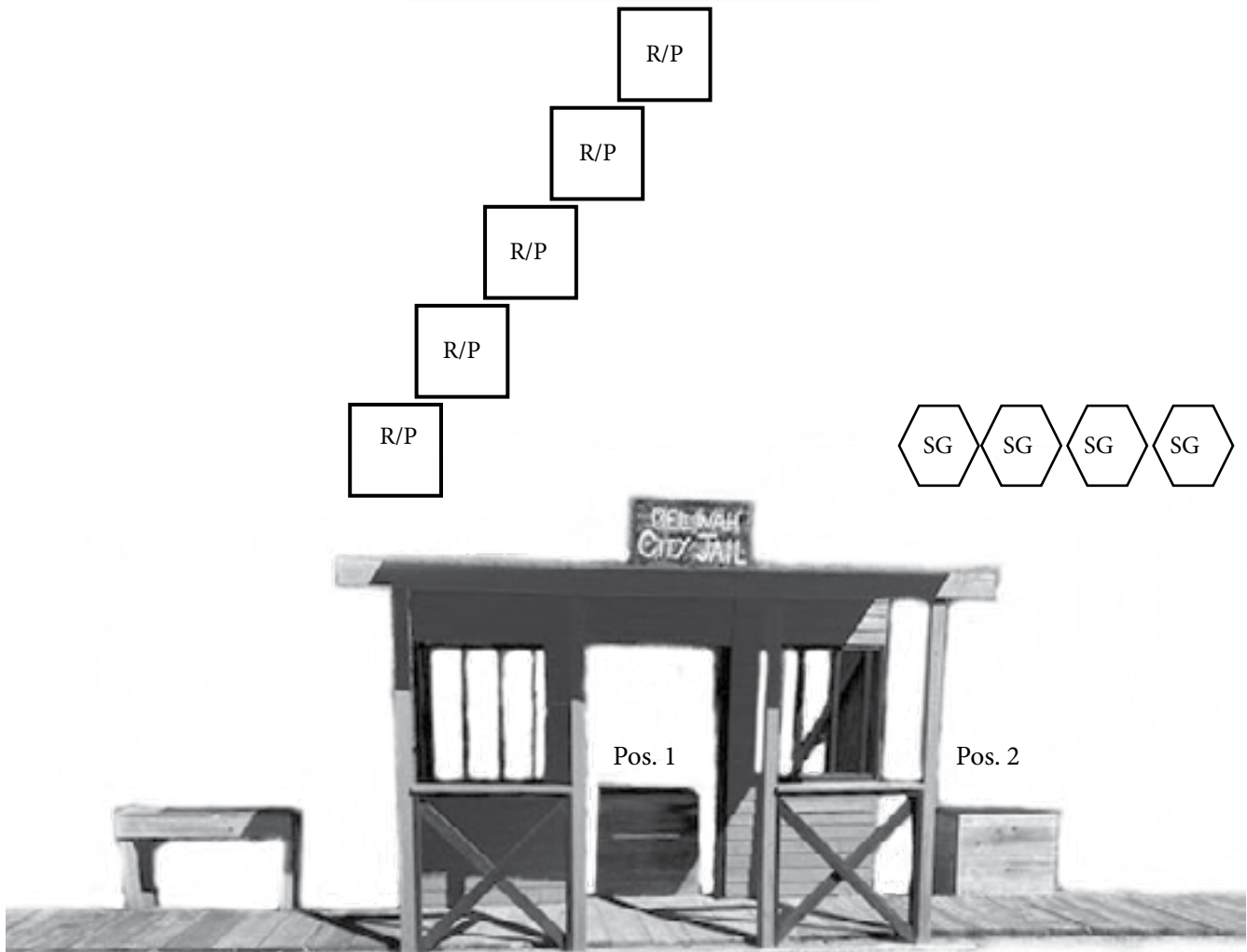
Order: Shooters Choice - Rifle may not be last.

Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds staged safely at POS 1. Shotgun staged open and empty at POS 2.

Start: At POS of choice with both hands holding the shackles. Shackles can be touching the surface.

Line: This ain't Dodge City and you ain't Bill Hickock.

ATB: From POS 1 with a combination of pistols and rifle engage middle target with 5 rounds and the other targets with at least 3 rounds each. This is a round count. From POS 2 engage the 4 shotgun targets until down.



# The Saloon

## Stage 11

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Order: Shooters Choice - Rifle may not be last

Staging: Pistols loaded with 5 rounds each holstered, Rifle loaded with 10 rounds in hand at POS 1. Shotgun open and empty staged at POS 2.

Start: With rifle in hand.

Line: Bar keep, whisky for my men and beer for my horses.

ATB: From POS 1 with rifle in hand engage the R/P targets in the following: 3-1-1-3-1-1 sweep alternating on the two targets - starting on either end. Move to POS 2 and make rifle safe and with the SG (from the left of the barkeep) engage the two SG targets until down. Move to POS 3 ( from the right of the barkeep) and engage the two SG targets until down. Move to POS 4 and engage the 2 shotgun targets until down, make SG safe. Move to POS 5 and with pistols engage the R/P targets using the same instructions as the rifle.

**NOTE: Third set of shotgun targets can be shot anywhere between POS 3 and POS 4. Pistols may be shot anywhere between POS 4 and POS 5. \*\*\*Props are not expendable**

