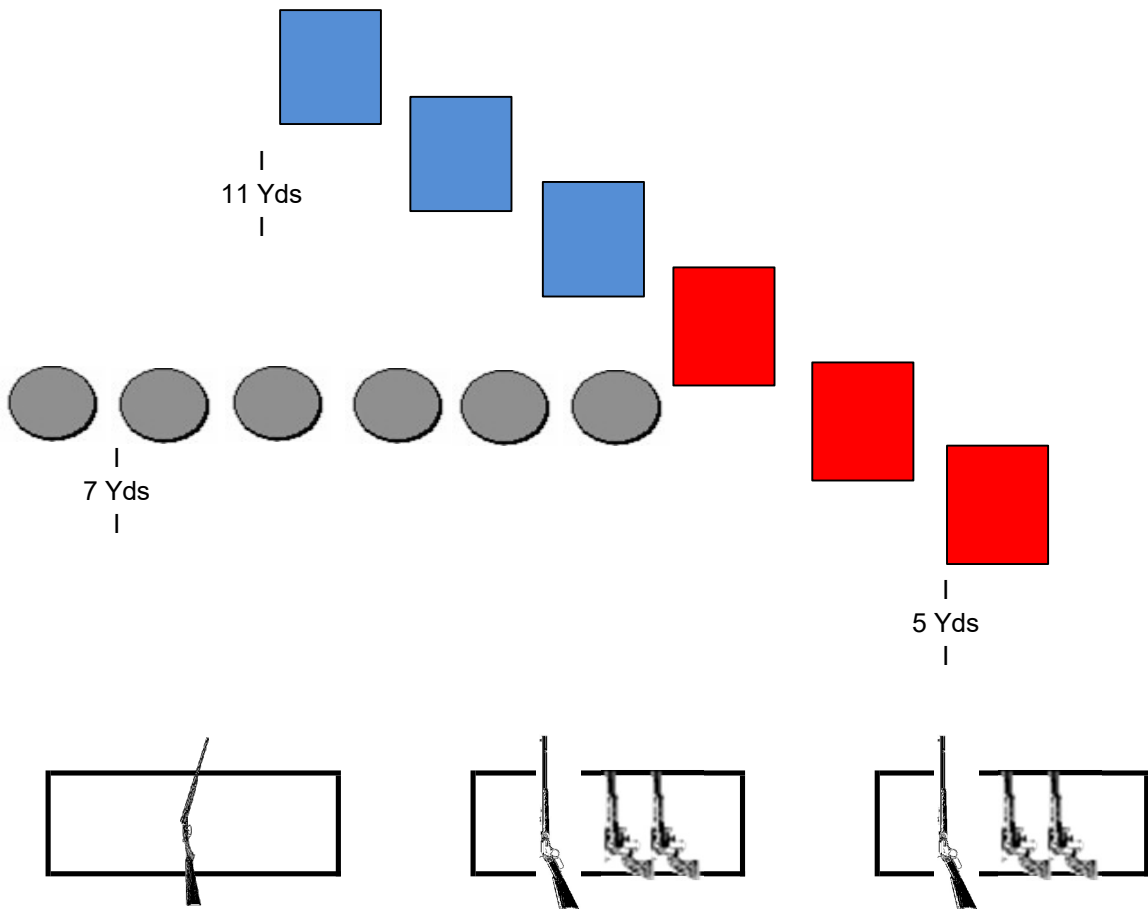


Stage 1



Round count - 10 Revolver, 10+1 Rifle, 6+ Shotgun

Staging - Revolvers holstered, rifle staged on center table, shotgun staged on left table

Gun order - Shooter's choice

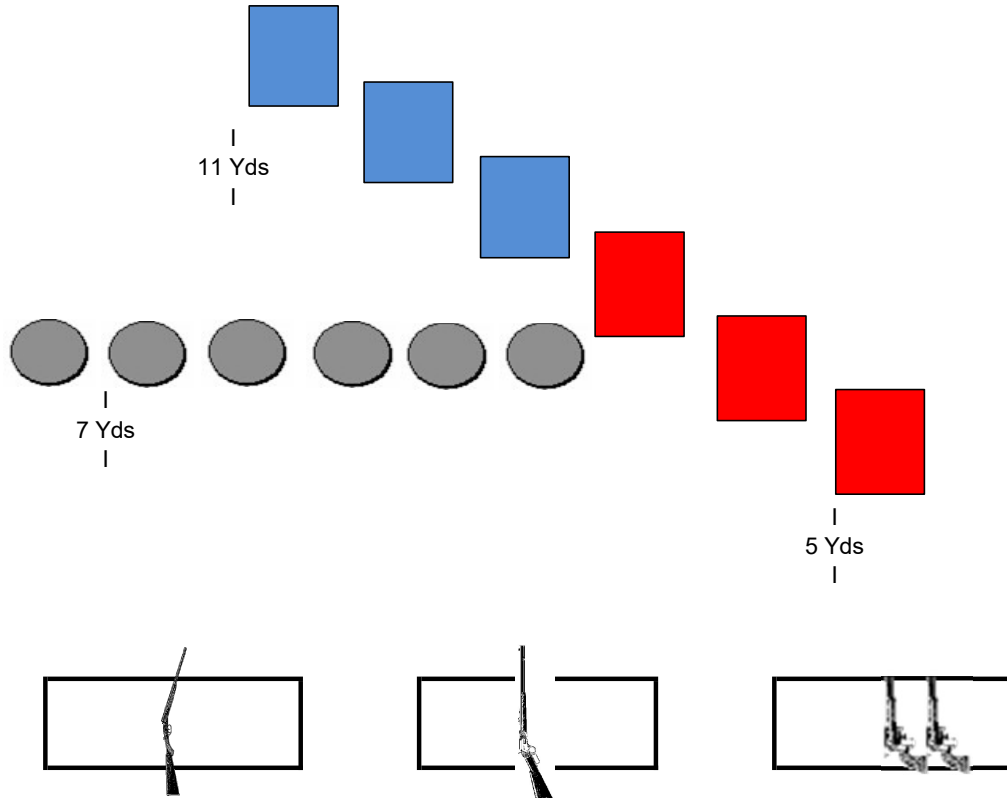
Starting position - Shooter behind table of choice, hands hovering above holstered revolvers

Starting line - **You want that gun, pick it up**

After the beep -
 Revolvers & Rifle: Engage the stationary targets with a progressive sweep starting on either end (1-2-2-3-3-3-4-4-4-4-5-5-5-5-5-6-6-6-6-6 - the end target engaged first is target 1). The 11th rifle round may be loaded any time after the timer beep.

Shotgun: Engage the 6 knockdowns until down.

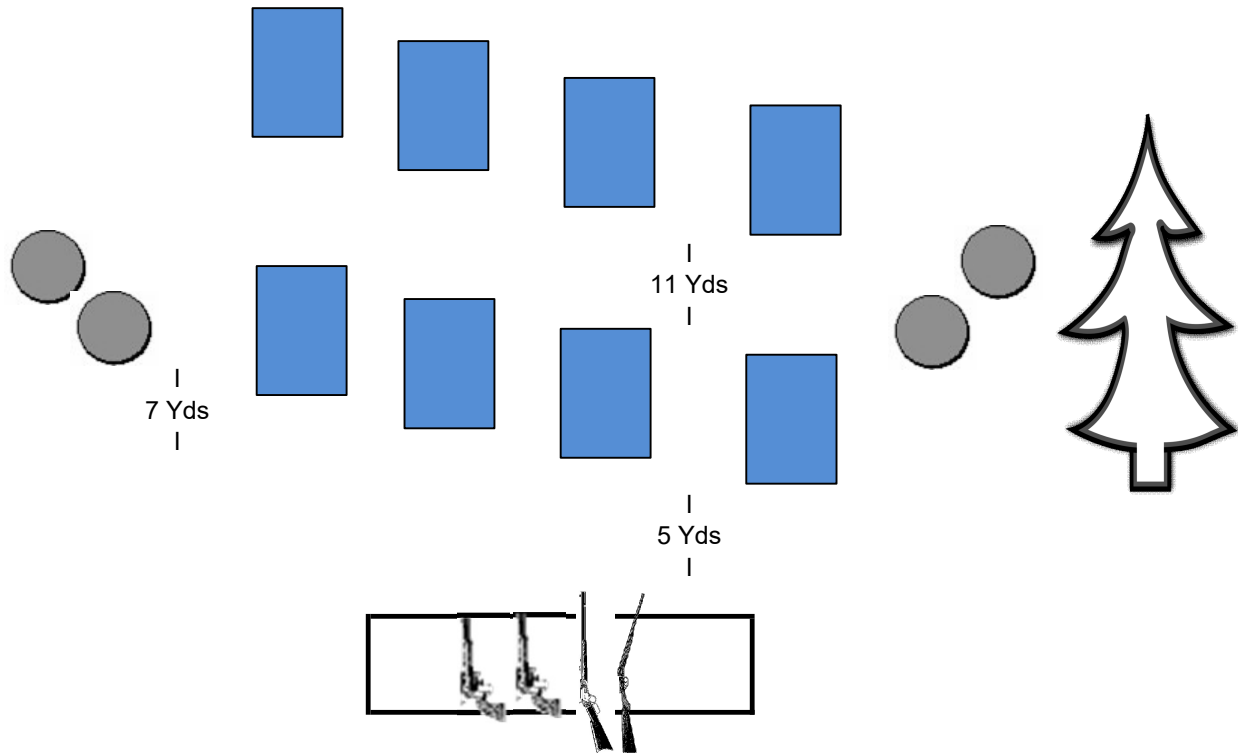
Stage 2



- Round count - 10 Revolver, 10 Rifle, 2+ Shotgun
- Staging - Revolvers holstered, rifle staged on center table, shotgun staged on left table
- Gun order - Revolvers / Rifle / Shotgun
- Starting position - Shooter behind table of choice, arms crossed over chest
- Starting line - **Sorry don't get it done Dude**
- After the beep -
- Revolvers: Engage the close (red) stationary targets with a double tap Nevada sweep in either direction.
 - Rifle: Engage the far stationary (blue) targets with a double tap sweep in either direction, then engage any 4 standing knockdowns in any order.
 - Shotgun: Engage any standing knockdowns until down.

Note: misses of the KDs with the rifle will not be counted as misses unless the KDs are left standing at the end of the stage AND the shooter declines to make them up with the shotgun. 10 rounds from rifle must be fired - unfired rounds will be counted as misses & can not be made up with shotgun.

Stage 3



Round count -

10 Revolver, 10 Rifle, 4+ Shotgun

Staging -

Revolvers holstered
Rifle staged on right table, shotgun staged on either table

Gun order -

Shooter's choice

Starting position -

Shooter behind table, hands on hips

Starting line -

That's what I got

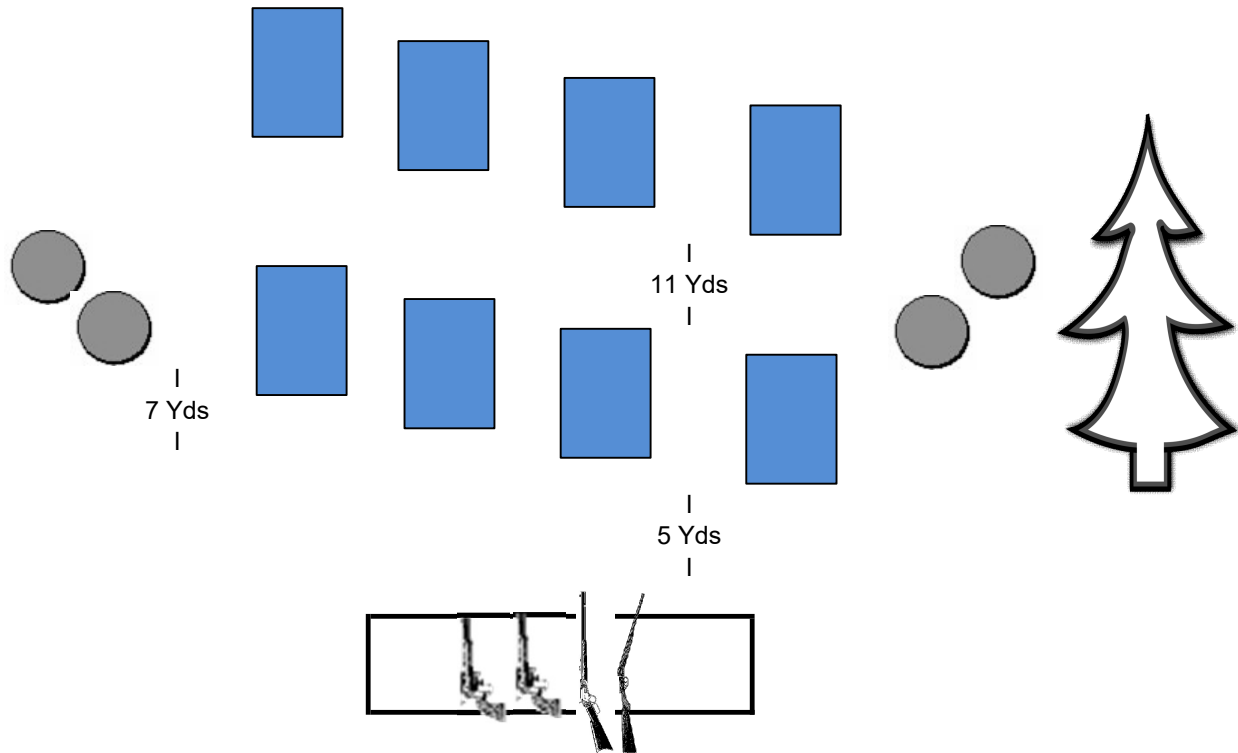
After the beep -

Revolvers: Engage the close stationary targets with a continuous single tap Nevada sweep in either direction (1-2-3-4-3-2-1-2-3-4 - target 1 is the first target engaged).

Rifle: Engage the stationary targets using the same instructions as for revolvers.

Shotgun: Engage the knockdowns at each table until down.

Stage 4

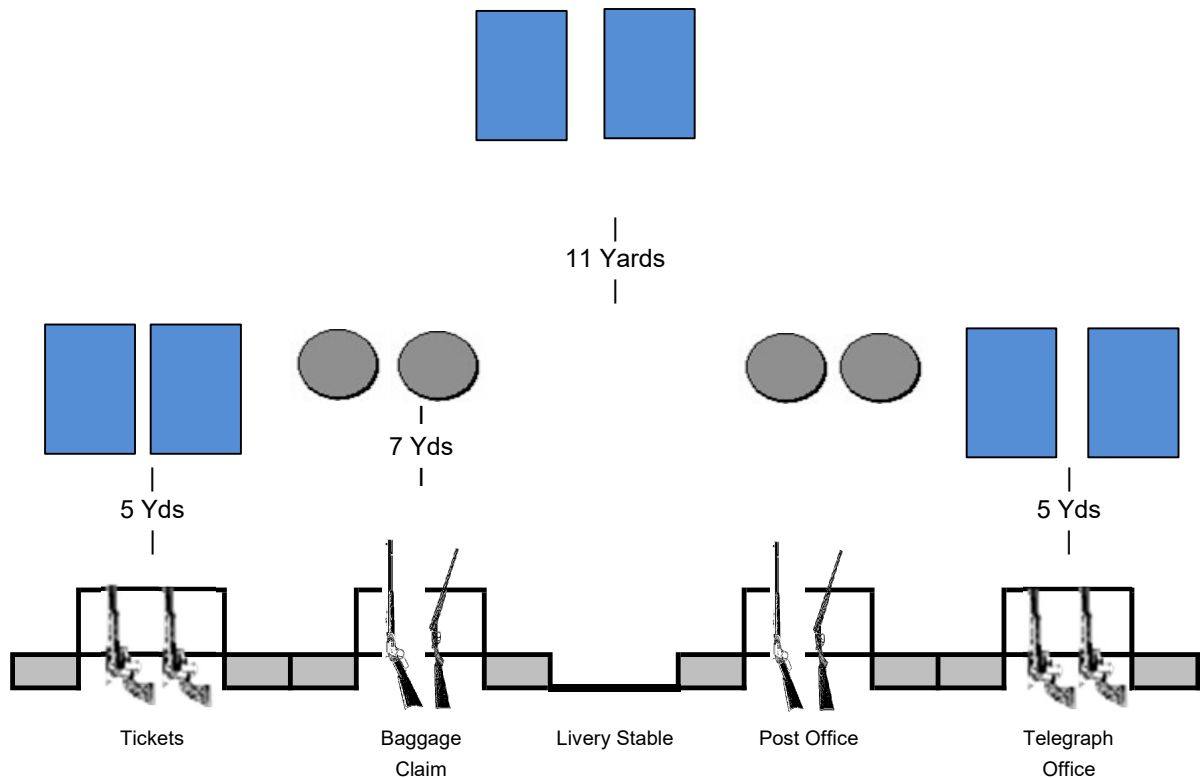


- Round count - 10 Revolver, 10 Rifle, 4+ Shotgun
- Staging - Revolvers holstered
Rifle staged on right table, shotgun staged on either table
- Gun order - Shotgun last
- Starting position - Shooter behind either table
- Starting line - **You think I'll ever be a sheriff?**
- After the beep - Revolvers: Engage the stationary targets with at least 2 rounds on each target

Shotgun: With at least 1 foot behind the table, engage the knockdowns at each table until down. Makeups from where engaged.

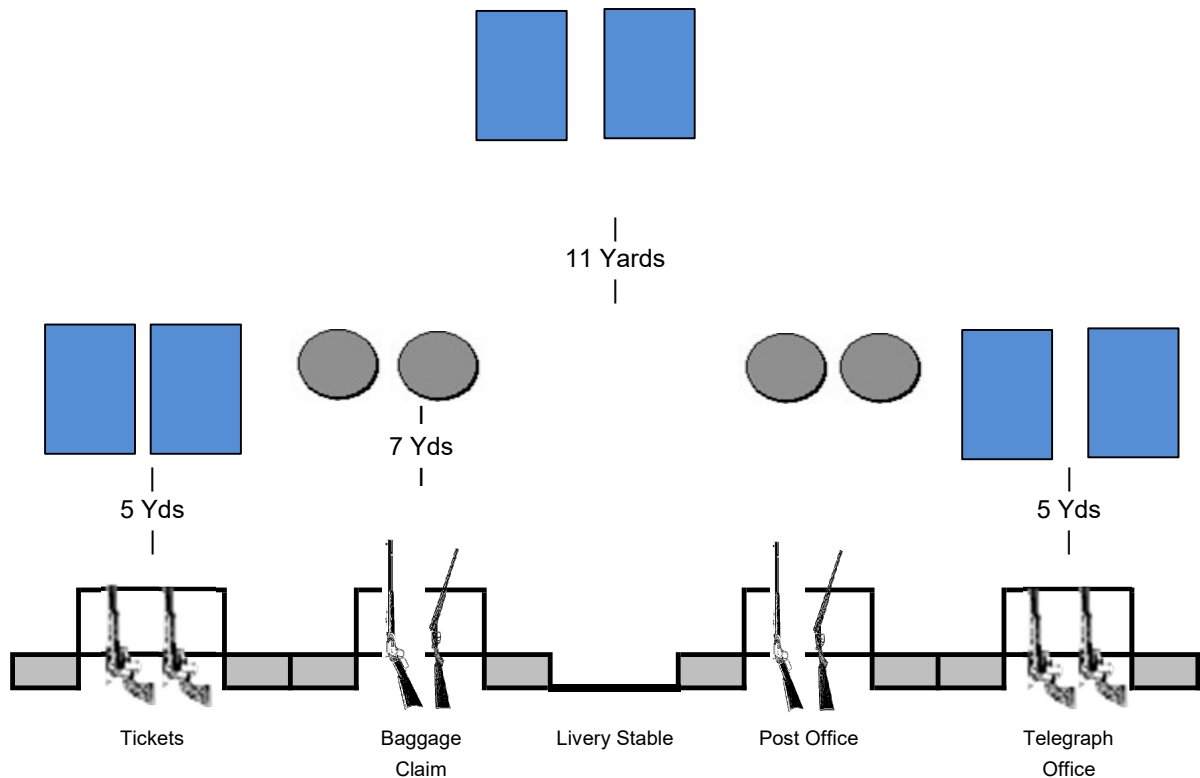
Rifle: Shooting from the right table, engage the stationary targets using the same instructions as for revolvers.

Stage 5



- Round count - 10 Revolver, 10 Rifle, 4+ Shotgun
- Staging -
 Revolvers holstered
 Rifle & shotgun staged on table in either Post Office or Baggage Claim doorway
- Gun order -
 Revolvers / Rifle / Shotgun
- Starting position -
 Shooter at Baggage Claim or Post office doorway or at Tickets or Telegraph Office window, hands on the counter
- Starting line -
How'd you come out with Burdette?
- After the beep -
 Revolvers: Shooting through either the Tickets window or the Telegraph Office, engage the close targets there alternating double taps on the 2 targets (no quad taps)
- Rifle: Shooting through either the baggage claim or post office doorway, engage the far stationary targets using the same instructions as for revolvers
- Shotgun: Shooting through the opening where the shotgun was staged, engage the 2 knockdowns until down, then engage the other 2 knockdowns through the opening in front of them. Makeups from where originally engaged.

Stage 6



- Round count - 10 Revolver, 10 Rifle, 4+ Shotgun
- Staging -
 Revolvers holstered
 Rifle staged on table in either Post Office or Baggage Claim doorway
- Gun order - Shotgun / Rifle / Revolvers
- Starting position - Shooter at Livery Stable with shotgun in both hands
- Starting line - **You take chances, my friend**
- After the beep - Shotgun: Shooting through the Livery Stable opening, engage the 4 knockdowns until down.
- Rifle: Shooting through either the baggage claim or post office doorway, engage the far stationary targets with a Drill Instructor sweep (left left left right left) then repeat instructions.
- Revolvers: Shooting through either the Tickets window or the Telegraph Office, engage the close targets there using the same instructions as for rifle.