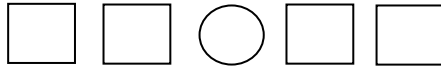
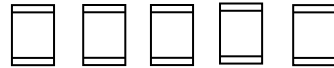


Stage 1: Livery

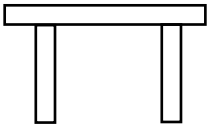
- 10 Pistol
- 10 Rifle
- 5(+) Shotgun



Rifle



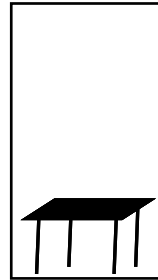
Pistol



Position 1



Position 2



Position 3



Position 4

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. Must use 3 shooting positions. If using Position 1, both feet must be between fence posts. 97's may be stoked at the loading table. Doubles, under the direction of the TO, may be loaded at the firing line and staged open.

Shooters with stoked 97's many NOT make up misses.

Shooters with doubles loaded on the shooting line may make up misses.

When ready say: **"A little target practice please."** Wait for the buzzer.

If Pistol: Starting on the center target, double tap the target, then from either outside end, single tap the targets back to the middle. Repeat instructions using the other outside targets.

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

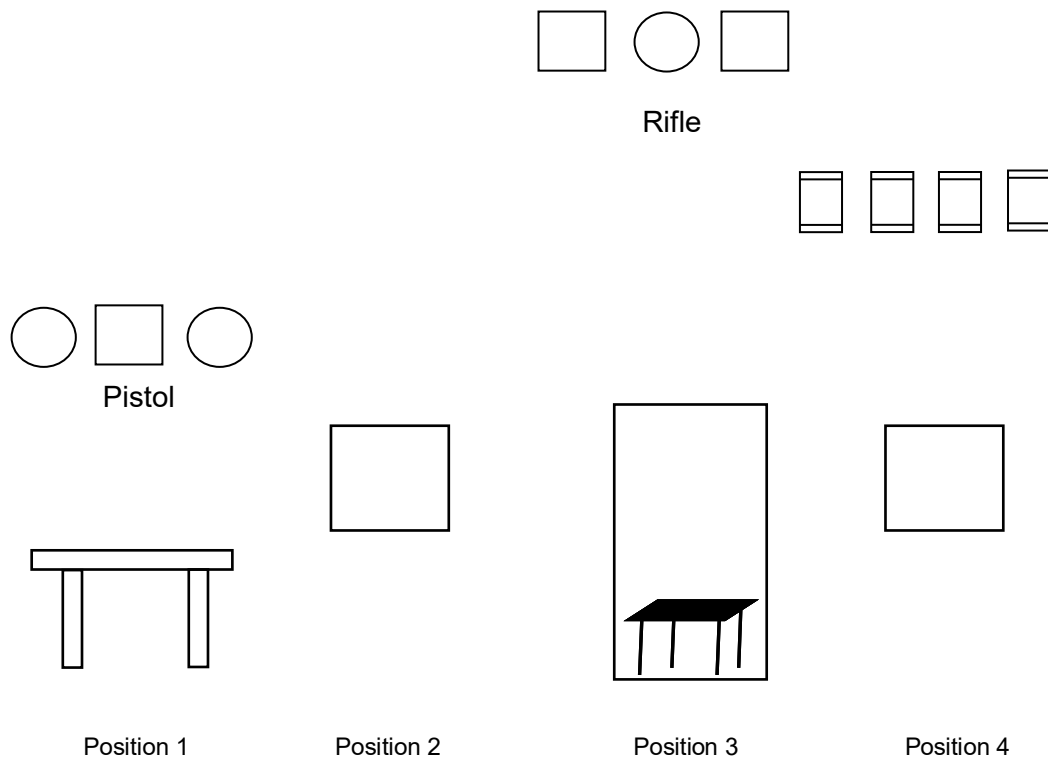
If Shotgun: Engage knockdowns in any order.

Stage 2: Livery

9 Pistol

9 Rifle

4+ Shotgun



Start: Shooters choice of starting position and gun order. Hands grasping each other behind back. Long guns staged appropriately. Must use 3 shooting positions. If using Position 1, both feet must be between fence posts.

When ready say: **“The previous stage has affected my strategy.”** Wait for the buzzer.

If Pistol: Starting on the center target, engage the targets with a single tap Nevada Sweep. Repeat.

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

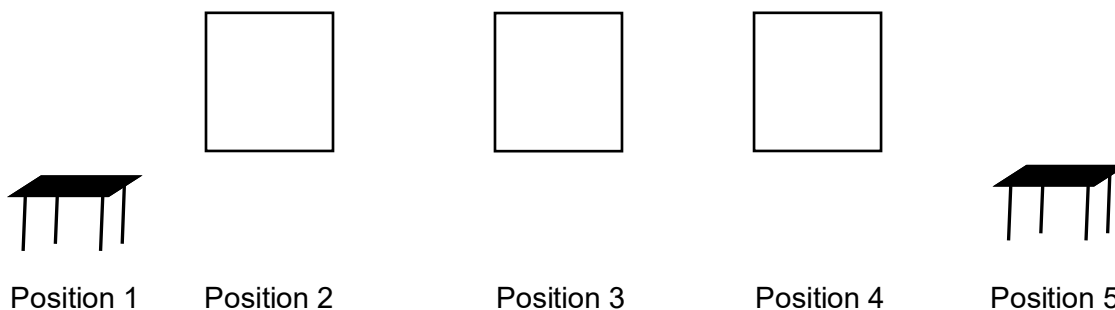
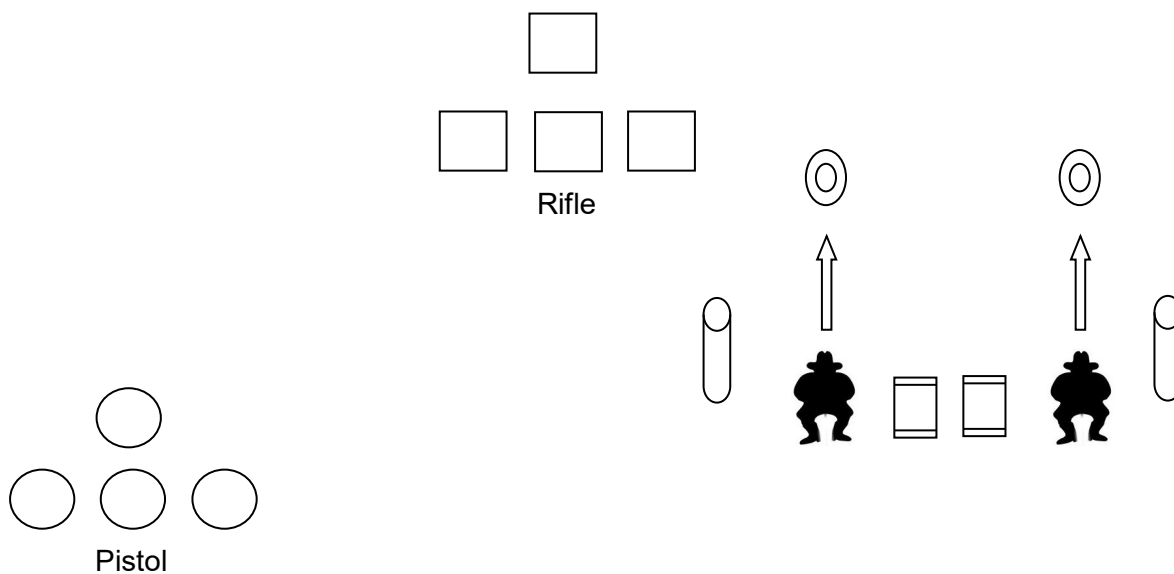
If Shotgun: Engage knockdowns in any order.

Stage 3: Bordello

10 Pistol

10 Rifle

4+ Shotgun



Start: Shooters choice of starting position with gun(s) of choice in hand(s) with muzzle(s) touching center of counter or table top. Long guns staged appropriately. 2 shooting positions must be used.

When ready say: ***"Birds, I hates birds unless I hits them."*** Wait for the buzzer.

If Pistol: Starting on either end, sweep the forward targets with a single round each and then double tap the rear target. Repeat instructions starting on the opposite end of the first pistol sweep.

If Rifle: Engage the Rifle targets with same instructions as Pistol targets.

If Shotgun: In any order, engage the two poppers, clay birds and shotgun knockdowns. Missed birds may be made up by engaging pipes. Pipes must go down to count.

Stage 4: Bordello

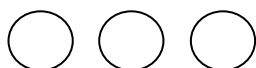
10 Pistol

10 Rifle

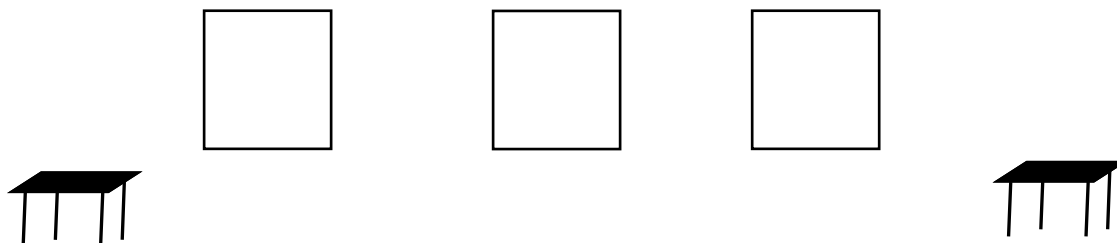
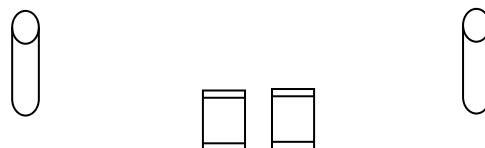
4+ Shotgun



Rifle



Pistol



Position 1

Position 2

Position 3

Position 4

Position 5

Start: Shooter's choice of starting position and gun order with arms crossed and fingers touching shoulders. 3 shooting positions must be used.

When ready say: ***“At least this one is a little bit easier.”*** Wait for the buzzer.

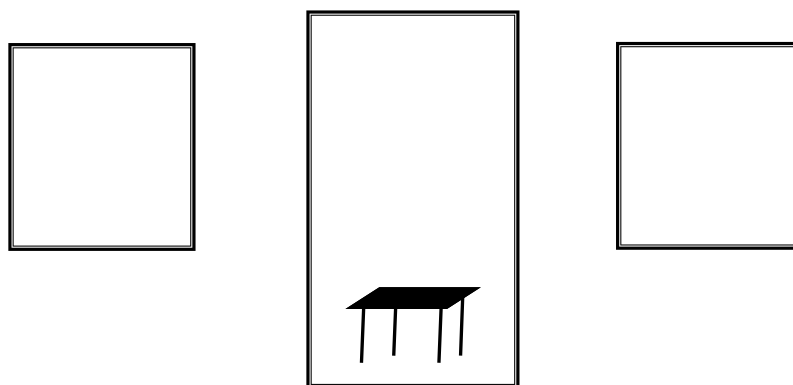
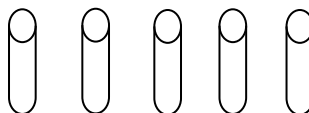
If Pistol: Starting on either end, triple tap an end target then sweep the remaining two targets. Repeat instructions but starting on the opposite end.

If Rifle: Engage the Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage knockdowns in any order.

Stage 5: Marshals Office

10 Pistol
10 Rifle
5(+) Shotgun



Position 1

Position 2

Position 3

Start: Shooters choice of starting position and gun order with hands flat on table.

Long guns staged appropriately. 3 shooting positions must be used.

97's may be stoked at the loading table. Doubles, under the direction of the TO, may be loaded at the firing line and staged open.

Shooters with stoked 97's may NOT make up misses.

Shooters with doubles loaded on the shooting line may make up misses.

When ready say: ***"Hang the stage writer!"*** Wait for the buzzer.

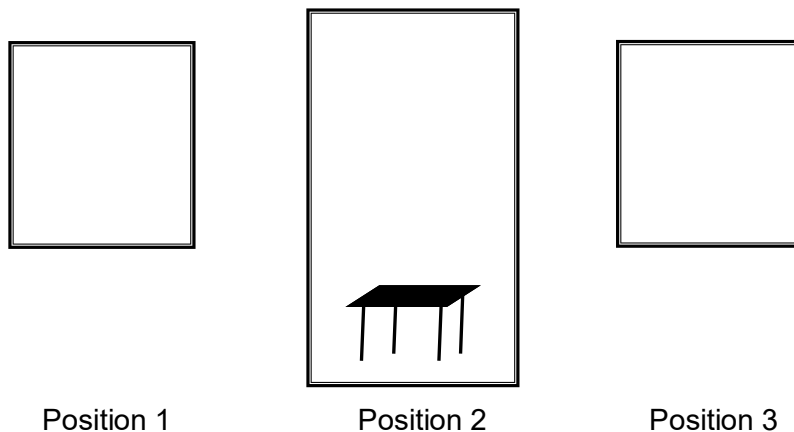
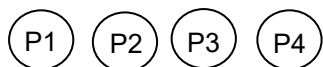
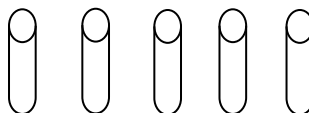
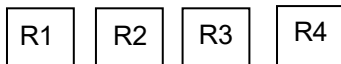
If Pistol: Starting on either end, engage the Pistol targets with a 1 - 2 - 3 - 2 - 3 - 4 - 3 - 4 - 5 - 6 sweep.

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage shotgun knockdowns in any order.

Stage 6: Marshals Office

10 Pistol
10 Rifle
5+ Shotgun



Start: Shooters choice of starting position and gun order.
Long guns staged appropriately. 2 shooting positions must be used.

When ready say: ***“Dang - this one seems a little easier!”*** Wait for the buzzer.

If Pistol: Starting on either end, engage the Pistol targets with a 1 - 1 - 2 - 3 - 4 - 4 - 3 - 2 - 1 - 1 sweep.

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage shotgun knockdowns in any order.