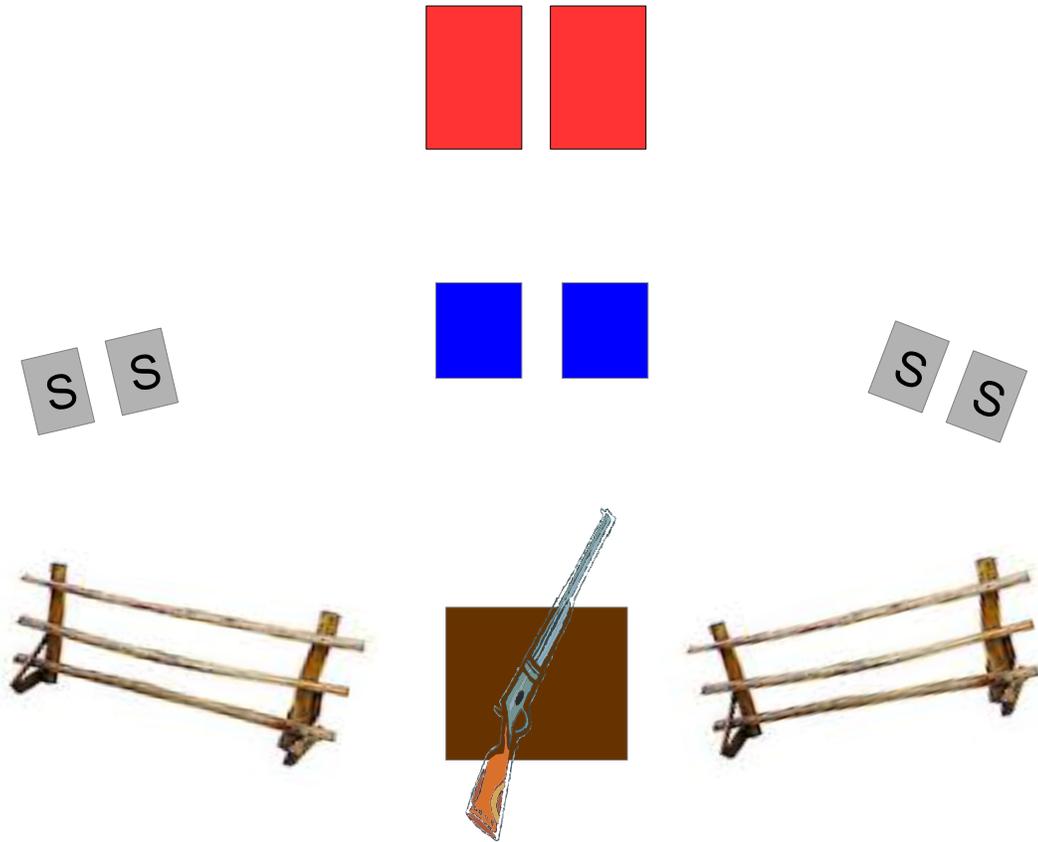


Stage1

Berm 3



Round count: 10 pistol, 10 rifle and 4+ shotgun.

Staging: Pistolas holstered – Rifle staged on table.

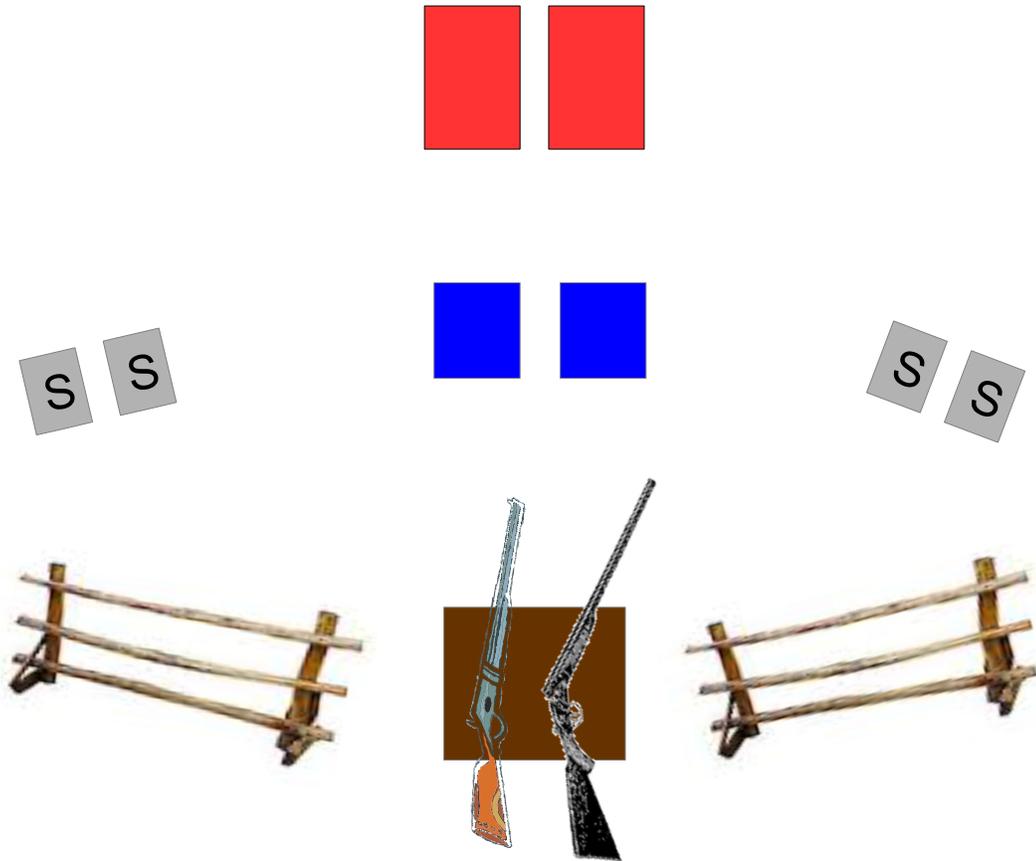
Begin standing behind either left or right fence. Shotgun in hand.

Line: “Out here, due process is a bullet.”

ATB: With the shotgun, knock down the two sg targets in front of you. Move to the opposite fence (watch the 170) and knock down the other two sg targets. Move to the table and make sg safe. With your rifle alternate shots on the rectangles with 4 rnds and place one round on a forward square, then, repeat with the next 5 rnds using the other forward square. With your pistols repeat per rifle instructions except using first the forward squares and the back rectangles.

Stage2

Berm 3



Round count: 10 pistol, 10 rifle and 4+ shotgun.

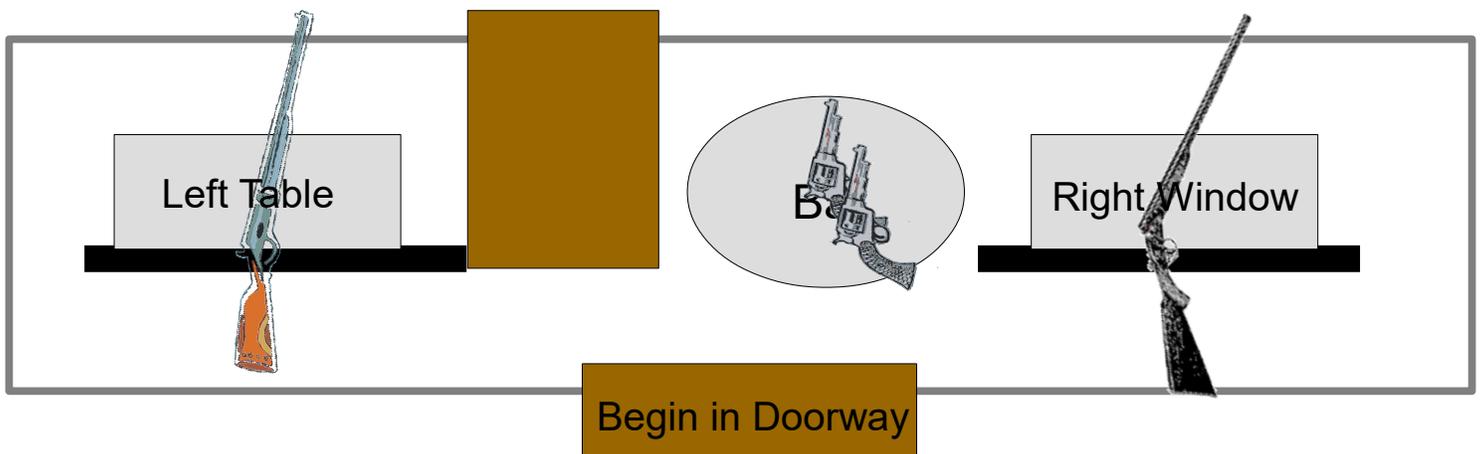
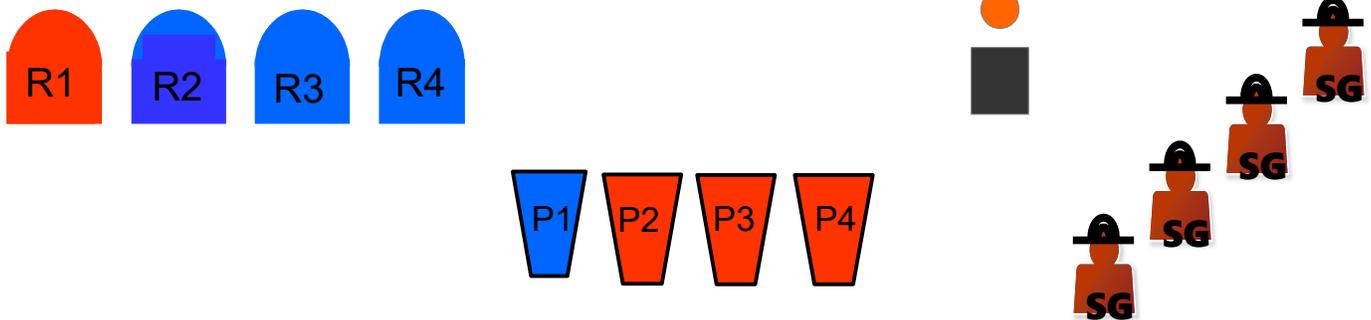
Staging: Pistolas holstered – Rifle and shotgun staged on the table. Start standing at the table, hands on hat. Guns may be shot in any order but rifle not last.

Line: “You may need me and this Winchester, Curley.”

Procedure: If starting with the rifle, engage the rifle targets in an alternating 1-1-3-3-1-1 sweep. With your pistols, repeat per rifle instructions. With your shotgun, move to either left or right fence and knockdown the two targets. Move to opposite fence and repeat.

Stage 3

“DER HOOSGAW”



Round count: 10 pistol, 10 rifle and 6+ shotgun.

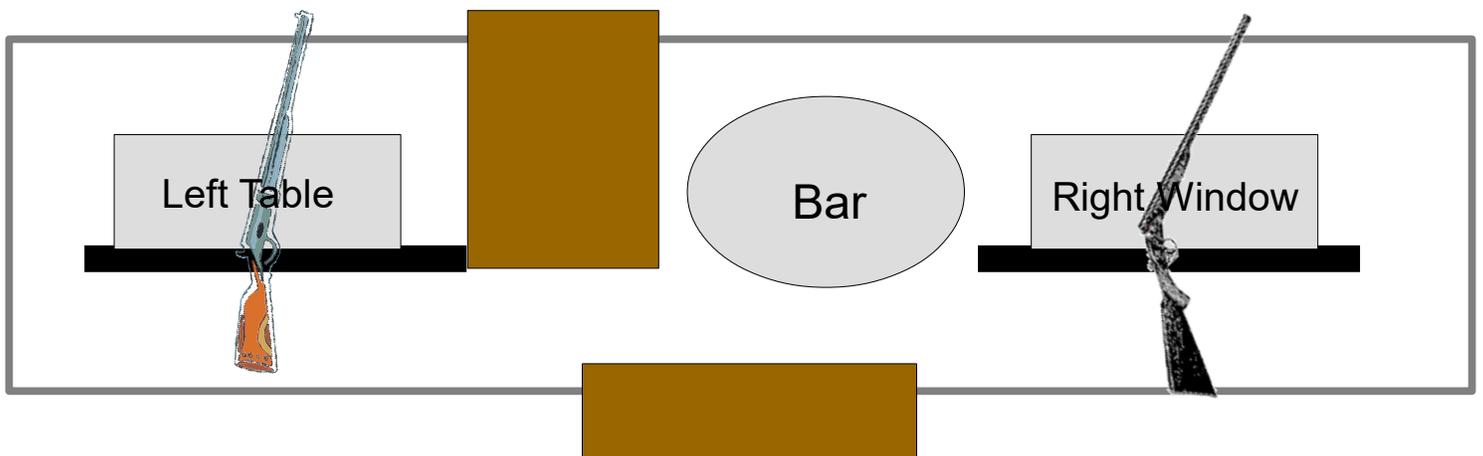
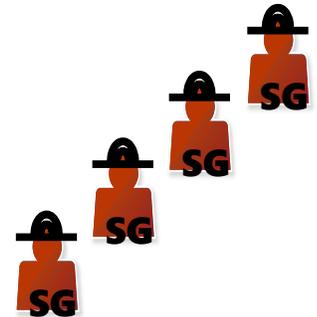
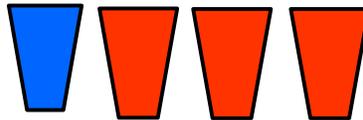
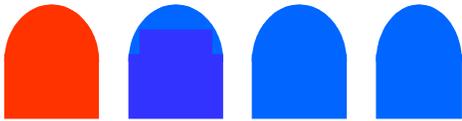
Staging: Pistolas staged on the bar, rifle staged on left table.

Shotgun staged right window. Begin standing in doorway, hands on doorframe.

Line: “I won’t be wronged!!”

ATB: Move to position of choice. If starting with rifle, engage the rifle targets in a Beaver Crossing Sweep, i.e. (1-4-4-1-3-3-1-2-2-1). With pistols, repeat per rifle instructions. With the shotgun, engage the 4 knockdowns then the flyer. Breaking the flyer will get you a 5 sec. Bonus. Failure to engage the flyer will get you a 5 sec. Penalty.

Stage 4 "DER HOOSGAW"



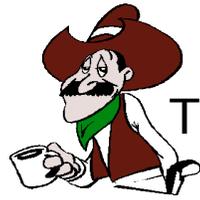
Round count: 10 pistol, 10 rifle and 6+ shotgun.

Staging: Pistolas staged on the bar, rifle staged on left table.

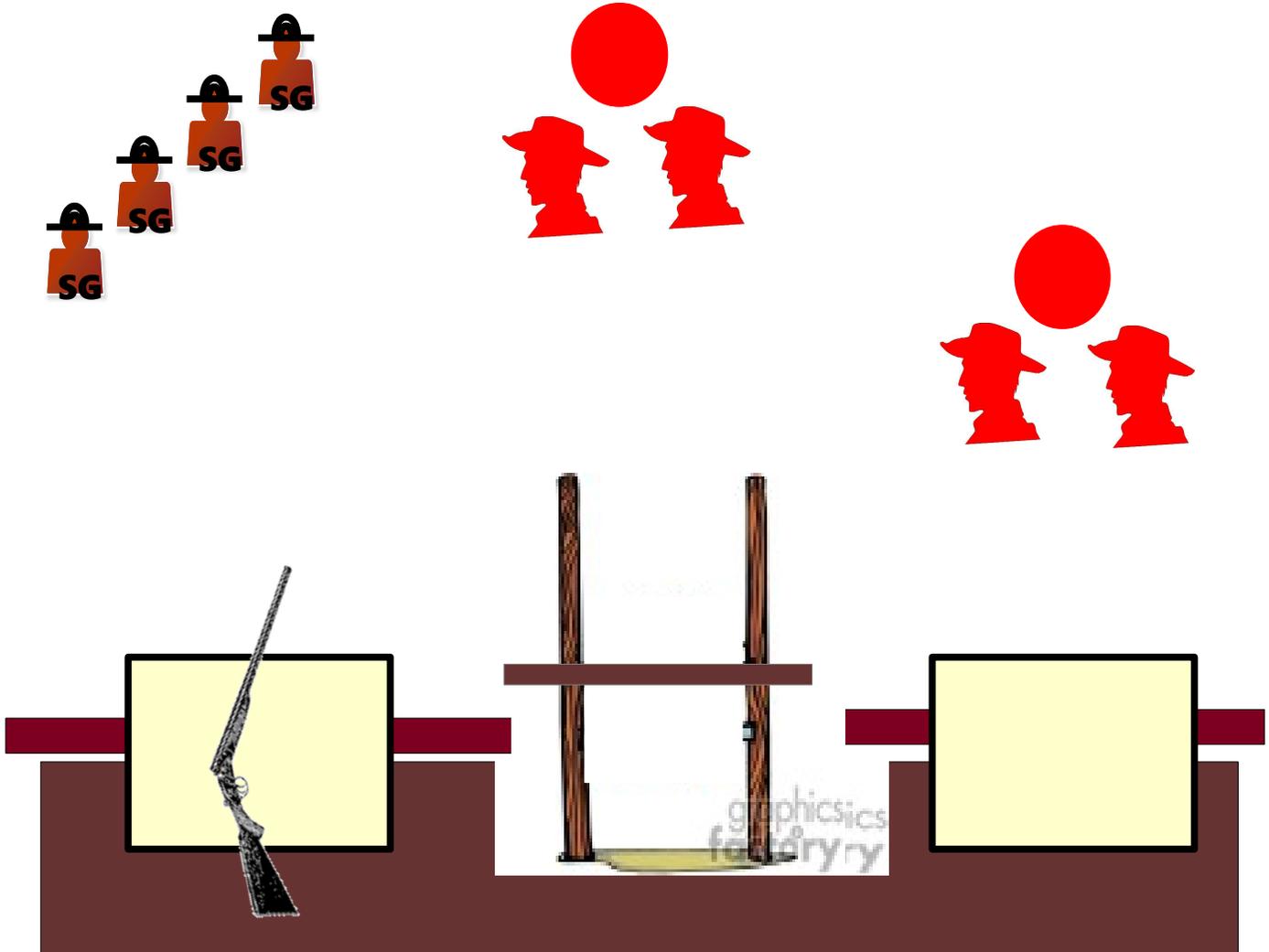
Shotgun staged right window. Begin standing at position of choice, hands on hat.

Line: "We're burnin' daylight!"

ATB: If starting with the rifle engage the targets from either direction in a reverse Lawrence Welk sweep. With your pistols, repeat per rifle instructions. With your shotgun, knock 'em down.



Stage 5 The Sultry Dog Saloon



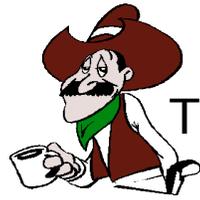
Round count: 10 pistol, 10 rifle and 4+ shotgun.

Staging: Pistolas holstered – Shotgun on left window

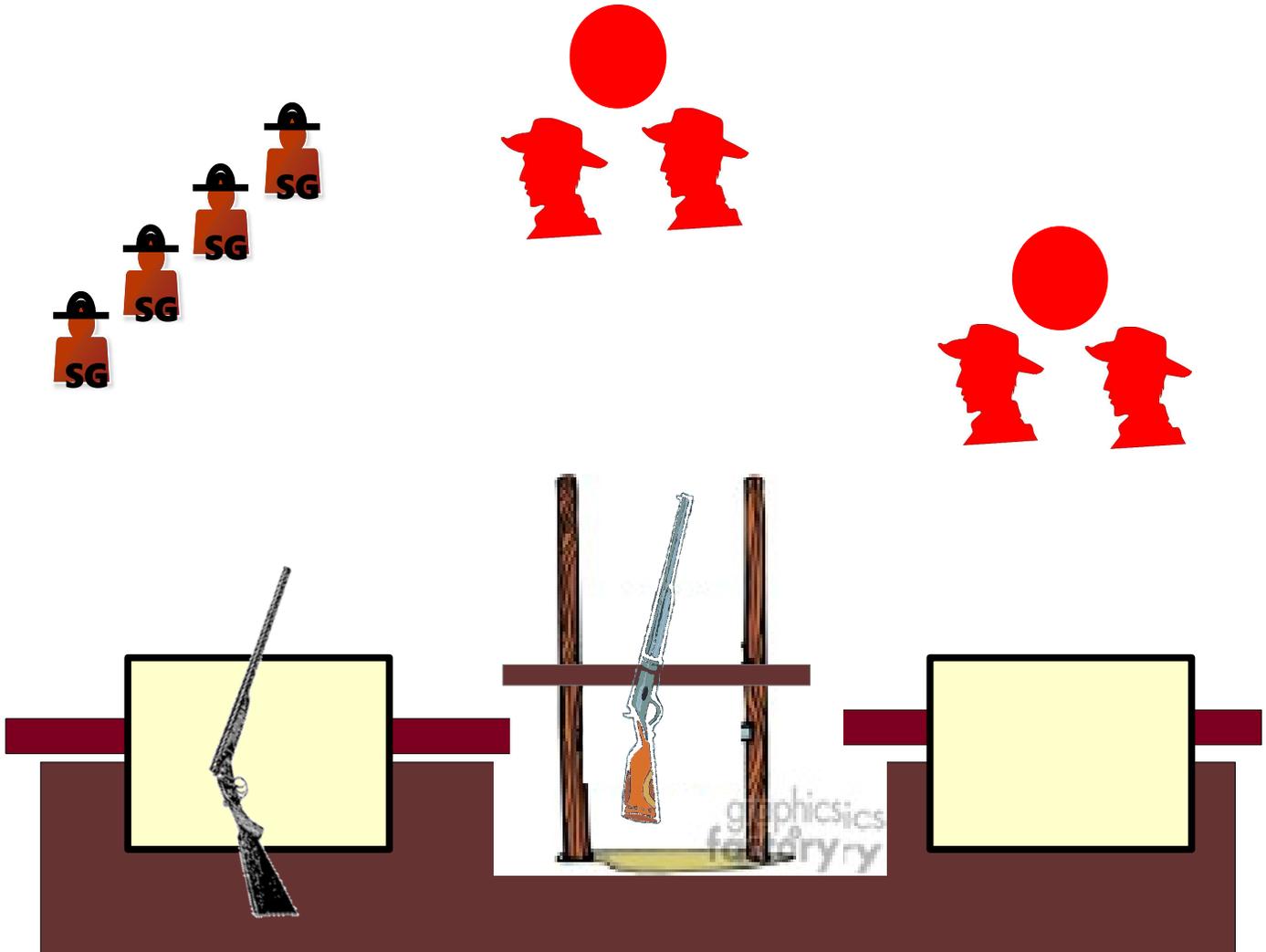
Begin standing in doorway, rifle in hand. Stage may be shot rifle, pistol, shotgun or rifle shotgun, pistol. You may ground your rifle in the doorway or carry it with you to the next string.

Line: “Cowboys! Just like the word says.”

ATB: With the rifle begin by placing 2 rounds on the circle and then 2 rounds on either cowboy and then 1 round on the circle. Repeat with next five rounds using the opposite cowboy. With pistols, repeat per rifle instructions. Shotgun: Knock 'em down!



Stage 6 The Sultry Dog Saloon



Round count: 10 pistol, 10 rifle and 4+ shotgun.

Staging: Pistolas holstered – Shotgun on left window, rifle on table in doorway. Begin standing at position of choice. Stage may be shot in any order but rifle not last. Hands on hat.

Line: “I wouldn’t make a habit of callin’ me that, son!”

ATB: If starting with the rifle place 2 rounds on one of the cowboys then 3 rounds on the circle, then 2 rounds on the other cowboy and 3 rounds on the circle. With pistols., repeat per rifle instructions. With shotgun, knock 'em down in any order.