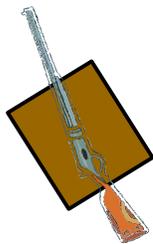
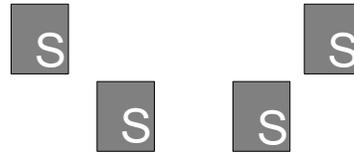
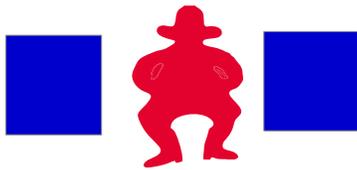
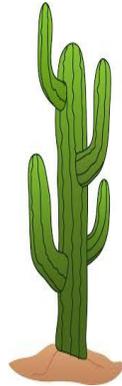


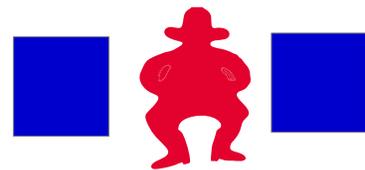
Stage 1



POSITION 2



POSITION 3



POSITION 1

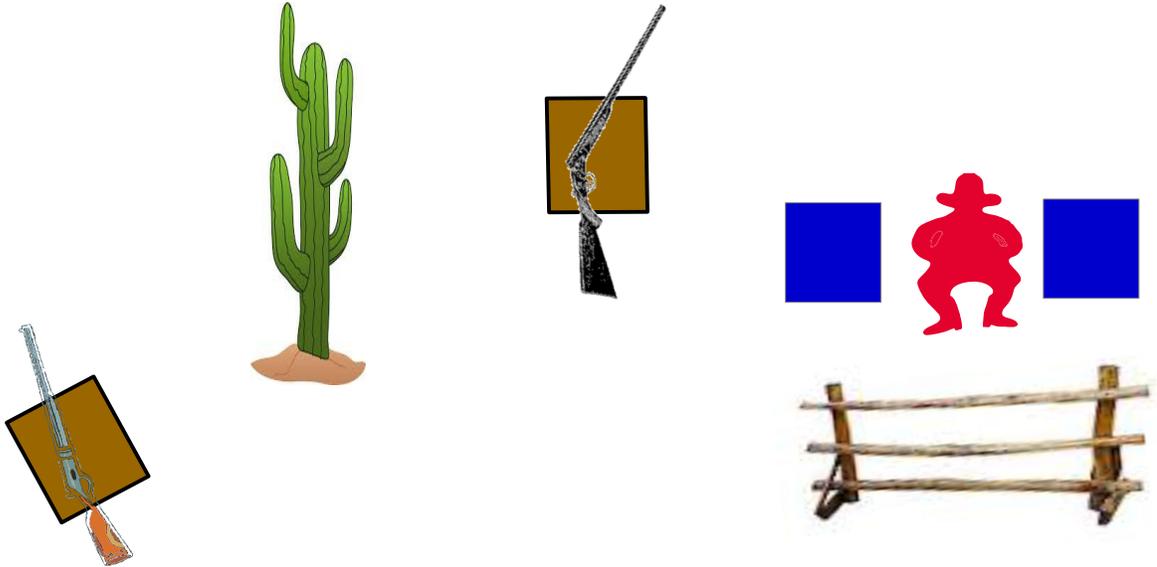
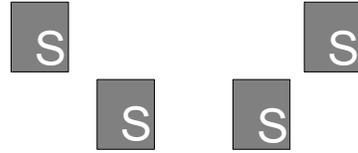
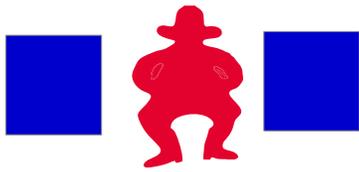
Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Rifle staged at Position 2, Shotgun staged at Position 3, pistols are holstered.
Start standing behind fence at Position 1. Hands: SASS Default
Order: Pistols, Rifle, Shotgun.

Line: *"Pull that smokewagon and see what happens."*

ATB: With your pistols, alternate double taps on the two outside targets for 8 rnds then double tap the center target. Move to position 2 and repeat per pistol instructions. Ground rifle on table with muzzle pointed into left berm and move to position 3 and with you shotgun knock 'em down in any order.

Stage 2



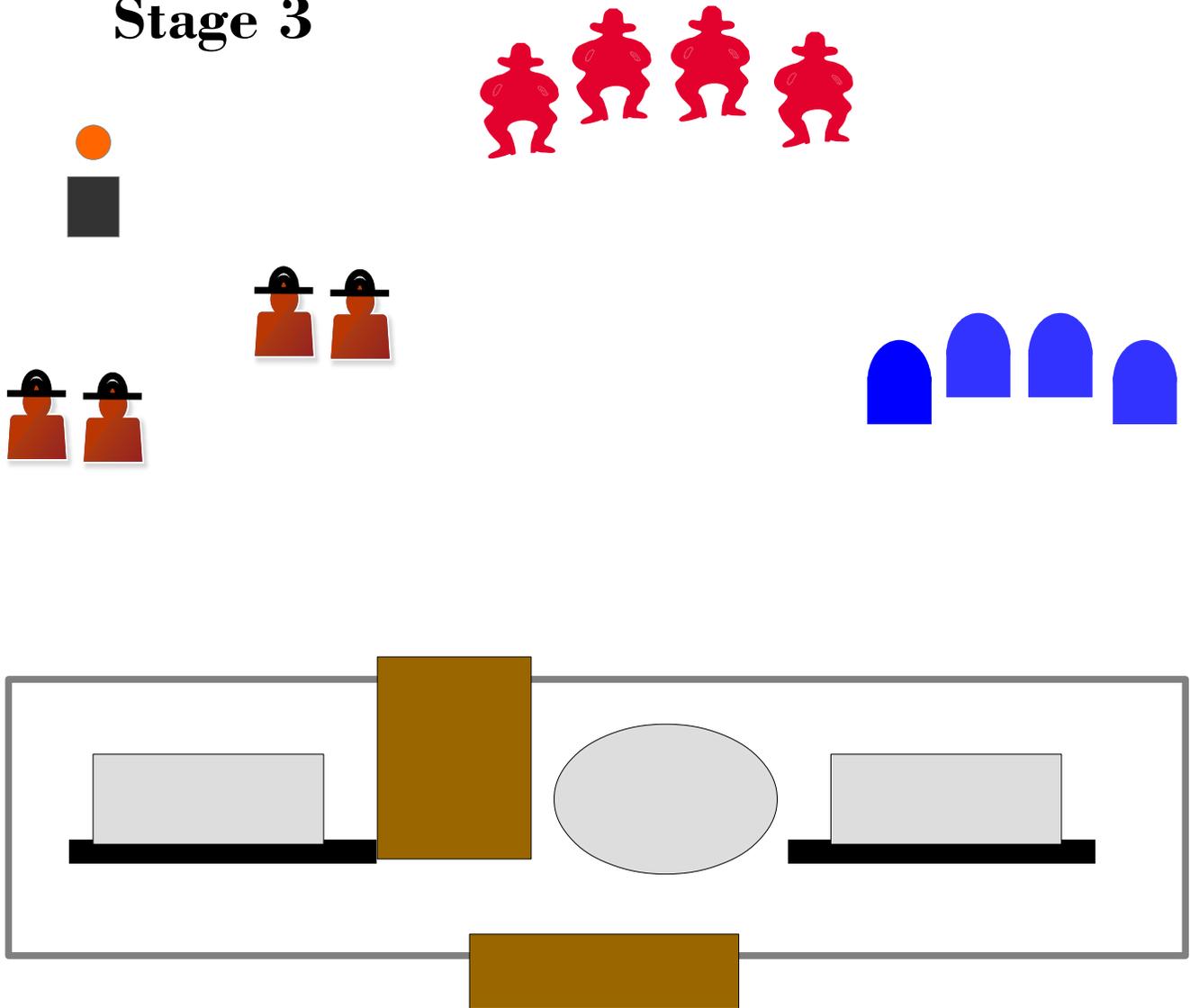
Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Pistols holstered, shotgun staged on middle table and rifle staged on left table. Begin with your rifle in hand at the left table then move to position of choice.

Line: ***“By all means, move!”***

ATB: With the rifle, sweep the three targets three times and place the tenth round on the center cowboy. With pistols, repeat per rifle instructions. With shotgun, knock 'em down. Make sure you ground your rifle with muzzle pointing into left berm.

Stage 3



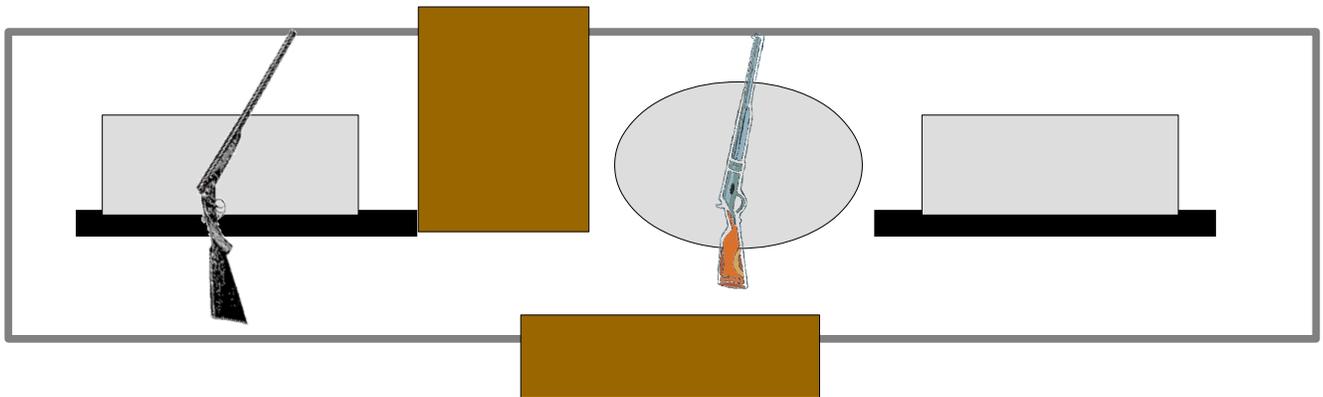
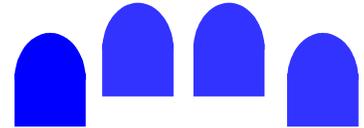
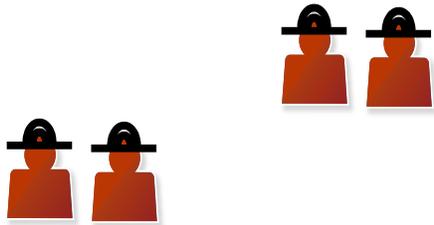
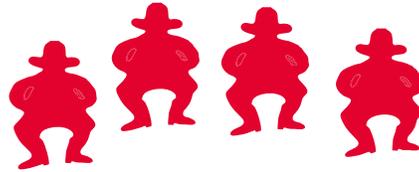
Round Count: 10 Rifle, 10 Pistol, 6+ Shotgun.
Pistolas holstered, shotgun and rifle staged at position of choice.
Stage may be shot in any order but rifle not last.

Begin Standing at position of choice –Hands on Hat.

Line: ***“I stand corrected. You're an oak.”***

ATB: From the center position, engage the rifle targets in a Hoot Sweep (1-2-2-3-3-2-2-3-3-4). From the right position, engage the pistol targets per rifle instructions. From the left position, engage the 4 knock-downs in any order then engage the flyer. A hit on the flyer will get you a five second bonus. Failure to engage the flyer will get you a 5 sec. Penalty.

Stage 4



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

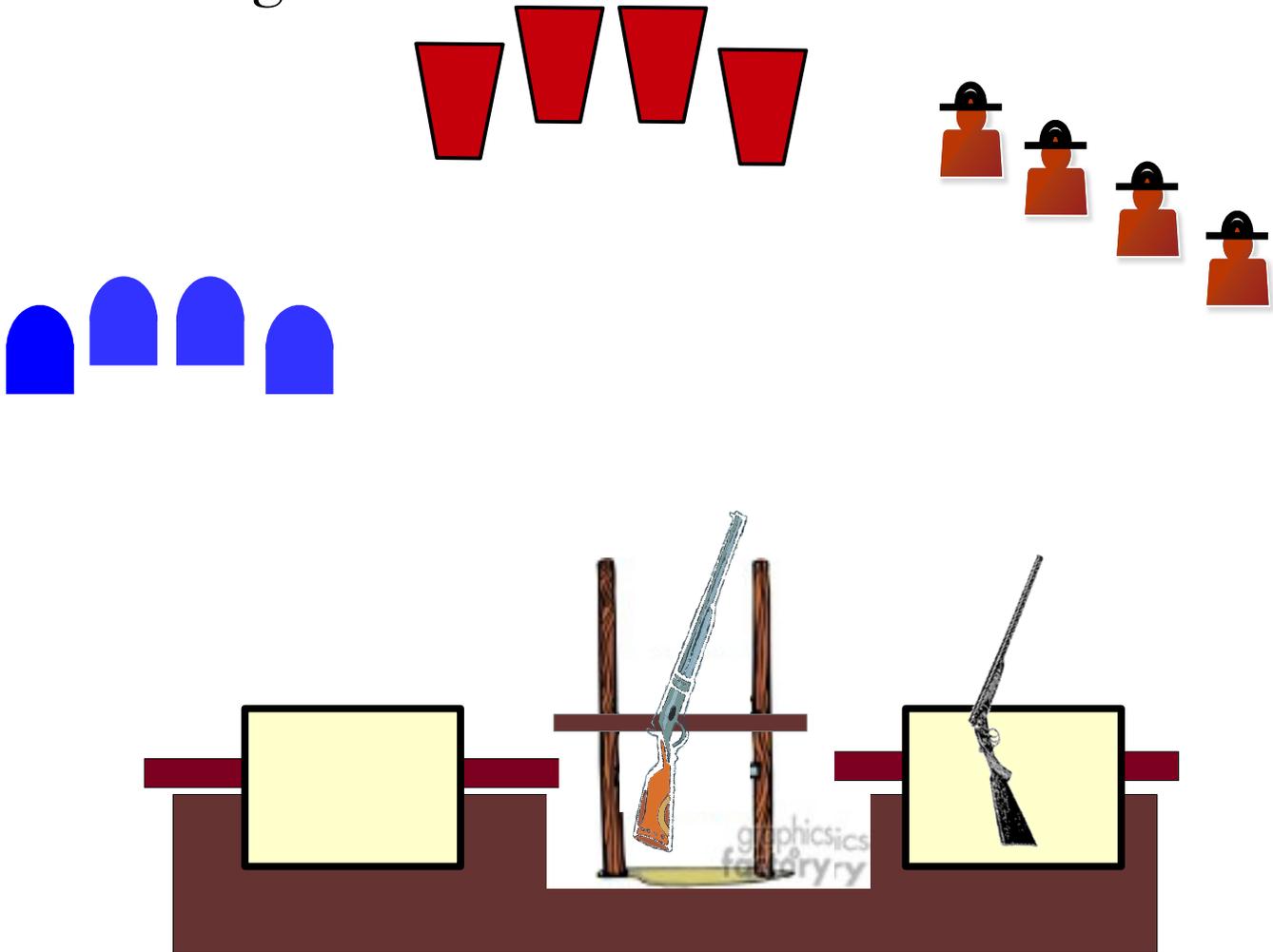
Pistolas holstered, rifle staged on center table, shotgun staged on left table.
Stage may be shot in any order but rifle not last.

Begin standing in doorway, hands on door frame.

Line: ***“Well, Howdy Boys!”***

ATB: Engage the rifle targets in a “Whatjamacallit Sweep” (1-1-2-3-4-2-3-4-1-1).
With pistols repeat per rifle instructions. With shotgun, knock 'em down in any order.

Stage 5



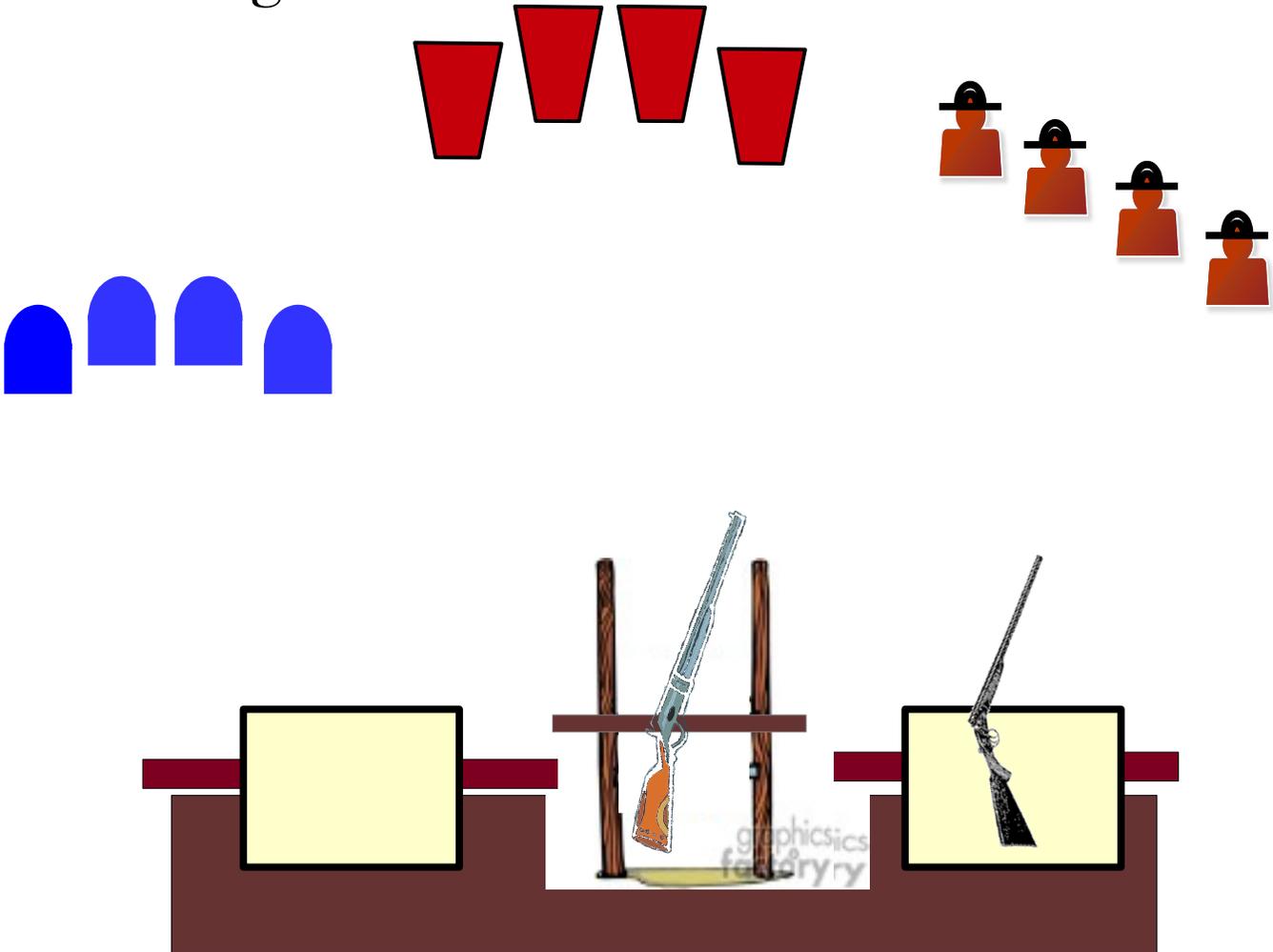
Round Count: 10 Rifle, 10 Pistol, 4] + Shotgun

Staging: Shotgun staged on right window, rifle staged on center table. Pistols holstered. Begin standing at position of choice. Hands at low surrender. Stage may be shot in any order but rifle not last.

Line: "And Hell's comin' with me."

ATB: If starting with the rifle, engage the rifle targets by alternating shots on any 2 targets for 5 rounds and then anternating shots on the other 2 targets for 5 rounds. With pistols, repeat per rifle instructions. With shotgun – knock 'em down.

Stage 6



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

Staging: Pistols holstered, rifle staged on center table. Begin standing at the right table, shotgun in hand.

Line: "This scattergun will do the job!"

ATB: With you shotgun, knock down the sg targets in any order. Move to the center table and with your rifle engage the rifle targets in a Nevada Sweep from either direction double-tapping the end targets (1-1-2-3-4-4-3-2-1-1) Make rifle safe and move to the left window and with your pistols repeat per rifle instructions.