



Stage 1

Berm 2



TABLE



START POSITION

Round Count: 10 Rifle – 10 Pistol – 0+ Shotgun

Staging: Begin Standing at Start Position with Rifle in Hand, one foot touching rock.

Pistols Holstered.

Line: “Sticks in my craw!”

Procedure: ATB engage the three rifle targets in a double-tap Nevada Sweep from either direction. Move to the table and make rifle safe and with your first pistol engage the left outside knockdown, the three front targets and then the right outside knockdown. With the second pistol, engage the left inside knockdown, the three front targets and the right inside knockdown.

Declining to bring your shotgun to line will get you a 10 sec. bonus if all knock downs are down. Knockdowns left standing are a miss. Bringing the shotgun to the line will forfeit the bonus but you may make up knockdowns still standing.

Stage 2

Perm 2



Round Count: 10 Rifle – 10 Pistols – 4+ Shotgun

Staging: Rifle and Shotgun staged on the table. Pistols holstered.

Line: “Those damn Cuban cigars got me all riled up!”

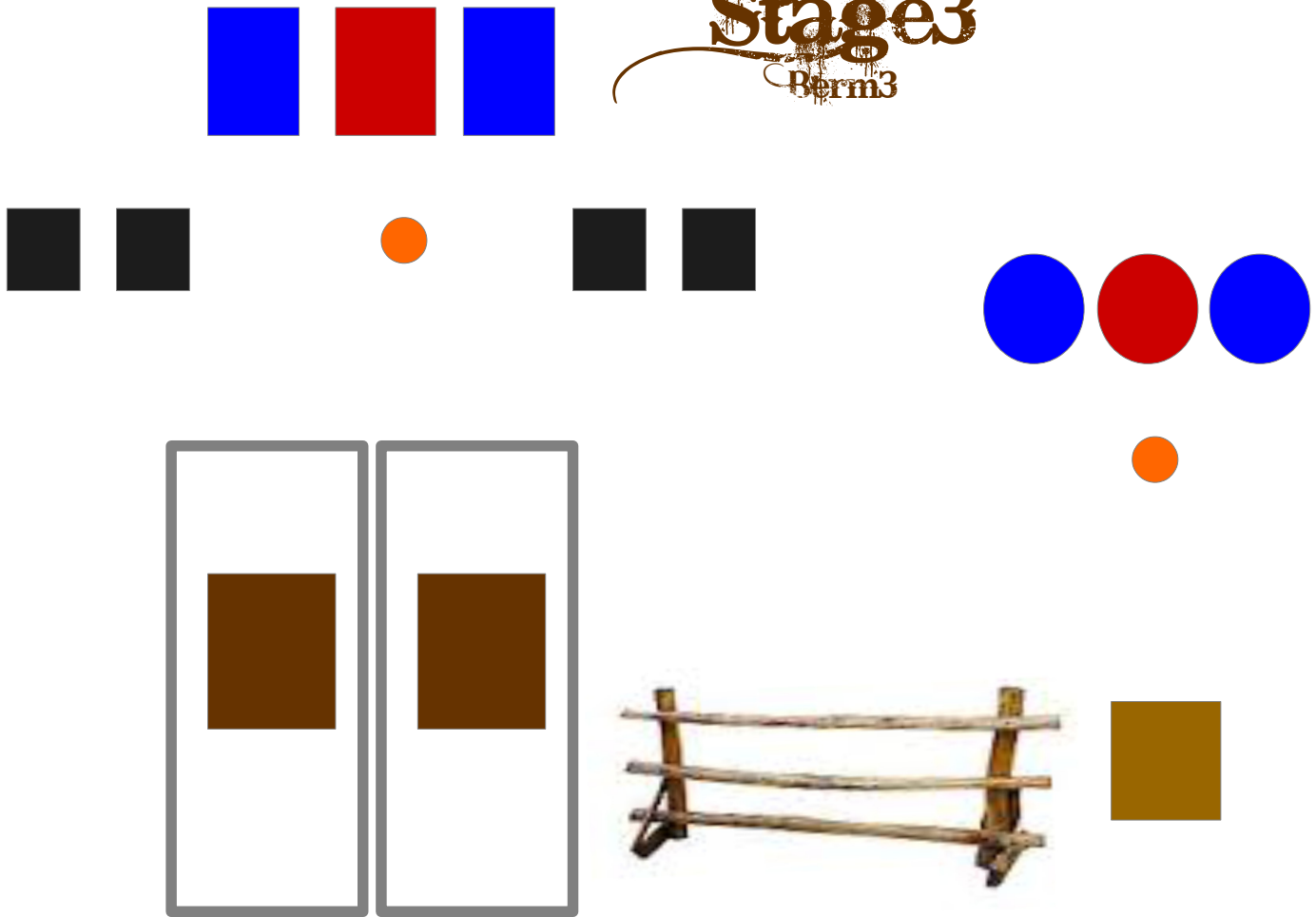
Procedure: Guns may be shot in any order but rifle not last.

If starting with the rifle engage the rifle/pistol targets in a 2-2-1-2-3 sweep twice.

With pistols, repeat per rifle instructions. With shotgun, knock down shotgun targets in any order.

Stage 3

Bern3



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

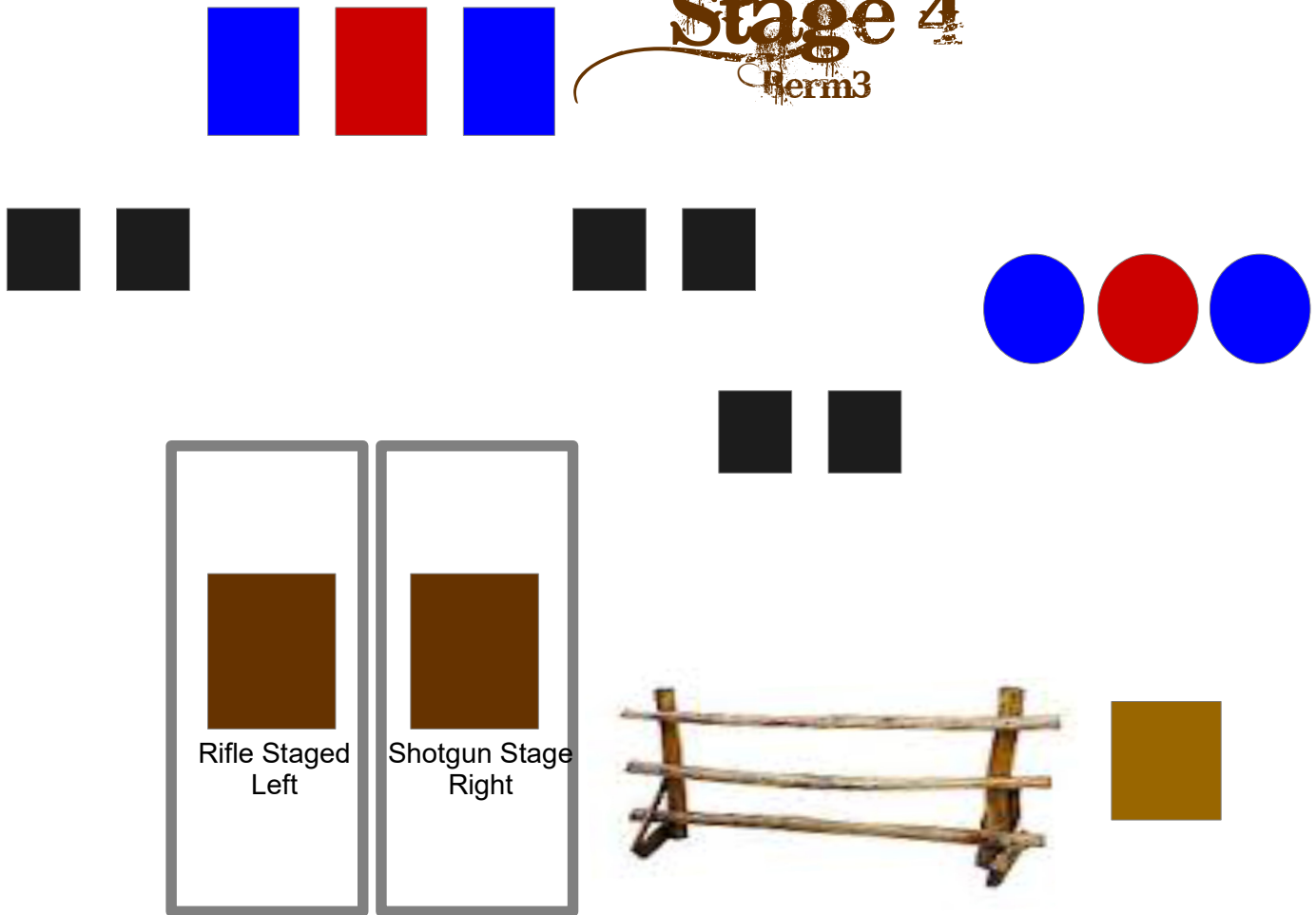
Staging: One long gun staged in each window. Pistols Holstered. Begin standing at window of choice – hands on hat.

Line: “Got no problem with killin' boss. Never had.”

ATB: If starting with the rifle, sweep the three targets three times and place the 10th round on the clay target for a 5 sec bonus. Make rifle safe on window and move to shotgun window where you will engage the shotgun targets until down. Make shotgun safe on the window – or carry with you to the table and make safe. With your pistols, sweep the three targets three times and place the tenth round on the clay target for a 5 sec bonus. Both clay targets must be broken to receive the bonus.

Stage 4

Herm3



Round Count: 10 Rifle – 10 Pistol – 6+ Shotgun.

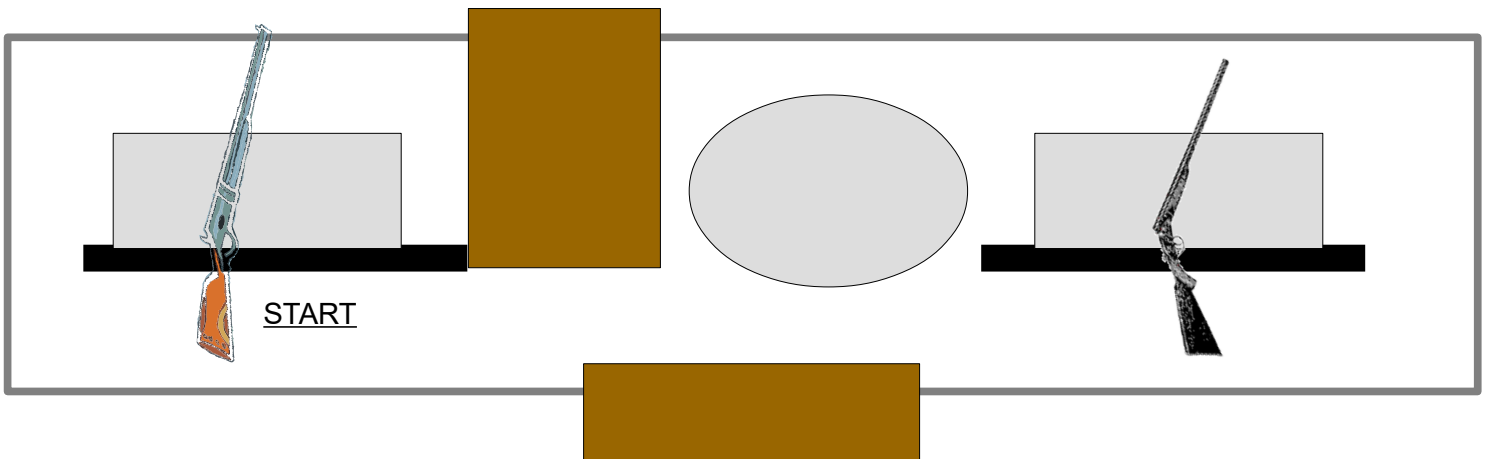
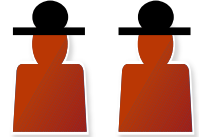
Staging: Rifle staged on left window. Shotgun staged on right window. Pistols holstered.

Line: **“Never been partial to the Marshall's ways.”**

Procedure: Starting at the left window, hands on shelf not touching guns, engage the rifle targets by alternating shots on the outside targets for four rounds, then double tap the center target, then alternate shots on the outside targets for four rounds. Make rifle safe on the window. Move to the right window and with the shotgun, knock down the four targets in any order. Move with shotgun (open) to fence and engage the two sg targets there. Move to the table and make shotgun safe. With your pistols, engage the pistol targets per rifle instructions.

Stage 5

Der Hoosgaw



Round Count: 10 Rifle – 10 Pistol – 2+ Shotgun

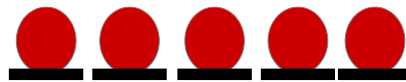
Staging: Rifle staged on left table, shotgun staged on right window, pistols holstered.
Begin standing at left window, hands on hat.

Line: **“I’ll drink good health to those who’s got it comin!”**

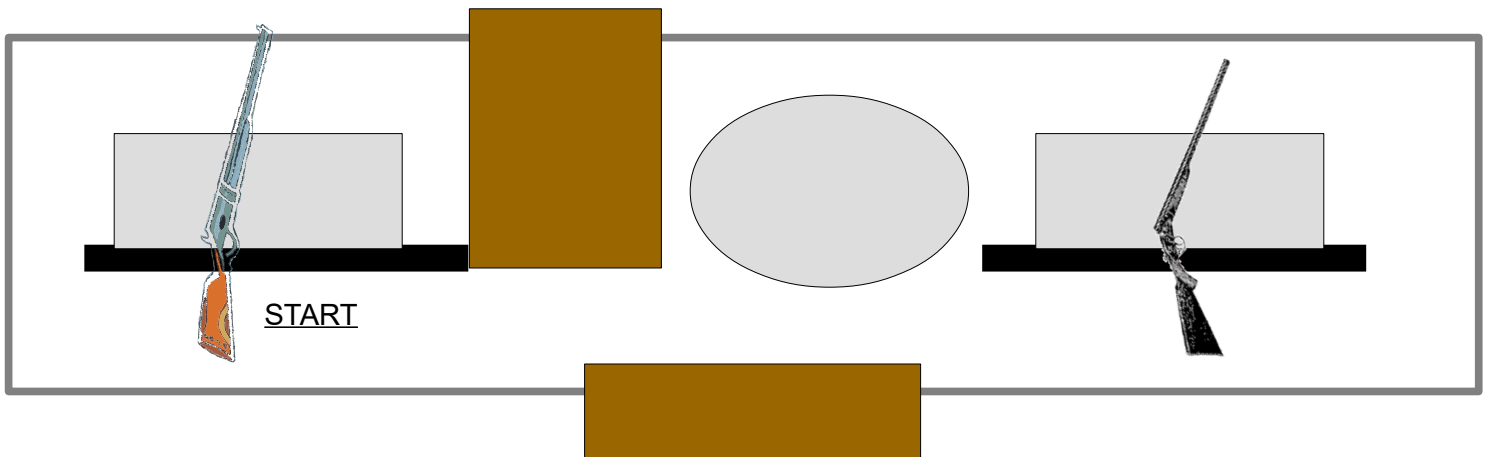
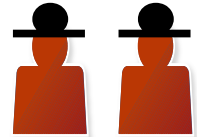
Procedure: ATB: With the rifle engage the five rifle targets in two Zig-Zag Sweeps starting on either end. (outside, outside, inside, inside, center.) Make rifle safe on the window and move to the bar and with your pistols engage the knock-off plates until down. Any remaining rounds in your pistol will be placed on the dump target. Misses on dump are misses. Move to the right window and knock down the two shotgun targets and any remaining plates on the stands.

Stage 6

Der Hoosgaw



DUMP



Round Count: 10 Rifle – 10 Pistol – 2+ Shotgun.

Staging: Rifle staged on left window, shotgun staged on right window, pistols holstered. Begin standing at left window, hands at low surrender.

Line: **“You the one that shot our friend?”**

Procedure: ATB: With the rifle sweep the 5 rifle targets from either direction alternating with a knock-off plate. Make rifle safe on the window and move to the bar.

With your pistols, remove any plates remaining and/or place any remaining rounds on the dump target. Move to the right window and with the shotgun, knock down the two shotgun targets and remove any remaining plates.