

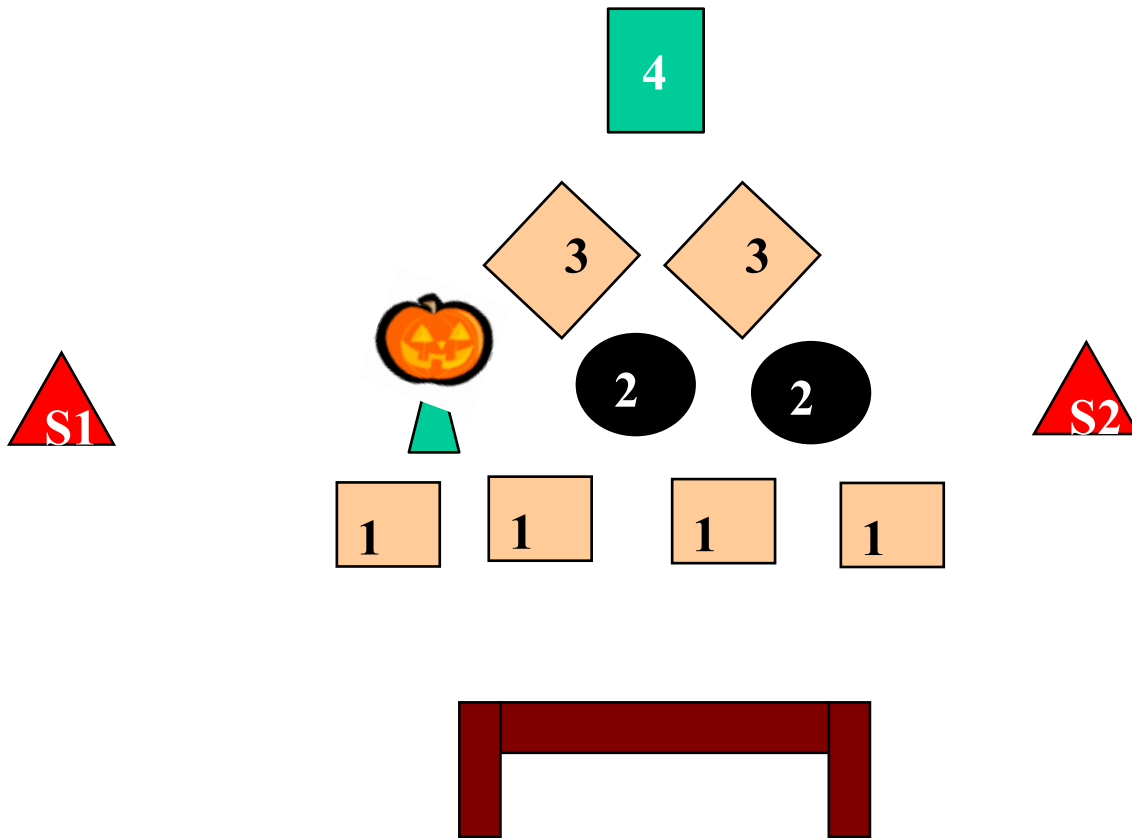
# Stage #1 bay 3

10 Pistol



10+1 Rifle

2+Shotgun



**Start** – at table with hands on table. All guns staged on table. Extra rifle can be loaded any time after buzzer.

**At the Buzzer** – Guns any order (Rifle cannot be last.)

**With Rifle and Pistols:** Engage first row targets with 1 shot each, Row 2 targets with 2 shots each, Row 3 targets with 3 shots each and row 4 target with 4 shots.

**One round on the bonus target at any time. Hit 5 seconds bonus.**

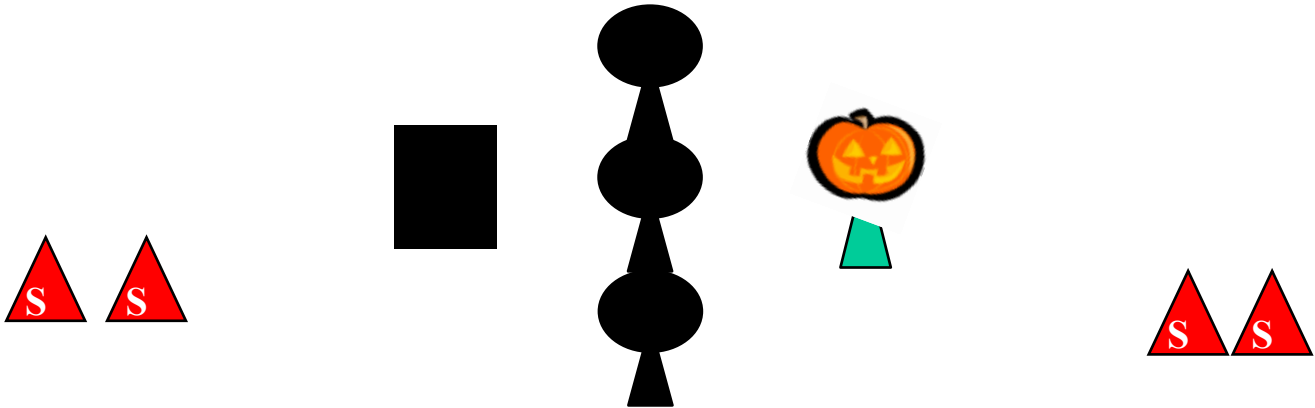
**Shotgun:** Engage 2 shotgun targets

# Stage #2 The Gallows

**10 Pistol**

**10 Rifle**

**4+Shotgun**



**Start** – Rifle loaded with 10 rounds, staged on left table, Shotgun staged on right table. Start standing with both hands on hang mans post. Say” Your not taking me without a fight!!”

**At the Buzzer** – retrieve shotgun or rifle

**Shotgun:** Engage any order till down

**Rifle:** Engage targets in two Nevada sweeps. One using the 3 vertical targets, one sweep using 3 horizontal targets (left target, middle on pole, right target) make rifle safe

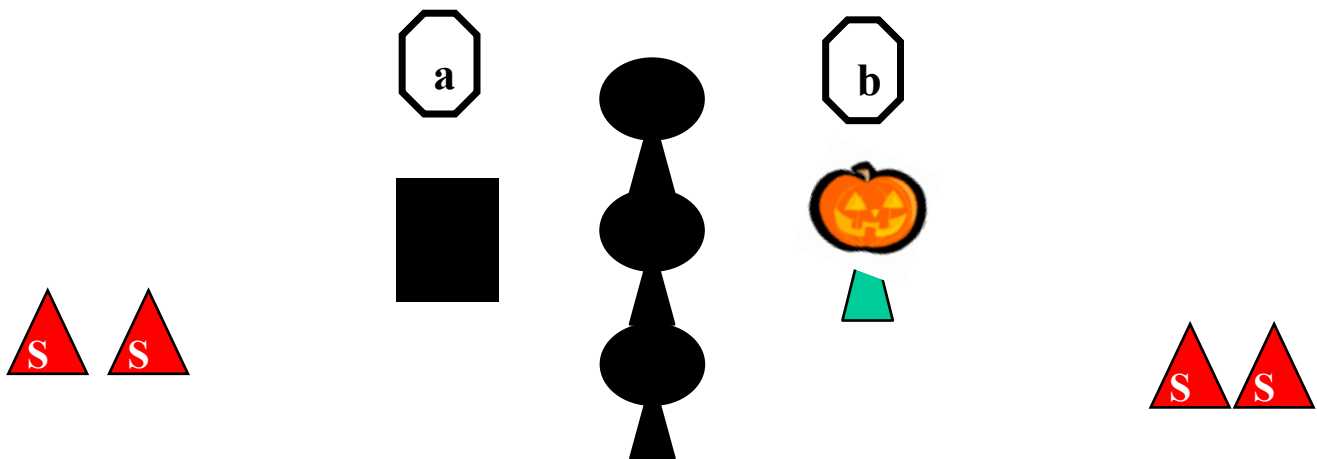
**Pistol:** same as rifle.

# Stage #3 The Gallows

**10 Pistol**

**10 Rifle**

**4+Shotgun**



**Start** – Rifle loaded with 10 rounds, staged on right or left table, Shotgun staged on opposite table. Start standing in front center with pistol(s) out and pointed at targets

**At the Buzzer** –

**Pistols:** Engage center tree targets in an alternating nevada sweep using left target(A) for 5 rounds (Top,A,Middle,A,Bottom or can start at bottom), then with second pistol same as first pistol but use target B (pumpkin)

Retrieve rifle

**Rifle:** Engage same as pistols. (yes you can) Make rifle safe

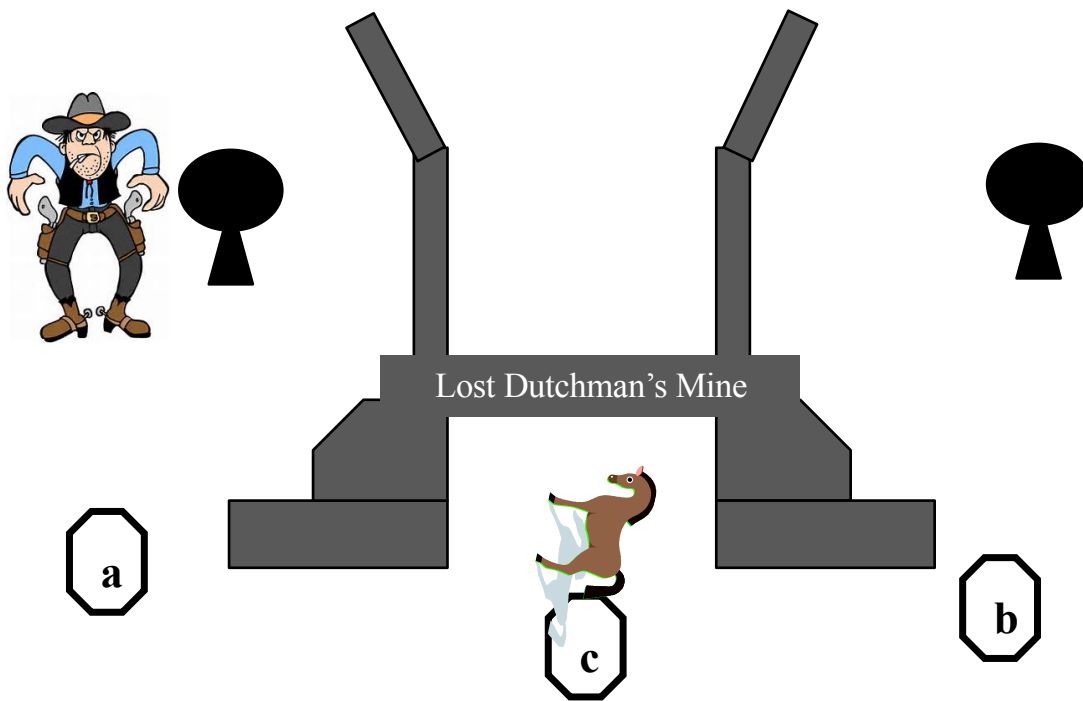
**Shotgun:** Engage any order till down

# Stage #4 – Lost Dutchman’s Mine

10 Pistol

10 Rifle

4+ Shotgun



**Start** – Rifle loaded with 10 rounds staged on horse, Shotgun staged on horse. Start in front of cowboy on left with hands on holstered pistols. Say “ Are you the one who shot my friend”

**At the buzzer:** –Engage cowboy hat till down, place remaining rounds on dump target. Move to right side of post and with 2<sup>nd</sup> pistol, engage pistol target with 5 rounds.

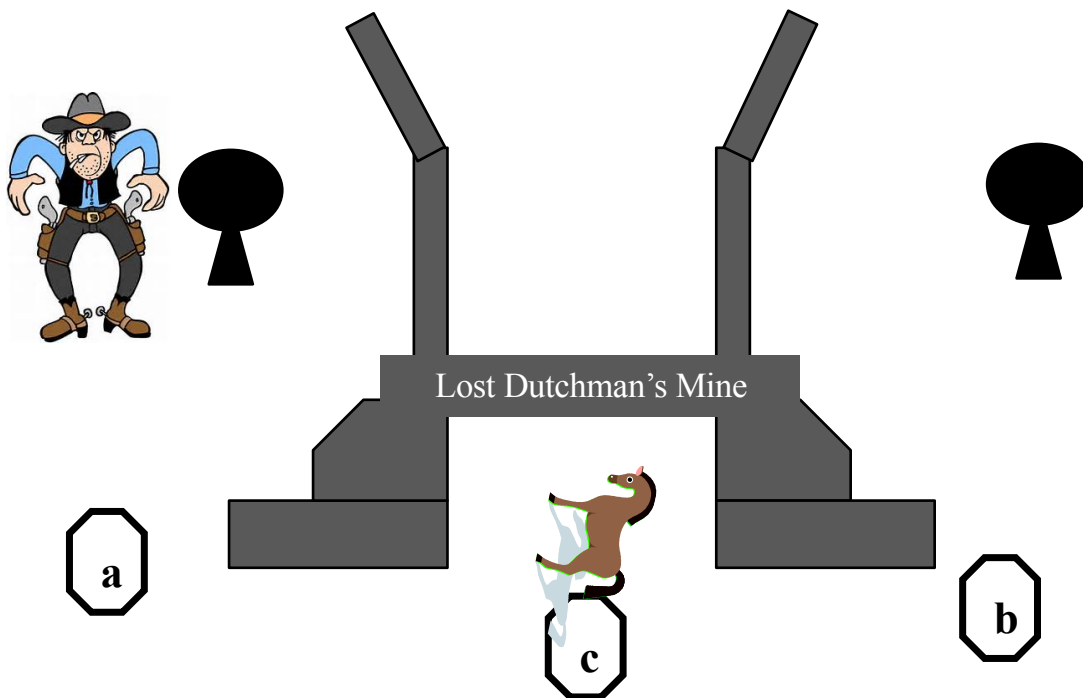
From Horse: With Rifle, engage targets with a rattle snake sweep ( 1,1,2,3,4,5,5,4,3,2) , restage rifle and retrieve shotgun. engage 4 shotgun targets till down

# Stage #5 – Lost Dutchman’s Mine

10 Pistol

10 Rifle

4+ Shotgun



**Start** – Rifle loaded with 10 rounds staged on horse, Shotgun staged on horse. Start in front of cowboy on left with hands on holstered pistols. Say “ Are you the one who shot my friend”

**At the buzzer:** –Engage cowboy center to reset hat till up, place remaining rounds on dump target. Move to right side of post and with 2<sup>nd</sup> pistol, alternate with pistol target and any rifle target for 5 rounds

From Horse: With Rifle, engage targets with a double tap sweep starting center, inside, inside, outside,outside restage rifle. engage 4 shotgun targets till down