

## Stage 1 Berm 2

Josh knew the best place to pick up information about a town was at it's saloon. Information was to be had for the price of a drink, careful listening, and maybe a question or two. Sometimes the saloon was where trouble started. As he entered the Shifty Eye - would it be information or trouble.

### Round count

10 pistol

10 rifle

4 + shotgun on your person

### Shooting Order

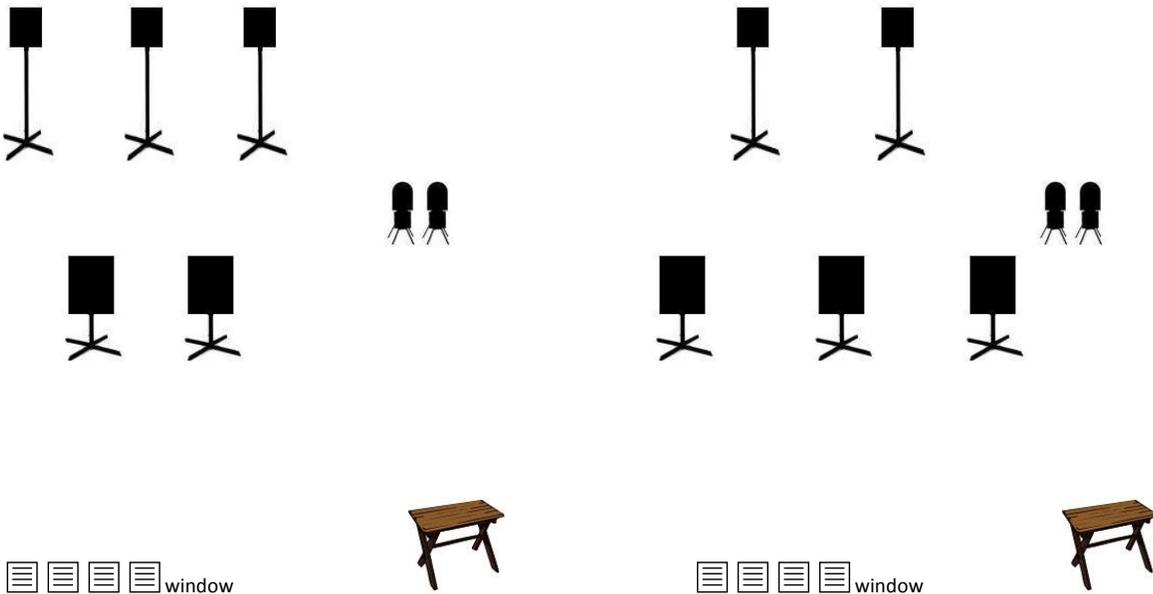
shotgun is last (at least 2 rounds)

### Staging

All guns are stages per shooter's choice

### Procedure

Shooter starts standing outside with hands on closed swinging doors. Shooter indicates ready by saying the line **"Information or trouble"** At the beep, shoot each rifle/pistol targets twice and four shotguns in any order - except two shotgun rounds must be last



## Stage 2 Berm 3 Well

Accommodations on cowboy trail were basic. A campfire, a bedroll, and maybe a water source could be had if you were lucky. An old well meant this place had been used many times before. In his line of work Josh knew he had to sleep with one eye open.

### Round count

10 pistol  
10 rifle  
4 + shotgun on your person

### Shooting Order

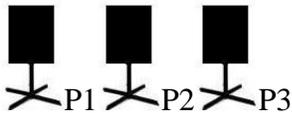
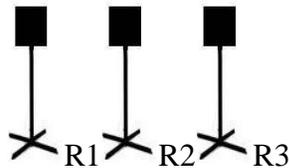
pistol  
pistol  
rifle  
shotgun

### Staging

Rifle and shotgun on table. Two pistols loaded with five rounds each and holstered.

### Procedure

Shooter starts standing with one foot touching starting stone - hands on pistols. Shooter indicates ready by saying the line or **“What was that noise?”** At the beep, engage the center pistol target twice and then sweep all three. Repeat instructions (two sweeps need not match) Move to table and repeat pistol instruction with rifle Shotgun targets are addressed in a Pig Iron (any order) sweep.



Shooter with one foot on stone



### Stage 3 Berm 4 Fort

Fort Kelly wasn't too far off Josh's intended route and he might pick up a lead on the cowboy he was chasing. Beside, didn't his friend Captain Corbin have a wife with a pretty sister?

#### Round count

10 pistol  
10 rifle  
6 + shotgun on your person

#### Shooting Order

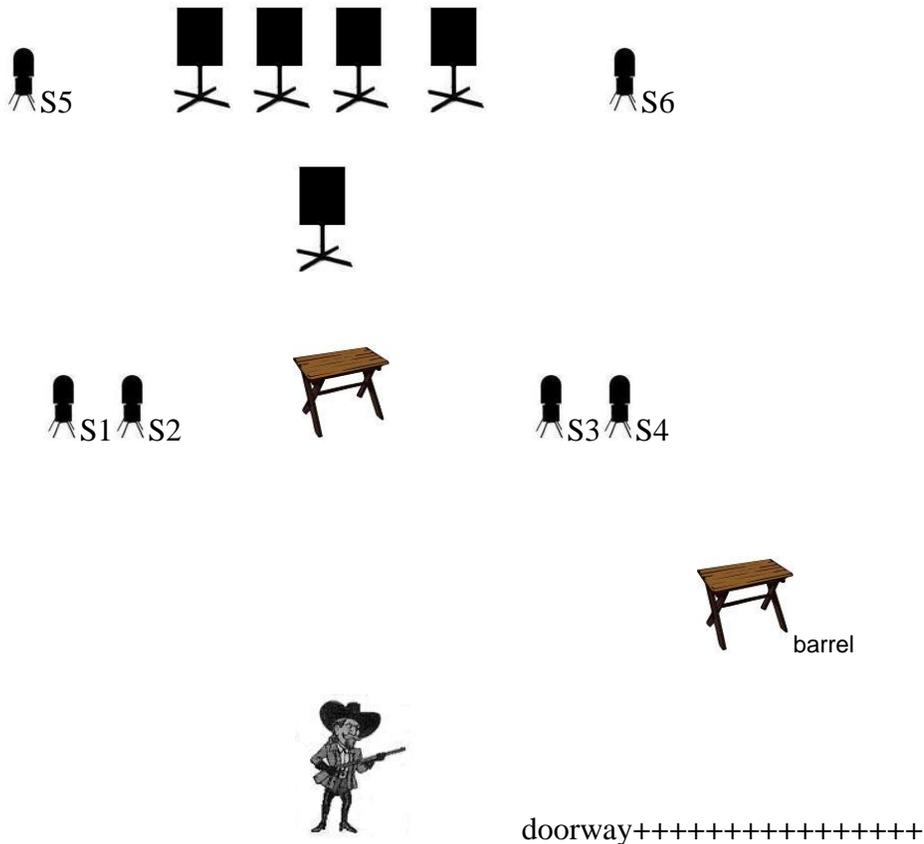
rifle  
shotgun  
pistol  
pistol

#### Staging

Shotgun on barrel. Rifle in hand. Two pistols loaded with five rounds each and holstered

#### Procedure

Shooter starts behind the fort opening with rifle in hand. Shooter indicates ready by saying the line **"What was her name?"** At the beep, with rifle sweep the back targets twice (either way each time) and then double tap the front target. Proceed to the barrel, make rifle safe, with shotgun knock down targets from any location and make safe. With pistols - repeat rifle instructions. Pistols may be shot anywhere between the barrel and the table.



## Stage 4 Berm 5 Jail

Sheriff Johnson had helped Josh on several occasions, the only problem was that he wasn't shy about asking for a return on these favors. More often than not, shooting was involved. Oh well, he had to turn over a prisoner anyway.

### Round count

10 pistol

10 rifle

4+ shotgun on your person

### Shooting Order

rifle or shotgun (shooter's choice)

pistol

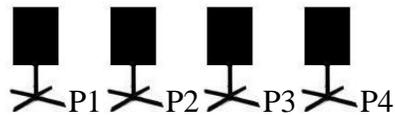
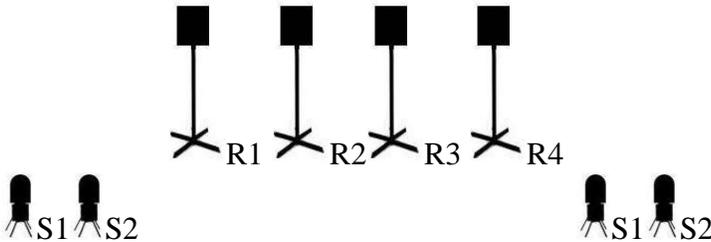
pistol

### Staging

Rifle and shotgun staged on target box. Pistols staged in right window.

### Procedure

Shooter starts standing outside the jail doorway - hands anywhere. Shooter indicates ready by saying the line **"Well Johnson - is it supper or shooting?"** At the beep, proceed to rifle or shotgun. With rifle shoot the four targets with a regressive sweep from either end. Knock down shotgun targets in any order. Make long guns safe. With pistols, repeat rifle instructions from the window.



Shooter starts outside of front door



## Stage 5 Berm 6

Josh had a phobia of graveyards. For friend or foe they were always the destination of one's last trip. He knew, however, that he seldom got to pick the location of a shootout.

### Round count

10 pistol

10 rifle

4 + shotgun on your person

### Shooting order

shotgun

rifle

pistol

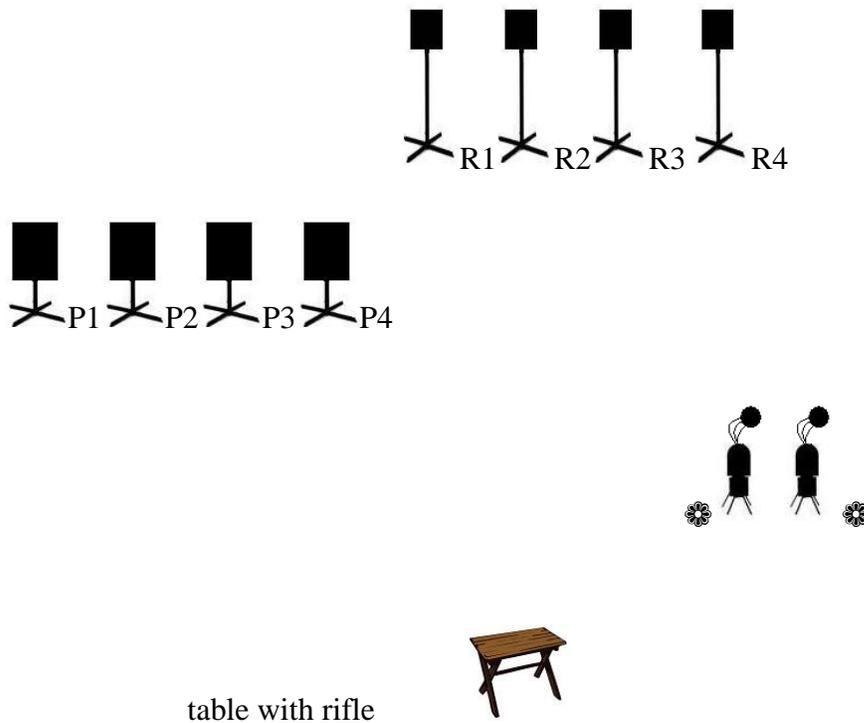
pistol

### Staging

Shotgun in hand to the right of the right post Rifle on table. Two pistols loaded with five rounds each and holstered.

### Procedure

Shooter starts standing with shotgun in hand to the right of the right post. Shooter indicates ready by saying the line “**Next**” With shotgun, shoot the two knockdowns and flying clays. Misses on the clays may be made up on stationary clays. Make safe. With rifle - from center table - shoot the four rifle targets with a cat herder sweep (Nevada sweep with double taps on each end target). Make safe. From left of left post, shoot the pistol targets as per rifle instructions.



## Stage 6 Berm 7 Livery Stable

As Josh walked toward the River Bend livery stables, he was thinking, "I hope my horse ate and slept well - I know I did. We both need a trouble free day."

### Round count

10 pistol

10 rifle

4 + shotgun on your person

### Shooting Order

rifle not last

### Staging

Rifle on center table. Shotgun in either window. Pistols holstered.

### Procedure

Shooter starts standing with both hands touching any porch post. Say the line **“What now?”** At the beep, with rifle - five shots on three targets (addressing all three) repeat instructions with second five shots. Pistols shot following rifle instructions. Shotgun targets shot with two from left window and two from right window. Make up shotgun misses where shot only.

