

Stage 1 – Shifty Eye’s Saloon

Round Count 10-10-4+

Order : Pistols/Rifle/Shotgun

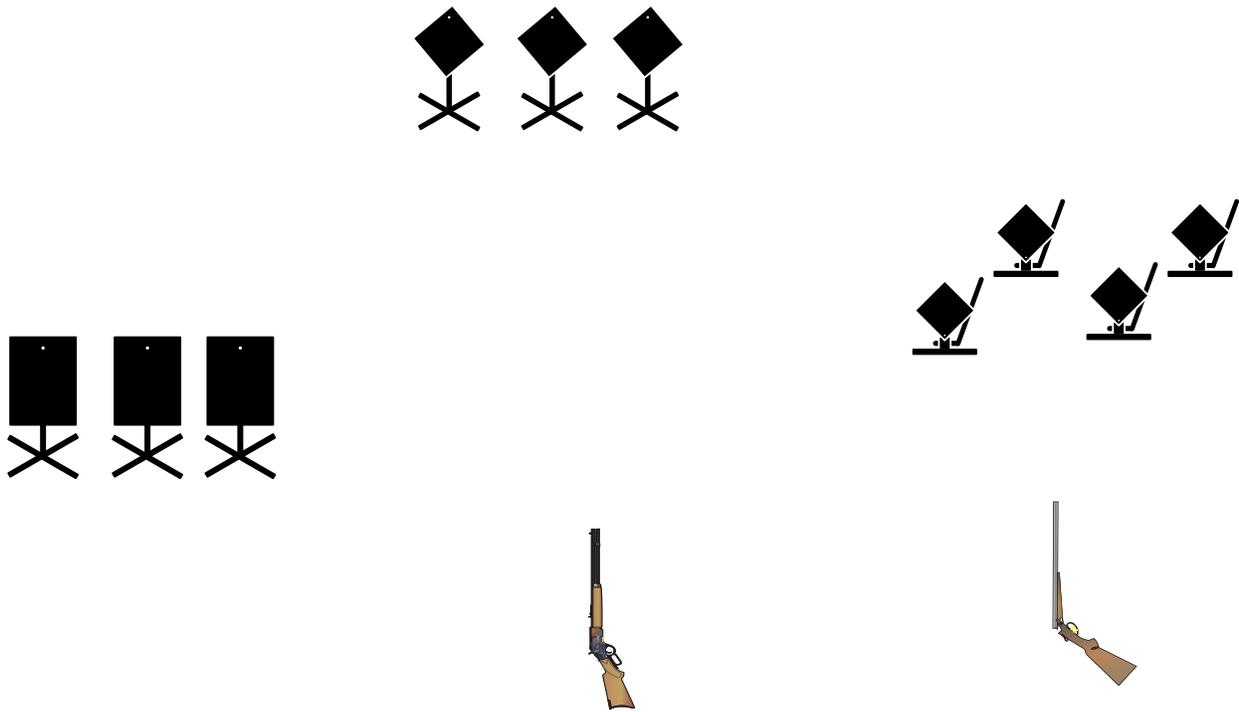
You’ve come in to town after a hard day breaking rock in the Lucky Nugget gold mine. You haven’t hit the mother load yet, but you can smell it. A mug of beer in Shifty Eye’s Saloon is just what’s needed to soothe those sore muscles. That’s when the bartender tells you there ain’t no more credit for the likes of you.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and in the left window

Shotgun staged in right window

Procedure: Start standing at the left deck with both hands on pistols. When ready say, “**I got your credit right here.**” At the beep, with the 1st pistol, put at least one round on each pistol target in any order. (5 on 3) Repeat instructions with 2nd pistol. Holster. From the left window, with the rifle, shoot the rifle targets in a continuous Nevada sweep for 9 rounds starting on an end target. With the 10th round, shoot the back berm. If you hit any target with the 10th round, that’s a miss. From the right window, with the shotgun, shoot the shotgun targets in any order until down.



Stage 2 – The Well

Round County 10-10-4+

Order: Shotgun/Rifle/Pistols

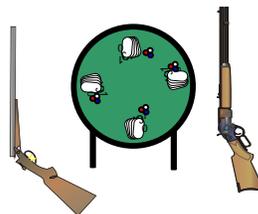
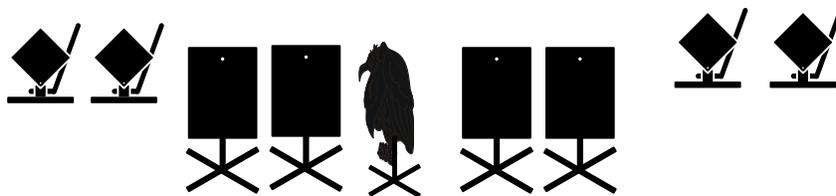
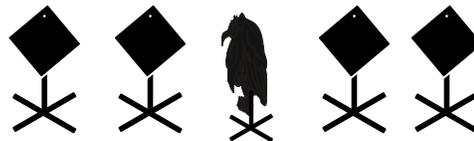
It's branding day at the Lazy Z Cross Circle Number 8 ranch. Of course, most of the calves you're branding, or rebranding, don't exactly belong to you. But, it's first come, first served out here on open range. About the time you get all the running irons in the fire, a group of cowboys from the neighboring ranch come riding into camp at full gallop. You'd better think fast or they are gonna string you up.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged on the table

Shotgun held at Cowboy port arms

Procedure: Start standing behind table with shotgun at Cowboy port arms. When ready say, "Uh oh." At the beep shoot the 4 shotgun targets down in any order. With the rifle, sweep the square rifle targets starting on either end with a single shot each. Repeat instructions. Yes, you may double tap the end target. Then shoot the buzzard twice. With the pistols, sweep the rectangular pistol targets starting on either end with a single shot each. Repeat instructions. Yes, you may double tap the end target. Then shoot the buzzard twice.



Stage 3 – The Fort

Round Count 10-10-4+

Order: Rifle/Pistols/Shotgun

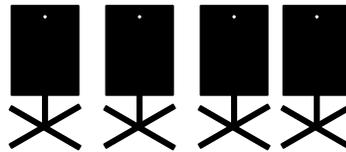
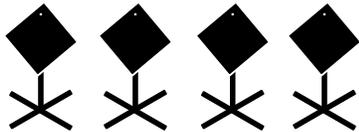
You're delivering beef to the Army at Fort Sedgwick. Been a long dusty ride and you have the fort in sight when a war party of Sioux Indians decides to attack. You'd better shoot straight or you'll lose your cattle and your scalp.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged in left window

Shotgun staged in right window

Start standing at the left window with hands on window frame. When ready say, "Injuns". At the beep, with the rifle, starting on the left, shoot the rifle targets in a reverse progressive sweep. (4 on #1, 3 on #2, 2 on #3, 1 on #4). From the center doorway, with the pistols, shoot the pistol targets in a reverse progressive sweep starting on the left target. Holster and move to the right window and with the shotgun, shoot the targets as many times as necessary to get them all down. If you're good, you might do it in less than 4.



Stage 4 – The Jail

Round Count 10-10-4+

Order: Rifle/Pistols/Shotgun

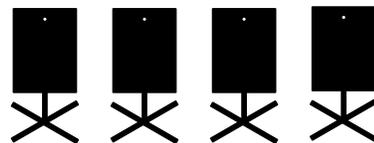
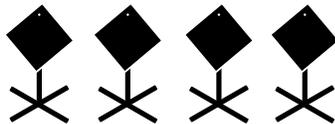
The Sheriff has throw'd you in jail for cavorting with the Mayor's daughter. Ordinarily, this wouldn't be a problem, but the Mayor's daughter is married to the Judge. You'd better move fast because I don't see this ending well for you.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged on target box

Shotgun staged on window shelf

Start standing inside jail cell with back against wall. When ready say, "I'm out of here ". At the beep, move to the target box and retrieve rifle. Triple tap the outside rifle targets and **THEN** double tap the inside rifle targets. With the pistols, triple tap the outside pistol targets and **THEN** double tap the inside pistol targets. Move to the window and with the shotgun shoot the shotgun targets in any order until down.



Stage 5 – The Cemetery

Round Count 10-10-4+

Order: Rifle/Pistol or shotgun

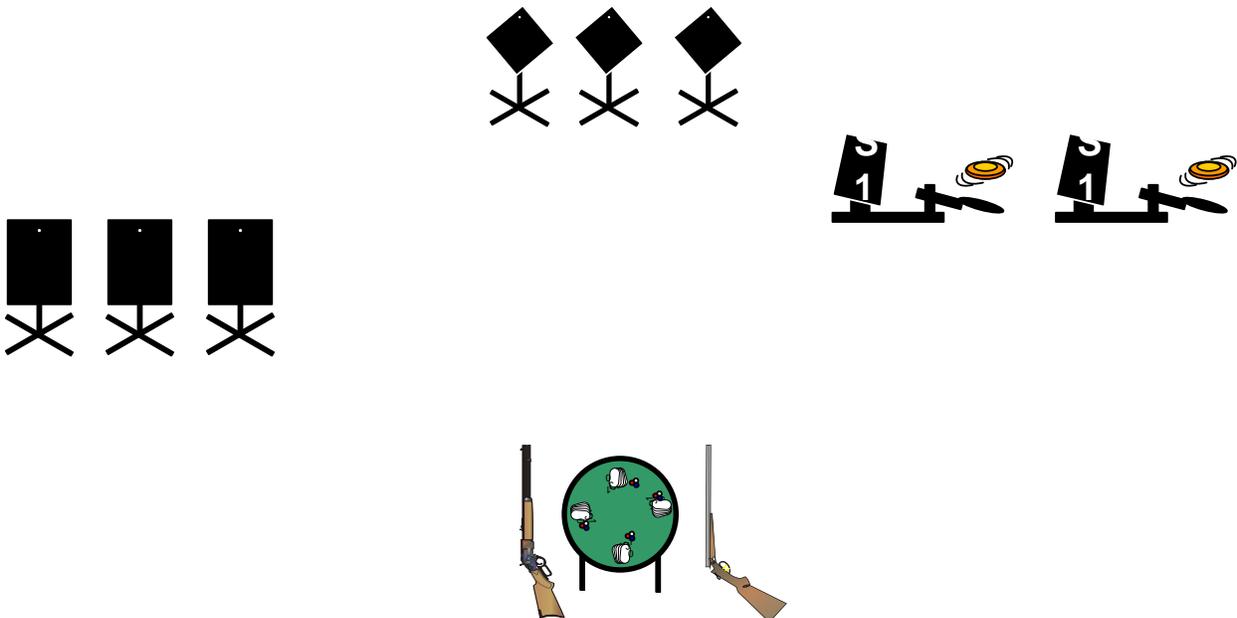
An empty belly is a powerful motivator. You've been riding all day rounding up strays. Unfortunately, you forgot to pack anything to eat. No problem, there should be something slithering, crawling or flying around here you could eat.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged on table

Shotgun staged on table

Procedure: Start standing behind table with rifle pointed down range. When ready say, "**Dinner time.**" At the beep, shoot the rifle targets in a double tap Nevada sweep starting on either end. Return rifle to table. Shooter's choice on shotgun or pistols next. If shooting the pistol targets next, move past post on left and shoot the pistol targets in a double tap Nevada sweep starting on either end target. Holster. Retrieve shotgun from table and move to right of right post and shoot the shotgun targets in any order. If you get BOTH flying clays, you get a 5 second bonus. Misses on the flying clays don't count as misses. Failure to shoot at clays are misses.



Stage 6 – The Livery

Round Count 10-10-4+

Order: Rifle/Pistols/Shotgun

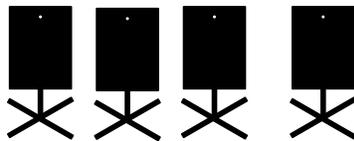
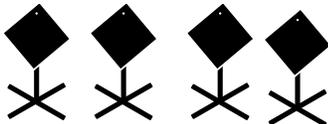
You've just walked 10 miles into town because some low life rat stole your horse while you were napping. You decide to check by the Livery stable to see what it's going to cost to get another mount. As you approach the office, a group of cowboys starts laughing and pointing at you. Then you see your stolen horse in a stall and your saddle lying in the dirt.

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged in the left window

Shotgun staged in right window

Procedure: Start seated on stump with hands in lap. When ready say, "**That's my horse.**" At the beep, move to the left window and with the rifle shoot the rifle targets in a continuous Nevada Sweep for 10 rounds starting on one of the inside targets. Move to the center doorway and with the pistols, shoot the pistol targets in a Continuous Nevada Sweep for 10 rounds starting on one of the inside targets. Holster. Move to the right window and shoot the shotgun targets starting on an inside target. If an outside target falls first, that's a procedural.



Warm up Stage6 – The Livery

Round Count 10-10-4+

Order: Rifle/Pistols/Shotgun

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged in the left window

Shotgun staged in right window

Procedure: Start standing at the left window with hands on window frame. When ready say, **We don't rent armadillos**". At the beep, with the rifle, shoot the rifle targets in a broken progressive sweep. (Yes, I just made that up). Starting on the left, put 2 on 1, 3 on 2, 4 on 3, and 1 on 4). Move to the center doorway and with the pistols, shoot the pistol targets in a broken progressive sweep starting on the left. (Same as rifle) Holster. Move to the right window and with the shotgun, shoot the shotgun targets in any order until down.

