

Stage 1

Saloon

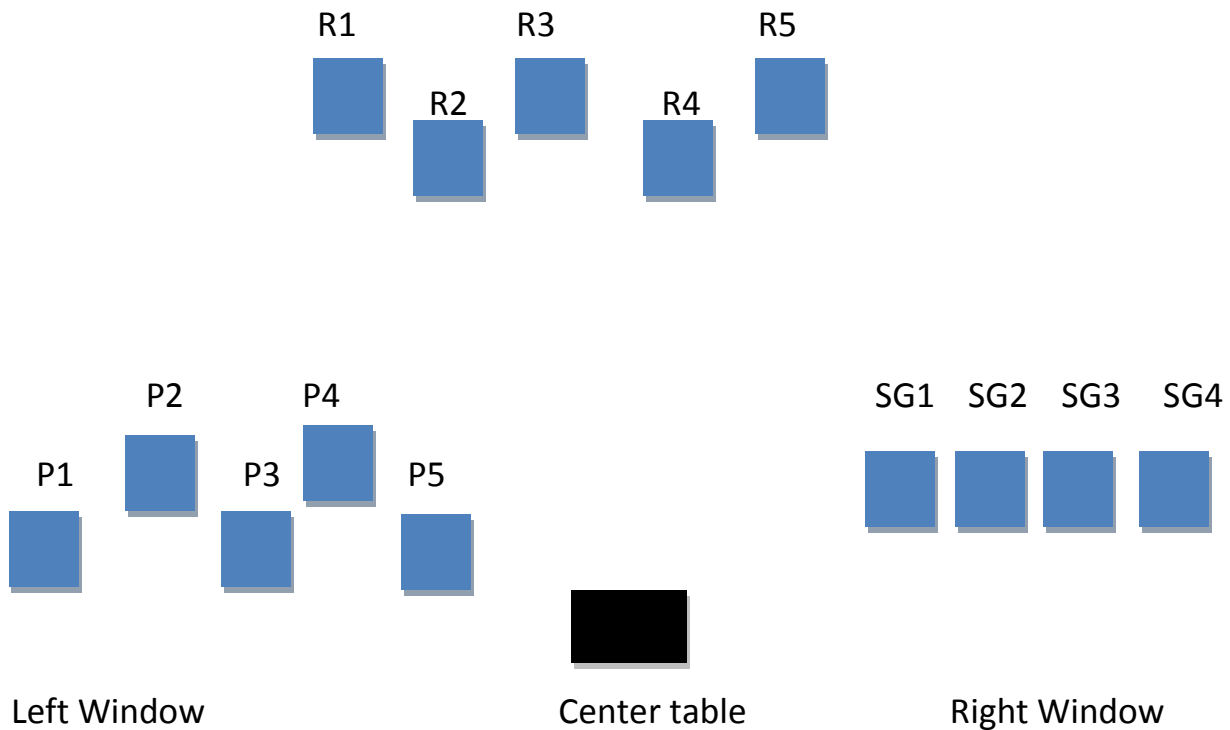
Support your local Sheriff

“That was close. Don’t ever walk up on my blind side like that again.”

Round count: 4+ shotgun, 10 pistol, 10 rifle Shooting order: PP, R, SG

Staging: 2 pistol 5 rounds each holstered. Rifle 10 rounds on center table. SG open empty in right window.

Shooter starts at left window, hands on pistols. Indicate ready by saying the line, “That was close.” At the beep, sweep pistols targets 2 times, from either direction both times. Move to center table. Sweep rifle targets 2 times, from either direction both times. Make rifle safe. Move to right window and shoot SG targets any order.



Stage 2

Well

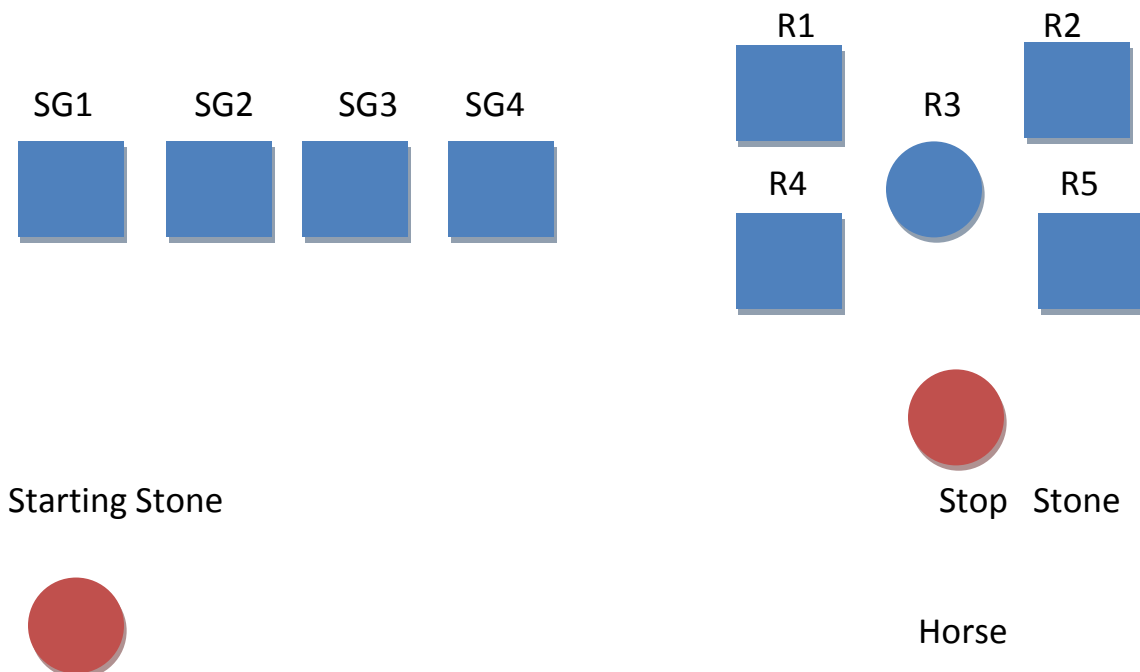
Support your local Sheriff

“Me and the Sheriff take a dim view of show offs with guns.”

Round Count: 4+ SG, 10 R, 10P Shooting order: SG, R, PP

Staging: SG in both hands at the starting stone. Rifle 10 rounds on horse. 2 Pistols 5 rounds each holstered.

Shooter starts at starting stone SG in both hands. Indicate ready by saying the line, “Me and the Sheriff take a dim view of show off with guns.” At the beep, shoot SG targets any order. Move to horse and place open empty SG on the horse. With rifle, shoot a diagonal 2-1-2 sweep starting on either R1 or R2 then repeat on the other side. Place open empty Rifle on the horse pointed safely at the berm. Repeat rifle instructions with pistols. Pistols may be shot anywhere between horse and down range stop stone. Shooter cannot move in front of stone.



Stage 3

Fort

Support your local Sheriff

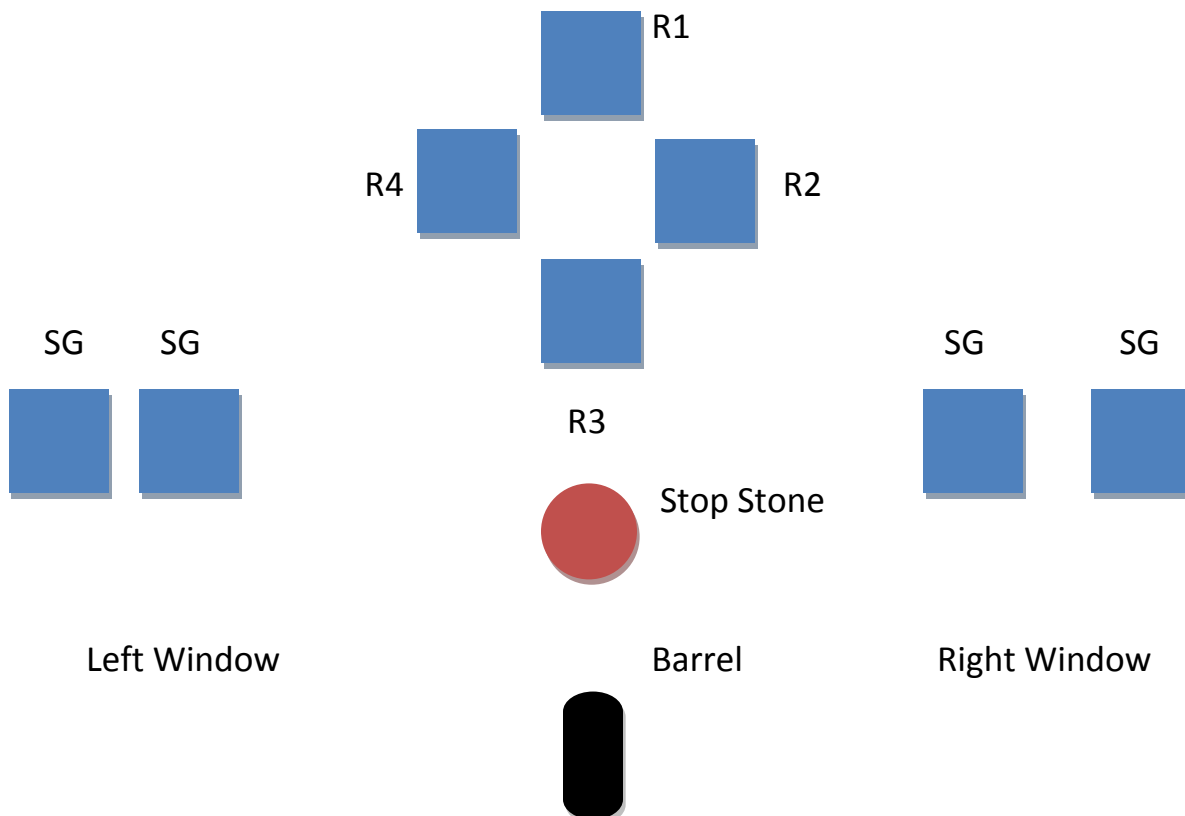
“I already shot one hole in your roof. Do you want another?”

Round Count: 4+ SG, 10 R, 10 P

Shooting order: SG, R, PP

Staging: Shotgun in right window. Rifle 10 rounds on barrel. 2 pistol 5 rounds holstered.

Shooter starts at right window hands on window frame. Indicate ready by saying the line, “I already shot one hole in your roof. Do you want another?” At the beep, shoot SG targets any order. Take SG to the left window and shoot SG targets any order then take open shot empty SG to the barrel. Place open empty SG on barrel. With rifle, alternate 5 rounds on R1 and R3 then 5 rounds on R2 and R4. Place open rifle on barrel safely pointed at the berm. Repeat rifle instructions on pistol targets. Pistols may be shot anywhere between barrel and stop stone. Shooter cannot move in front of stone.



Stage 4

Jail

Support your local Sheriff

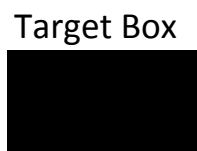
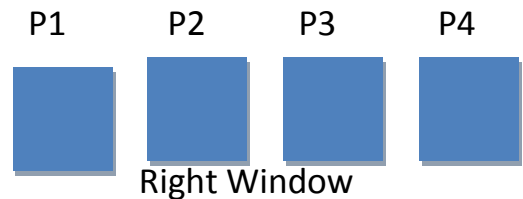
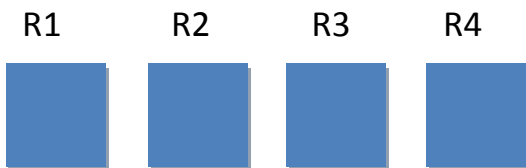
“They laugh and joke a lot about it, but I really don’t think they’re going to hang me.”

Round Count: 4+ SG, 10 R, 10P

Shooting Order: R, SG, PP

Staging: Rifle 10 rounds on target box. SG open empty on target box. 2 pistols 5 rounds each holstered.

Shooter starts in jail cell with door open hands on door frame. Indicate ready by saying the line, “They laugh and joke a lot about it, but I really don’t think they’re going to hang me.” At the beep, move to target box and with rifle shoot a regressive sweep 4-on-1, 3-on-2, 2-on-3, 1-on-4 from either direction place open and empty rifle on target box. With SG shoot SG targets any order make SG safe move to right window. Repeat rifle instructions with pistols.



Stage 5

Boot Hill

Support your local Sheriff

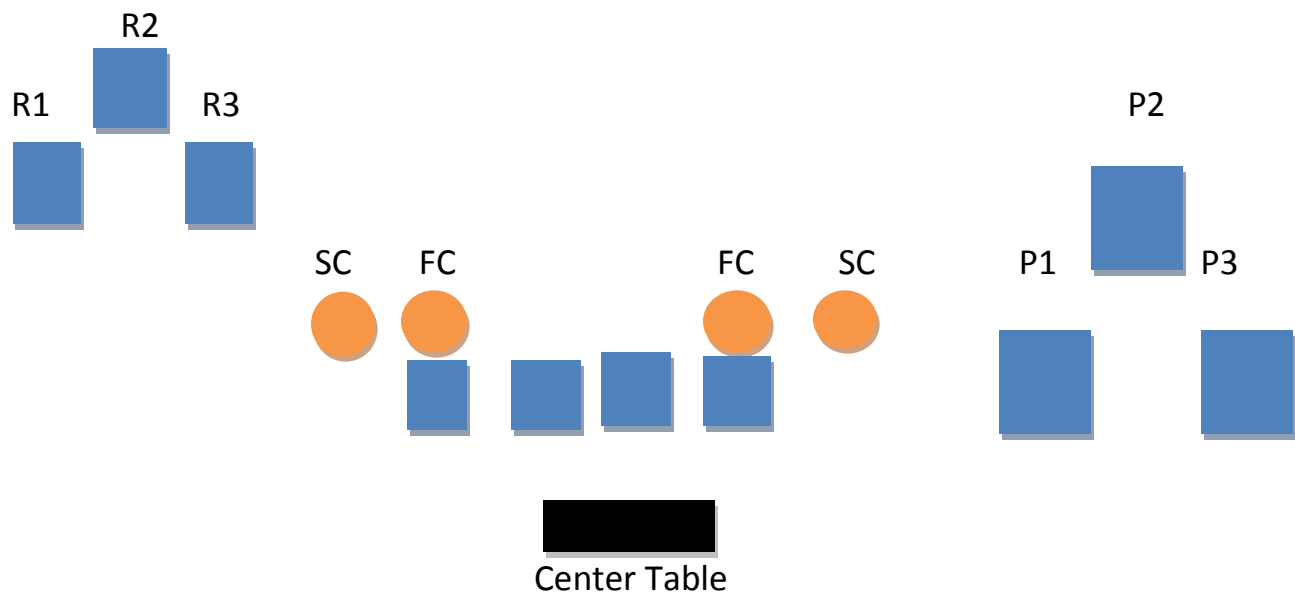
Old man Danby walks in to the jail and pulls his pistol, sticks it in the sheriff's face and demands the release of his son. The sheriff sticks his finger in the barrel. Old man Danby says, "If I pull this trigger this gun will blow up in my face." The Sheriff replies, "It won't do my finger a heck of a lot of good either."

Round Count: 6+SG, 10 R, 10P

Shooting order: R, SG, PP

Staging: Rifle 10 rounds in both hands. SG open empty on center table. 2 Pistols 5 rounds each holstered.

Shooter starts at left side or gate with rifle in both hands. Indicate ready by saying the line, "It won't do my finger heck of a lot of good either." At the beep, with rifle shoot 2 rounds each on R1 and R3 any order then 6 rounds on R2. Move to table and place open rifle on table. Shoot SG targets any order. A miss on flying clays can be made up on stationary clays. Miss can be made up at any time. Place open empty SG on table and move to right of gate. Repeat rifle instructions with pistols.



Stage 6

Livery

Support your local sheriff

In the middle of the gun fight with the Danbys, the Sheriff asks Prudy, "Can't you just wing some of them?" She replies, "I only know one way to shoot, to kill."

Round Count: 10R, 10P, 4+SG

Shooting order: R, PP, SG

Staging: 2 Pistols 5 rounds each holstered. SG open empty in right window. Rifle 10 rounds in both hands.

Shooter starts at left window rifle in both hands. Indicate ready by saying the line, "I only know one way to shoot, to kill." At the beep, shoot an alternating Nevada sweep starting on the round target: Round target, R1, round target, R2, round target, R3, round target, R2, round target, R1. Place open empty rifle in window. Move to door way and with pistols shoot a double tap Nevada sweep from either direction. Move to right window. Shoot SG targets any order.

