

Stage 1 Saloon

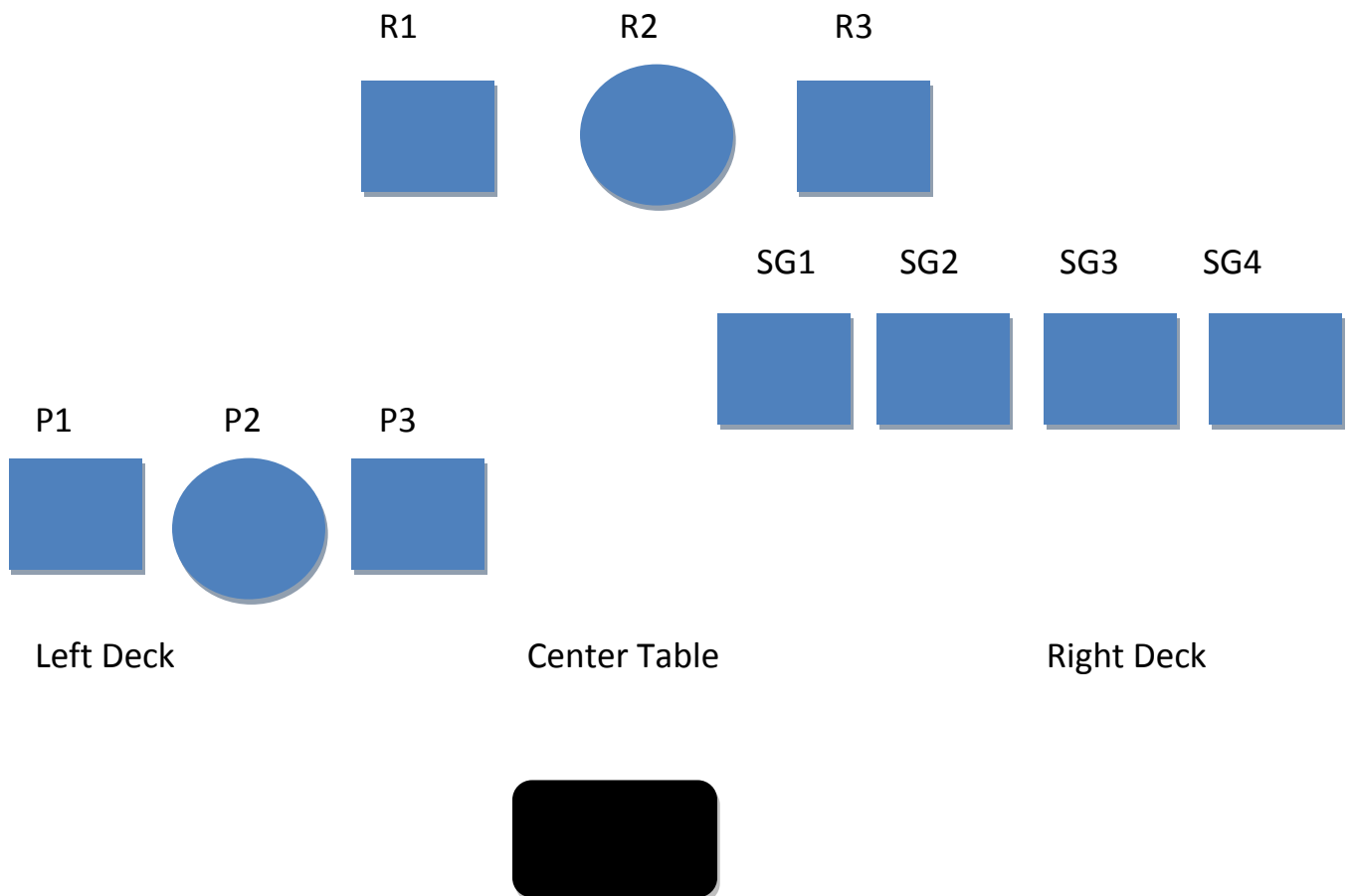
In Texas, Bret and Bart Maverick's Old Pappy gave good advice. In Oklahoma it was Daniel Summers' Granny. "My Granny always says, 'Early to bed and early to rise, that's no fun.'"

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

Shooting Order: PP-R-SG

Staging: 2 Pistols 5 each holstered. Rifle 10 rounds on center table. SG in window on right deck.

Shooter starts on left deck hands on pistols. Indicate ready by saying the line, "That's no fun." At the beep, with pistols, engage P2 3 times then P1 and P3 one time each. Repeat with second pistol. Move to center table; repeat pistol instructions with rifle. Make rifle safe. Move to right deck. Shoot SG targets any order.



Stage 2 Well

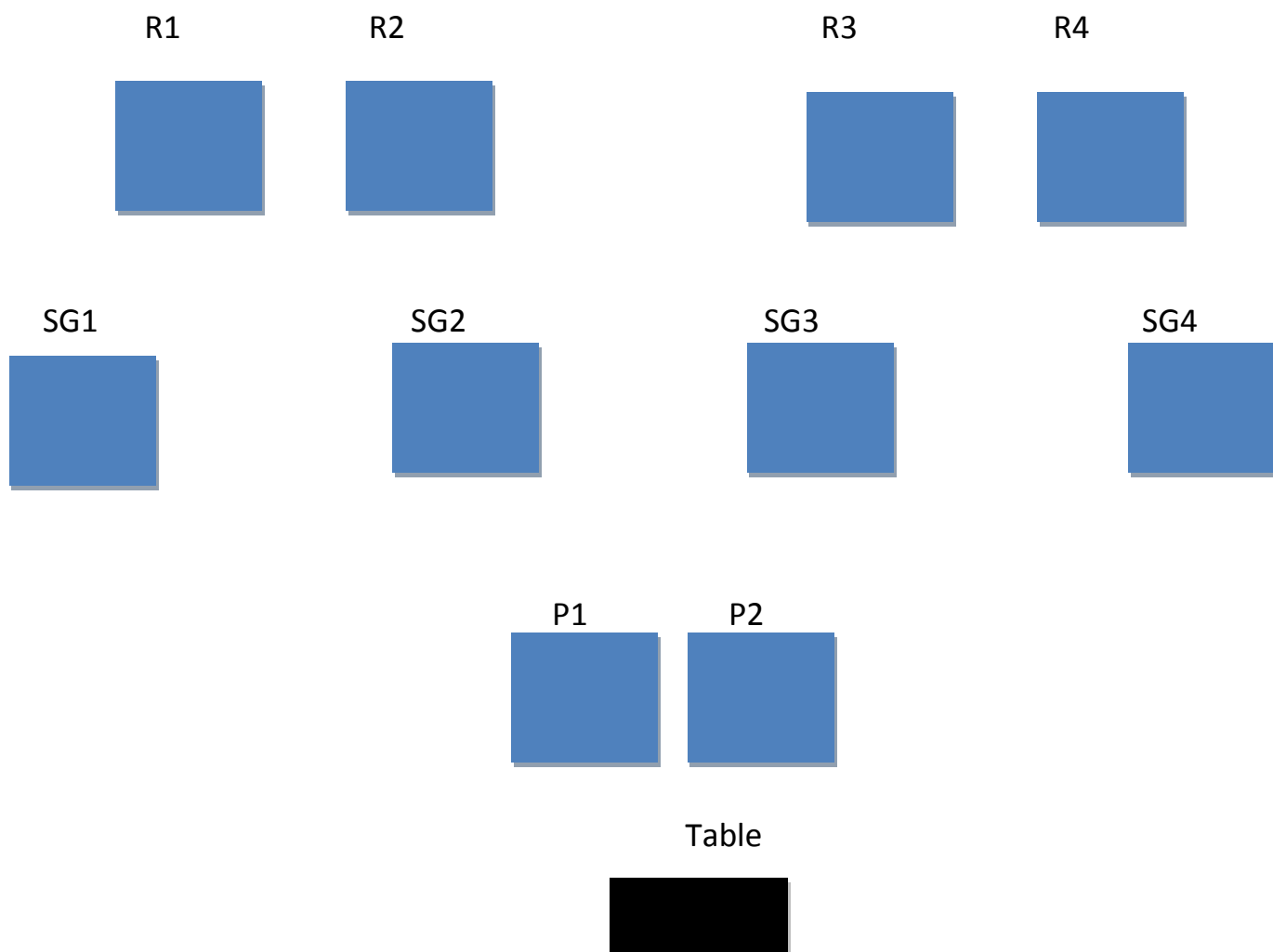
My Granny always says, "What would you want with a reputation? A thing like that could get you killed."

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

Shooting Order: R-PP-SG

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

Shooter starts behind table, rifle in both hands. Indicate ready by saying the line, "A thing like that could get you killed." At the beep, engage rifle targets by alternating 5 rounds on 2 of the rifle targets then 5 rounds on the other 2, any order. Place open empty rifle on table. With pistols, alternate 5 rounds on pistol targets; repeat with second pistol. With SG, shoot SG targets any order.



Stage 3 Fort

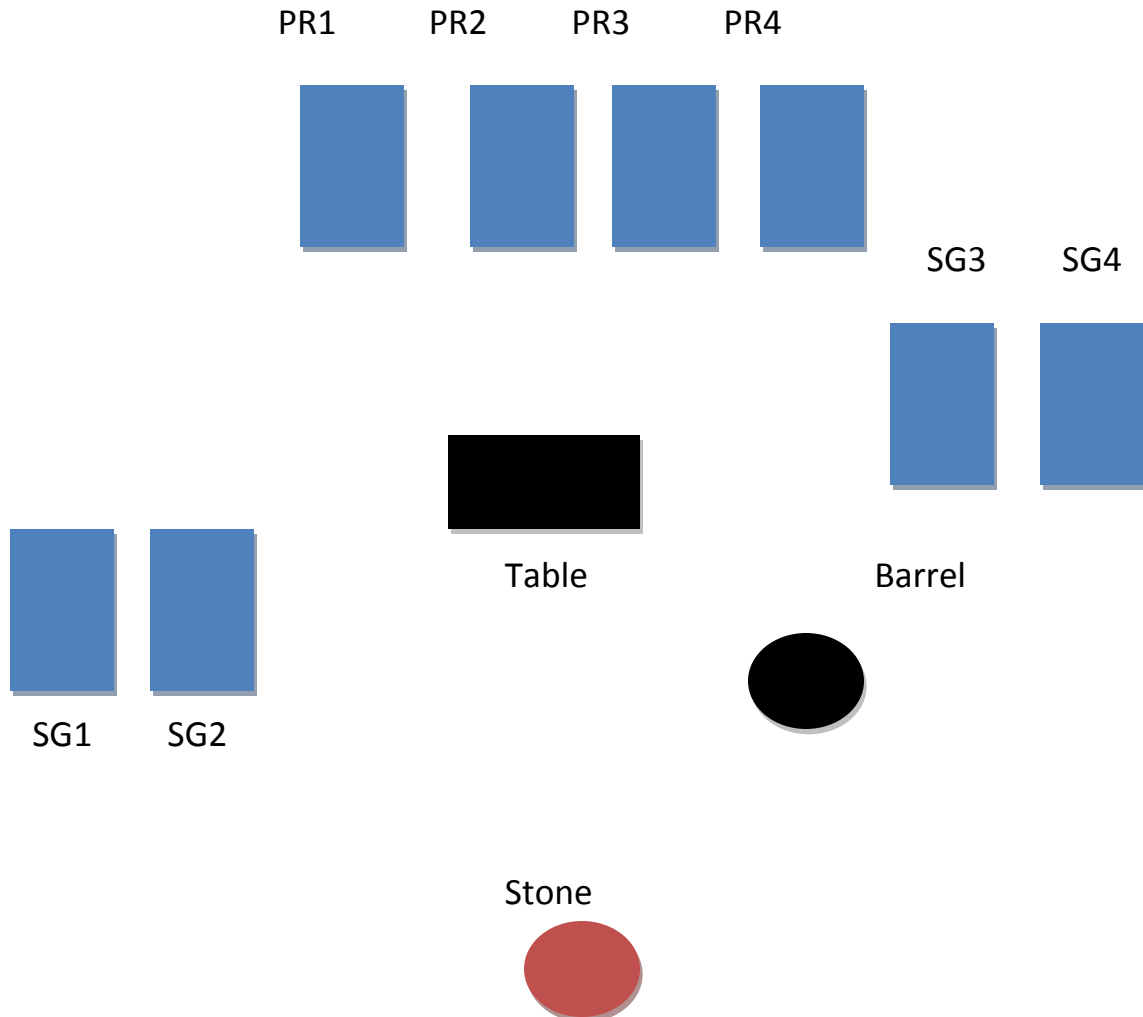
My Granny always says. "Slow down; you'll have a more harmonious outcome."

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

Shooting Order: SG-R-PP

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

Shooter starts one foot touching starting stone SG in both hands. Indicate ready by saying the line, "Slow down; you'll have a more harmonious outcome." At the beep, engage 2 SG targets on left any order. Move to barrel; engage 2 SG targets on right any order. Place open empty SG on barrel safely pointed at the berm. With rifle, engage targets 2-3-2-3 either direction. Make rifle safe on barrel or take it to the table. Move to table repeat rifle instructions with pistols.



Stage 4 Jail

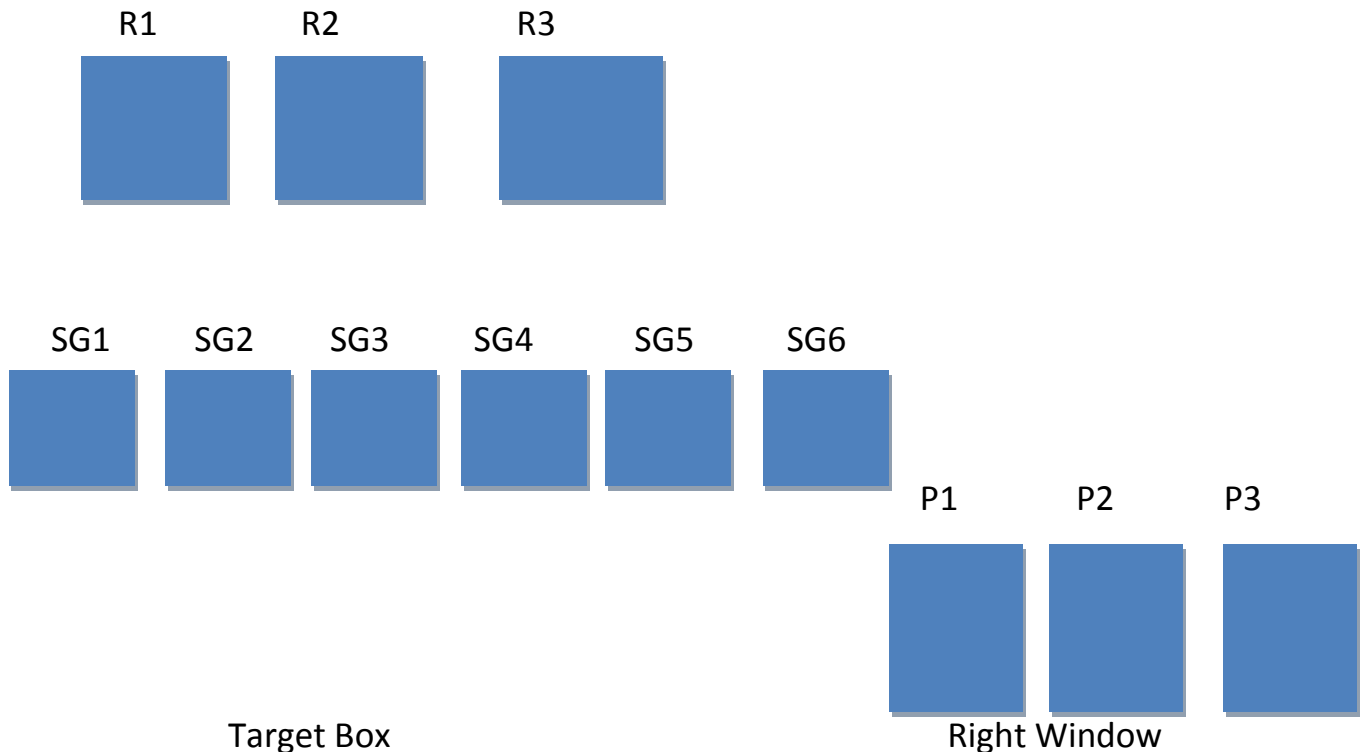
My Granny always says, "Never trust a red head or a Smith and Wesson."

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

Shooting Order: SG-R-PP

Staging: R 10 rounds on target box. 2 P 5 rounds each holstered. SG open empty in both hands out side door.

Shooter starts outside of jail on front porch, SG in both hands. Indicate ready by saying the line, "Never trust a red head or a Smith and Wesson." At the beep, move to target box and shoot SG targets any order. Place open empty SG on box. With rifle, engage rifle targets with 2 vigilante sweeps which is 1, 2, 1, 2, 3. Sweeps can be from either direction either time. Make rifle safe. Move to right window; repeat rifle instructions on pistol targets.



Stage 5 Boot Hill

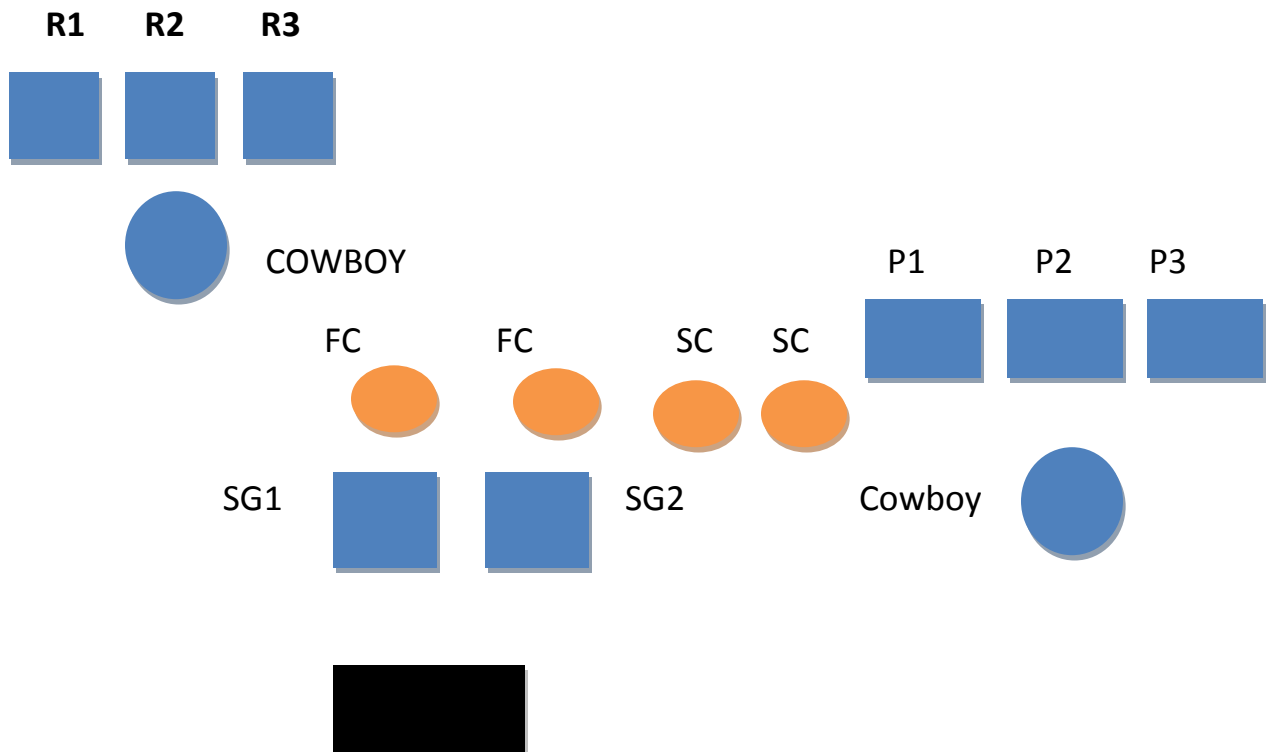
My Granny always says, "Sooner or later I rub everybody the wrong way."

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

Shooting Order: R-SG- PP

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

Shooter starts on left side of gate rifle in both hands. Indicate ready by saying the line, "Sooner or later I rub everybody the wrong way." At the beep, double tap the rifle targets from either direction then place 4 rounds on the cowboy. Place open empty rifle on table. With SG, shoot SG targets any order. A miss on the flying clays can be made up on the stationary clays. Move to right of gate post; repeat rifle instructions with pistols.



Stage 6 Livery

My Granny always says, "Two things you don't need: bad whiskey or a slow horse."

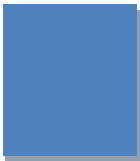
Round Count: 10R-10P-4+SG

Shooting Order: R-PP-SG

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

Shooter starts at left window hands flat in window shelf. Indicate ready by saying the line, "Two things you don't need: bad whiskey or a slow horse." At the beep, engage rifle targets with a progressive sweep, 1on1 2on2, 3on3, 4on4 from either direction. Place open empty rifle in window. Move to doorway; repeat rifle instructions on pistol targets. Move to right window; shoot SG targets any order.

R1



R2



R3



R4



SG1



SG2



SG3



SG4



P1



P2



P3



P4

