

## Stage 1 - Saloon

### Conagher

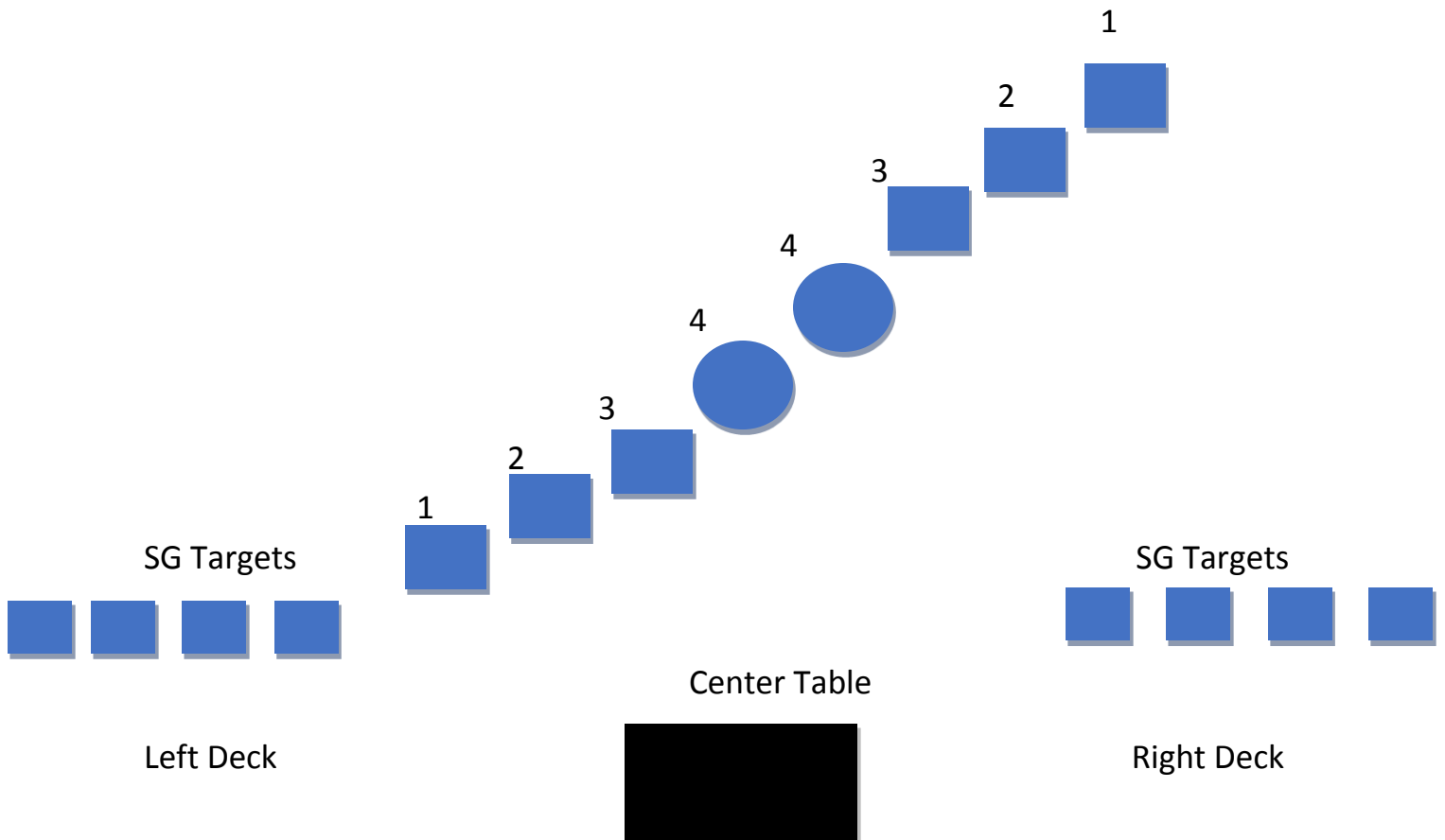
Johnny asks Conagher, "Why didn't you draw on Kiowa?" Conagher replies, "He needed to be taught a lesson not killed. Any man who kills when he can do otherwise is crazy. Just plumb crazy."

Round Count: 10P-10R-8+SG

Shooting Order: SG-PP-R-SG or SG-R-PP-SG

Staging: 2P-5each holstered; R10 rounds on center table; SG in both hands at left window.

Shooter starts at left window SG in both hands. Indicate ready by saying the line, "**Just plumb crazy.**" ATB, engage SG targets any order; make SG safe on the center table. At the center table, with rifle and pistols shoot a continuous 1-2-3-4-4-3-2-1 sweep from either direction. Take SG to right window; shoot SG targets any order.



## Stage 2 - Well

### Conagher

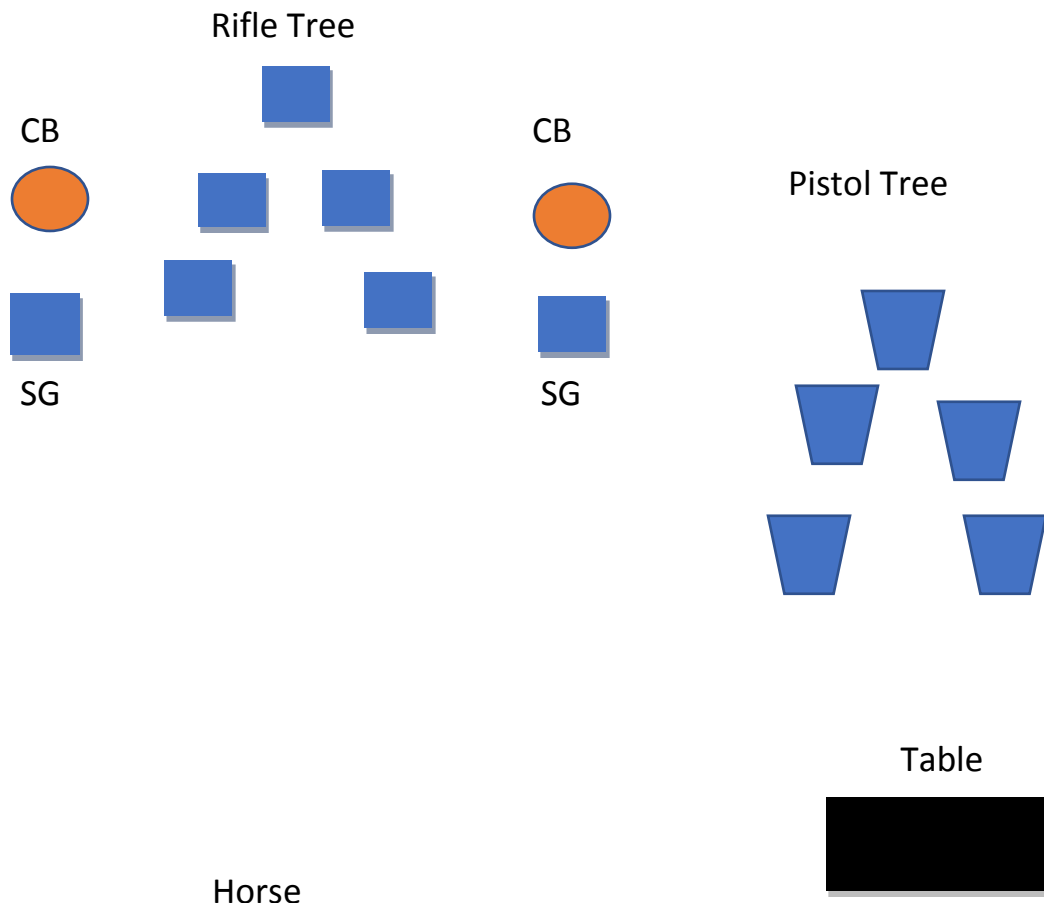
A young cowboy says, "Conagher you are a hard man." Conagher replies, "It's a hard country, kid."

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

Shooting Order: SG-R-PP

Staging: 2P-5 each holstered; R10 rounds on horse; SG in both hands.

Shooter starts at the horse SG in both hands. Indicate ready by saying the line, "**It's a hard country, kid**". ATB, engage SG targets any order; a miss on the clay birds can be made up on the rifle tree. Make SG safe on horse. With rifle engage targets starting on either bottom target with a vertical Nevada sweep, then repeat on the other side. Make rifle safe on the horse or down range table. Move to table; repeat rifle instructions with pistols.



### Stage 3 - Fort

Conagher

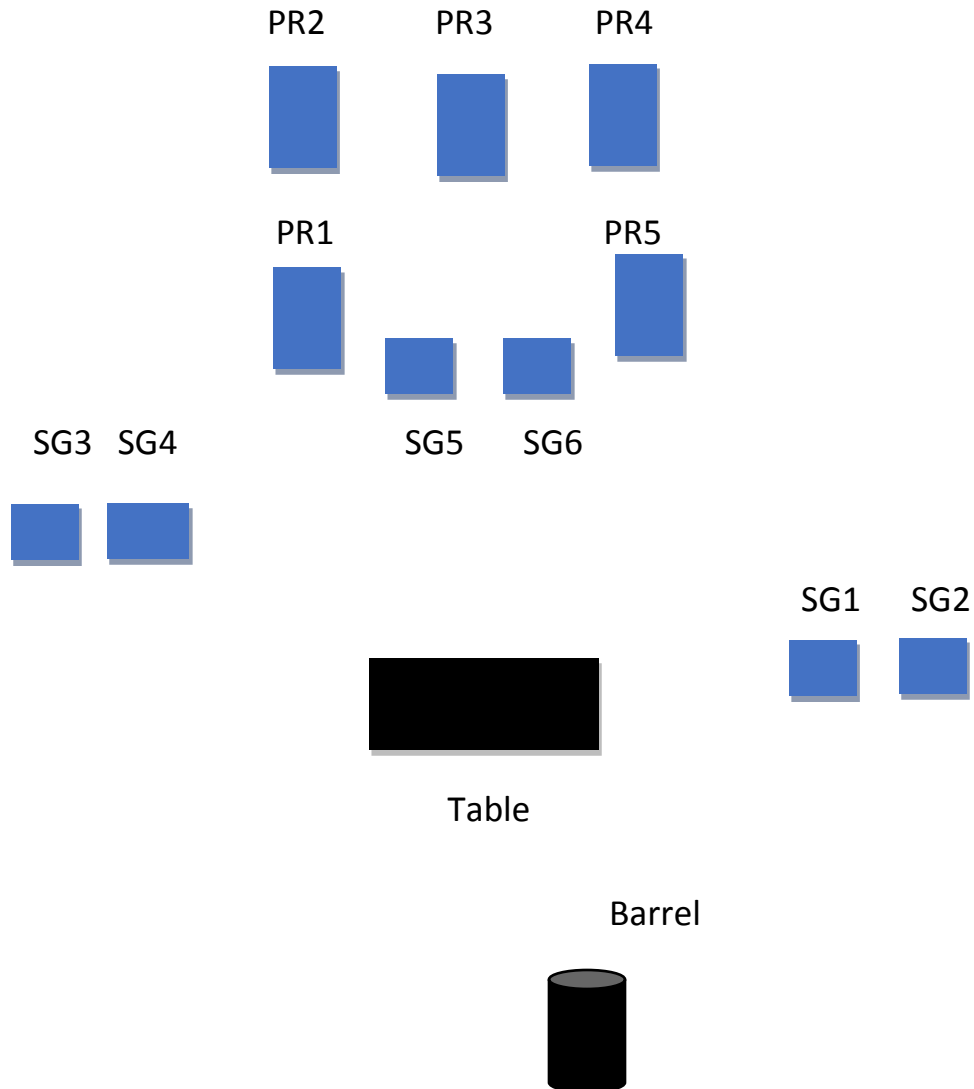
Laban Teal asks Conagher, "Who gave you that black eye?" Conagher replies, "Nobody gave it to me; I fought for it."

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

Shooting Order: R-SG-PP

Staging: 2P-5 each holstered; R10 rounds in both hands; SG on barrel.

Shooter starts at the barrel rifle in both hands. Indicate ready by saying the line, "**I fought for it.**" ATB, engage rifle targets 2 times each, any order. Make rifle safe on barrel; engage SG targets anywhere between the barrel and table. Place open empty SG on table; repeat rifle instructions with pistols.



## Stage 4 - Jail

### Conagher

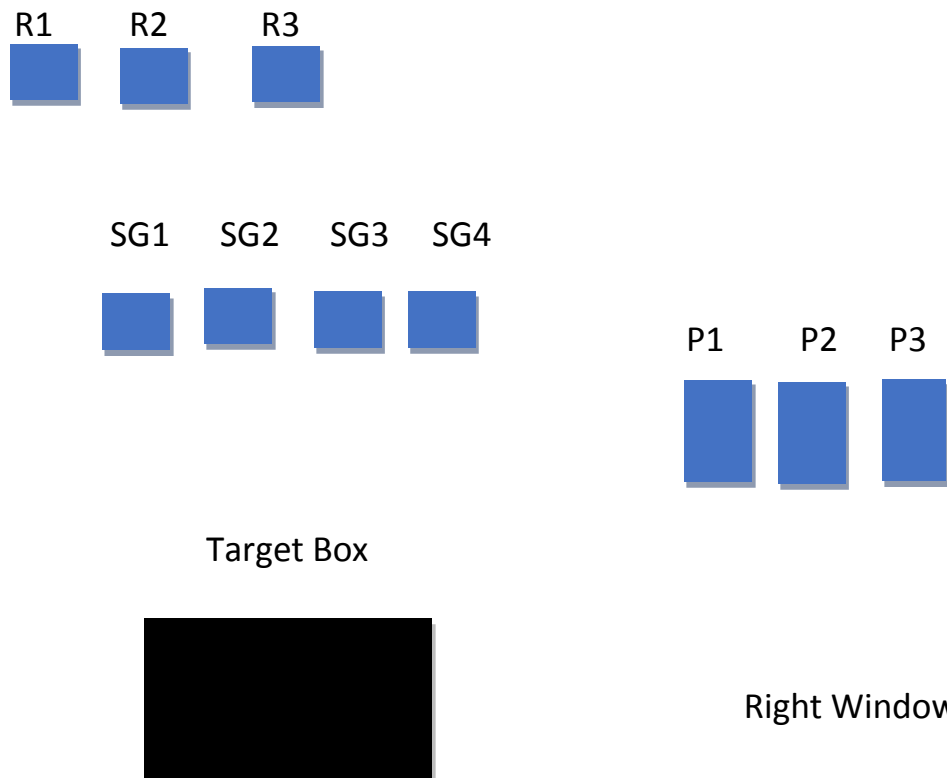
After Conagher figures out Chis Mahler is turning a blind eye to the Ladder 5 Gang rustling the owners' cattle, Conagher tells him, "You're not riding for the brand, you're just running scared."

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

Shooting Order: SG-R-PP

Staging: 2P-5 each holstered; R10 rounds on target box; SG in both hands.

Shooter starts outside door on porch SG in both hands. Indicate ready by saying the line, "**You're just running scared.**" ATB, move to target box; engage SG targets any order. Make SG safe on target box. With rifle, engage targets 2-3-5 any order, a round count not a sweep. Make rifle safe on target box or right window. Move to right window; repeat rifle instructions with pistols.



## Stage 5 - Boot Hill

### Conagher

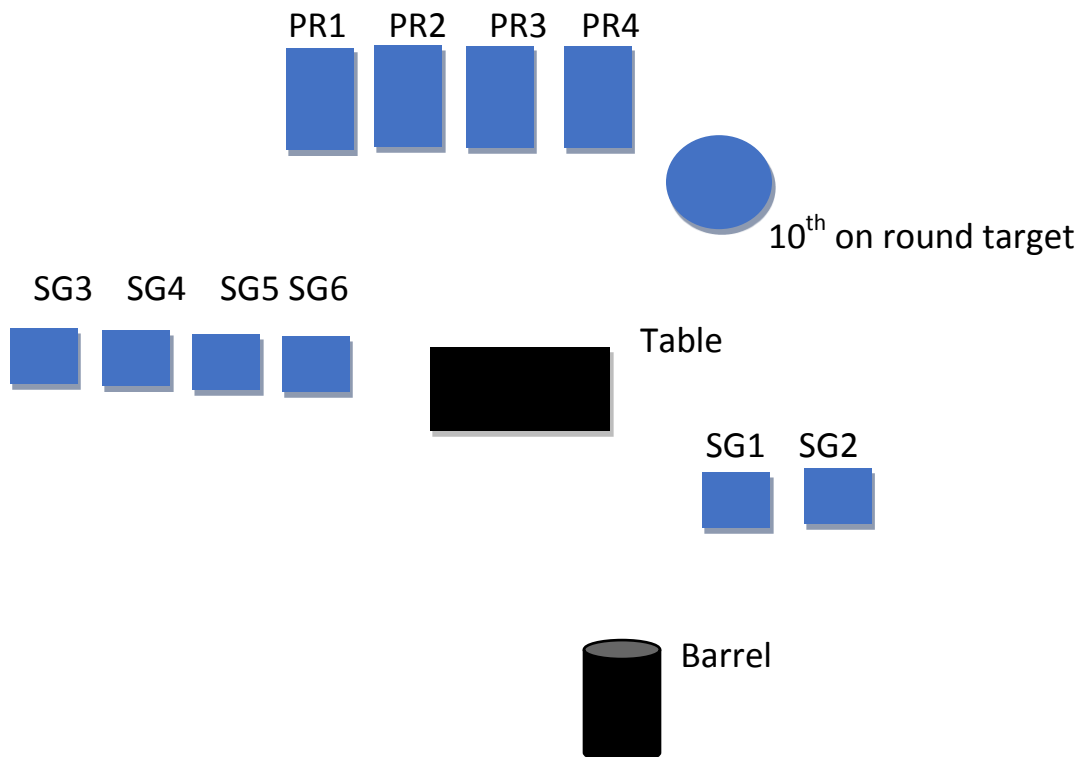
After Conagher tracks down the stolen horses, the thief Coker asks, "You just going to leave me here afoot? It's 50 miles back to the Ladder 5." Conagher replies, "Tuff life being an outlaw."

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

Shooting Order: R-SG-PP

Staging: 2P- 5 rounds each holstered; R10 rounds in both hands; SG on barrel.

Shooter starts at the barrel rifle in both hands. Indicate ready by saying the line, "**Tuff life being an outlaw.**" ATB, engage rifle targets with a progressive vigilante sweep, EX: 12-123-1234; place 10<sup>th</sup> round on round target. Sweep can be from either direction. Make rifle safe on barrel. With SG, engage targets anywhere between barrel and table. Make SG safe on table; repeat rifle instructions with pistols.



## Stage 6 - Livery

### Conagher

Conagher is ambushed and wounded by the Ladder 5 Gang. He hides out till dark, when he sees their camp fire. He walks in and tells the leader, Smoke Parnell, that they better clear out. Parnell replies, "You're so weak from blood loss you can't even raise that rifle." Conagher says, "Pull that pistol and see."

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

Shooting Order: PP-R-SG

Staging: 2P-5 each holstered; R10 rounds on table; SG in right window.

Shooter starts at left window, hands on pistols. Indicate ready by saying the line, "**Pull that pistol and see.**" At the beep, engage one of the knock down targets then double tap P1 and P2 any order. With second pistol, engage the other knock down then double tap P1 and P2 any order. Move to center table; repeat pistol instructions with rifle. Make rifle safe on table or right window. Move to right window; shoot SG targets any order. A miss on the pistol or rifle KD can be made up on stationary target with SG.

