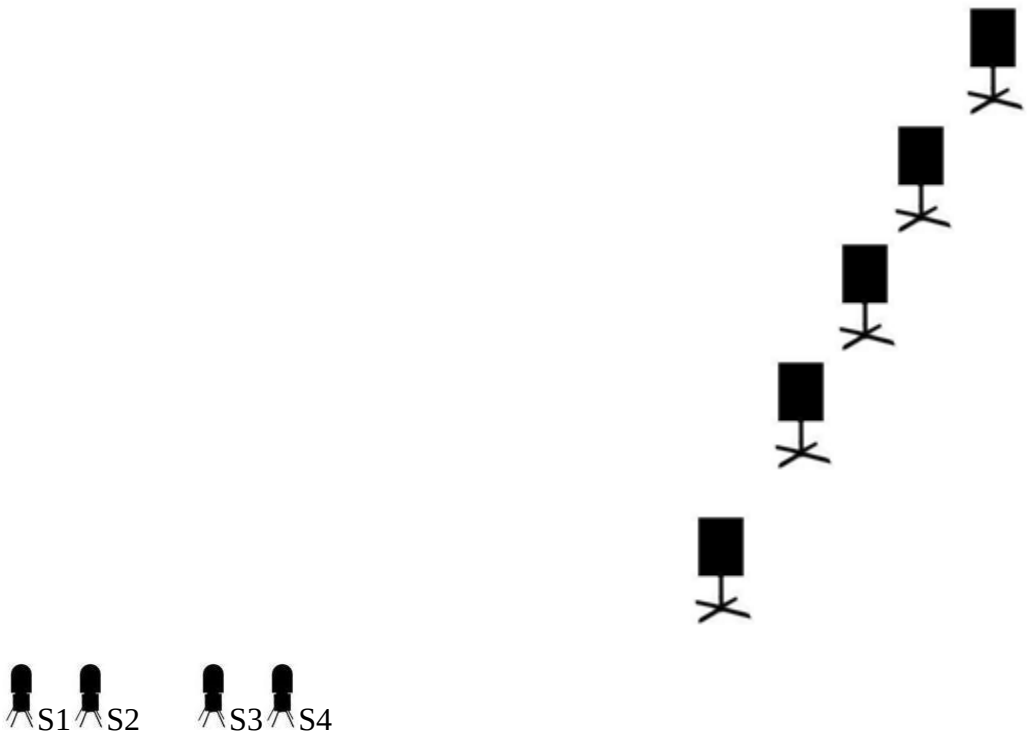
Stage 1 June 2026 at River Bend

Part 1: The Shifty Eye Saloon
Hannibal Heyes and Kid Curry were just trying to stay out of trouble in River Bend until their amnesty came through. But trouble found them at the Shifty Eye Saloon when a crooked card dealer accused the Kid of palming an ace. As chairs flipped and six-guns cleared leather, Heyes sighed, hefted his shotgun, and prepared to blast a path to the exit.

Round count	**Shooting Order**
10 pistol	
10 rifle	shotgun last
4 + shotgun on your person	

Staging
Rifle on table in center. Shotgun staged on left window. Two pistols loaded with five rounds each and holstered.
Procedure
Shooter starts standing behind table with one hand touching the other sleeve cuff. Shooter indicates ready by saying line **"What Ace?"** With pistols and rifle shoot a Stepladder sweep. Either end target can be target 1. Start on 1 and alternate for 5 shots between 1 and 2, then start on 2 and alternate for 5 shots between 2 and 3, then start on 3 and alternate for five shots between 3 and 4, then start on 4 and alternate for five shots between 4 and 5. Make rifle safe. Move to shotgun and knock down 4 targets.



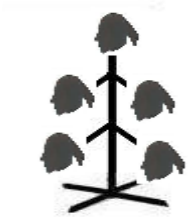
Stage 2 June 2026 at River Bend

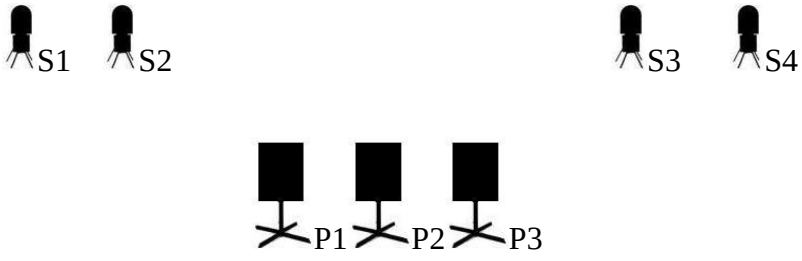
Part 2: The Town Well
Dashing outside, they dove behind the old town well for cover. The card shark's friends weren't far behind, and a sudden crossfire from a rival outlaw gang made the bullets fly. "I thought you said this was a quiet town!" the Kid yelled over the roar of gunfire as they returned fire to keep the shooters at bay.

Round count	**Shooting Order**
10 pistol	pistol
10 rifle	pistol
4+ shotgun on your person	rifle
	shotgun

Staging
Rifle and Shotgun staged table. Two pistols loaded with five rounds each and holstered.

Procedure
Shooter starts beside table both hands on pistols. Shooter indicates ready by saying the line **"Quiet town?"** At the beep, with pistols, shoot a Nevada sweep from one end then, with second five rounds, shoot a Nevada sweep from the other side. Holster. Pick up rifle and shoot the pyramid targets with a vertical Nevada sweep starting on either bottom target. Then start on the other bottom target for the second sweep. Make rifle safe and shoot shotgun targets until down in any order.





rifle and shotgun

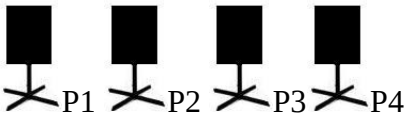
Stage 3 June 2026 at River Bend

Part 3: The Fort
Low on ammo, they retreated toward the abandoned fort on the edge of town. Unfortunately, the band of ruthless outlaws had already claimed it as a hideout. Trapped between the angry saloon mob and the heavily armed rustlers inside the fort, Heyes and the Kid had no choice but to cock their pistols and shoot their way through.

Round count	**Shooting Order**
10 pistol	rifle
10 rifle	pistol
3 or 4 + shotgun on your person	pistol
	Shotgun

Staging
Shotgun staged on table. Rifle in hand. Two pistols loaded with five rounds each and holstered.

Procedure
Shooter starts with rifle in hand on starting mark. Shooter indicates ready by saying line **"Low on ammo"** At the beep, engage the rifle targets in a cat herder's sweep from either direction. (A cat herder's sweep is a Nevada sweep – double tapping each end target) Make rifle safe on the table. With pistols engage the targets as per rifle instructions. Holster. With shotgun – make a choice – (A) shoot any three of the four standard shotgun targets on the left and be done --- OR-- (B) shoot the two popper targets on the right. 10 second bonus if both clays are hit. Both flyers must be addressed with option B. One flyer must be hit or it is a miss.



Stage 4 June 2026 at River Bend

Part 4: The Jail

The chaos drew the local sheriff, who promptly locked everyone up. But the jail wasn't safe for long. A lynch mob, whipped into a frenzy by the card dealer, arrived to break down the doors. To save their own hides, Heyes and Curry grabbed spare rifles from the gun rack and started firing through the barred windows to drive them back.

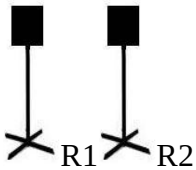
Round count	**Shooting Order**
10 pistol	shotgun
10 rifle	rifle
4 + shotgun on your person	pistol
	pistol

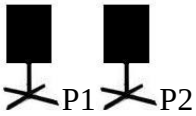
Staging

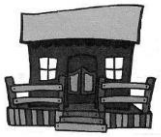
Rifle and shotgun staged on target box. Two pistols loaded with five rounds each and holstered

Procedure

Start standing behind target box. Hands may be touching shotgun and/or ammo, but gun is flat on table and ammo is still in belt. When ready, say the line, **"Is that a lynch mob?"** At the beep, shoot shotgun targets in any order until down. Make shotgun safe and with rifle shoot a progressive Lawrence Welk sweep on the two targets beginning on either end. (1 on target 1) (2 on target 2) (3 on target 1) and (4 on target 2). Make rifle safe and from window repeat rifle instructions with pistols.





jail 

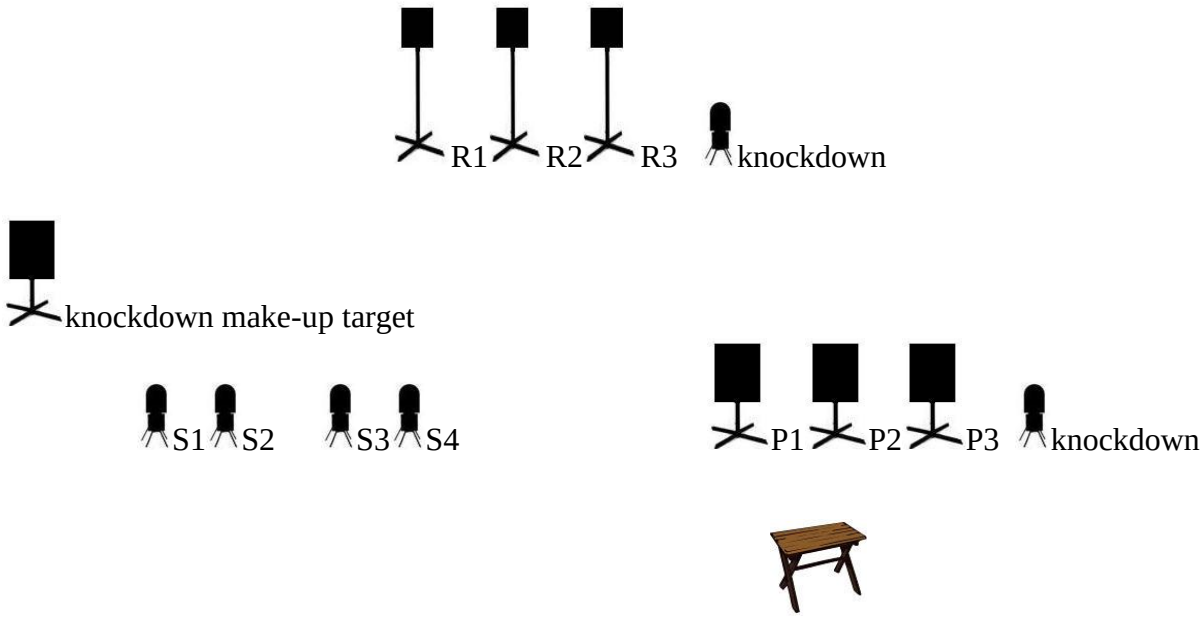
Stage 5 June 2026 at River Bend

Part 5: The Cemetery
They busted out of jail during the confusion and ran straight into the foggy River Bend cemetery. It was a "dead" end. The dealer's hired guns were waiting behind the tombstones, eager to put the boys in the ground permanently. "Let's give 'em something to remember us by," Heyes whispered, unleashing a barrage of lead among the meager monuments.

Round count	**Shooting Order**
10 pistol	pistol
10 rifle	pistol
4 + shotgun on your person	rifle
	Shotgun

Staging
Rifle and Shotgun staged on table. Two pistols loaded with five rounds each and holstered.

Procedure
Shooter starts standing behind the table with arms crossed across the chest. Shooter indicates ready by saying the line **"Let's give 'em something to remember!"** At the beep, address the pistol targets by placing three shots on each target in any order and then shoot the pistol knockdown. Holster and with rifle, using rifle targets, repeat pistol instructions, then shoot the rifle knockdown. Make safe on the table. Take shotgun. Move as far to left as desired. Shoot the 4 shotgun targets in any order. After all shotgun targets are down the knockdowns may be made up with shotgun if needed.



Stage 6 June 2026 at River Bend

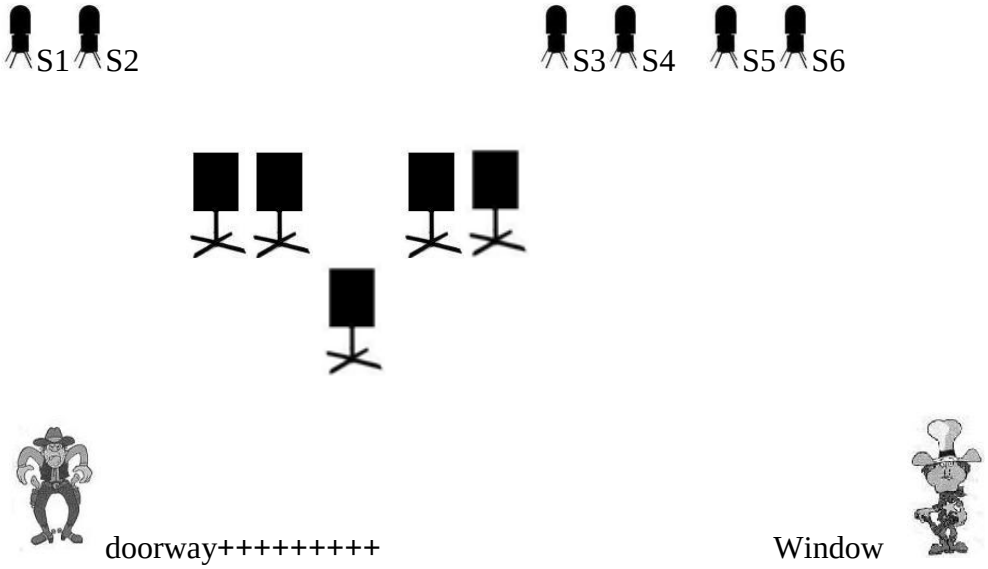
Part 6: The Livery Stable
With empty revolvers and pounding hearts, they made a final break for the livery stable to get their horses. Two hands, thinking they were horse thieves, opened fire from the hayloft. Diving for cover, Heyes and the Kid grabbed loaded shotguns off the wall and ‘explained’ their exit plan to the stable boys. They saddled their panicked horses and rode ‘hell bent for leather’ straight out of River Bend.

Round count
10 pistol
10 rifle
6 + shotgun on your person

Shooting Order
shotgun last

Staging
Shotgun staged in left or right window. Rifle on table. Two pistols loaded with five rounds each and holstered.

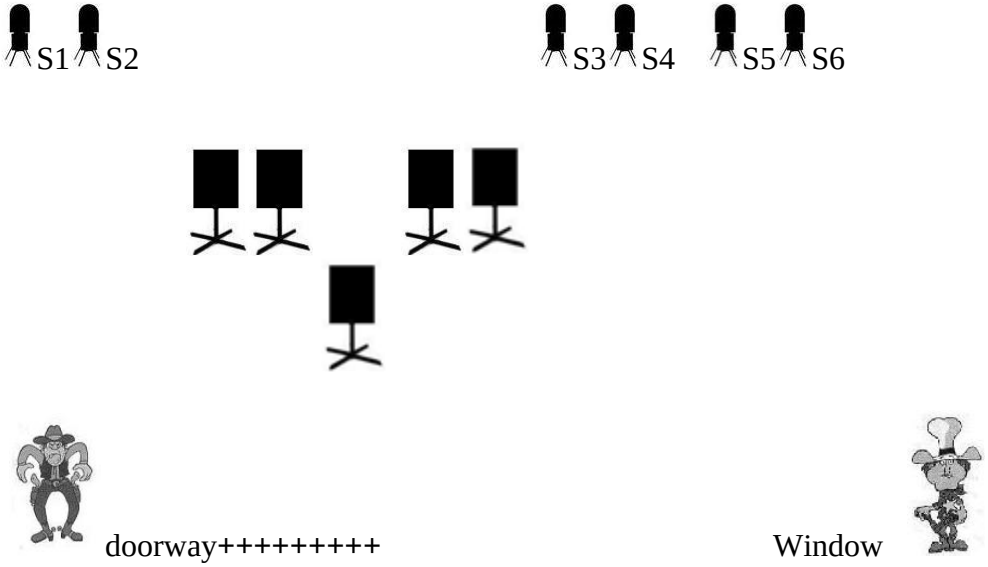
Procedure
Shooter starts standing in doorway with hands on hat brim. Say the line **“Exit plan!”.** At the beep, engage the targets with 4 rounds on the front target and **then** three rounds on each back target (round count on back targets) and **then** 4 rounds on the front. Shoot the two left shotgun targets through left window and right four through the right window. Makeups from anywhere.



Warm up June 2026 at River Bend

Round count
10 pistol
10 rifle
6 + shotgun on your person

Shooting Order
rifle
pistol
pistol
shotgun

Staging
Rifle and shotgun staged on table.

Procedure
Shooter starts standing behind table hands not touching guns. Say the line **"Where is everybody".** At the beep, engage the rifle targets with 10 shots on back four targets in any order – each target must be addressed at least twice. Make rifle safe. With pistols, dump ten on front target. Holster. Shoot the six shotgun targets from anywhere on the firing line.