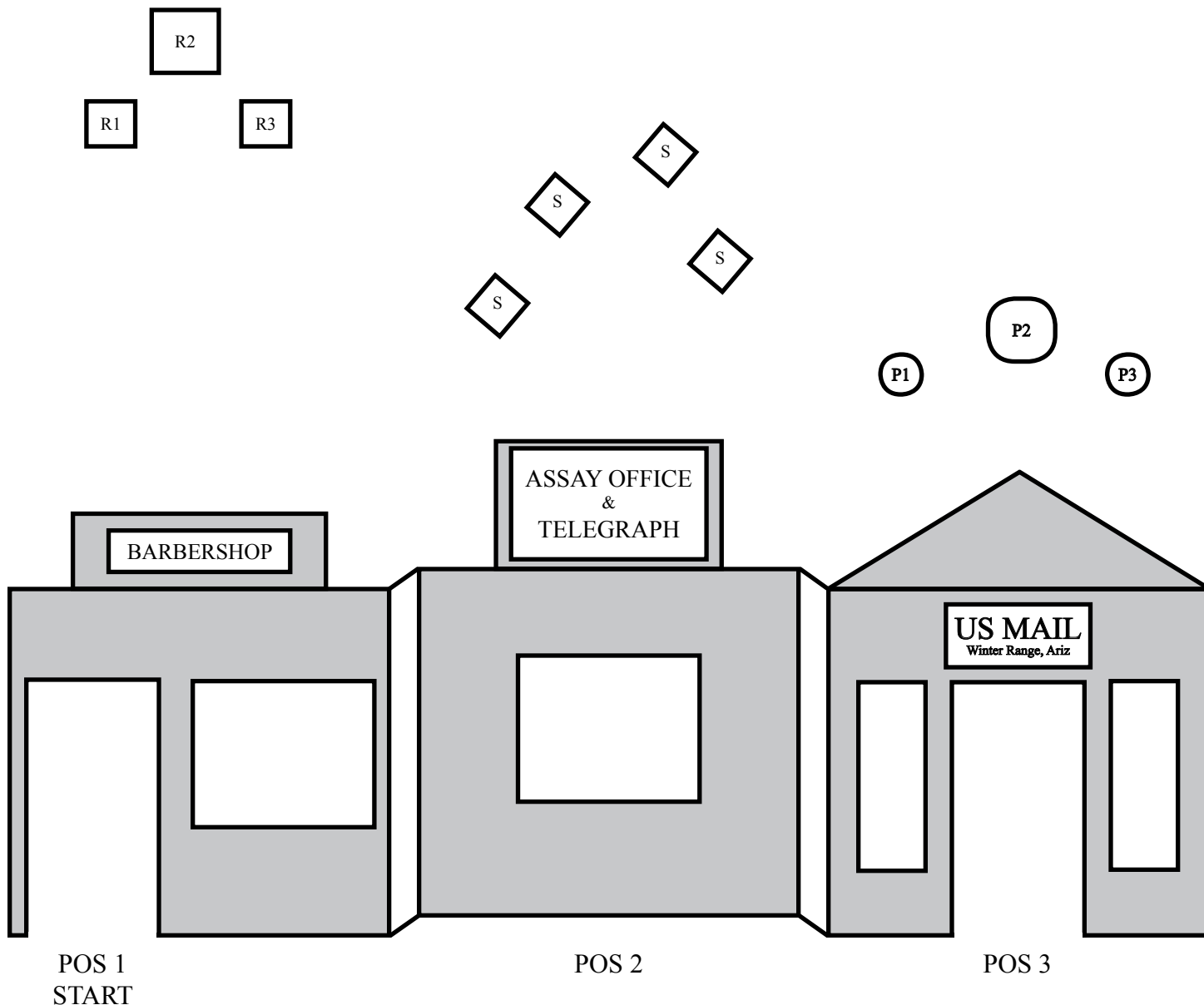


STAGE ONE



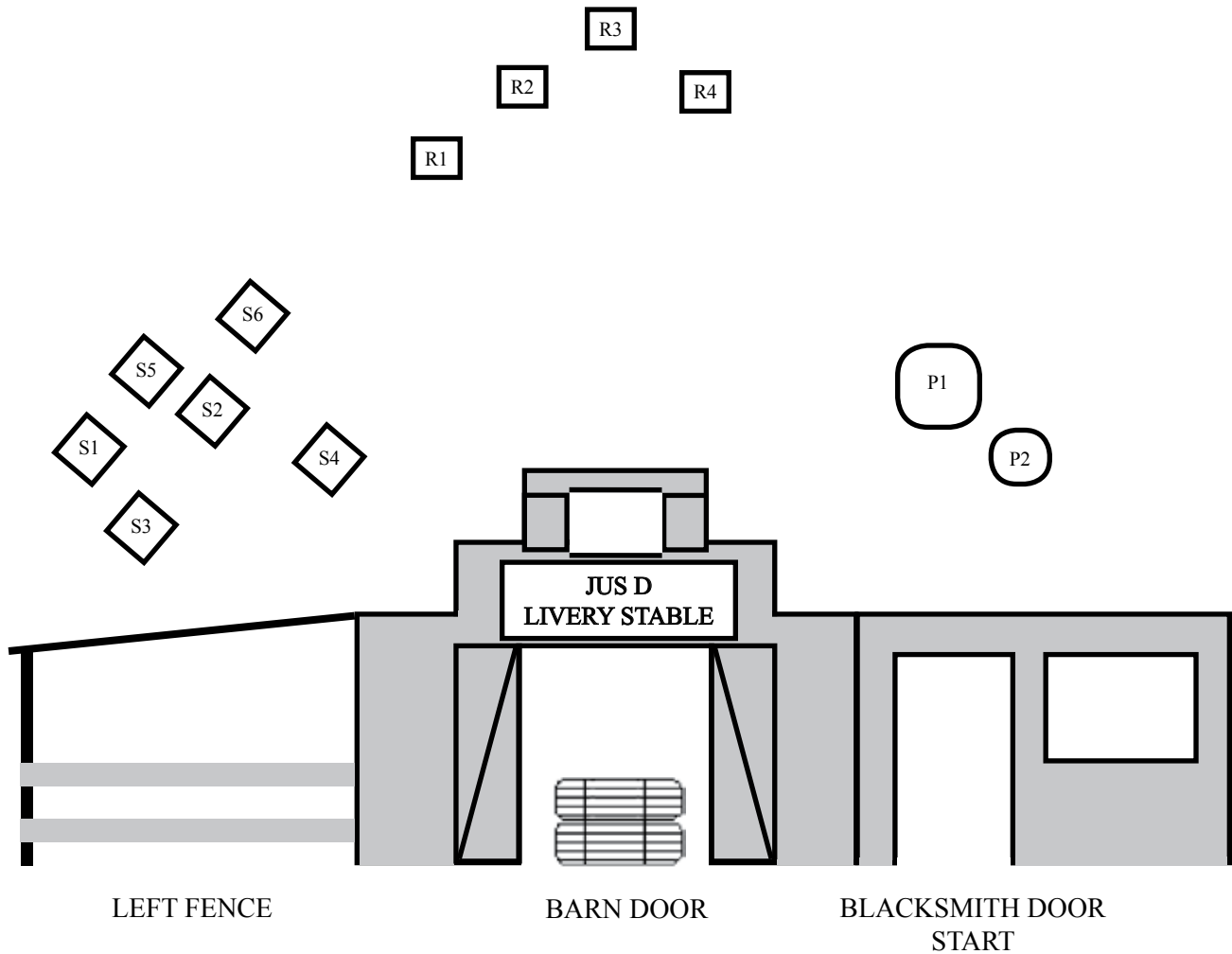
10 REVOLVER 10 RIFLE 2+ SHOTGUN

START: Standing at the **doorway of the Barbershop** (Pos 1), rifle loaded with 10 rds, in hands (holding with both hands); Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely.

ON SIGNAL: Starting on either end with rifle, sweep R1-R3 **twice in the same direction** with a 1-3-1 sweep. Make rifle safe. From the Assayer's Office window (Pos 2), with shotgun knock down **any two of the four** shotgun targets (S). Make shotgun safe. From the US Mail Office doorway (Pos 3), starting on either end, with revolvers sweep P1-P3 **twice in the same direction** with a 1-3-1 sweep.



STAGE TWO

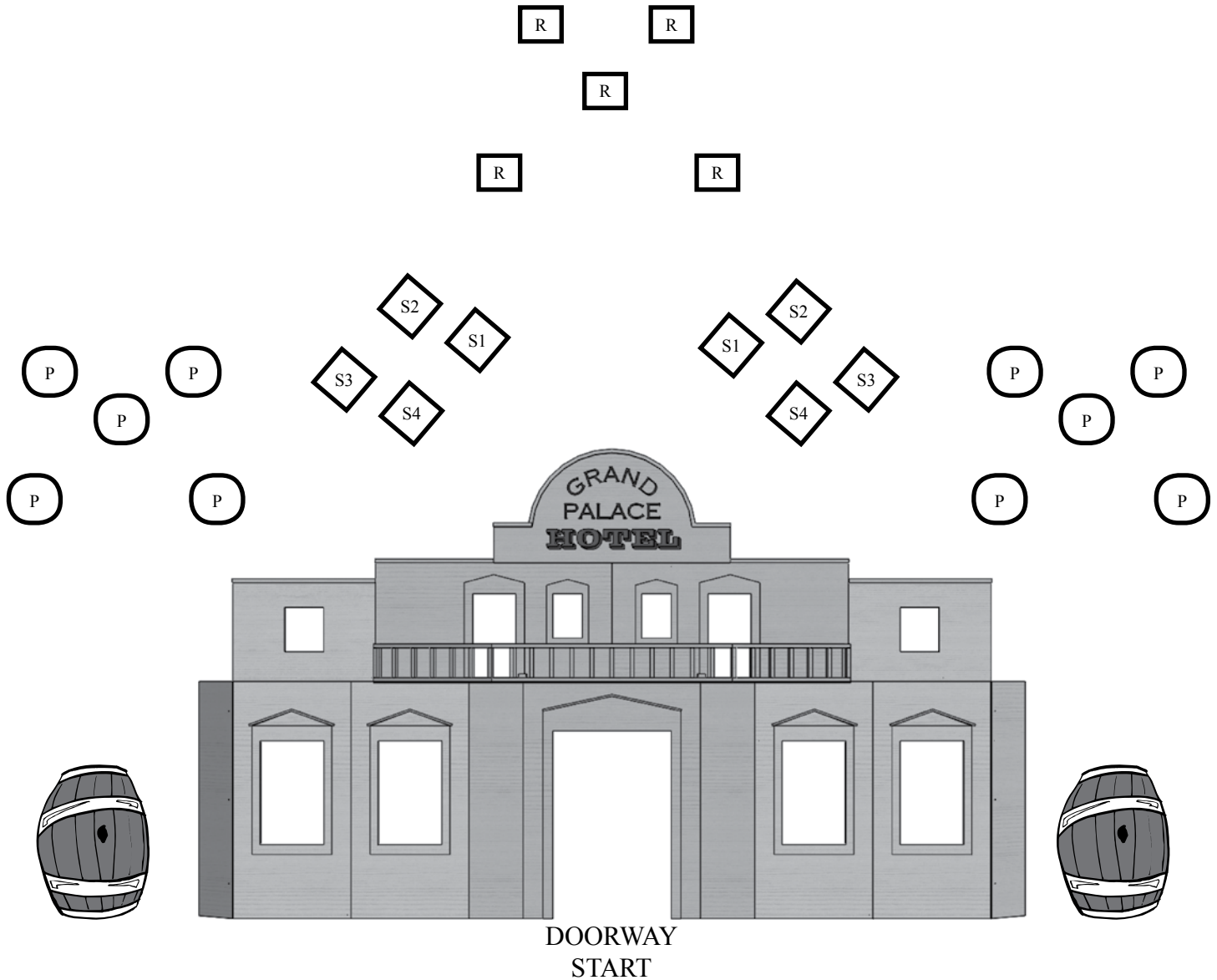


10 REVOLVER 10 RIFLE 6+ SHOTGUN

START: At the **Blacksmith door** holding the bridle with both hands (either bridle attached to door frame). Rifle loaded with 10 rds and the open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying: *"Keep the saddle....but I want my horse!"*

SIGNAL: With revolvers engage P1 six times, and P2 four times. From the barn doorway with rifle engage R1-R4 at least twice each for 10 rds. Make rifle safe. From the left fence with shotgun engage S1-S6.

STAGE THREE



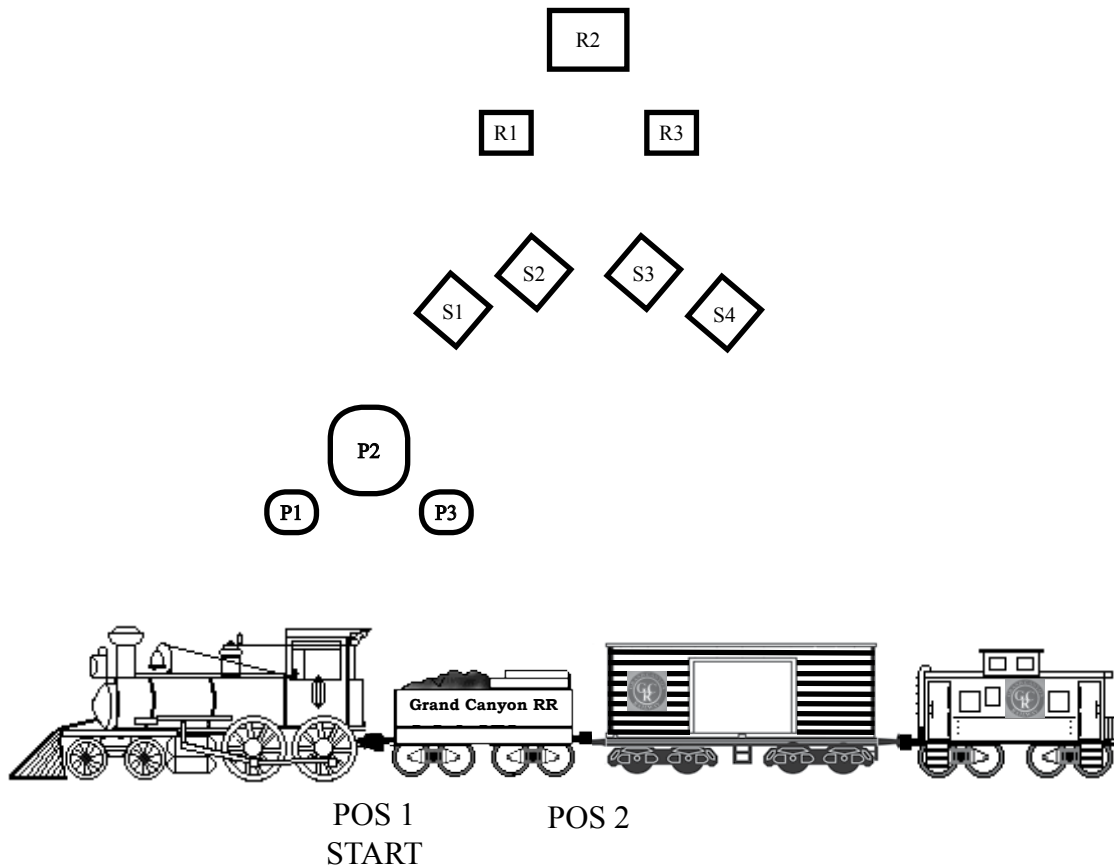
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At the **doorway**, rifle loaded with 10 rds in hands (holding with both hands). Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely.

ON SIGNAL: Pick **any two rifle targets (R)** and with rifle engage with an alternating double-tap for 10 rds. Make rifle safe. Move to any open window and with shotgun engage S1-S4, make shotgun safe. Move to either barrel (at either end of the building). Pick **any two revolver targets (P)** and with revolvers engage with a continuous alternating double-tap for 10 rds.

Note: Once you pick your two targets you must alternate between those two only.

STAGE FOUR

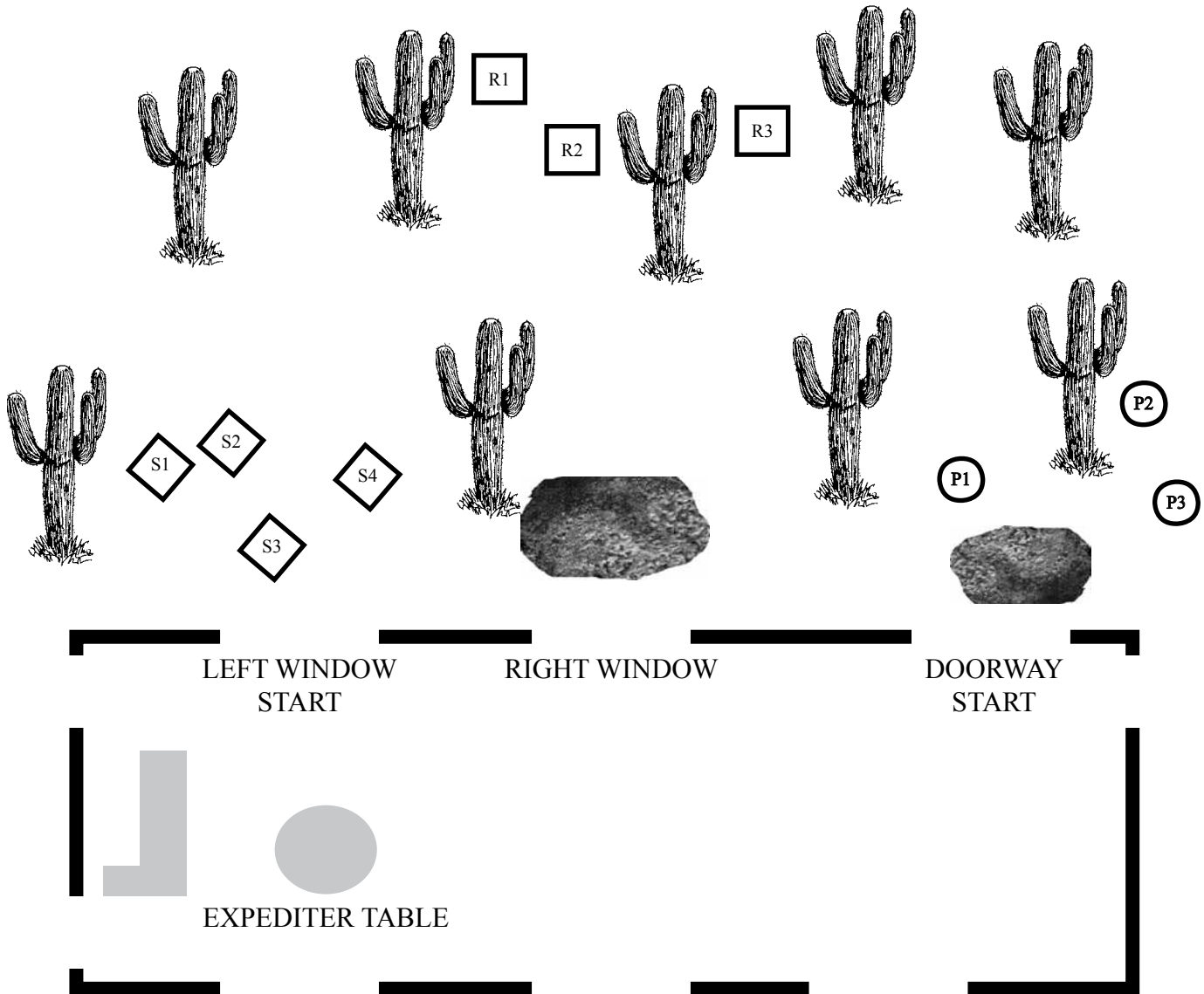


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At position 1 (Pos 1) holding the train whistle lanyard with both hands. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter will indicate ready by sounding the train whistle (pulling the lanyard).

ON SIGNAL: From Pos 1 with revolvers engage P1 and P3 once each, and P2 eight times. Move to position 2 and with rifle engage R1 and R3 once each, and R2 eight times. Make rifle safe. With shotgun engage S1-S4. Make shotgun safe.

STAGE FIVE



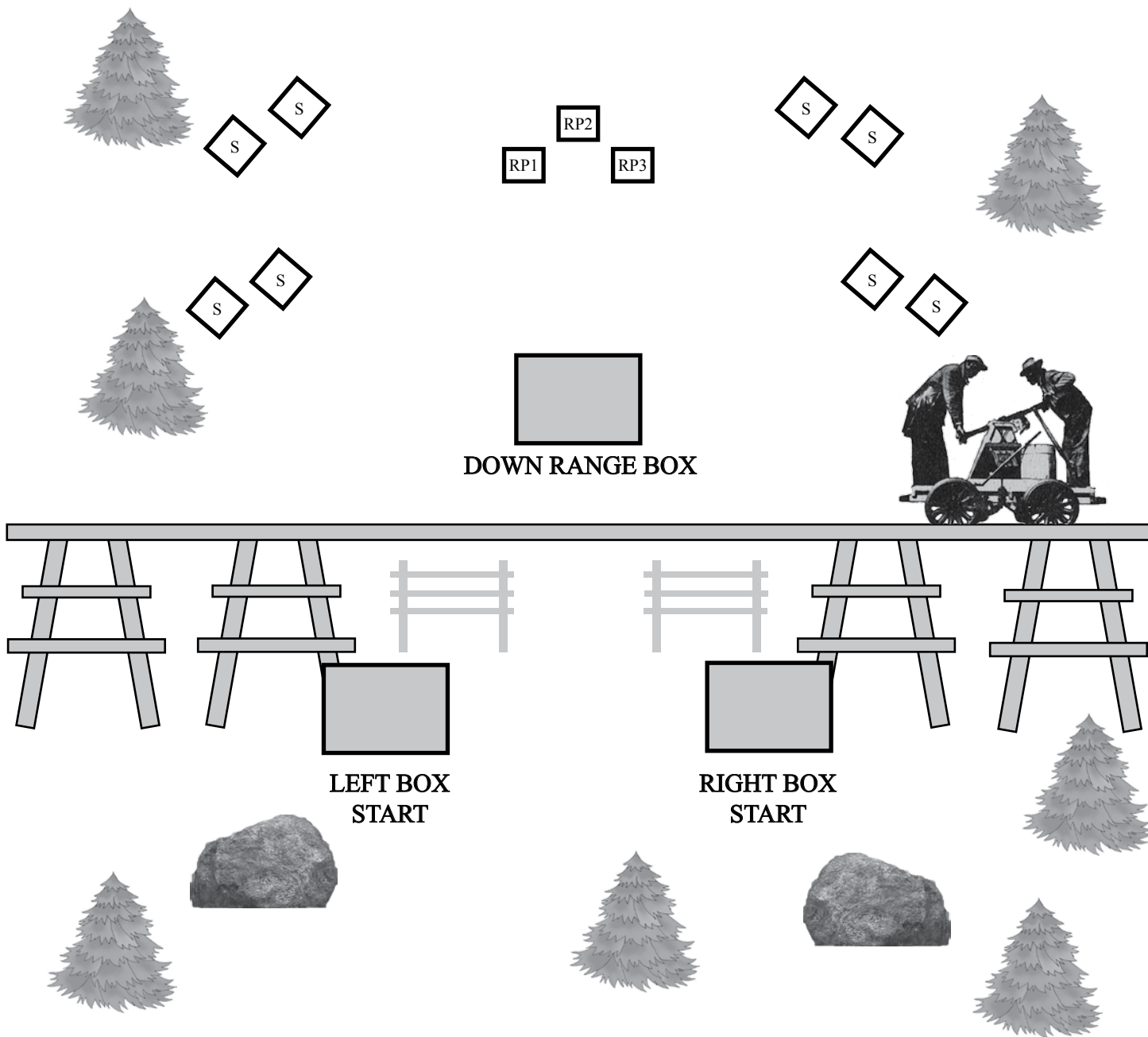
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: Inside the saloon at **either the left window or the doorway**. Two revolvers loaded with 5 rds each, holstered. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. **Stage may be engaged from right to left or from left to right.** Shooter may indicate ready by saying *"They're hiding in the cactus!"*

Note for Posse Marshall: Please expedite shooters from the loading table to the expediter table inside the Saloon, muzzles up!

ON SIGNAL: At the left window, with shotgun engage S1-S4, make shotgun safe. From the right window with the rifle engage R1-R3 at least 3 times each, for 10 rds, make rifle safe. From the doorway with revolvers engage P1-P3 at least 3 times each for 10 rds.

STAGE SIX



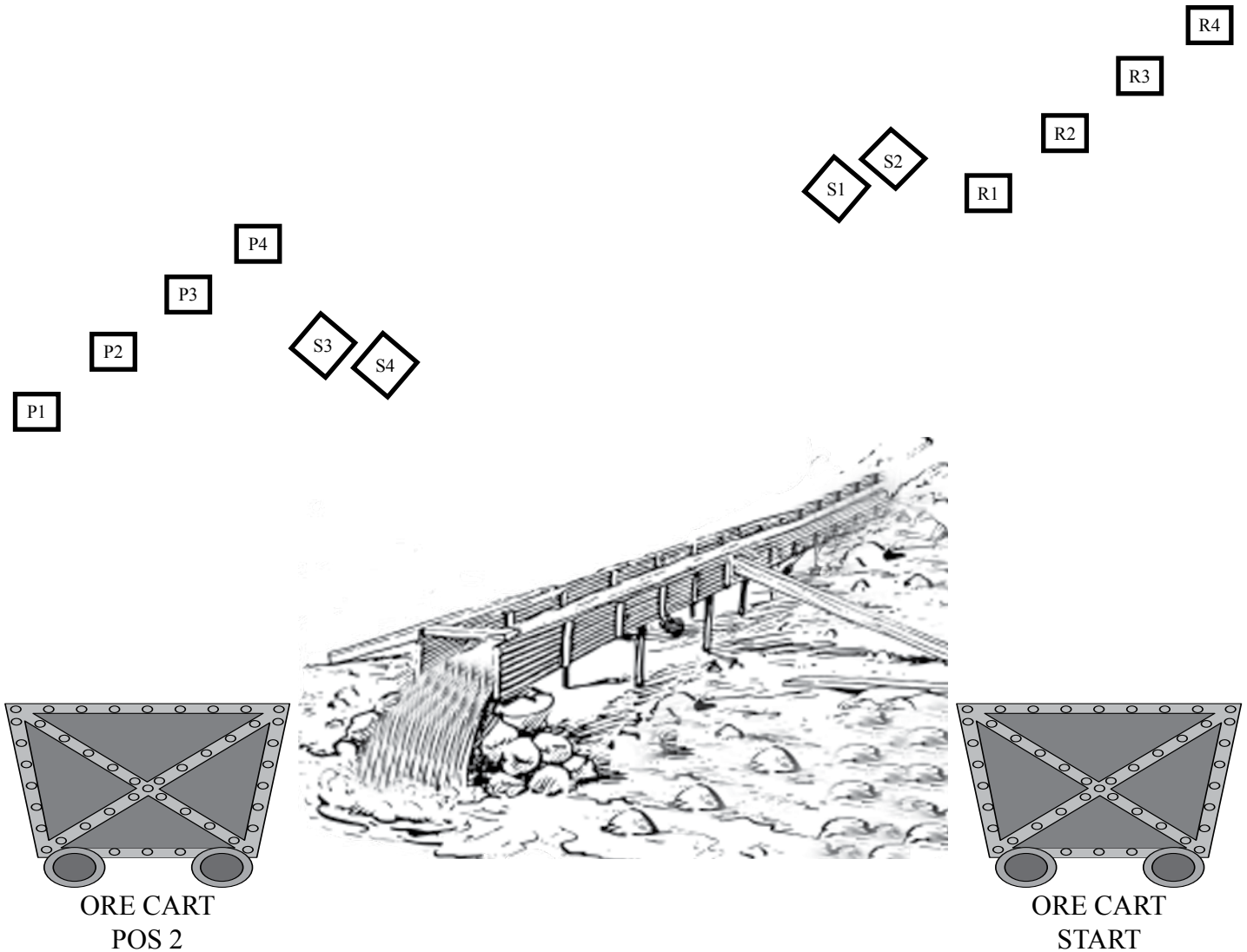
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At either the left or right cargo box, rifle loaded with 10 rds in hands (holding with both hands). Open, empty shotgun staged at either the left or right cargo box. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle engage RP1-RP3 with two “outside, outside, outside, outside, center” (e.g. RP1, RP3, RP1, RP3, RP2) sweeps, no double taps, starting on either RP1 or RP3, for 10 rds. Make rifle safe vertically or on the cargo box with muzzle pointing into berm. With shotgun knock down **any 4 of the 8** shotgun targets (S). Make shotgun safe at the down range box. With revolvers engage RP1-RP3 with the same instruction as the rifle.

NOTE: Shotgun targets may be engaged anywhere between the left or right cargo boxes, and the downrange box.

STAGE SEVEN



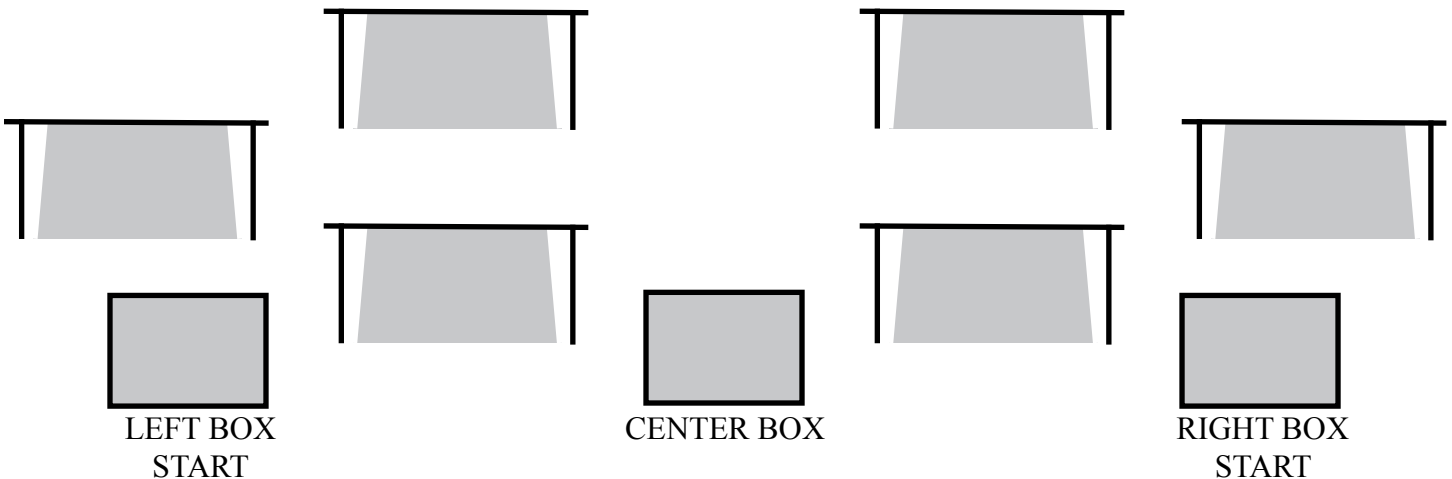
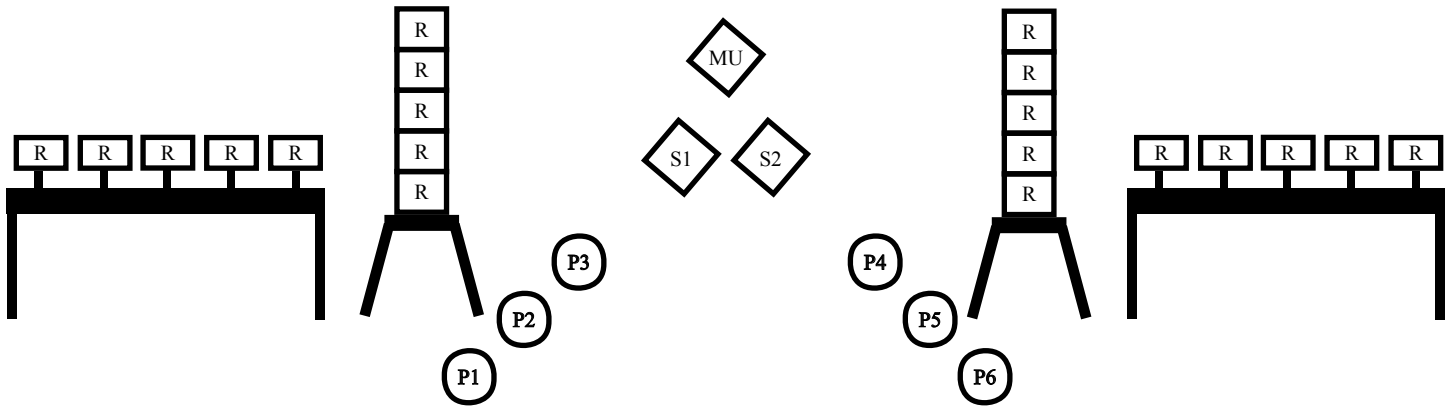
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At the **right ore cart**, with rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle engage R1-R4 with a reverse “Lawrence Welk” sweep from either direction (4,3,2,1). Make rifle safe. With shotgun engage S1-S2, move to the left ore cart (to the left of the sluice box), and engage S3-S4. Make shotgun safe. With revolvers engage P1-P4 with a reverse “Lawrence Welk” sweep from either direction.



STAGE EIGHT

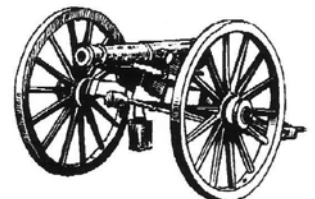


10 REVOLVER 10+ RIFLE 2+ SHOTGUN

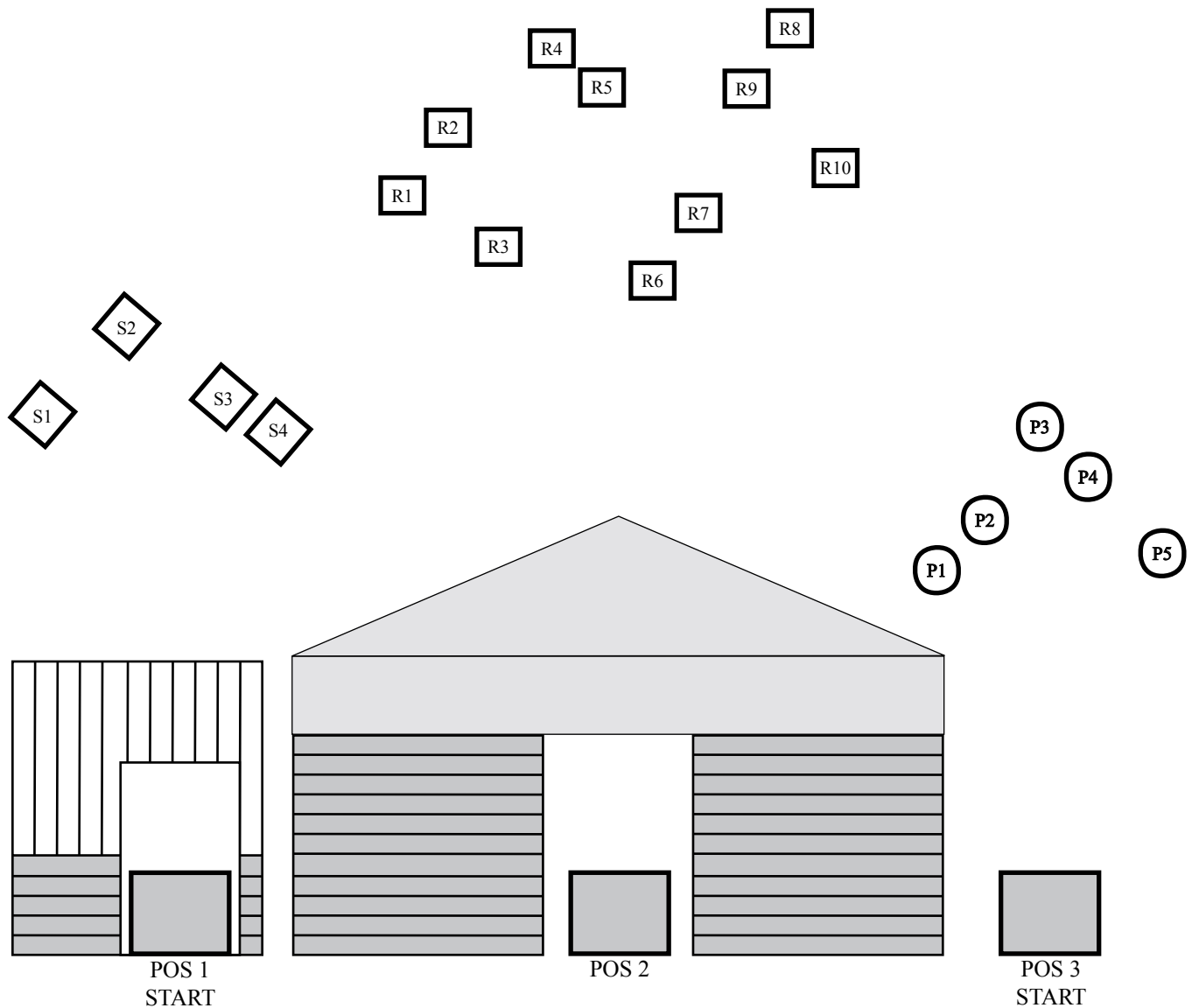
START: At either the left or right cargo box, hands at high surrender. Rifle loaded with 10 rds staged at the left or right box. Open, empty shotgun staged at center box. Two revolvers with 5 rds each, holstered.

ON SIGNAL: With rifle engage all the plates (10 total - 5 plates on rack and 5 tombstone plates). Move to the center box and with revolvers engage P1-P3 and P4-P6, each with a Blackjack Sweep in either direction (Nevada sweep starting on the middle target: P2 or P5). You may start on either group (P1-P3 or P4-P6). With shotgun engage S1-S2, make shotgun safe. Make up any misses on the rifle plates by engaging the make-up target (MU) with shotgun, one shot for each plate standing.

Note: Plates on either rack must fall to count as hits (except Buckaroos/Buckarettes).



STAGE NINE

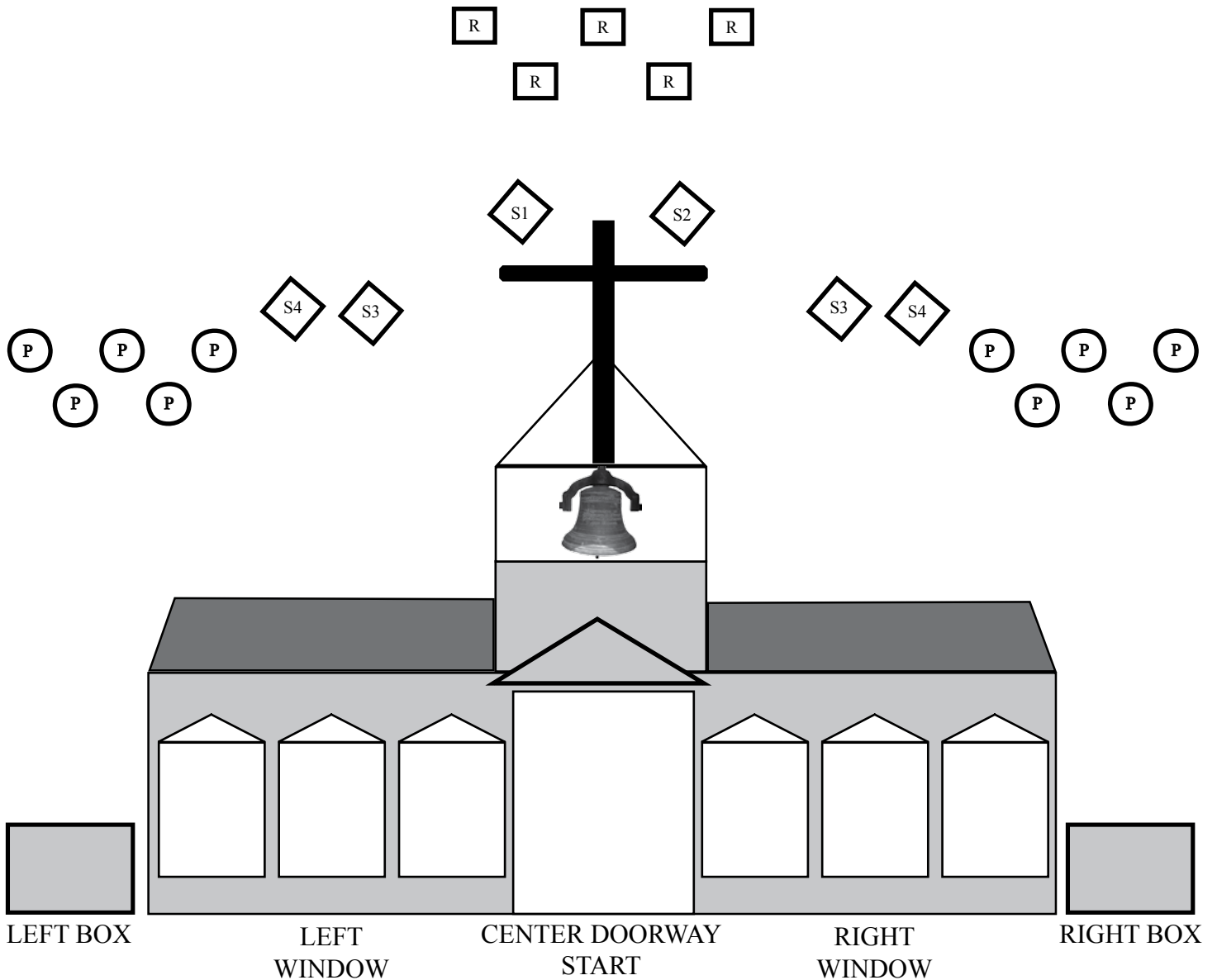


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At **either the left or right cargo box** (Pos 1 or Pos 3), rifle loaded with 10 rds and the open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. **Stage may be engaged from left to right or from right to left (rifle is not last).**

ON SIGNAL: From Pos 1 with shotgun engage S1-S4, make shotgun safe. From Pos 2 with rifle engage R1-R10 **once each** for 10 rds, make rifle safe. From Pos 3 with revolvers starting on either end, sweep P1-P5 twice in the same direction (no double taps).

STAGE TEN

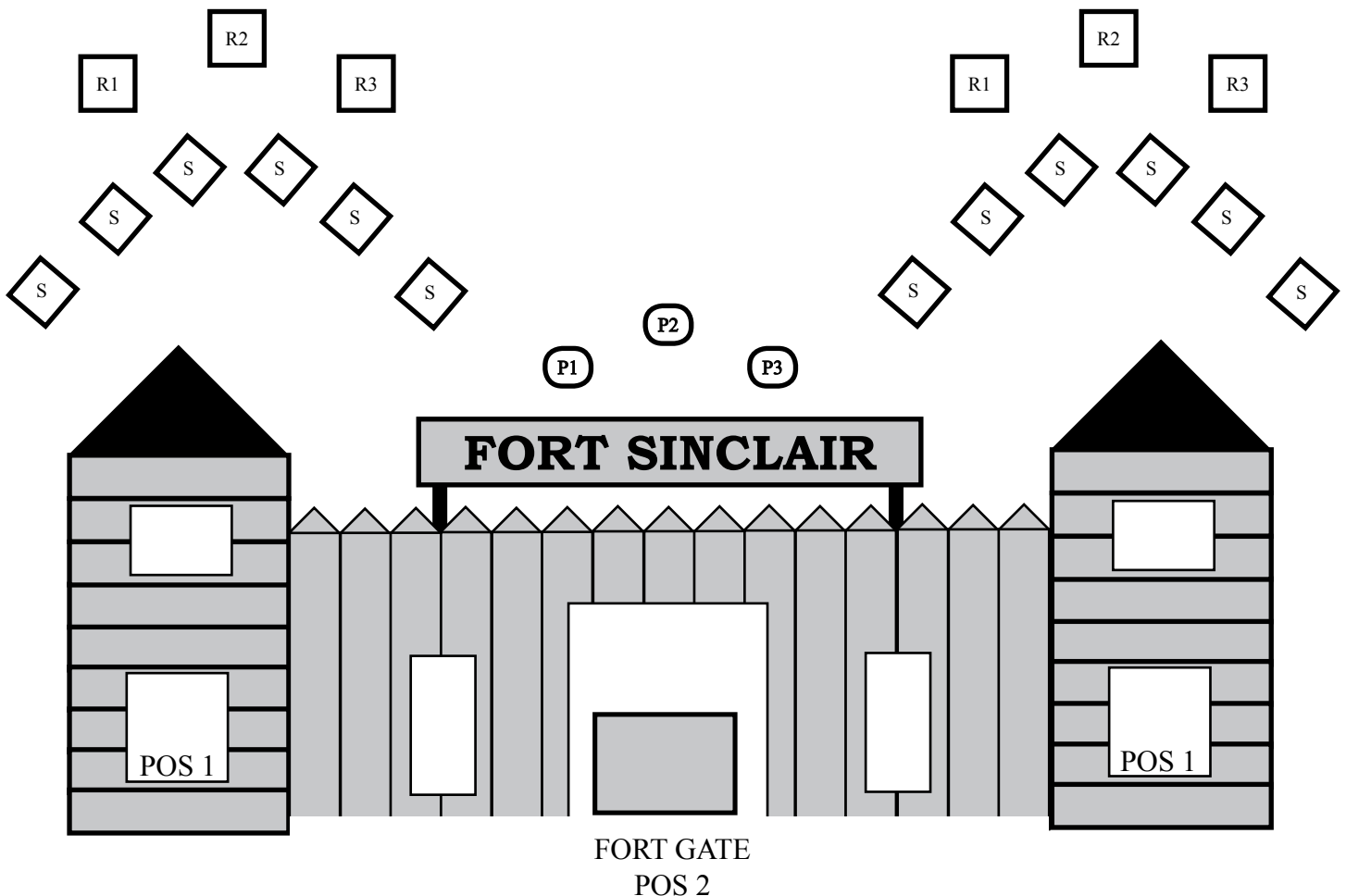


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At the **center doorway** with rifle loaded with 10 rds in hands (holding with both hands). Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged anywhere safely. Shooter may indicate ready by saying: *“Stand Yer Ground Preacher!”*.

ON SIGNAL: With rifle engage the 3 blue rifle targets once each, **then** double tap the two black targets, **then** engage the 3 blue targets once each. Make rifle safe. With shotgun engage S1-S2, move to either the left or right windows and engage S3-S4, make shotgun safe. From either the left or right box, with revolvers engage the 3 blue targets once each, then double tap the 2 black targets, then engage the 3 blue targets once each.

STAGE ELEVEN



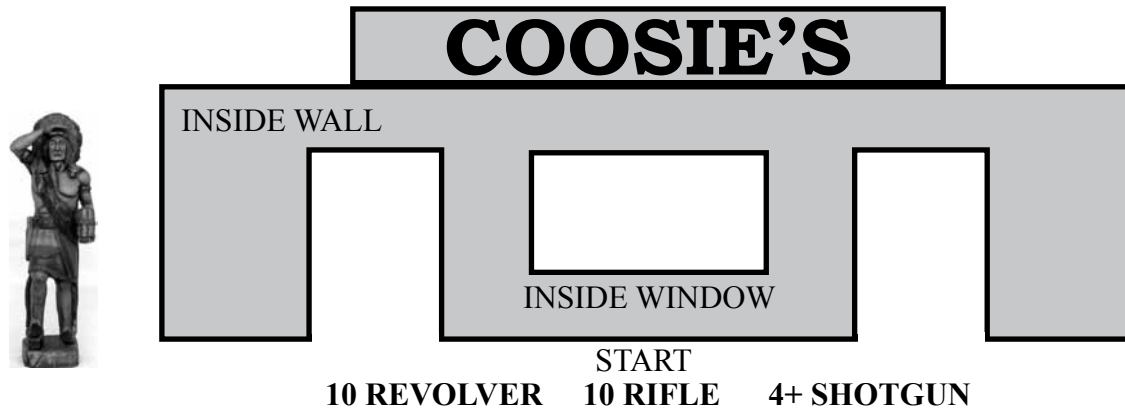
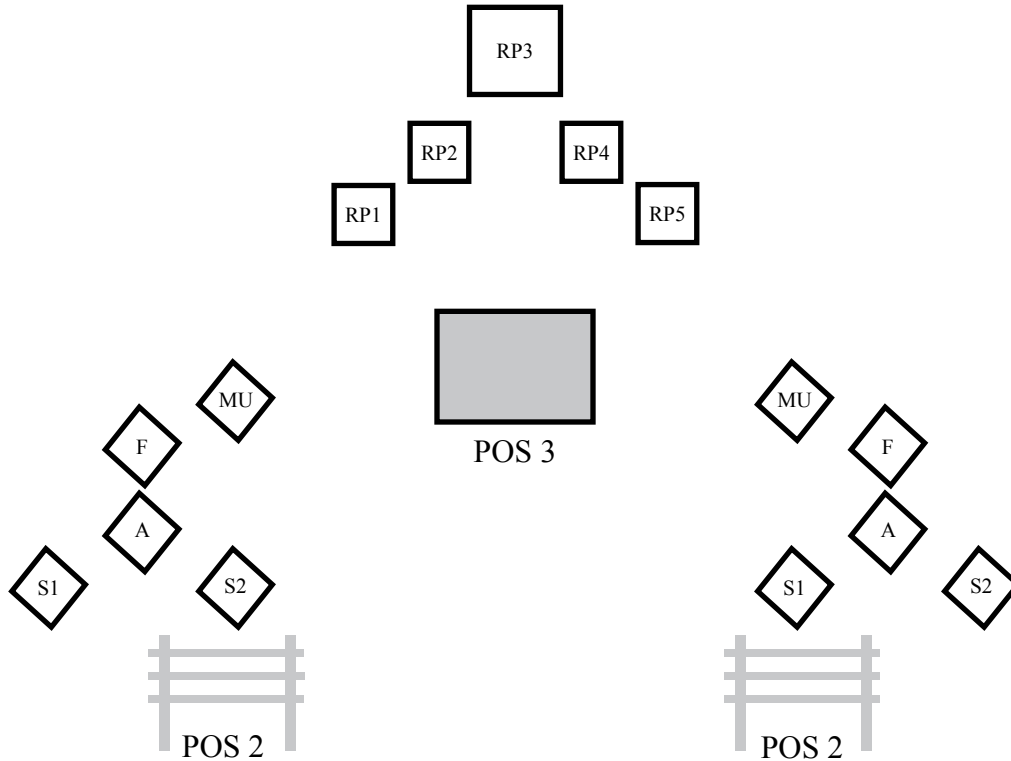
10 REVOLVER 10 RIFLE 6+ SHOTGUN

START: Inside either fort tower (Pos 1), at the window with hands on hips. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle engage R2 four times, **then** from either end, double-tap sweep R1-R3, for 10 rds. Make rifle safe. With shotgun engage the six shotgun targets in front. Make shotgun safe. Move to the fort gate (Pos 2) and with revolvers engage P2 four times, **then** from either end, double-tap sweep P1-P3.



STAGE TWELVE



START: At the **center window inside Coosie's**, rifle loaded with 10 rds in hand (holding with both hands). Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: Engage RP3 three times, **then** engage RP1, RP2, RP4 and RP5 once each any order, then RP3 three times for 10 rds. **Make rifle safe vertically.** Retrieve shotgun and move through either doorway to the fence (Pos 2). Engage S1-S2 and the aerial target A+F (actuator and flying can). Make shotgun safe at the box (Pos 3). With revolvers engage RP3 three times, **then** engage RP1, RP2, RP4 and RP5 once each any order, then RP3 three times for 10 rds.

NOTE: A miss on the flying can may be made up immediately with the shotgun by engaging the make up target (MU).