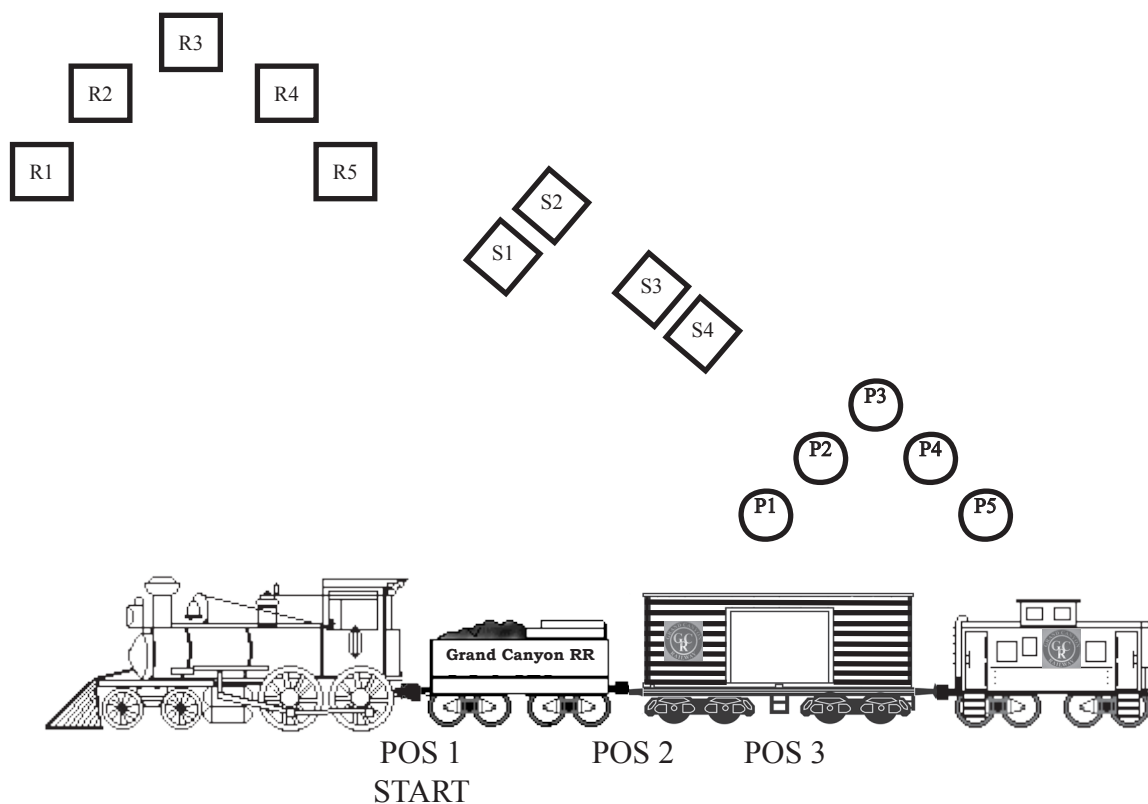


STAGE ONE

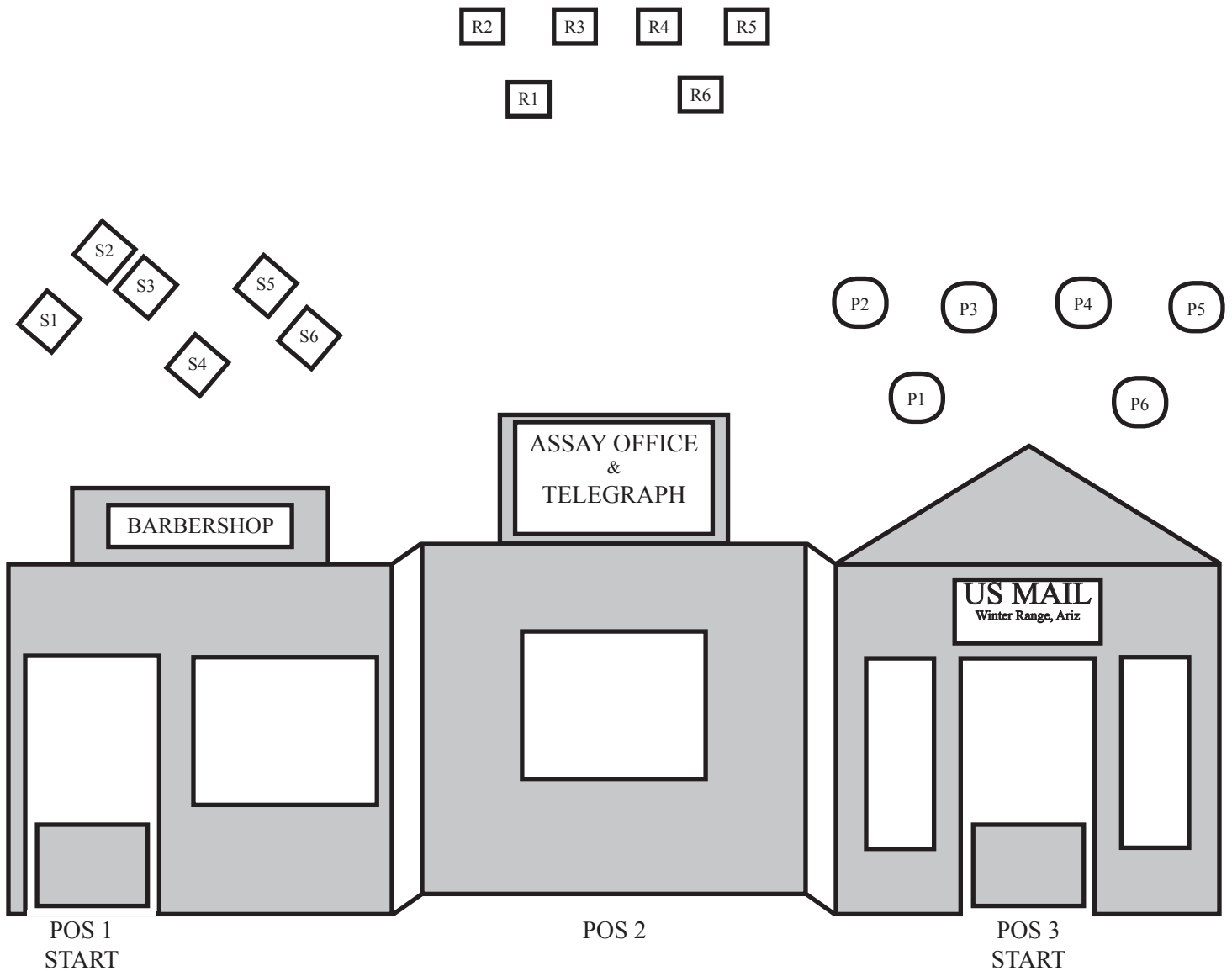


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At POS 1, standing upright with hand(s) on revolver(s). Rifle loaded with 10 rds staged at POS 1. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter will indicate ready by saying "This train ain't goin' anywhere!"

ON SIGNAL: From POS 1 with rifle engage R1-R5 with a "Misty Mozie" sweep from either direction (1,2,4,2,1). Make rifle safe. From POS 2 with shotgun engage S1-S4, make shotgun safe. From POS 3 with revolvers engage P1-P5 as per the rifle instruction.

STAGE TWO



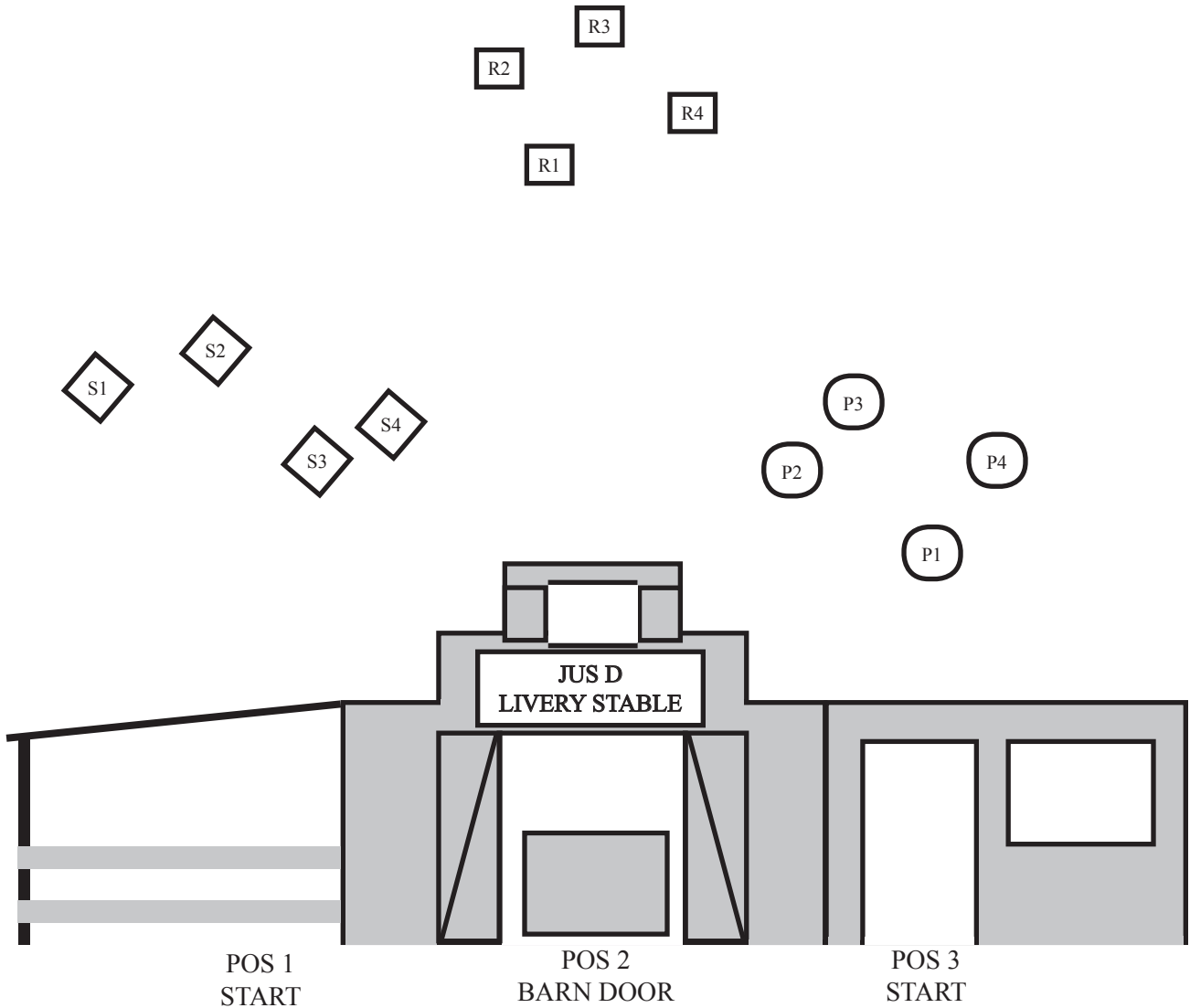
10 REVOLVER 10 RIFLE 6+ SHOTGUN

START: At POS 1 (doorway of Barbershop) or POS 3 (doorway of Mail Office), standing upright with hands on door frame. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged from **left to right OR right to left** (rifle is not last).

ON SIGNAL: From POS 1 (Barbershop) with shotgun engage S1-S6, make shotgun safe. From POS 2 (window) with rifle engage R1 and R6 three times each, and R2-R5 once each, for 10 rds. Make rifle safe. From POS 3 (US Mail Office doorway) with revolvers engage P1-P6 using the same instruction for the rifle.



STAGE THREE

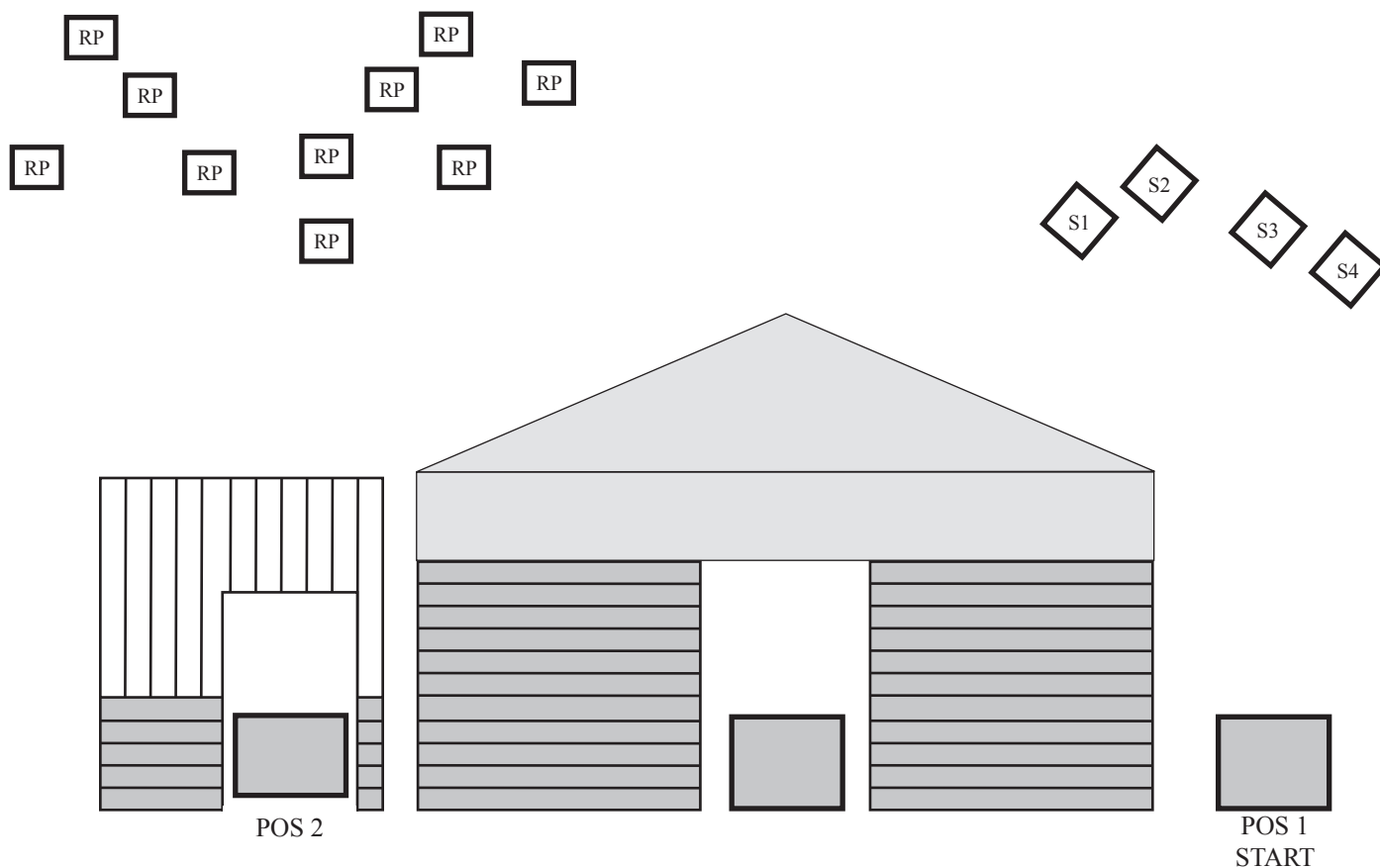


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At POS 1 (**Left Fence**) OR POS 3 (**Blacksmith Door**), standing upright with hands on hips. Rifle loaded with 10 rds and the open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged from **left to right** OR **right to left** (rifle is not last). Shooter will indicate ready by saying "They're try'n to steal the horses!"

SIGNAL: From POS 1 with shotgun engage S1-S4, make shotgun safe. From POS 2 with rifle alternate between R1 and R3 for 5 rds, and alternate between R2 and R4 for 5 rds, starting with either target, and with either pair. From POS 3 with revolvers engage the P targets as per the instructions for the rifle.

STAGE FOUR

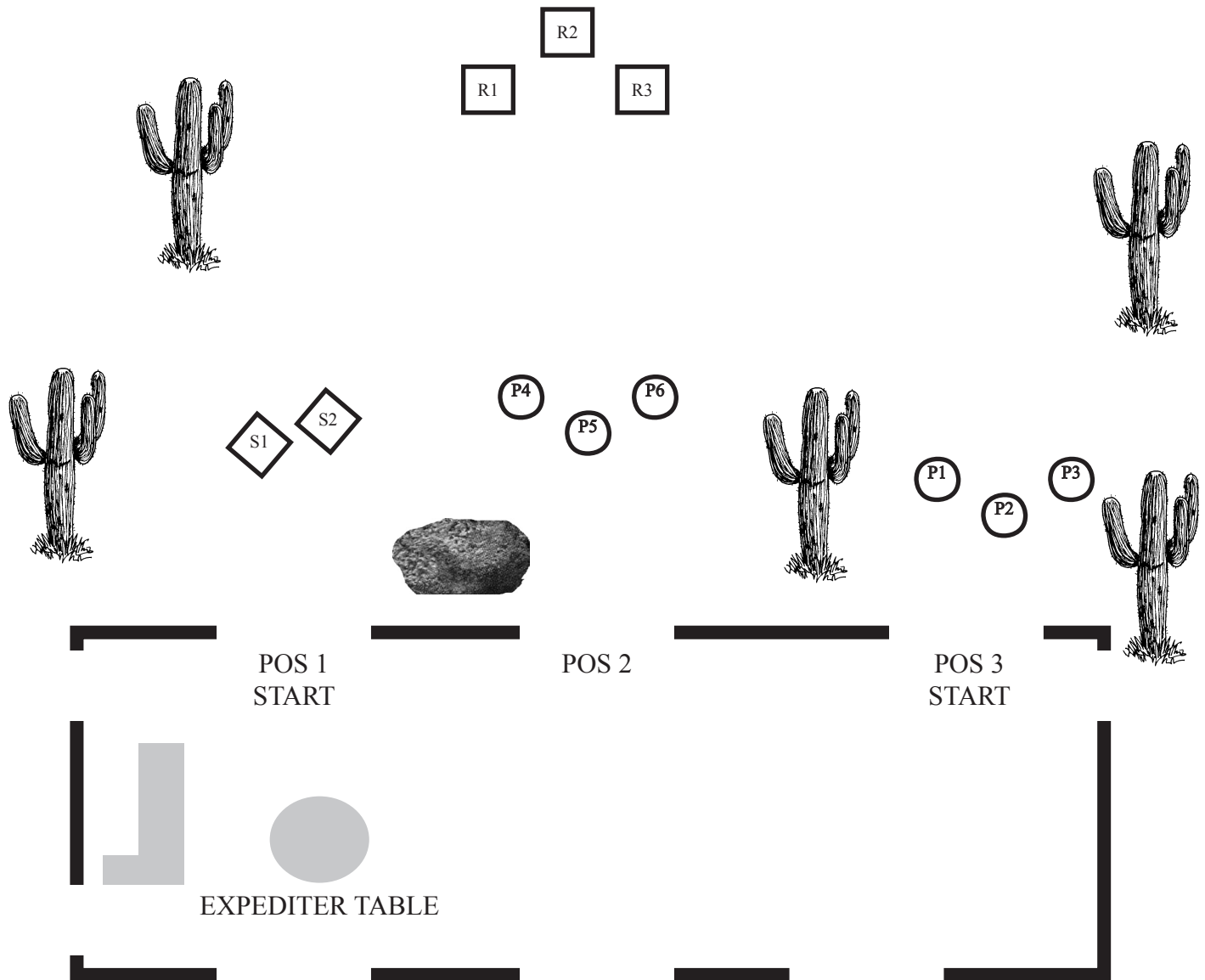


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At POS 1 (right side of building) with open, empty shotgun in hands. Rifle loaded with 10 rds staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With shotgun engage S1-S4, make shotgun safe. From POS 2 (doorway of unfinished building) with rifle engage RP1-RP10 once each. Make rifle safe. Remaining at POS 2, with revolvers engage RP1-RP10 once each.

STAGE FIVE



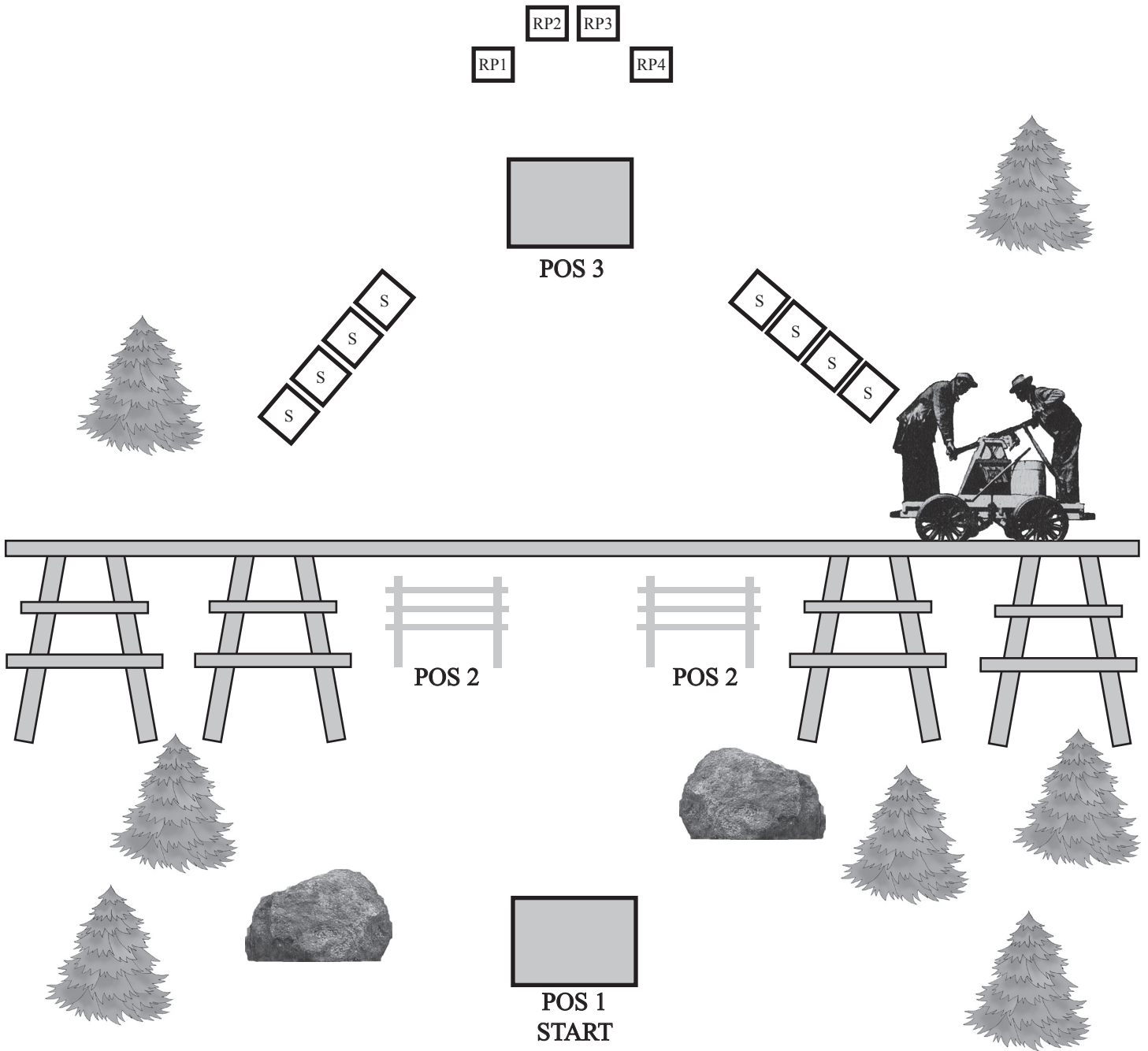
10 REVOLVER 10 RIFLE 2+ SHOTGUN

START: At POS 1 (**Left Window**) OR POS 3 (**Right Doorway**), standing upright with hands at your sides. 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). Shooter will indicate ready by saying “It’s like playing cards with my sisters kids!”

ON SIGNAL: From POS 1 with shotgun engage S1-S2, make shotgun safe. From POS 2 with rifle engage R2 twice, **THEN** sweep R1-R3 once from either end. Repeat the instruction, and make rifle safe. With revolver, engage P5 twice, **THEN** sweep P4-P6 once from either end. From POS 3 with revolver engage P2 twice, **THEN** sweep P1-P3 once from either end.

NOTE: At POS 2, shooter may use the rifle and a revolver in either order. (Rifle first, or Revolver first)

STAGE SIX



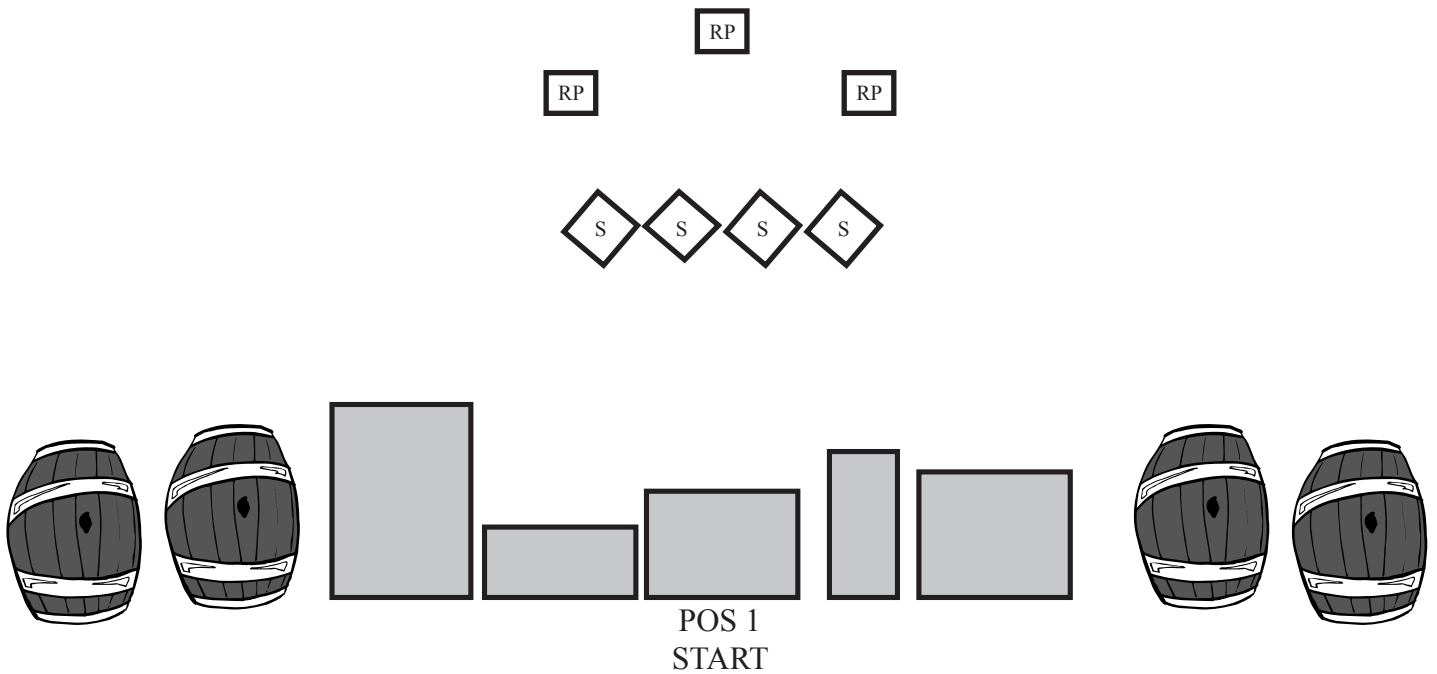
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: Behind the cargo box, rifle loaded with 10 rds in hands (holding with both hands). Open, empty shotgun staged on the cargo box with the shooter. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle engage RP1-RP4 with a “Regressive Sweep” starting from either end (4,4,4,4,3,3,3,2,2,1). Make **rifle safe vertically**. Retrieve shotgun and move to either fence (Pos 2). **Engage ANY 4** shotgun (S) targets. The S targets must be engaged **from ANY ONE point** between the box and the fence **BUT NOT past** the fence. Make shotgun safe at Pos 3. With revolvers engage RP1-RP4 with the same instruction as the rifle.

NOTE: Once **both feet have passed the fence the shooter may NOT return** to the fence, and **MUST** continue to Pos 3. Any shotgun targets standing will be counted as misses.

STAGE SEVEN

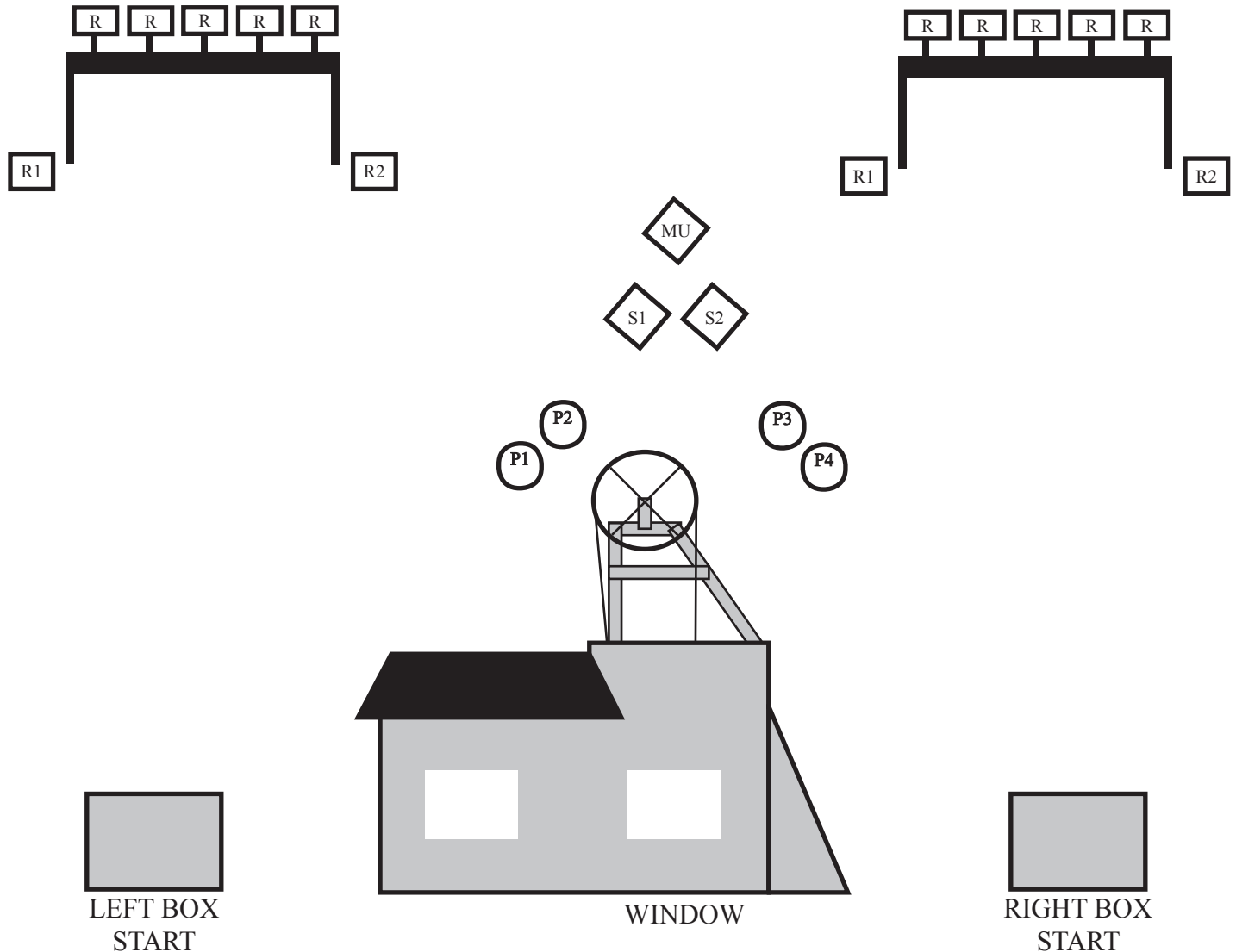


10 REVOLVER 10 RIFLE + 1 Reload 4+ SHOTGUN

START: At Pos 1 (center cargo box) **standing as you wish**, just **NOT touching y'er guns!** Rifle loaded with 10 rds; open, empty shotgun and two revolvers loaded with 5 rds each ALL staged on the box. Shooter indicates ready by saying "All my guns are on the table!"

ON SIGNAL: Using rifle and revolvers as necessary, and in any order, engage each RP target 7 times, reloading the rifle at any time after the first rifle shot. Revolvers may be either holstered or placed back on the table after use. **Then**, with shotgun engage S1-S4.

STAGE EIGHT



10 REVOLVER 10 RIFLE 2+ SHOTGUN

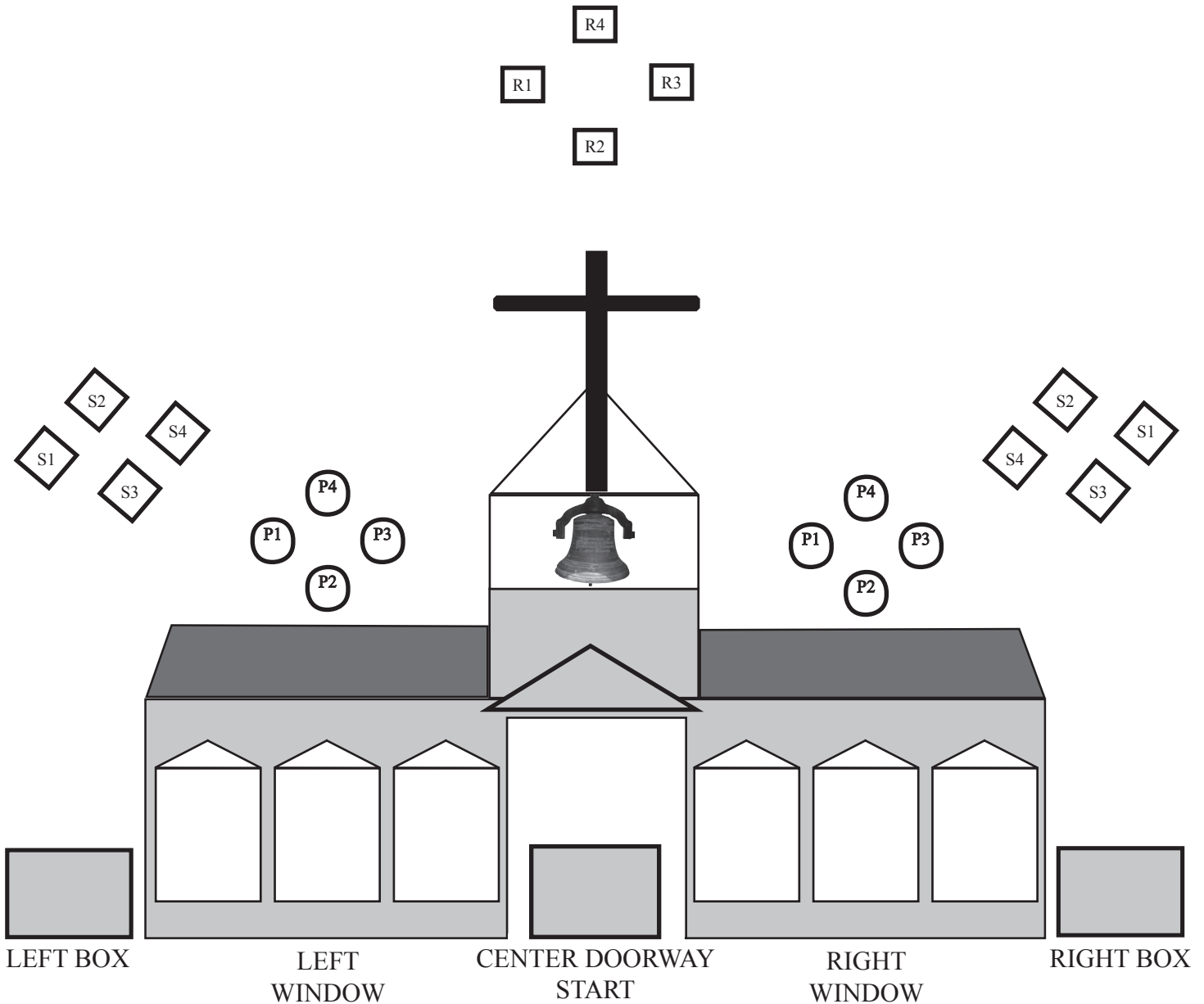
START: At either the left OR right cargo box, standing upright with thumbs hooked in gun or shotgun belt. Rifle loaded with 10 rds staged at the box with the shooter. Open, empty shotgun staged at the window. Two revolvers with 5 rds each, holstered.

ON SIGNAL: With rifle engage all the plates (5 plates on rack) once each only, and R1-R2 at least twice each (for a total of 5 rds on R1 and R2). Make rifle safe. Move to the window and with revolvers engage P1-P4 at least twice each for 10 rds. With shotgun engage S1-S2. Then 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 racks must fall to count as hits (except Buckaroos/Buckarettes).

A tippie is a structure used at a mine to load the extracted product (e.g., coal, ores) for transport, typically into railroad hopper cars. In the United States, tippies have been frequently associated with coal mines, but they have also been used for hard rock mining.

STAGE NINE

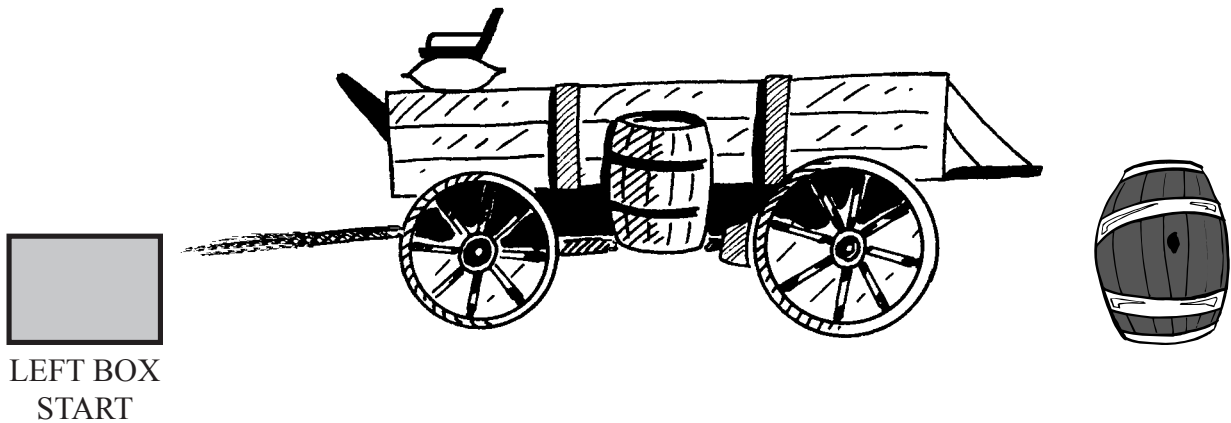
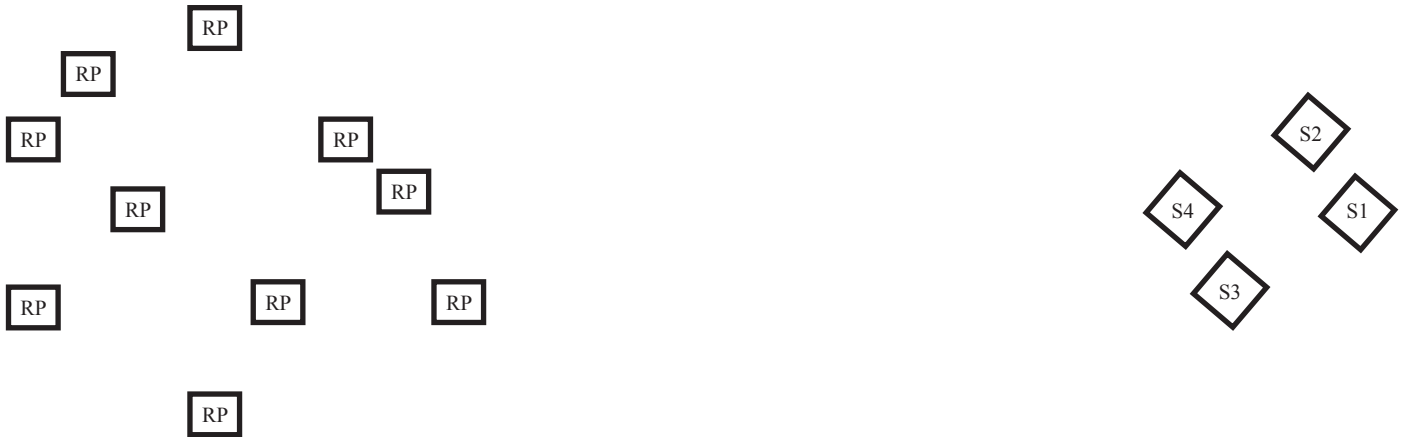


10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At the **center doorway** standing upright with hands at your sides. Rifle loaded with 10 rds staged at doorway. Two revolvers loaded with 5 rds each, holstered. Open, empty shotgun staged at either the left or right boxes (at end of building).

ON SIGNAL: With rifle sweep R1-R4 left to right, or right to left, with a "2-1-2" sweep using R2 as the middle target for the first 5 rds. Sweep again in the **same direction** with a "2-1-2" sweep using R4 as the middle target. You may start on either the upper or lower sweep. Make rifle safe. Move to either window and with revolvers engage P1-P4 using the same instructions for the rifle. Move to either box and with shotgun engage S1-S4.

STAGE TEN



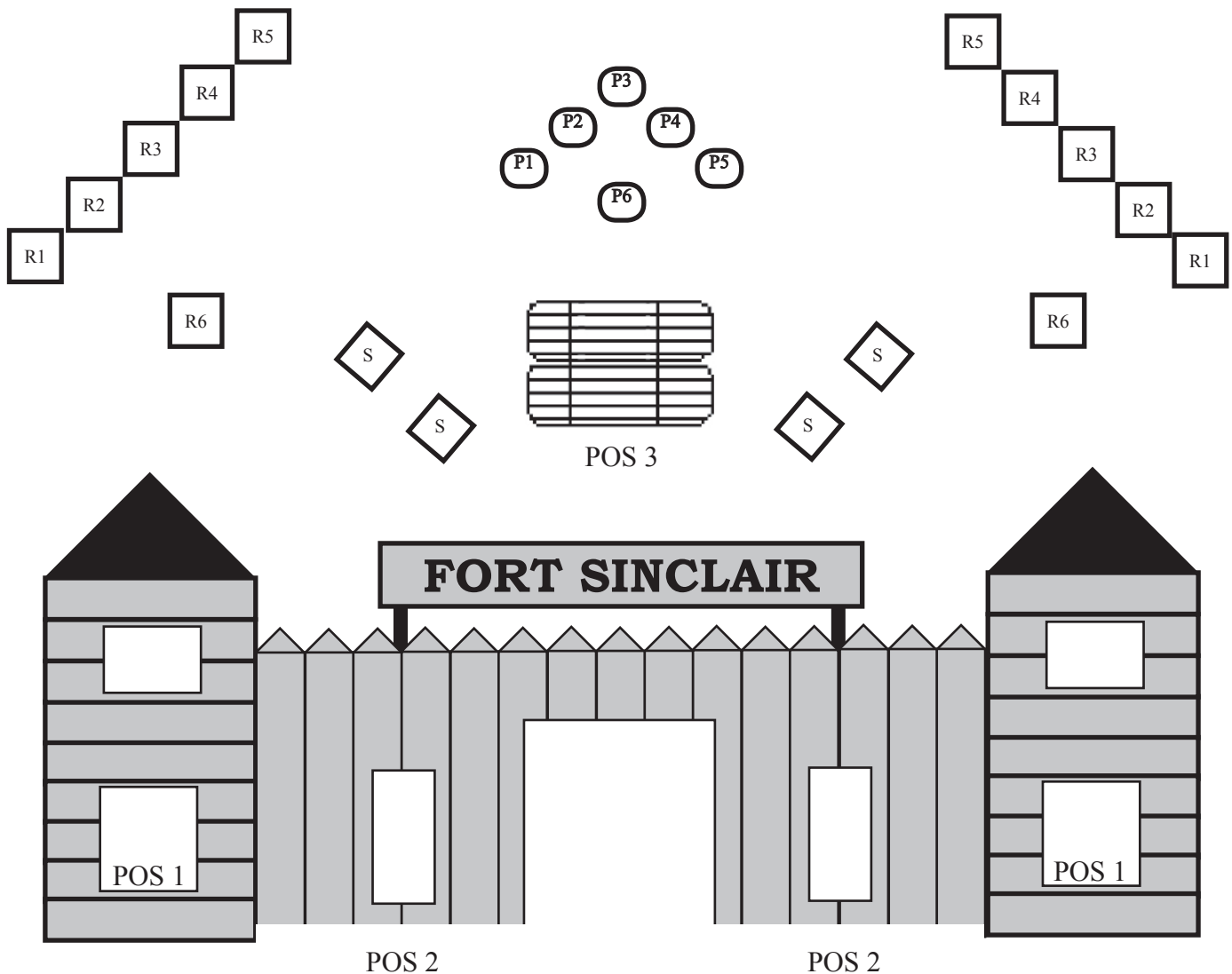
10 REVOLVER 10 RIFLE 4+ SHOTGUN

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

ON SIGNAL: Pick **any five (5) RP** targets and with rifle **double-tap** them. Make rifle safe. **Repeat the instruction** with the revolvers. With shotgun move to the right of the wagon and engage S1-S4.

NOTE: Watch the muzzles of the shotgun when moving to the right of the wagon! Wagon props are NOT expendable.

STAGE ELEVEN



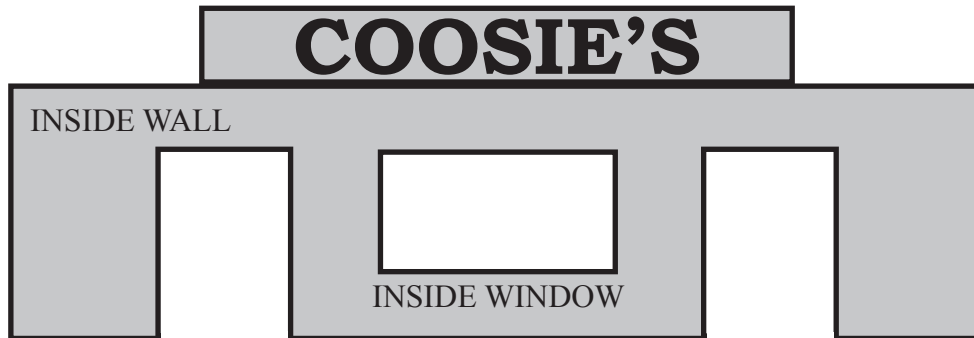
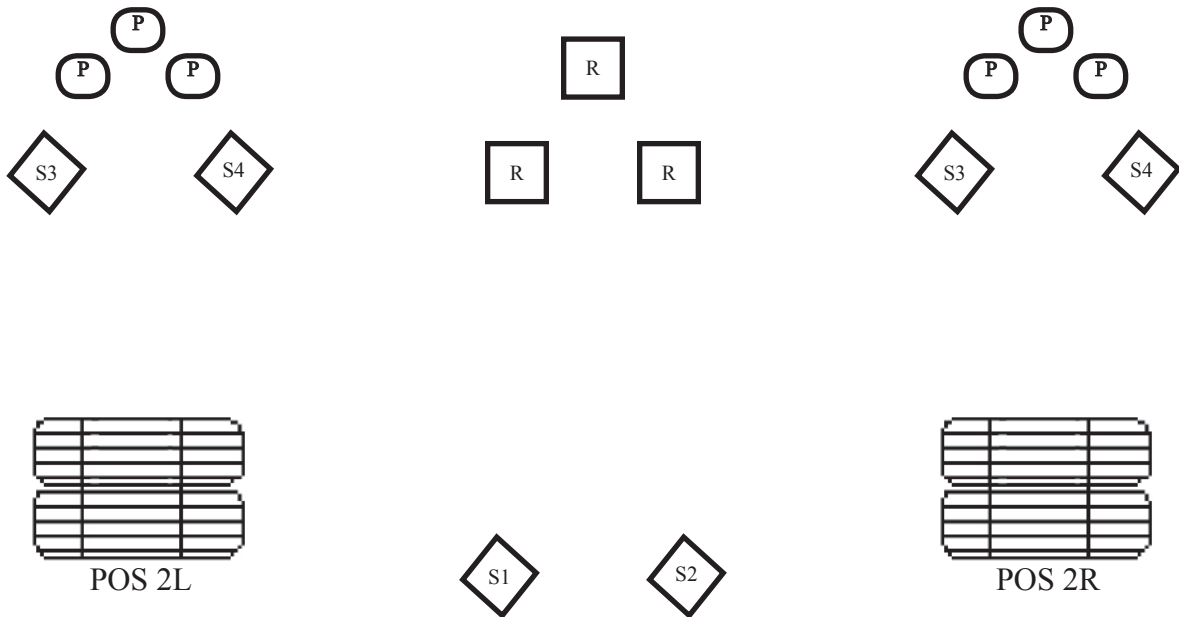
10 REVOLVER 10 RIFLE 2+ SHOTGUN

START: Inside either fort tower (POS 1), standing upright with hands at sides. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle sweep R1-R5 once, starting on either end and engage R6 five times. **Make rifle safe vertically or horizontally with muzzle pointing into the berm/wall.** From POS 2 (either small window) with shotgun engage S1-S2. **Taking the shotgun with you** move to POS 3 and make safe at the straw bale. With revolvers sweep P1-P5 once from either end and engage P6 five times.



STAGE TWELVE



START
10 REVOLVER 10 RIFLE 4+ SHOTGUN

START: At the **center window inside Coosie's**, standing upright at low surrender (hands shoulder high). Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle, pick **any two R** targets and while **double-tapping, alternate** between them for 10 rds. Make rifle safe **vertically**. With shotgun engage S1-S2, move to either Pos 2L or 2R, make shotgun safe for future use. With revolvers, pick **any two P** targets and while **double-tapping, continuously alternate** between them for 10 rds. With shotgun engage S3-S4.

NOTE: Once you advance through the doorway (both feet out), you may not return to start position, and S1-S2 may not be re-engaged.