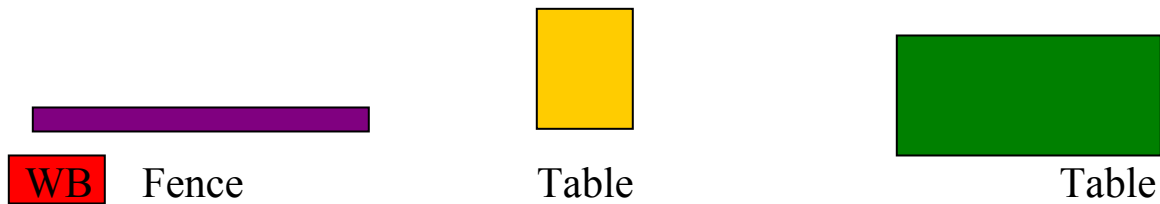
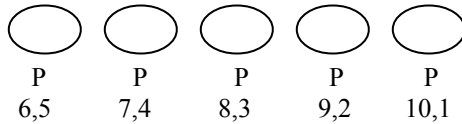
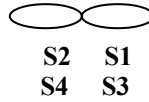
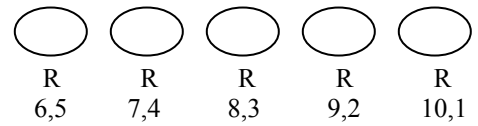


## STAGE ONE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 1. SHOOT THEM ALL

*Well I'll be damned, when there are six guys shooting at each other, how are you supposed to know who are the good guys. You pull out your pistols and start shooting, sooner or later you'll hit a bad guy.*

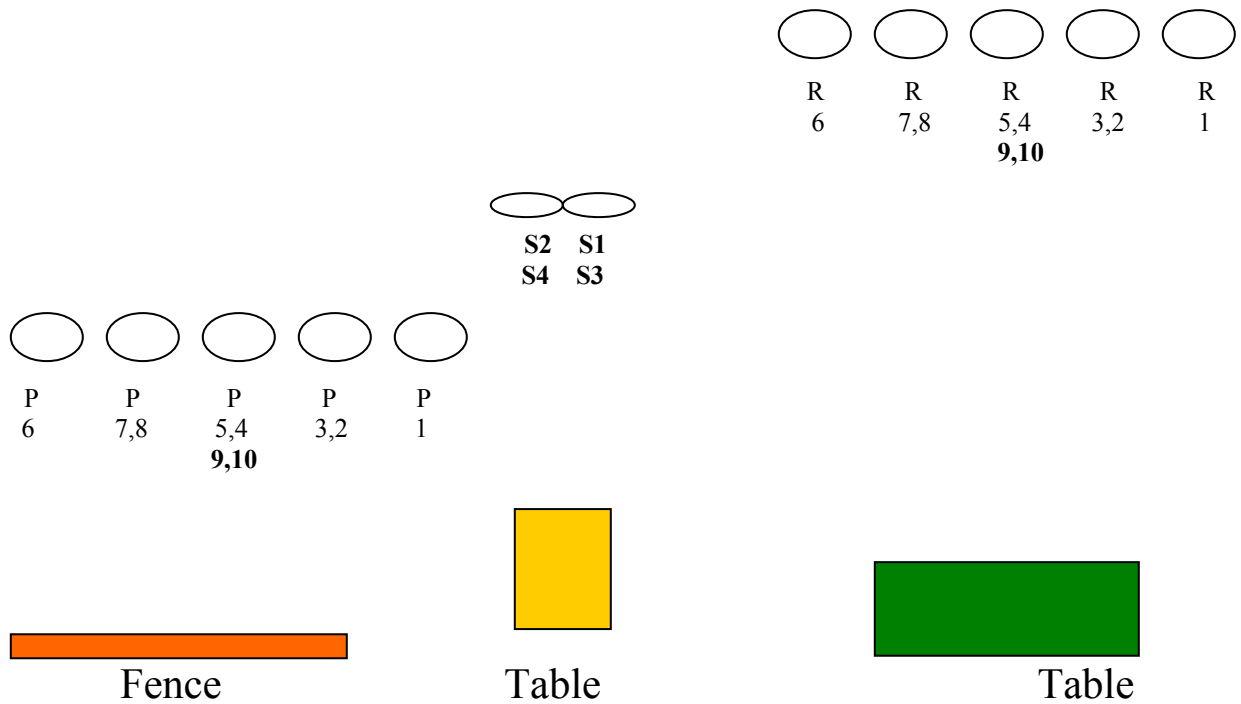
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the rifle table with both hands flat on the table. When ready, the shooter yells, "***Shoot them all!***" At the buzzer, shoot the rifle targets by sweeping them from **right to left** and then **left to right**. Place the rifle open and empty back on the table.

Move to the shotgun table. Pick up your shotgun and shoot the shotgun targets from **right to left** twice. Place the shotgun open and empty back on the table.

Move to the Fence. Shoot the pistol targets in the same order as the rifle targets. Holster your pistols. Wild Bunch, show pistol is clear, drop the magazine pick up your long guns and proceed to the unloading table.

## STAGE TWO



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 2. **This ain't right!**

How were you supposed the guys fighting were politicians. It ain't right to get in trouble for shooting a politician. This is my town and I make the rules.

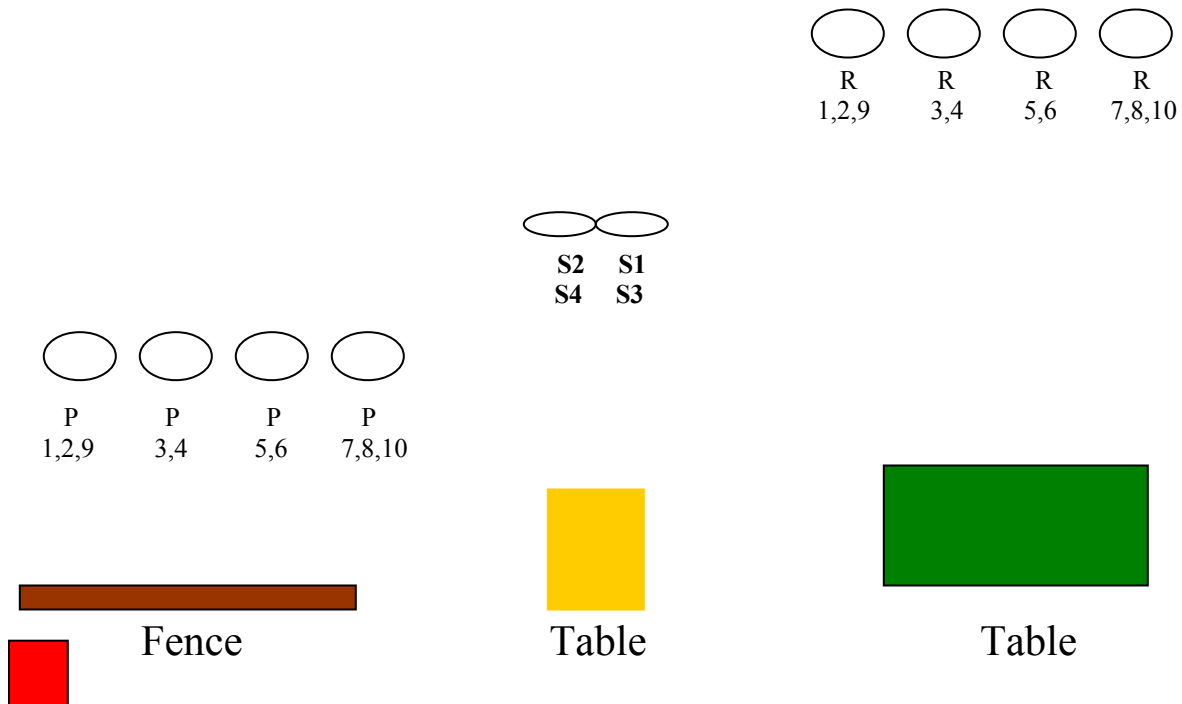
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching his hat. When ready, the shooter yells, "***This ain't right***" At the buzzer, retrieve your rifle and shoot the rifle targets by first shooting the outside right target, then double tap the inside right target, then double tap the center target. Then shoot the outside left target, then double tap the inside left target, then double tap the center target. Place the rifle action open and empty back on the table.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Place the shotgun, action open and empty back on the table.

Move to the Fence. Engage the five pistol targets, per your shooting category, in the same order as the rifle. Wild Bunch, show your pistol clear, pick up your long guns and proceed to the unloading table.

### STAGE THREE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

#### Stage 3. NO UGLY HORSES!

*You have just finished your night rounds as sheriff. Then you notice three of the ugliest horses you have ever seen tied up in front of the bank. Now bank robbers don't care what their horses look like. But any cowboy that would ride that ugly a horse should be shot on site. Enough already, so you just start shooting!*

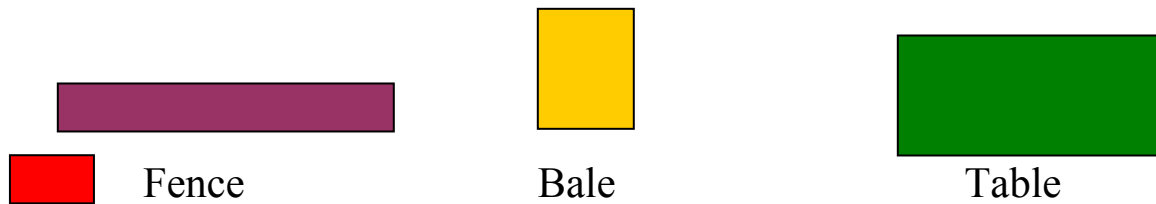
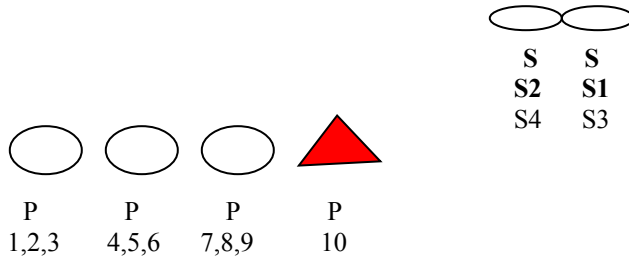
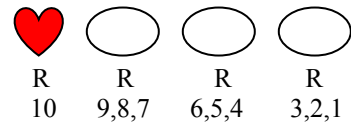
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the table with the rifle held at cowboy port arms. When ready, the shooter yells, "**No ugly horses!**" At the buzzer, shoot the four rifle targets by double tapping the outside left target. Then double tap the inside left target. Then double tap the inside right target. Then double tap the outside right target. Then you single tap the outside left target. You finish by single tapping the outside right target. Place the rifle open and empty back on the table

Move to the shotgun table. Pick up your scattergun and loading from your person, shoot the targets from **right** to **left** in two sweeps. Return the shotgun to the table, open and empty.

Move to the fence. Shoot the pistol targets in the same sequence as the rifle targets. WB category drop the magazine and show your pistol clear to the RO. Pick up your long guns and proceed to the unloading table.

## STAGE FOUR



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 4. **IDON'T LIKE POLITICIANS!**

*You are trying to clean up the town by getting rid of all the lying and thieving politicians. Now some fool is yelling that you can't shoot a politician. Why not, they get paid for lying, stealing, and being generally worthless. Maybe a little lead will straighten them out.*

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the rifle table in the full surrender position. When ready, the shooter yells, "**Lead cures all ills!**" At the buzzer, pick up your rifle and shoot the first three rifle targets from **right** to **left** in a triple tap sweep. Put your tenth round in the Heart Target.

Move to the shotgun table. Pick up your shotgun and shoot the shotgun targets in two sweeps from right to left. Return the shotgun to the table, action open and empty.

Move to the fence. Shoot the pistol targets by triple tapping the pistol targets from **left** to **right** and place your final round in the diamond target. Then pick up your long guns and proceed to the unloading table.