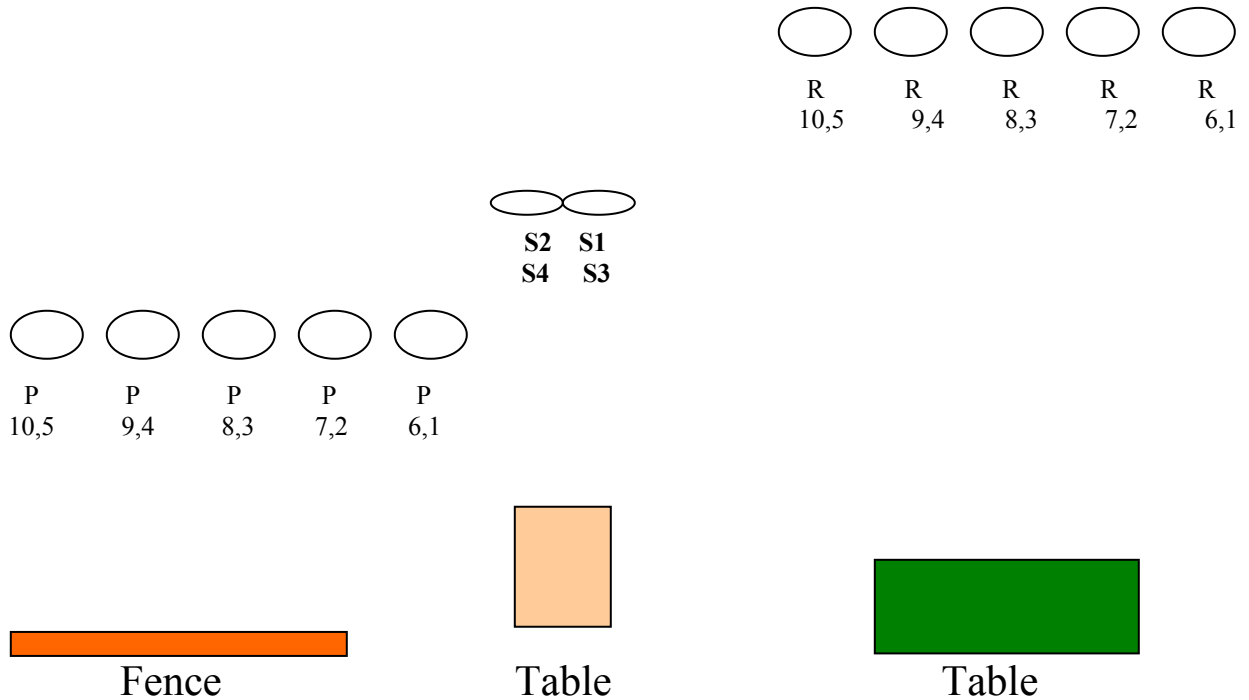


STAGE ONE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. I Hate Do Gooders!

Them no good, rotten, stinking Do Gooders are coming to town. If that don't beat all. They want to tell us how to live, what to do, when to do it, and then tax us for everything. They are trying to chase all the decent people out of town. They are a pain in the ass. There is only one way to get rid of them and that is to start shootin. If they are dead, they are no problem.

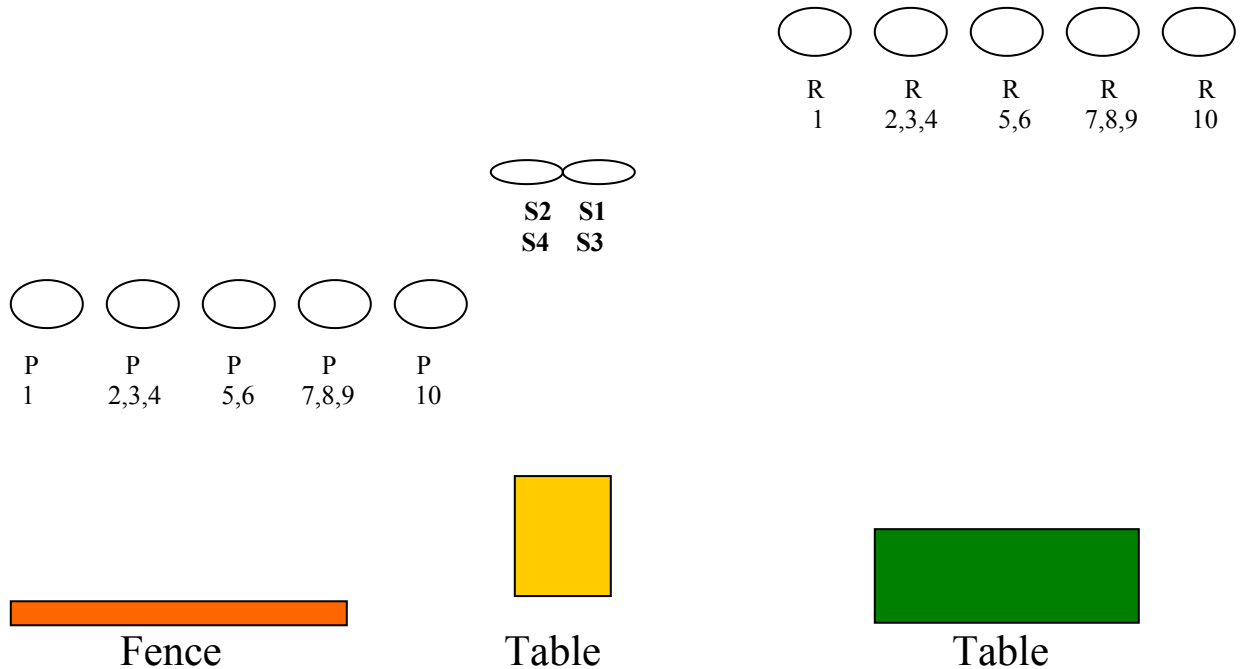
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at your side. When ready, the shooter yells, "***I hate Do Gooders!***" At the buzzer, shoot the rifle targets by single tapping the rifle targets in two right to left sweeps. Place the rifle action open and empty back on the table.

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

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 TWO



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 2. **This don't look good!**

The damn Yankee Cavalry has just ridden into town and they are fixing to burn it to the ground just like they did in Atlanta. This is our town and we make the rules. We are only outnumbered about a thousand to one. This don't look good.

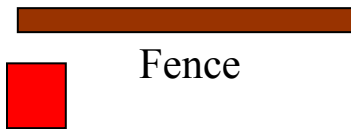
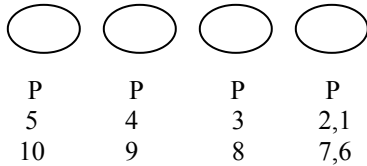
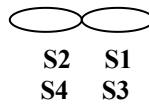
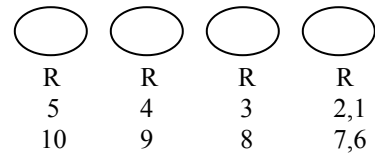
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching his hat. When ready, the shooter yells, "***This don't look good!***" At the buzzer, retrieve your rifle and shoot the rifle targets By first single tapping the outside left target, then triple tap the inside left target, then double tap the center target. Then triple tap the inside right target, then single tap the outside right 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



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 3. I'M GETTING TO OLD FOR THIS!

You have just finished runnin off them Yankees and thought you might get a minutes peace. Then this voice comes screaming out "You can't get rid of us, we got rights. We know the way things should be, not you. You have to do things our way, we want change. Then you just start shooting!

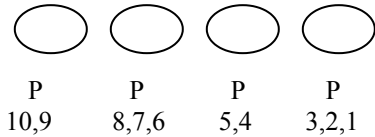
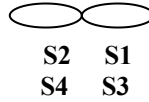
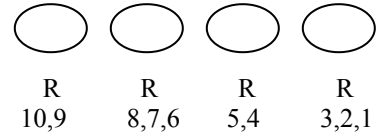
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the rifle table with the rifle held at cowboy port arms. When ready, the shooter yells, "*I'm getting to old for this!*" At the buzzer, shoot the four rifle targets by double tapping the outside right target, then single tap the inside right target, then single tap the inside left target, then single tap the outside left target. Then repeat the same shooting sequence. 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



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. THERE IS NO REST FOR THE WEARY

You have a throbbing headache, you are almost out of bullets and then you look and the Indians are attacking. There is no rest for the weary. You got no choice but to sling lead!!

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 open and empty on the center table.

Shooter starts standing behind the rifle table with your hands on your pistol grips. When ready, the shooter yells, "***There is no rest for the weary!***" At the buzzer, shoot the five rifle targets by triple tapping the outside right target, then double tap the inside right target, then triple tap the inside left target, then double tap the outside left target. Place the rifle on the table action open and empty.

Move to the center 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, action open and empty.

Move to the Fence. Shoot the pistol targets in the same order as the rifle targets. Holster, wild bunch show pistol clear, pick up your long guns and proceed to the unloading table.