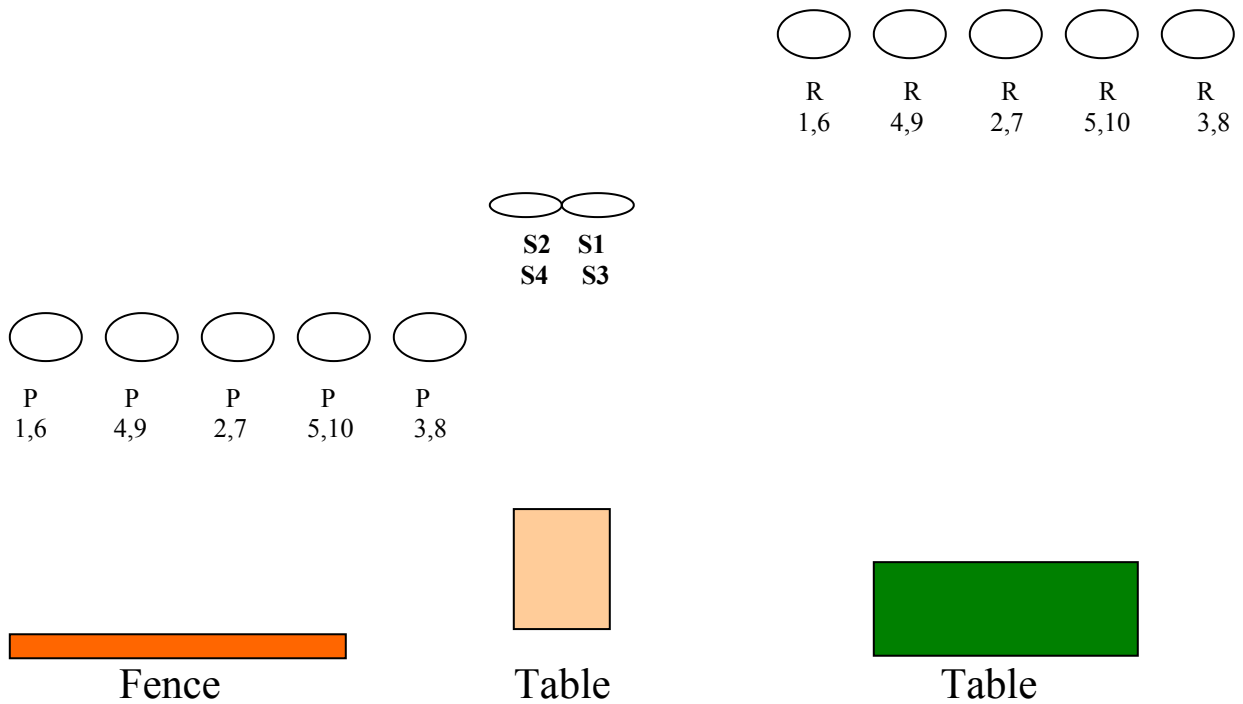


STAGE ONE



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1. I Hate Sheep!

Them no good, rotten, stinking sheep herders are coming to town. If that don't beat all. The sheep stink, eat anything that might resemble grass, and generally 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. Besides, you need a new wool coat.

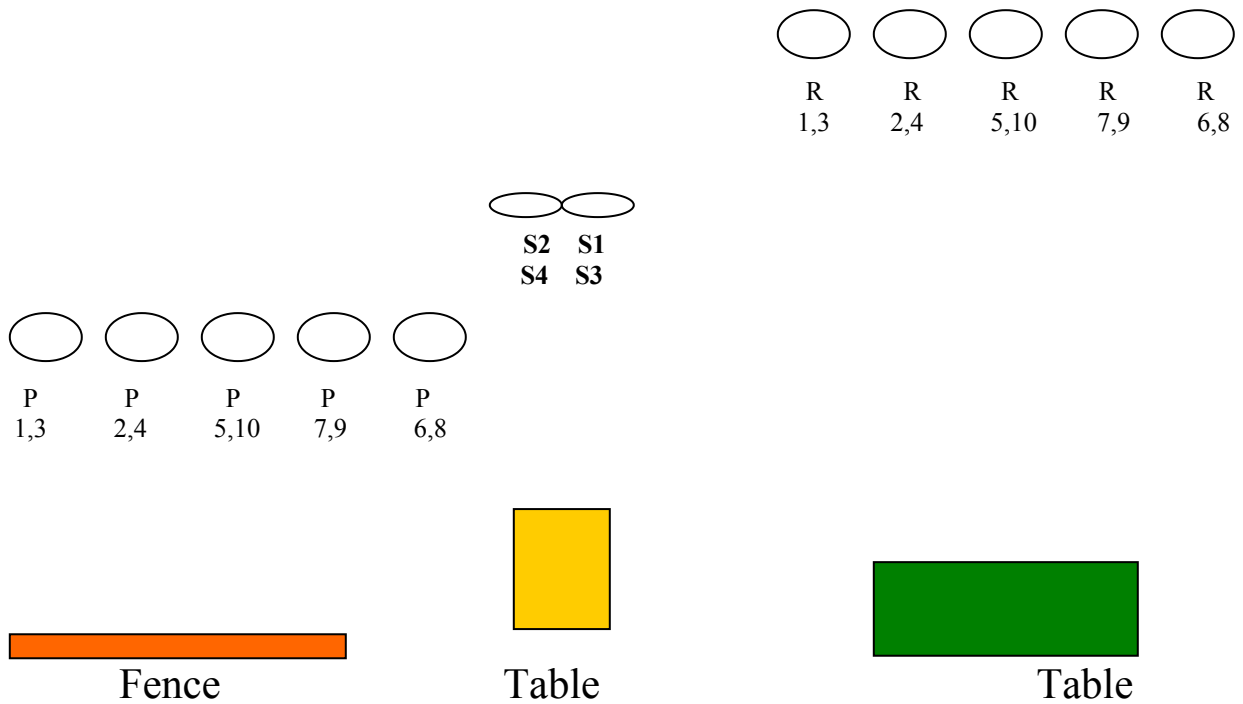
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty at the center table.

Shooter starts standing at the rifle table, hands at your side. When ready, the shooter yells, "***I hate sheep!***" At the buzzer, shoot the rifle targets by first shooting the outside left target, then the center target, then the outside right target, then the inside left target and then the inside right target. Then repeat the sequence with your next five shots. Place the rifle action open and empty back on the table.

Move to the shotgun table 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 town ain't gonna change!**

The damn sheep herders have brought some damn temperance group with them that want to stop drinking, gambling, and the shooting of those that needs it. Well, that just ain't gonna happen.

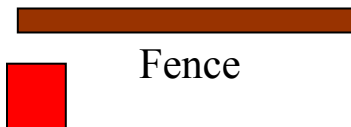
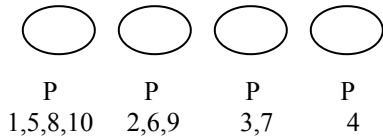
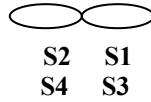
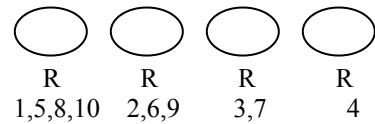
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle loaded with ten rounds staged on the table. Shotgun staged on the center table.

Shooter starts standing at the rifle table, both hands touching his hat. When ready, the shooter yells, "***That just ain't gonna happen!***" At the buzzer, retrieve your rifle and shoot the rifle targets By first shooting the outside left target, then the inside left target, then the outside left target, then the inside left target and then the center target. Then shoot the outside right target, the inside right target, then the outside right target, then the inside right target, and finish on 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. LET THE SHOOTING START!

You are minding your own business trying to have a drink in the saloon. Then this group of thieving no good sheep herders comes into the saloon and starts bad mouthing cattlemen. Now that just has to rub a cowboy the wrong way. You finish your drink, step away from the bar and yell "Let the shooting start".

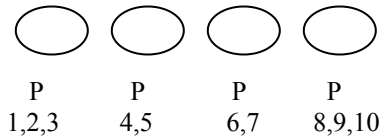
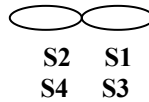
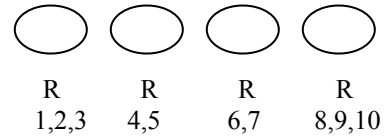
Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing behind the table with the rifle held at cowboy port arms. When ready, the shooter yells, "***Let the shooting start!***" At the buzzer, shoot the four rifle targets by single tapping them in the following order. Start with the outside left target, then the inside left target, then the inside right target, then the outside right target. Then you single tap the outside left target, then the inside left target, then the inside right target. Then you single tap the outside left target, then the inside left target, and finally the outside left 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



Fence



Table



Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. MY GOD, WHAT A HANGOVER

You have a throbbing headache, and then you look at this stage and it gets worse. 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 table with your hands on your pistol grips. When ready, the shooter yells, “***Got any aspirin!***” At the buzzer, shoot the five rifle targets by triple tapping the outside left target, then double tap the inside left target, then double tap the inside right target, then triple tap the outside right 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.