

# Stage 1

## Upper Pistol Bay

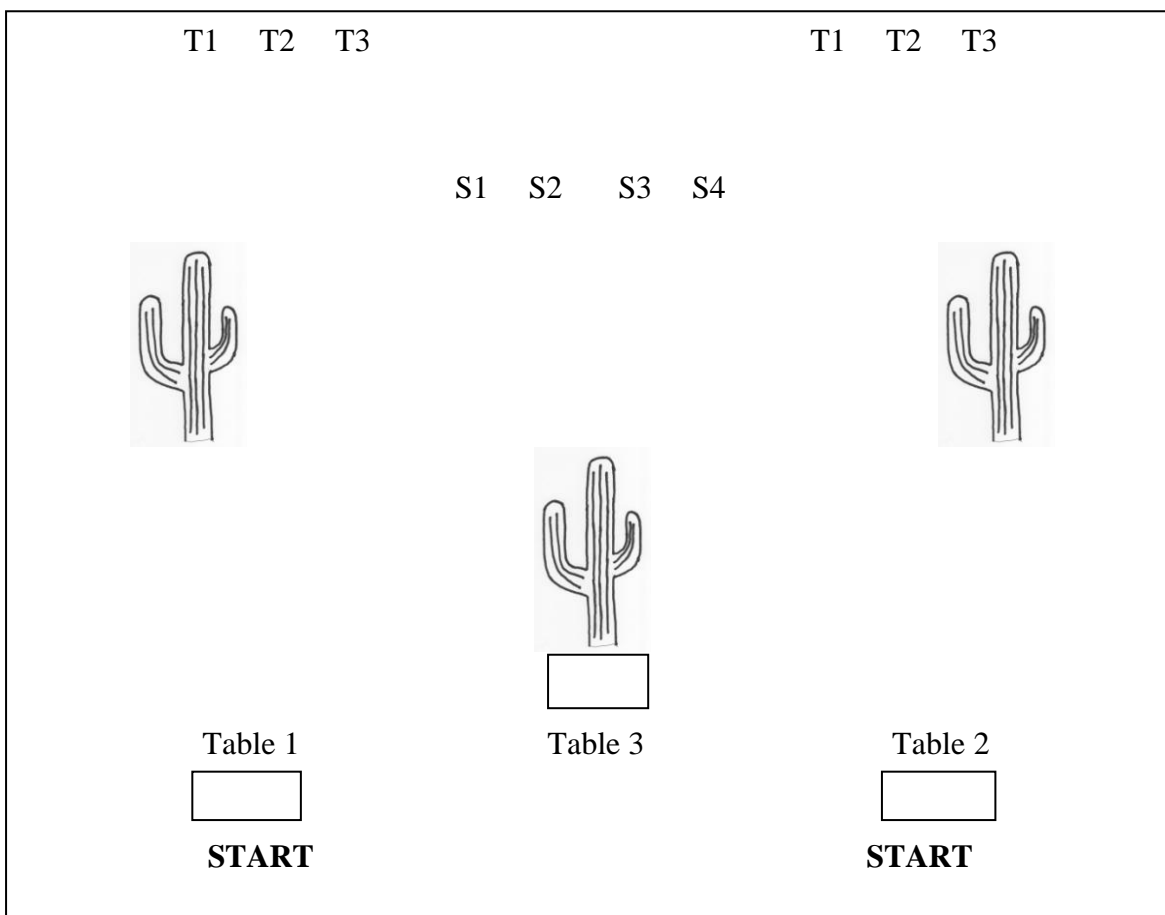
### Gold!

You've discovered gold but the claim jumpers have found out too. Now you have to move your treasure to a safe place.

**Start:** standing behind table 1 or table 2 holding a bag of gold dust in each hand, both pistols loaded w/5 and holstered, rifle loaded w/10 on table in front of you, open-empty shotgun staged on table 3. Stage may be run in either direction.

**On signal:** set down gold, retrieve rifle and engage T1-T3 double tapping T2, sweeping T1-T3 twice in the same direction, and double tapping T2. Make rifle safe and move to table 3 taking gold with you. Retrieve shotgun and engage S1-S4 any order. Make shotgun safe and move diagonally to opposite cactus taking gold with you. At cactus with pistols engage T1-T3 same as rifle.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 2

## Upper Pistol Bay

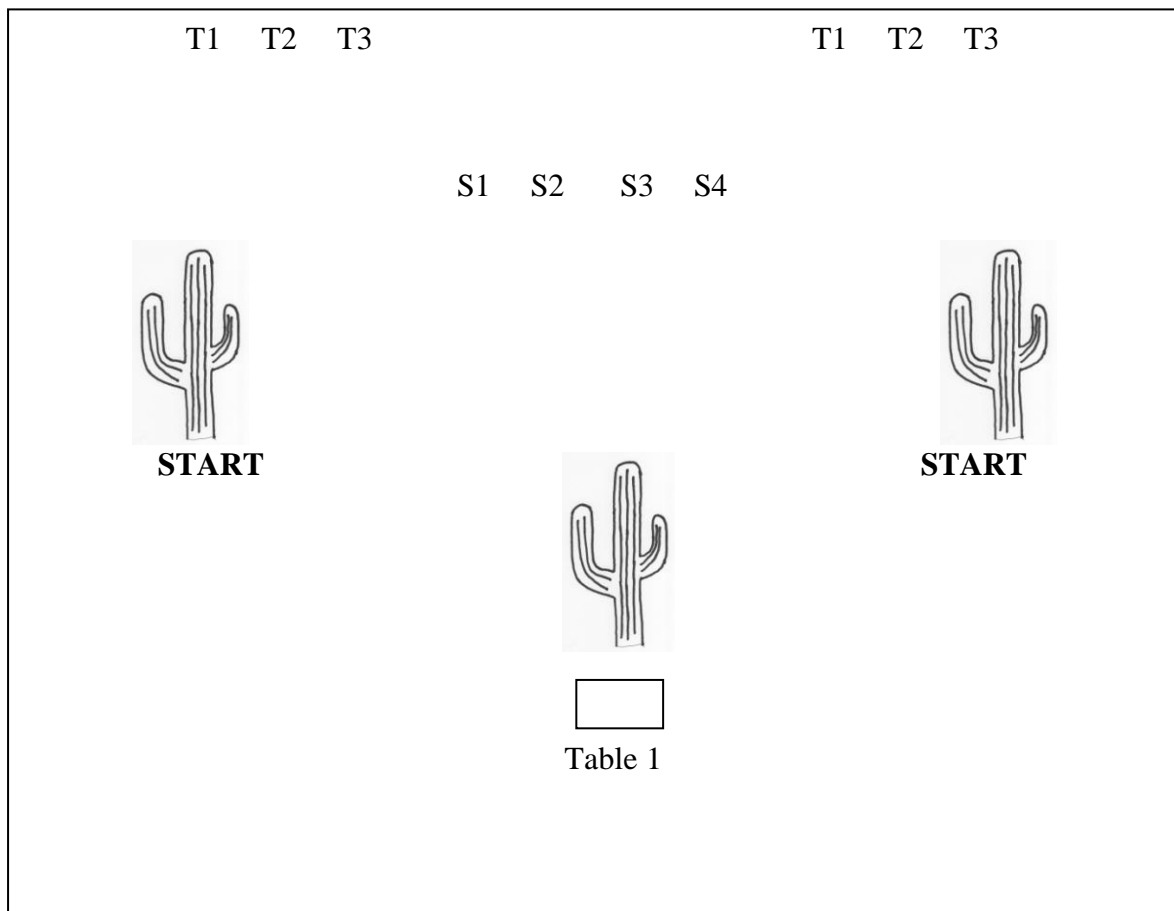
### Fool's gold

Well \*%#@&!!! (insert your choice of words), turns out it was iron pyrite (fool's gold). The claim jumpers don't believe you, so you've still got a fight on your hands.

**Start:** standing at either front cactus, bag of (fool's) gold in each hand, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged on table 1. Signify ready by saying: "its fool's gold, you fools!"

**On signal:** drop bags and with pistols engage T1-T3 triple tapping T1, double tapping T2, triple tapping T3 and double tapping T2. Move to table 1 and with rifle engage either set of T1-T3 same as pistol. Make rifle safe, retrieve shotgun and engage S1-S4 any order.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 3

Bay 2

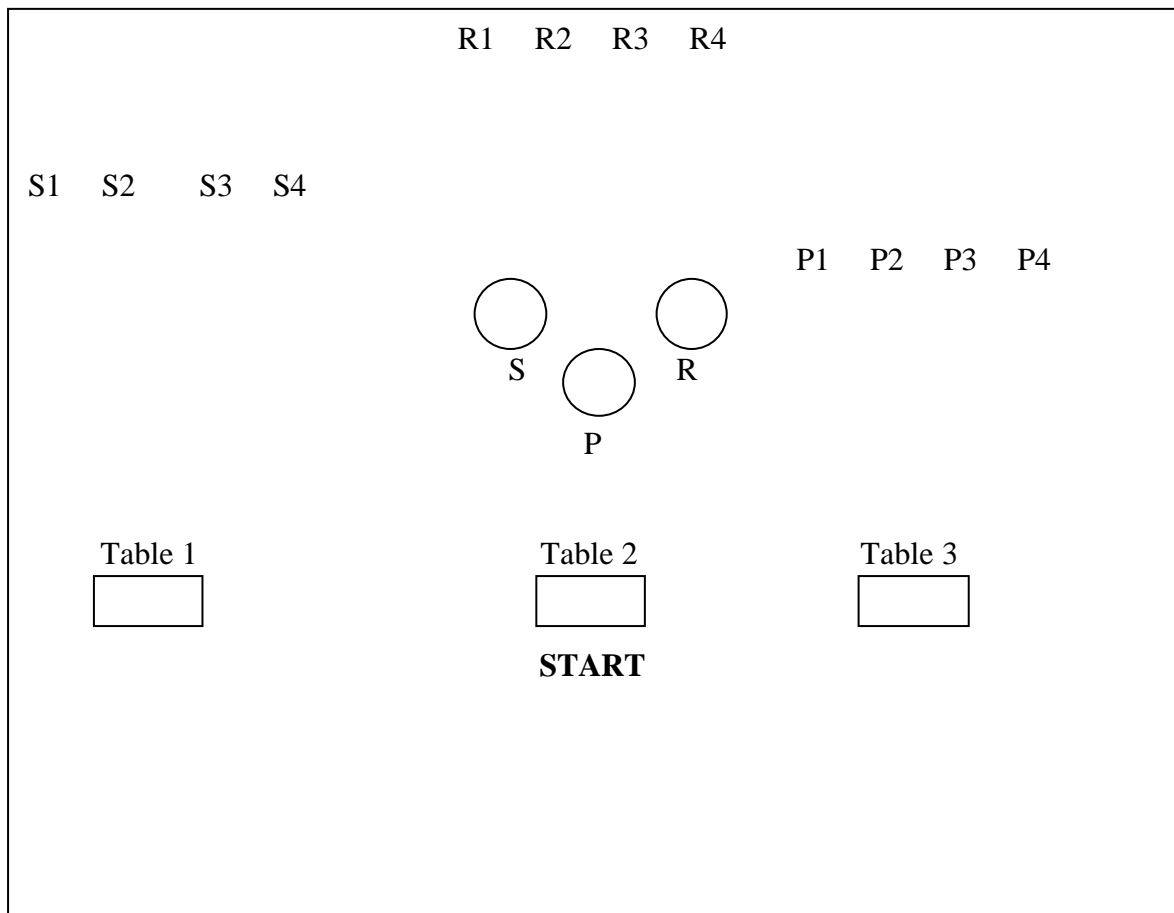
## Dyne-O-mite

It is important to remember that there are very few problems in life which cannot be solved by the judicious application of high explosives...

**Start:** standing behind table 2, stick of dynamite in hand, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged safely on any table(s). Signify ready by saying: **“DYNE-O-MITE – ALL RIGHT”**

**On signal:** throw dynamite at three buckets. The one it lands in (or nearest to) will be the first gun you shoot. Guns may be shot in any order. Shotgun targets are shot from table 1 any order, rifle (from table 2) and pistol (from table 3) targets are 2-3-3-2 sweep starting on either end.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 4

Bay 2

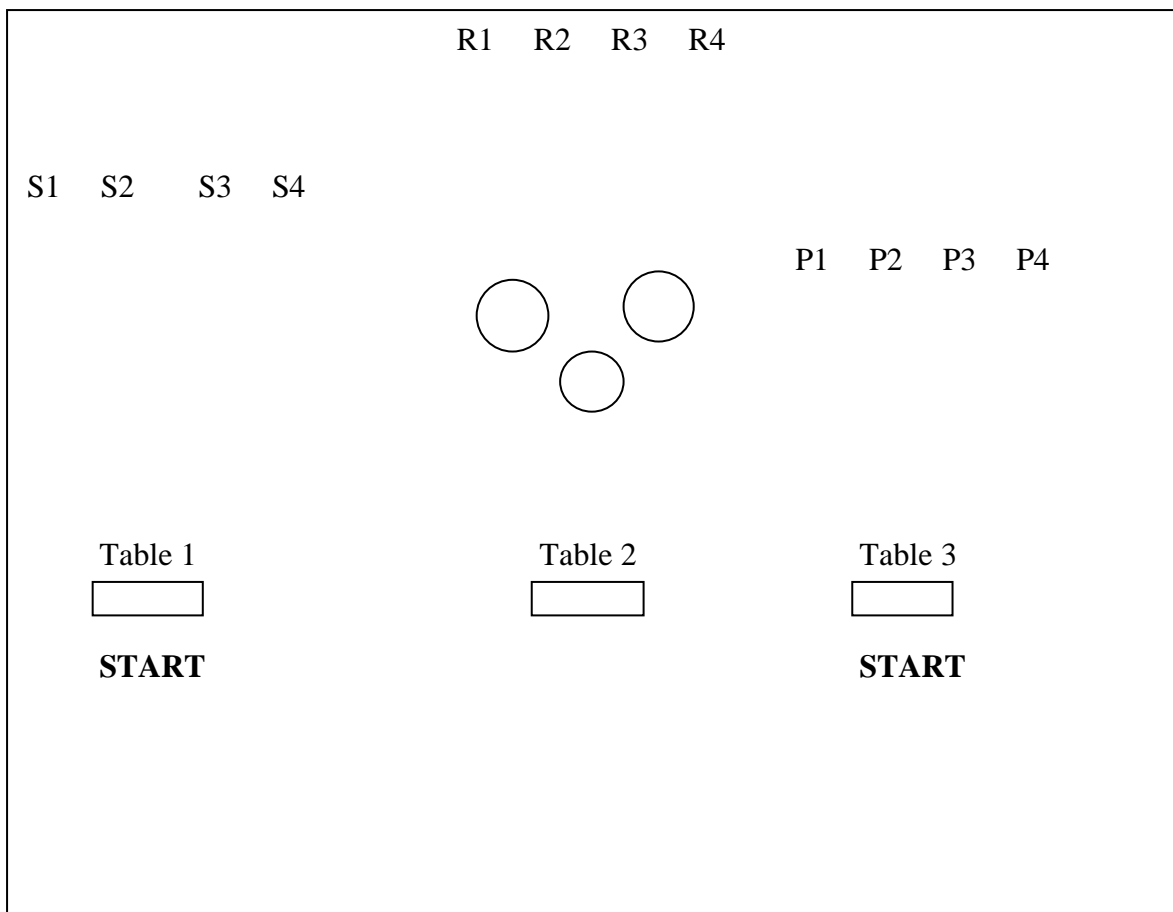
## Well, well, well

Did you hear about the three holes in ground? Well, well, well.

**Start:** standing behind table 1 or table 3 – stage may be run either direction – hands on hips, both pistols loaded w/5 and holstered, rifle loaded w/10 on table 2, open-empty shotgun on table 1. Signify ready by saying: “well, well, well.”

**On signal:** from table 1 engage S1-S4 any order, from table 2 with rifle sweep R2 & R3 either direction, then sweep R1-R4 twice, no double taps. From table 3 with pistols repeat rifle instructions on P1-P4.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 5

Bay 3

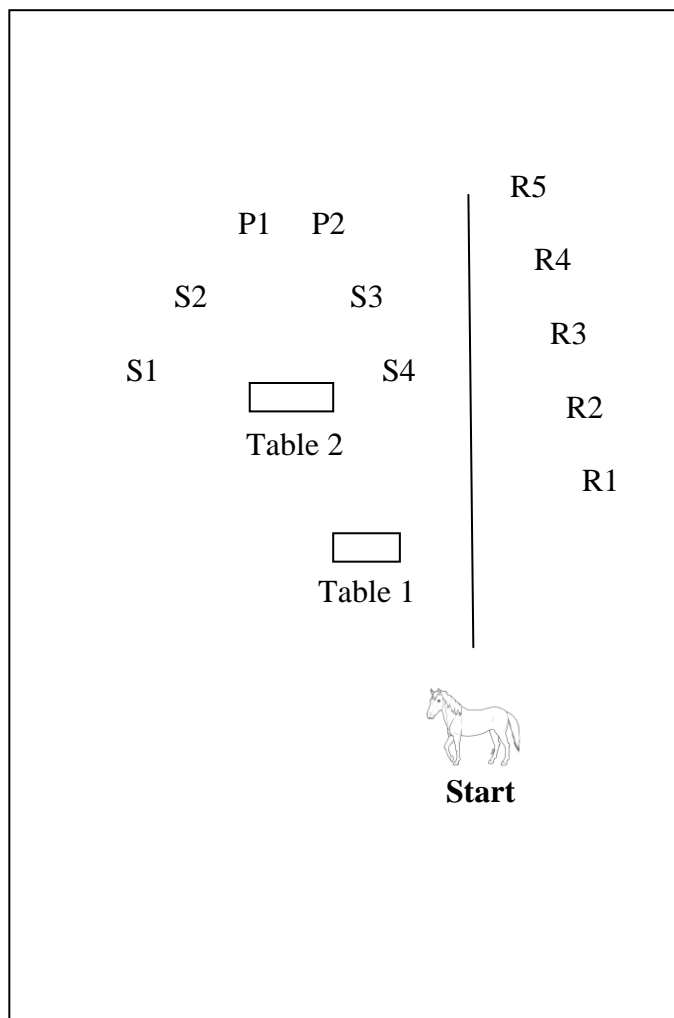
## Dismount and advance

There's too many of 'em to charge on horseback – your best bet is to dismount and move in on 'em.

**Start:** standing behind your horse, rifle loaded w/10 in hand resting on horses' back, open-empty shotgun at table 1, both pistols loaded w/5 and holstered.

**On signal:** with rifle, double tap R1-R5 near to far. Move to table 1, make rifle safe, retrieve shotgun and engage S1-S4 any order. Move to table 2 making shotgun safe on table 1 or 2. With pistols alternate double taps on P1 & P2 starting on either.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 6

Bay 3

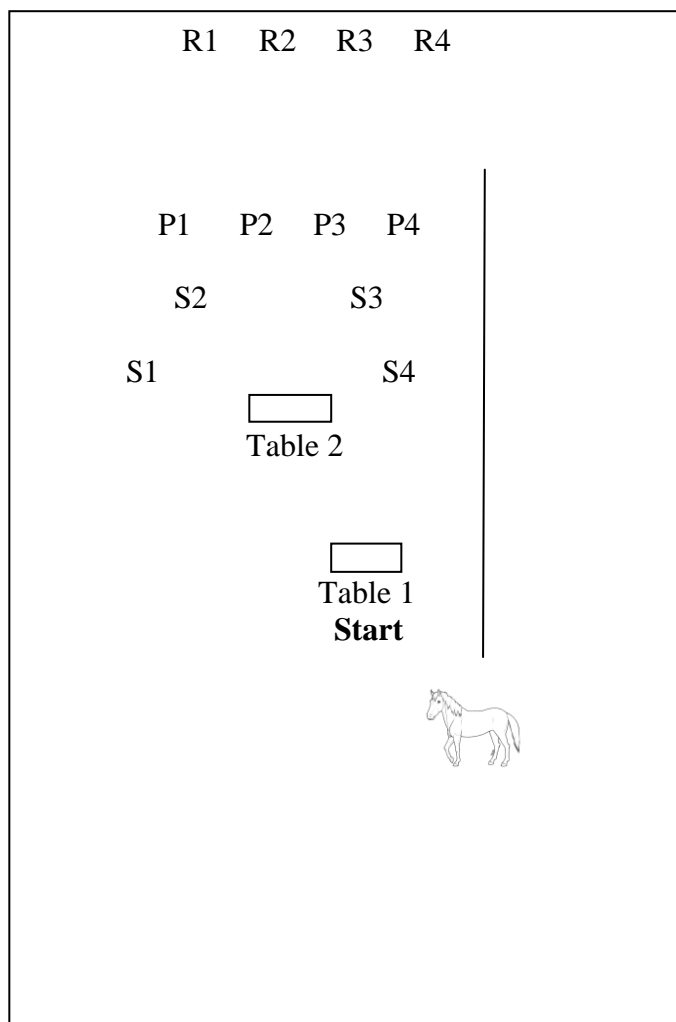
## “They’re everywhere!”

Better start with the ones in close, than get the rest.

**Start:** standing at table 1, shotgun in hand, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 1. On TO command load 2 in shotgun and close action. Signify ready by saying: **“they’re everywhere!”**

**On signal:** engage S1-S4 any order. Make shotgun safe, retrieve rifle and engage R1-R4 using Nevada sweep. Move to table 2 making rifle safe on table 1 or 2, and with revolvers engage P1-P4 same as rifle.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 7

Bench Rest Bay

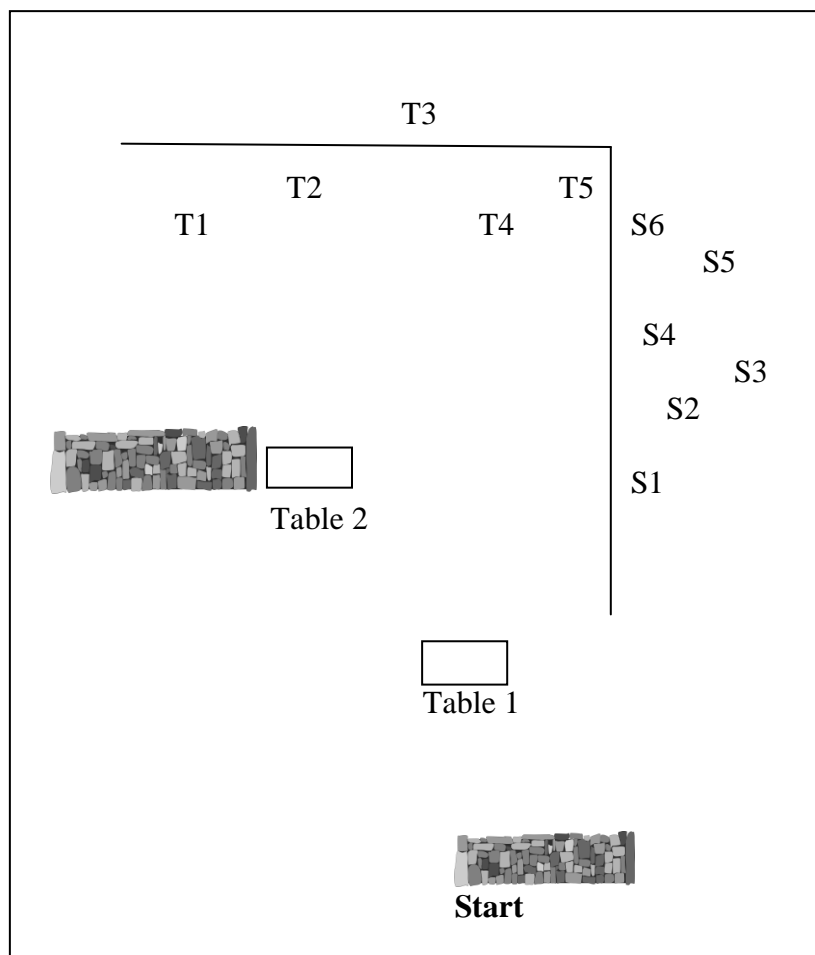
## Wall to Wall (we're not talking carpeting)

To get from the safety of one wall to the cover of the next, you'll need to run the gauntlet...

**Start:** standing behind wall, rifle loaded w/10 in hand, both pistols loaded w/5 and holstered, open-empty shotgun staged on table 1.

**On signal:** engage T1-T3 using a 1-3-1 sweep, L to R. Then engage T5-T3 using a 1-3-1 sweep R to L. Move to table 1, make rifle safe, retrieve shotgun and as you move to table 2 engage S1-S6 ("traveling" rule applies). Make shotgun safe on table 2 and with pistols engage T1-T5 same as rifle.

**Round Count:** 10 pistol, 10 rifle, 6(+) shotgun



# Stage 8

Bench Rest Bay

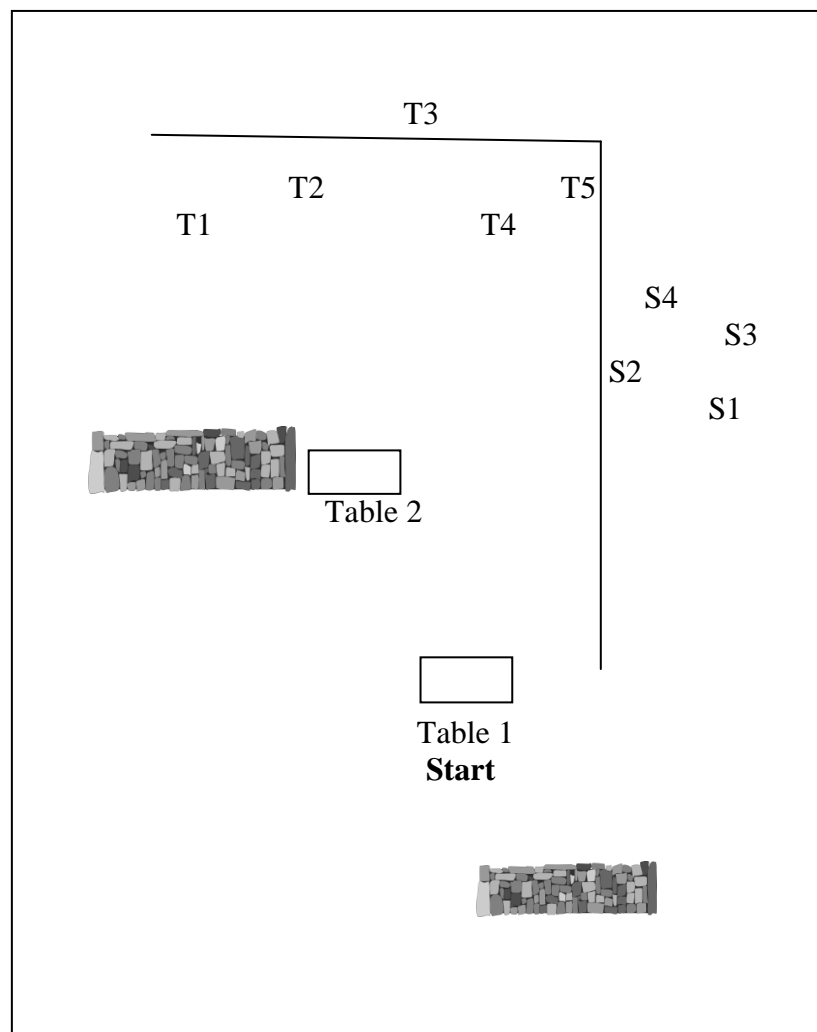
## The infamous Rockie Wahl!

Rockie Wahl has been a pain to everyone for years now – perhaps you can put a finish to it all...

**Start:** standing at table 1 arms crossed on chest, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged on table 1. Signify ready by saying: “Well, if it ain’t the infamous Rockie Wahl!”

**On signal:** shooters choice whether rifle or shotgun is shot first, make first safe on table 1, second may be made safe on table 1 or table 2 with shotgun engage S1-S4 any order, with rifle engage T1-T5 outside-outside, inside-inside, middle, and reverse, double tapping T3. Move to table 2/rock wall and with pistols repeat rifle engagement instructions.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun





# Stage 9

## Silhouette Bay

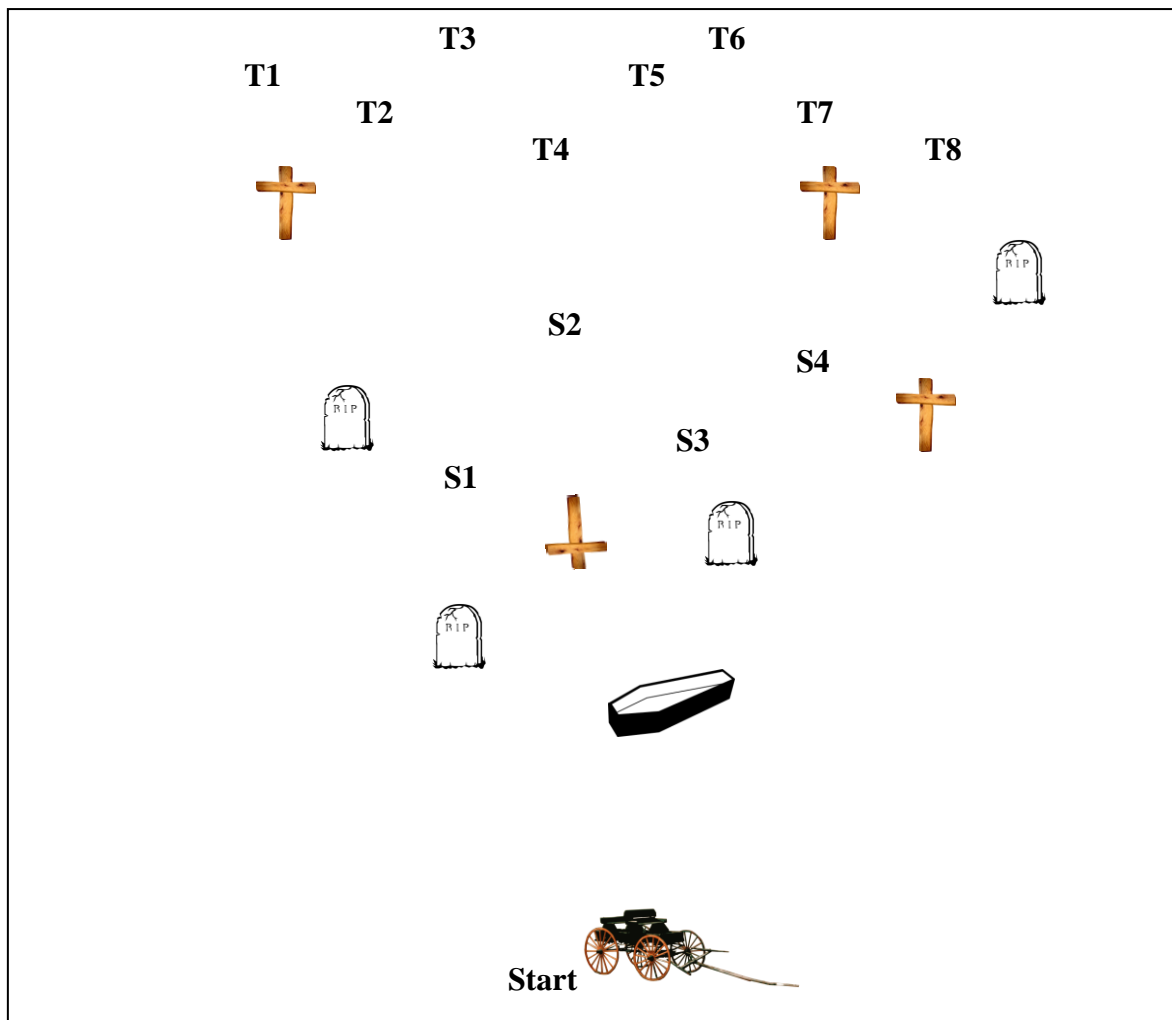
### Boot Hill

When you buried the notorious outlaw you thought it was over, but it seems like you buried the wrong man. Now the rest of the gang are back and up to no good...

**Start:** standing by wagon, one hand on rifle, rifle loaded w/10 and open-empty shotgun staged in wagon, both pistols loaded w/5 and holstered. Signify ready by saying: **“Over my dead body!”**

**On signal:** with rifle engage T1 – T8 any order, double tapping white targets. Make rifle safe in wagon, retrieve shotgun, advance to coffin and engage S1 – S4 any order. Make shotgun safe on coffin, advance to upside down cross and with pistols engage T1 – T8 same as rifle. **Note: re-staged long guns must point away from down-range movement.**

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 10

Silhouette Bay

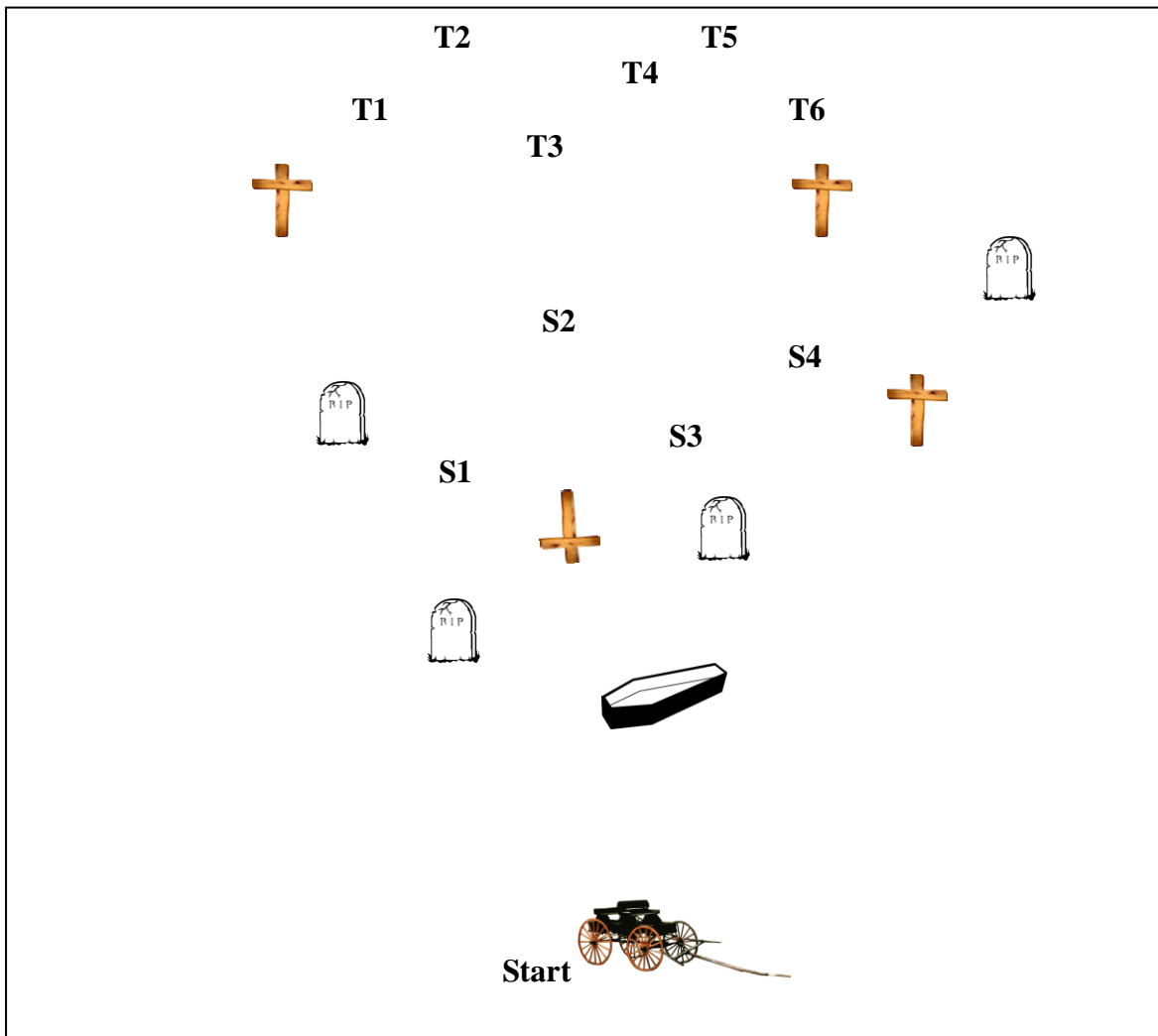
## Zombies!?

It seems that the un-dead have risen (again?!) Good thing you are loaded to the max with the latest un-stealth, anti-zombie loads. When all else fails the scatter gun does the job.

**Start:** standing at wagon, hands over your eyes, rifle loaded w/10 staged in wagon, open-empty shotgun staged on coffin, both pistols loaded w/5 and holstered. Signify ready by saying: **“This can’t be happening again!”**

**On signal:** retrieve rifle and triple tap white targets (they’re the most dangerous don’cha know), and the rest once each. Make rifle safe, move to upside down cross and with pistols engage T1-T6 same as rifle. When they keep coming, retreat to coffin and with shotgun engage S1-S4 any order.

**Round Count:** 10 pistol, 10 rifle, 4(+) shotgun



# Stage 11

South Bay

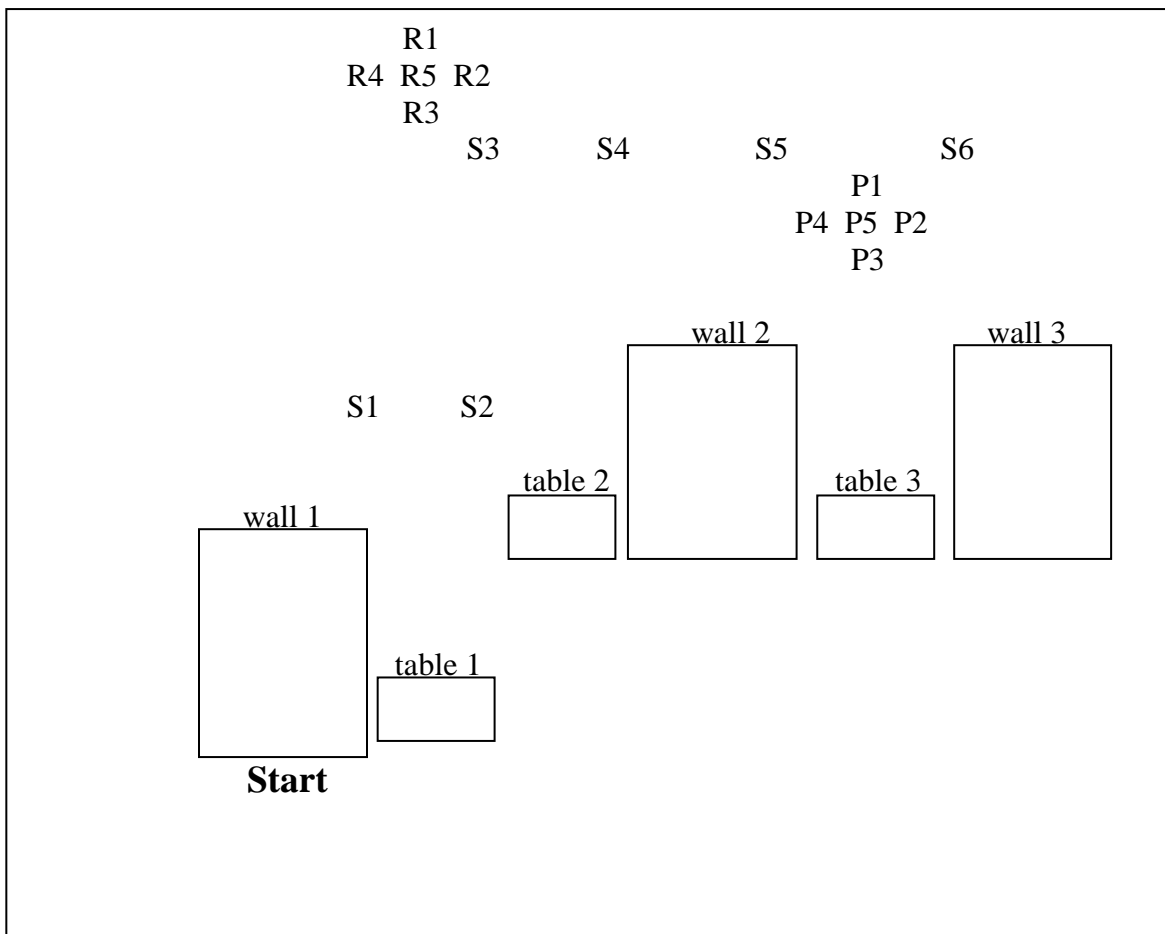
## Street Sweeper

It's your turn on the broom when the undesirable elements hit town – you have to sweep them out with the lead broom.

**Start:** standing in front of wall 1, holding broom with both hands, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged on table 1.

**On signal:** retrieve rifle and engage R1-R5 in a circular sweep, starting anywhere and finishing in the center. Repeat. Make rifle safe, retrieve shotgun and engage S1&S2. Move to table 2 and engage S3&S4. Move to table 3 and engage S5&S6. Make shotgun safe and engage P1-P5 same as rifle.

**Round Count:** 10 pistol, 10 rifle, 6(+) shotgun



# Stage 12

South Bay

## Hat in Hand

There you are, hat in hand, and they're thinking they've got you buffaloed. NOT!

**Start:** standing at table 1 holding hat in front of you with both hands, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 2, open-empty shotgun staged on table 2 or 3.

**On signal:** put hat back on and engage P1-P5 in a "criss-cross" sweep (3 across either direction, 3 up or down, 3 across either direction, 10<sup>th</sup> round on center target). Move to table 2 and engage R1-R5 same as pistols. Make rifle safe on table 2 or 3, move to table 3 and engage S1&S2.

**Round Count:** 10 pistol, 10 rifle, 2(+) shotgun

