## Stage 1



## Start

Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+
Staging: Shotgun staged on the right table; pistols are holstered. Start with rifle in hands, one foot touching start plate.

Line: I'm too old to fight you, l'll just have to kill you!
ATB: With the rifle, starting on either end engage 3 rifle/pistol targets in a 1-1-3 sweep, repeat instructions with the next 5 rounds starting on the opposite end. Make rifle safe on left table and with pistols engage the targets per the rifle instruction. Move to right table and with shotgun knock down the 6 shotgun targets in any order.

## Stage 2



## Start

Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+
Staging: Shotgun staged on the right table; pistols are holstered. Start with rifle at cowboy port arms, one foot touching start plate.

Line: You aren't Wild Bill Hickok!
ATB: With the rifle, double tap the middle target, then double tap the two inner targets and finish by double tapping the two outer targets. Move to left table and with the pistols engage the targets per the rifle instructions. Move to right table and with shotgun knock down the 6 shotgun targets in any order.

## Stage 3



## S S



Round Count: Rifle: 10, Pistols: 10, Shotgun 4+
Staging: Rifle staged on middle table, shotgun on left table; pistols are holstered. Start standing behind either right or left table, hands on hat.

Line: He should have armed himself!
ATB: If starting at left table, with shotgun knock down the 4 shotgun targets in any order. Move to middle table and with the rifle, starting on either end, with 5 rounds engage the rifle targets in a 2-1-2 sweep, repeat instructions with second 5 rounds. Move to right table (at least one foot behind table) and with pistols engage the pistol targets per the rifle instruction.

## Stage 4

## R R R

## S S



Round Count: Rifle: 9+1, Pistols: 10, Shotgun 4+
Staging: Rifle staged on middle table, shotgun on left table; pistols are holstered. Start standing in front of left table, hands on table.

Line: Happy trails to you!
ATB: With shotgun knock down the targets in any order. Move to middle table and with the rifle, starting on either end, engage the rifle targets in triple tap sweep, then load a round and place it on any rifle target. It is a 5 second bonus if you hit the target, misses will not count, but you must load a $10^{\text {th }}$ round. Move to right table (at least one foot behind table) and with pistols engage the pistol targets (except no reload) per the rifle instruction, placing the $10^{\text {th }}$ round on any pistol target.

## Stage 5

## $R$

## R



Rifle $=10$, Pistols $=10$, Shotgun $=4+$
Staging: Pistols holstered, rifle staged on middle table and shotgun on right table. Start at middle table, both hands on, but not holding rifle.

Line: Don't shoot the piano player!
ATB: Pickup rifle and engage the rifle targets with 5 rounds by first double tapping the middle target, then starting on either end, sweep all three targets. Repeat instructions with the next 5 rounds. Move to table of choice, if going to the right table, with shotgun knock down the four shotgun targets in any order. Move to left table and with pistols engage the pistol targets per the rifle instructions.

## Stage 6



Rifle $=10$, Pistols $=10$, Shotgun $=4+$
Staging: Pistols holstered, rifle staged on middle table and shotgun on right table. Start behind either right or left table, hands lose at sides.

Line: Who was that masked man?

ATB: If starting on left table with the first pistol alternate between the two outside pistol targets for four rounds, then place one round on the middle target. Repeat instructions with second pistol. Move to center table and with rifle engage the rifle targets per the pistol instructions. Move to right table and knock down the 4 shotgun targets in any order.

