

STAGE ONE

THE OUTHOUSE

PISTOLS:
5 RDS. EACH HOLSTERED

RIFLE:
10 ROUNDS ON TABLE

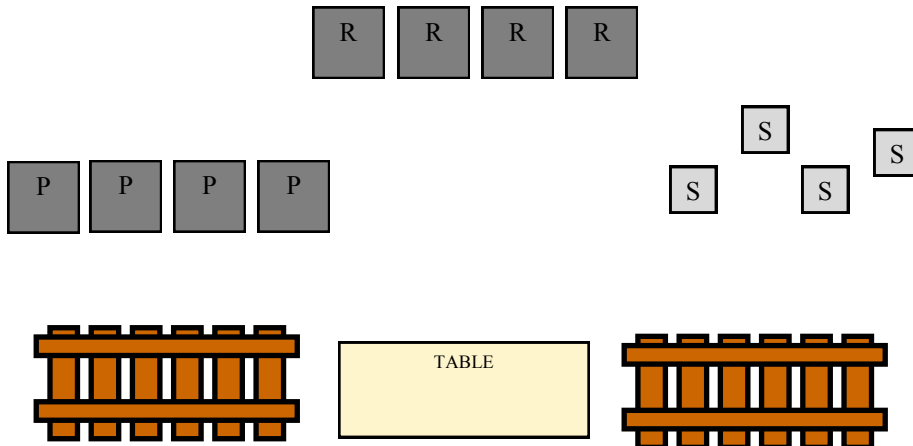
SHOTGUN:
4+ ROUNDS ON TABLE

FIREARM SEQUENCE

SHOTGUN

RIFLE

PISTOL



LOADING

You been thinkin bout your life's decision makin while in the outhouse. Maybe you are just a pawn in the game of life. Did you really need more of Mr. Taggert's beans.

UNLOADING

Shooter begins inside the outhouse with hands on belly.

Shooter will indicate when ready by saying

“No more beans Mr. Taggert!”.

ATB

Exit the outhouse and move to the right fence.

With Shotgun, engage the Shotgun targets in the following order:

Inside, Inside **THEN** Outside, Outside.

Rounds must pass over the Right fence, and targets must go down to count.

Make Shotgun safe on table.

With Rifle, engage the Rifle targets alternating between the two middle targets for 6 rounds.

THEN double tap the two outside target.

Make Rifle safe Rounds must pass over the table

Move to the left fence and engage the pistol targets using the same instructions as the rifle.

Rounds must pass over the Left fence

STAGE TWO

THE OLD BARN

PISTOLS:
5 RDS. EACH HOLSTERED

RIFLE: 10 ROUNDS
IN VERTICAL RACK

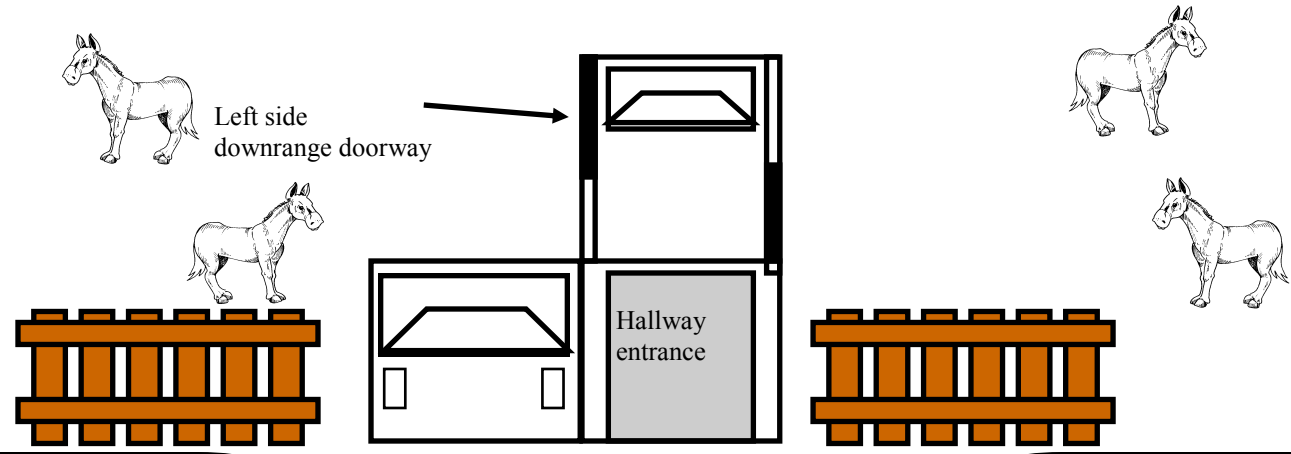
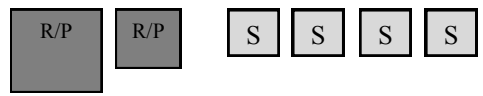
SHOTGUN:
4+ ROUNDS ON DOWNRANGE SHELF

FIREARM SEQUENCE

RIFLE

SHOTGUN

PISTOLS



LOADING

You have found yourself in the barn, I guess it's as good a place as any to get some shuteye.

UNLOADING

Shooter begins at the left window with hands together next to cheek.
Shooter will indicate when ready by saying
"Strange...this pillow is warm". ATB

With Rifle, engage the pistol rifle targets in a military sweep
Left, Left, Left, Right, Left then repeat
MUST make Rifle safe in VERTICAL rack for downrange movement.

Move down the Hallway exiting left side downrange door.

With Pistols engage the pistol/rifle targets using the same instructions as the Rifle.

Move to the downrange window and engage the Shotgun targets in any order
Must go down to count.

Some portion of the shooters body must pass thru the left doorway to engage pistol targets.

STAGE THREE

THE SALOON

PISTOLS:
5 RDS. EACH HOLSTERED

RIFLE:
10 ROUNDS ON TABLE

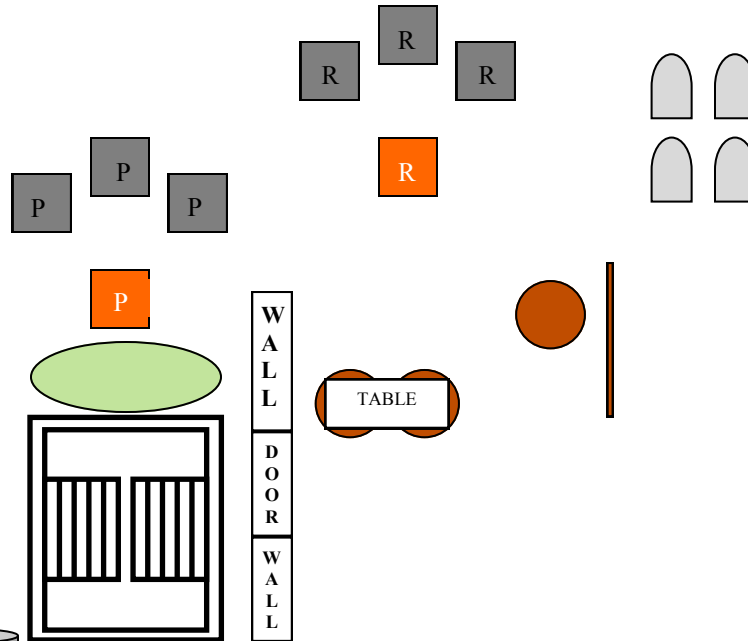
SHOTGUN:
4+ ROUNDS ON TABLE

FIREARM SEQUENCE

PISTOLS

RIFLE

SHOTGUN



Good thing you got away, trouble was a brewin. Speakin of which, this place is just what you need. But watch out Mongo might be in there. Better grab somthin just in case.

Shooter begins outside saloon doors holding package.
Shooter will indicate when ready by saying **“Candygram for Mongo!”**
ATB

Move through saloon doors and place the package on table.

With Pistols, engage the Pistol targets 10 on 4.
Each target MUST be engaged at least once.

Move through the doorway to the whisky barrels.
With Rifle, engage the Rifle targets using the same instructions as the Pistols.
Make Rifle safe on the table.

With Shotgun engage the Shotgun targets in the following order:
Bottom Left, Top Left, Top Right, Bottom Right.
Rounds must pass to the right of the post.

STAGE FOUR

THE SHOPS

PISTOLS:
5 RDS. EACH HOLSTERED

RIFLE:
10 ROUNDS CENTER WINDOW SHELF

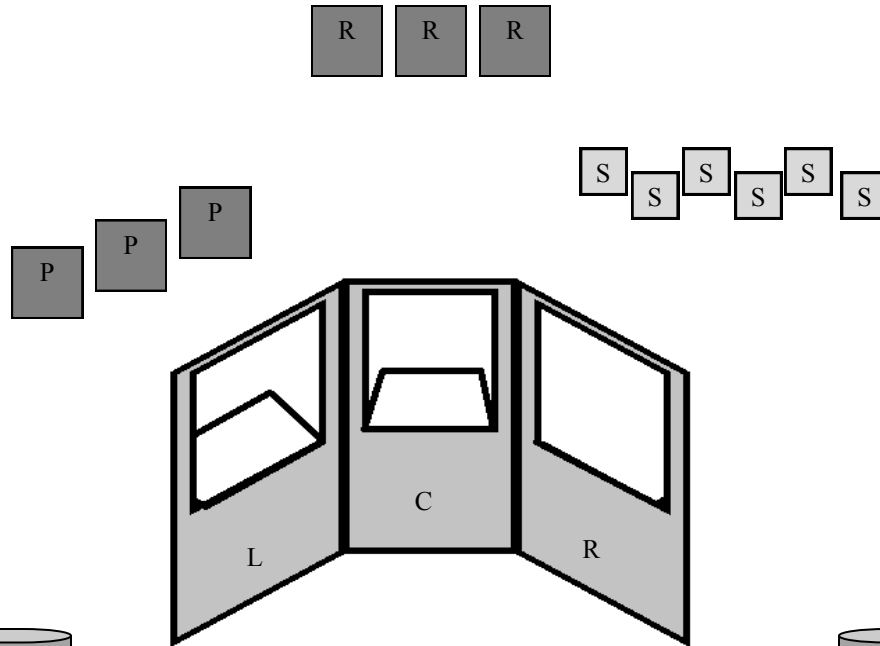
SHOTGUN:
6+ ROUNDS IN HANDS

FIREARM SEQUENCE

SHOTGUN

RIFLE

PISTOL



LOADING

You made it to the Shops, time for some supplies. Pickin up some soap with a prize inside is a good idea. But you should pay or you might end up in jail.

UNLOADING

Shooter begins at the Right window with Shotgun in hands.
Shooter will indicate when ready by saying
“Sorry got no dough, gotta go!”. ATB

With Shotgun, at the Right window, engage the Six Shotgun targets from **Left to Right**
Rounds must pass through Right window.

Make shotgun safe on center shelf. Targets must go down to count

With Rifle, at the center window, engage the targets in a double tap Nevada Sweep starting on the **Right**. Rounds must pass through the window.

Make Rifle safe on center shelf.

With Pistols, at the Left window, engage the Pistol targets using the same instructions as the Rifle, Beginning on the **Left**.

STAGE FIVE

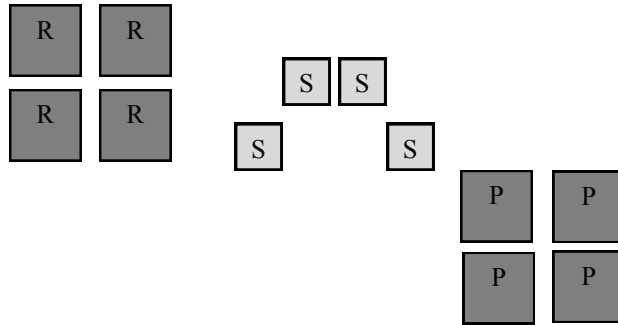
THE SHERIFFS OFFICE

PISTOLS:
5 RDS. EACH ON SHELF

RIFLE:
10 ROUNDS SAFELY ON DONKEY

SHOTGUN:
4+ ROUNDS SAFELY ON DONKEY

FIREARM SEQUENCE	PISTOLS	RIFLE	SHOTGUN
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LOADING

Of course you got caught, you're just a pawn in life remember. Better think of something quick looks like the last train is headed out. Good thing "Pops" knows how to pick a lock,

UNLOADING

Shooter begins in the jail cell with hands on bars. Shooter will indicate when ready by saying "The Sheriff is Near!".

ATB

With Pistols, engage the Pistol targets in an IRS sweep using a Z pattern beginning on the top left.

(One on upper left, Two on upper right, Three on lower left, Four on lower right)

Pistols may be holstered or staged back on the shelf.

With Rifle, engage the Rifle targets using the same instructions as the Pistols.

Make rifle safe on Donkey table.

With Shotgun, move to the doorway and engage the shotgun targets in any order.

Shotgun must be shot through the doorway, Targets must go down to count.

STAGE SIX

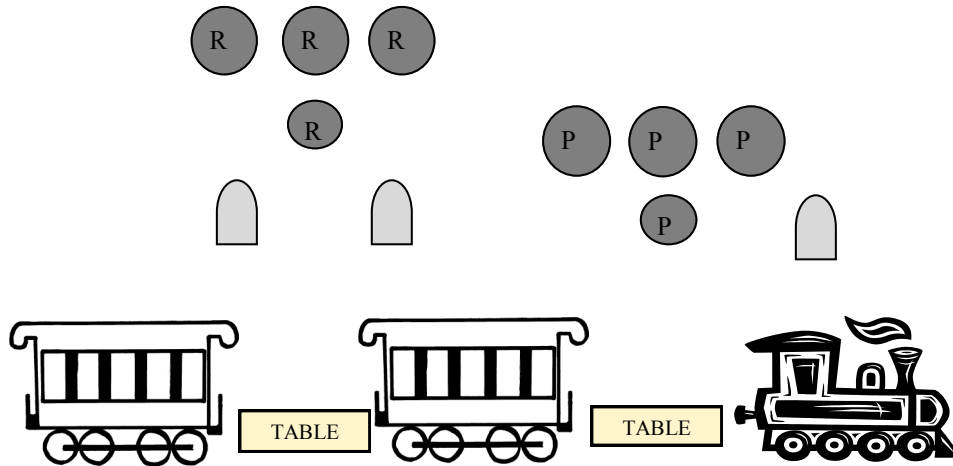
THE DEPOT

PISTOLS:
5 RDS. EACH HOLSTERED

RIFLE:
10 ROUNDS ON LEFT TABLE

SHOTGUN:
4+ ROUNDS ON LEFT TABLE

FIREARM SEQUENCE RIFLE SHOTGUN PISTOL SHOTGUN



LOADING

Best be getting out of town, that Sheriff didn't look to pleased. Maybe you can catch that train... If you're lucky

UNLOADING

Shooter begins at the Left table with hands on Hat.
Shooter will indicate when ready by saying "Holy smoke that train is a goin"
ATB

With Rifle, engage the Rifle targets in the following order.
Engage the lower target 4 times. **THEN** Single tap the upper targets in any order for 6 rounds.
Must hit all targets at least once.

With Shotgun, from left table engage the two bells once each in any order.
Make shotgun safe on RIGHT table

With Pistols at the right table, engage targets using the same instructions as the rifle, Holster as needed.

THEN With Shotgun, double tap the RIGHT bell.