

**Stage 1**

Pistol 10 Rounds Rifle 10 Rounds Shotgun 4+

S1 S2 S3 S4

P/R

P/R

P/R

P/R

Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and starting behind table 2. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 2, both hands on rifle (**yes you can**)

Starting phrase: **WHERE DID I PARK MY HORSE!!!**

At the Beep: Shoot the rifle targets in a Multi-gun Sweep (2,4,6,8), starting from the left .  
Make the rifle safe.

With the revolvers finish the sweep, Make the revolvers safe.(2,4,6,8.)

Move to table 1, from there, shoot each shotgun target once. Make the shotgun safe.

**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!**

**Missed shotgun targets may be re-engaged until knocked down.**

**Stage 2**

Pistol 10 Rounds Rifle 10 Rounds Shotgun 4+

S1 S2 S3 S4

P/R

P/R

P/R

P/R

Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on table 2. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 2, both hands on hat.

Starting phrase: **IT'S ALL MOST NOON!!!**

At the Beep: Shoot the revolvers targets in a Progressive Sweep, starting from the LEFT.

Make the revolvers safe. (1,2,2,3,3,3,4,4,4,4)

With the rifle shoot the targets in Progressive sweep, starting from the RIGHT. Make the rifle safe. (4,3,3,2,2,2,1,1,1,1)

Move to table 1, from there, shoot each shotgun target once. Make the shotgun safe.

**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!**

**Missed shotgun targets may be re-engaged until knocked down.**

### Stage 3

Pistol 10 Rounds Rifle 10 Rounds Shotgun 4+

R1 R2 R3

S1 S2

S3 S4  
P1 P2 P3

Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on table 1. The shotgun is staged on table 2, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 2, both hands on table.

Starting phrase: **Whiskey!!!**

At the Beep: Shoot the revolvers targets 2,1,2, twice (yes you can) starting from the left or the right. Make the revolvers safe. (1,1,2,3,3) (3,3,2,1,1)

Move to Table 1. With the rifle shoot the targets 2,1,2, twice (yes you can) starting from the left or the right. Make the rifle safe. (1,1,2,3,3) (3,3,2,1,1)

Move to table 2, from anywhere, shoot each shotgun target once. Make the shotgun safe.

**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!**

**Missed shotgun targets may be re-engaged until knocked down.**

**Stage 4**

Pistol 10 Rounds Rifle 10 Rounds Shotgun 2+

R1 R2 R3

S1 S2

P1 P2 P3

Table 1

Table 2

Each revolver is loaded with five rounds, hammer on an empty chamber and are holstered. The rifle is loaded with 10 rounds. The hammer should be down on the empty chamber and staged on table 1. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 2, both hands on table

Starting phrase: **Whiskey!!!**

At the Beep: Shoot the revolvers targets alternating on two pistol targets for 5 rounds then dump 5 on the last unused target Make the revolvers safe. Like (2,3,2,3,2,1,1,1,1,1)  
Move to Table 1

With the rifle shoot the targets alternating on two rifle targets for 5 rounds then dump 5 on the last unused target. Make the rifle safe. Like (1,3,1,3,1,2,2,2,2,2)

Shoot each shotgun target once any order S1, S2. Make the shotgun safe.

**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BEMUZZLE UP!**

**Missed shotgun targets may be re-engaged until knocked down.**

**Stage 5**

Pistol 10 Rounds Shotgun 6

S2 S3 S4

S1

P1 P2

Window  
Table 1

Each revolver is loaded with five rounds, hammer on an empty chamber and are holstered. The shotgun is staged on table 1, action open and empty. Shotgun rounds are on the person. The shooter starts, standing at table 1. With one hand on a gun the other hand pointing at the snake

Starting phrase: **ONLY ONE LEFT!!!**

At the Beep: Shoot the shotgun at the one snake with 2 rounds kill kill!

Make shotgun safe

With the revolvers shoot 4 on targets 1-and one on target 2. Repeat for left or right

Retrieve shotgun move down range to where you killed the first snake and engage the 3 wiggle targets, 3,2,3,4 Make shotgun safe.

**UPON COMPLETING THE STAGE, TAKE FIREARMS TO THE UNLOADING TABLE. LONG GUNS SHOULD BE MUZZLE UP!**

**NO MISSES FOR SHOTGUN**