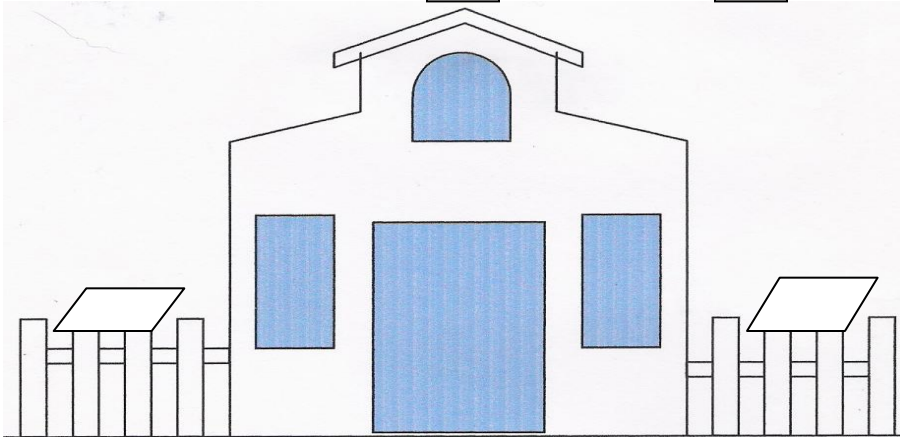
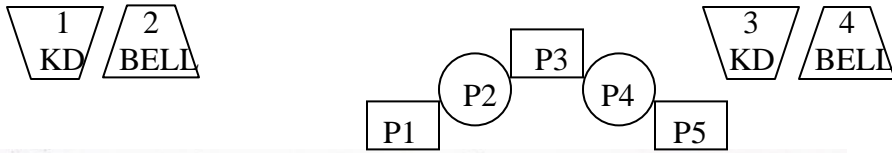
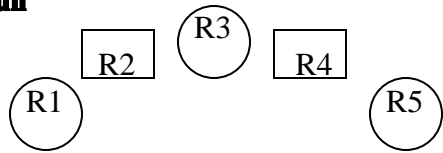


STAGE ONE

10 - Rifle
10 - Pistol
4+ - Shotgun

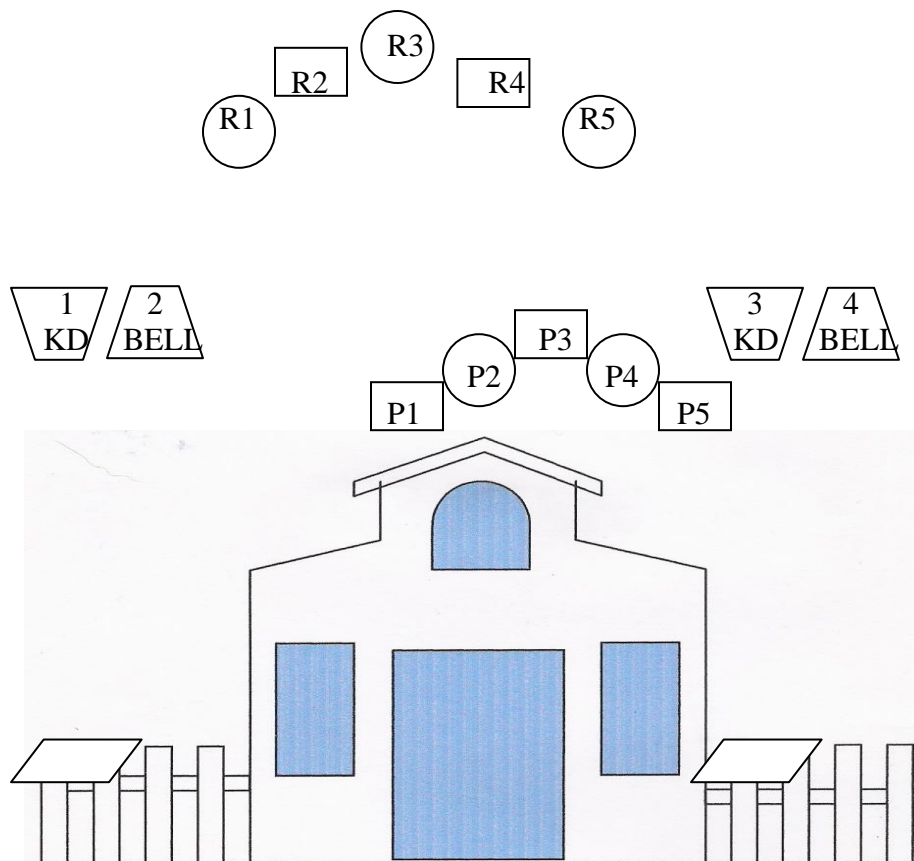


Start Position: Standing at either table with hands on hat brim, shotgun open and empty on table. Pistols loaded and holstered, Rifle loaded with 10 rounds staged at the door. Signify ready by saying, “Gettum boys!”

At Signal: Retrieve shotgun and engage KD/BELL any order. Take Shotgun with you to opposite table and shoot KD/BELL any order. Make shotgun safe. Move to doorway and with the rifle sweep the Rifle targets twice from either direction. You may double tap the 5th target. Make rifle safe and move to right window. Sweep the pistol targets twice from either direction. You may double tap the 5th target.

STAGE TWO

10 - Rifle
10 - Pistol
4+ - Shotgun

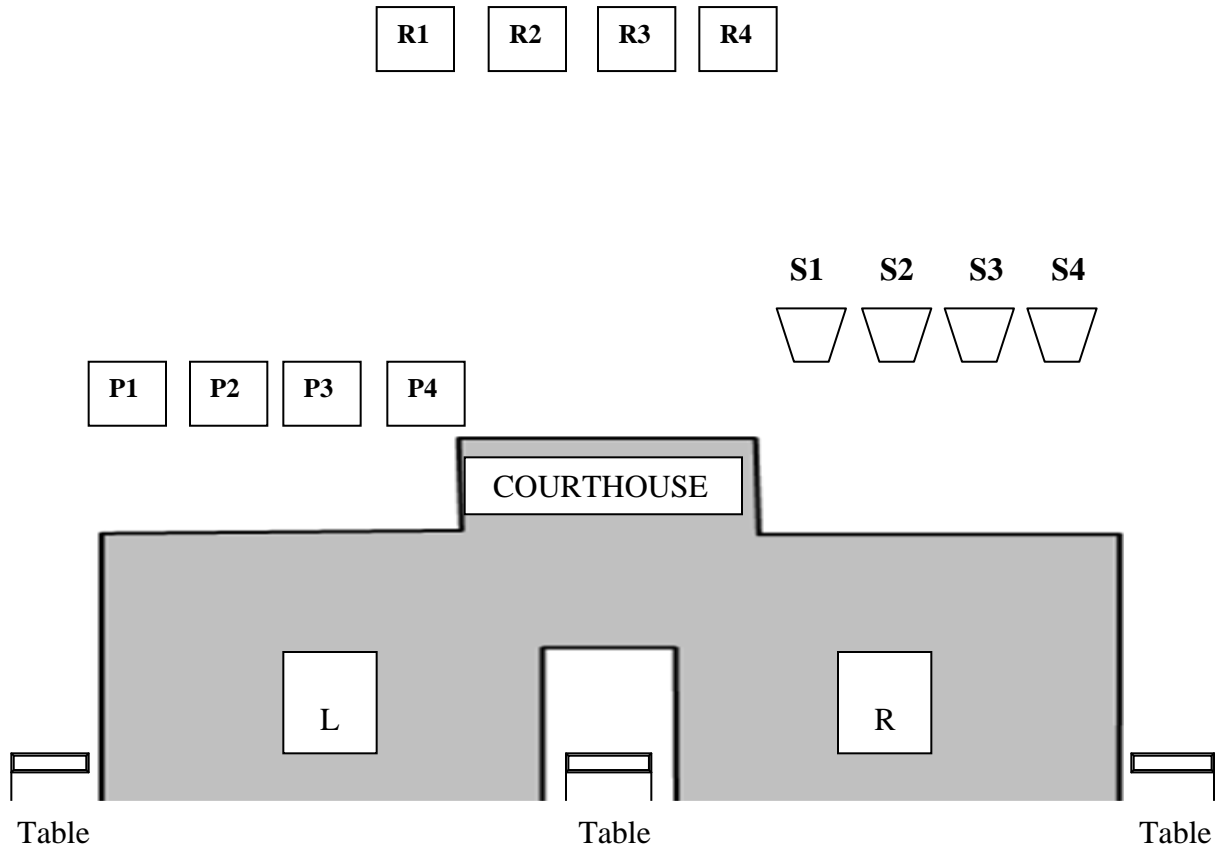


Start Position: Standing at the door, rifle loaded with 10 rounds, in hands. Pistols loaded and holstered. Open empty shotgun on the left table. Signify ready by saying: “Dang it’s hot.”

At Signal: Double tap the rifle targets from either direction and make safe. With shotgun shoot KD/BELL any order. Take shotgun to right table, and shoot KD/BELL in any order. Make shotgun safe. From right table with pistols double tap pistol targets in any order using second pistol as needed.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE THREE

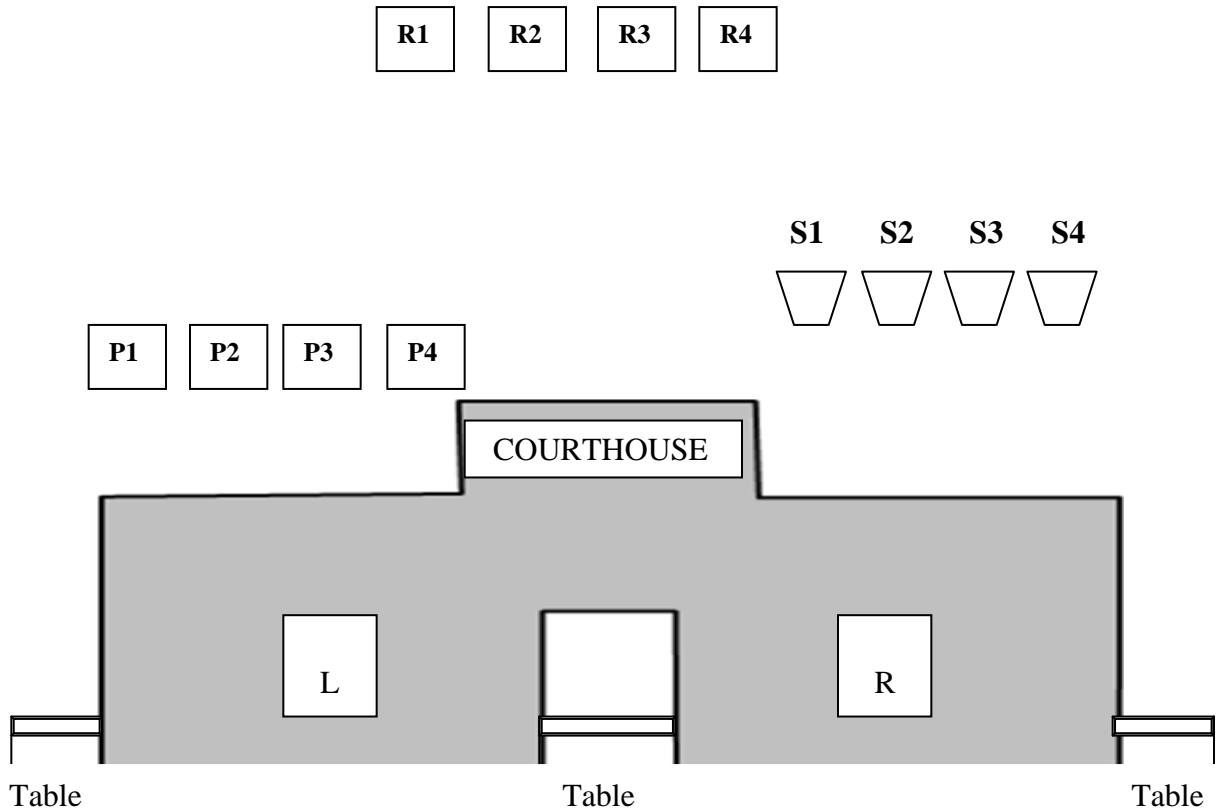


Start: Standing in doorway with rifle loaded with 10 in hands. Shotgun open and empty staged on center table. Pistols loaded and holstered. Shooter says, "Ready."

At signal: With rifle do a progressive sweep on the 4 rifle targets, make rifle safe. From the right window, with shotgun shoot the 4 knockdowns any order, make shotgun safe. Move to the left window and with pistols shoot a progressive sweep on the 4 pistol targets.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE FOUR

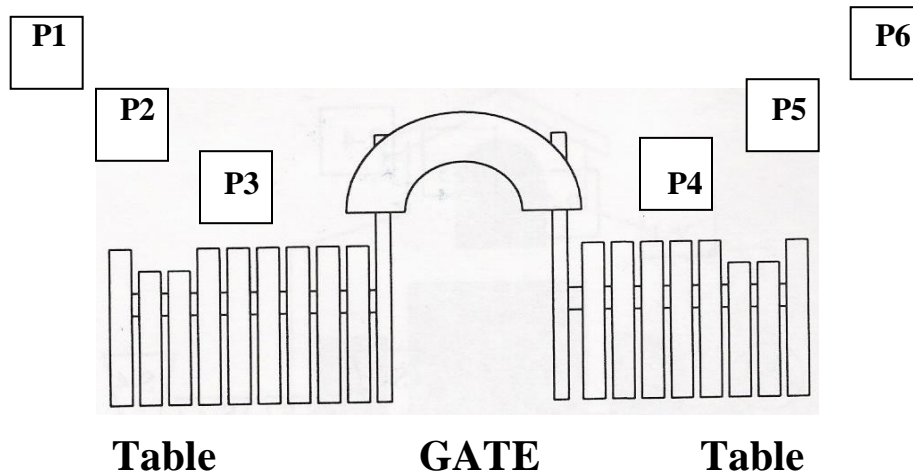
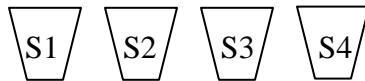
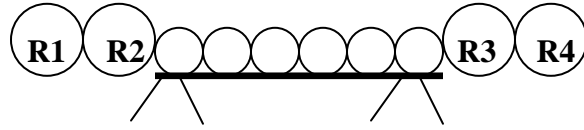


Start: Standing at Left window with first pistol at low ready. Rifle loaded with 10 rounds on table at doorway. Open and empty shotgun on table in doorway. Signify ready by saying "Ready"

At signal: With pistols shoot the 4 targets as follows: 3 shots on 2 targets and 2 shots on 2 other targets, in any order. Holster and with rifle from doorway repeat the 3 shots on 2 targets and 2 shots on the other 2 targets. Make rifle safe and move to either the right window or table and shoot the 4 shotgun targets in any order.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE FIVE

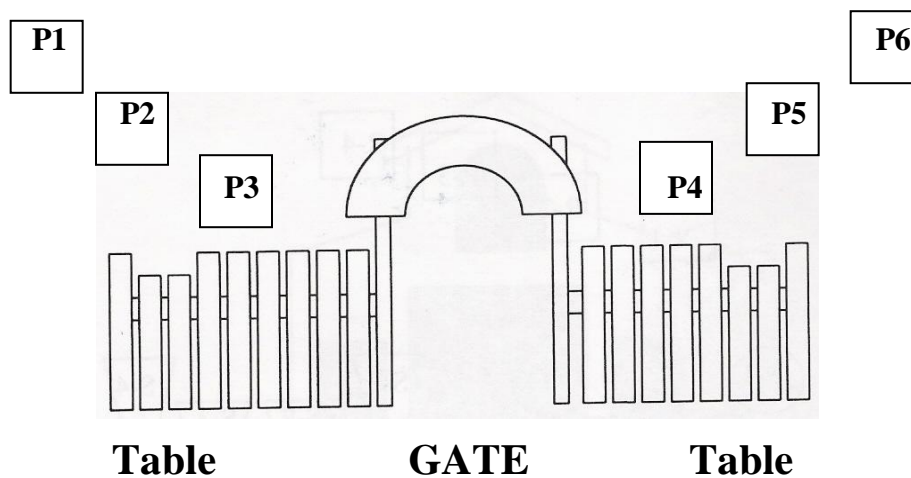
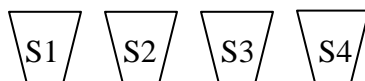
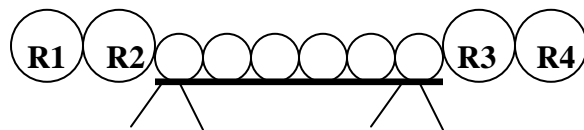


Start Position: Standing at right table with both hands on the fence. Pistols loaded and holstered. Rifle loaded with 10 staged on right table. Shotgun open and empty on left table. Shooter says, “What the heck is a Yavapai?”

At Signal: With rifle shoot all rifle targets with one round each and make rifle safe. With first pistol shoot 2 rounds on center target, and then sweep all three P targets in front of you. Holster and move to table 1. With second pistol shoot 2 rounds on the center target and then sweep all three P targets in front of you. Take the shotgun to the gate and shot the four shotgun knockdowns any order. You may then make up any rifle knockdowns with the shotgun.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE SIX



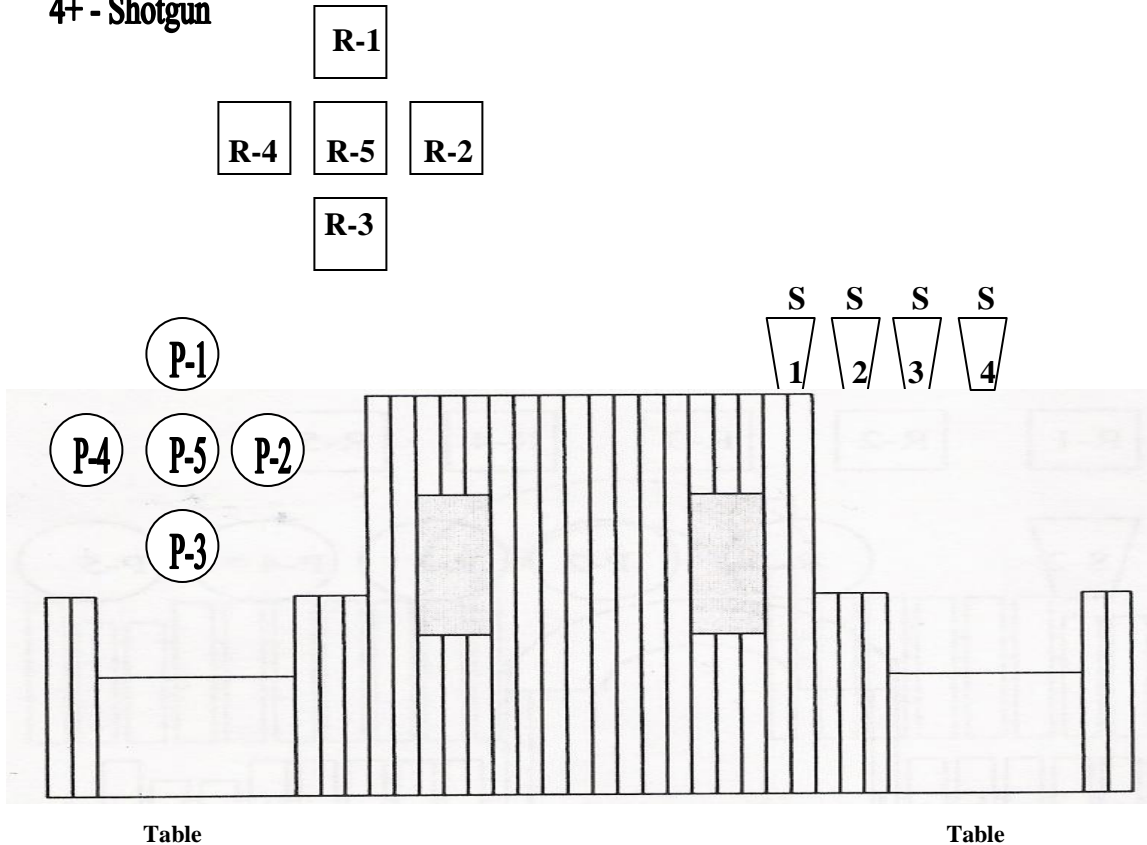
Start Position: At the gate with open empty shotgun in hands. Pistols loaded and holstered. Rifle loaded with 10 rounds on Right Table. Signify ready by saying, "Bury them varmints deep!"

At Signal: With the shotgun shoot the 4 shotgun targets any order. Take shotgun to the Right Table and make safe. With the rifle shoot the rifle knockdown plates. If you still have rounds in the rifle dump those on any stationary R target. Make the rifle safe. From left table, with first pistol shoot the 3 pistol targets in a 2-2-1 sweep from either direction. Repeat with the second pistol.

There are no rifle misses unless rifle knockdowns are still standing at the end of the stage, or if the shooter misses when dumping the rifle rounds on the stationary target.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE SEVEN

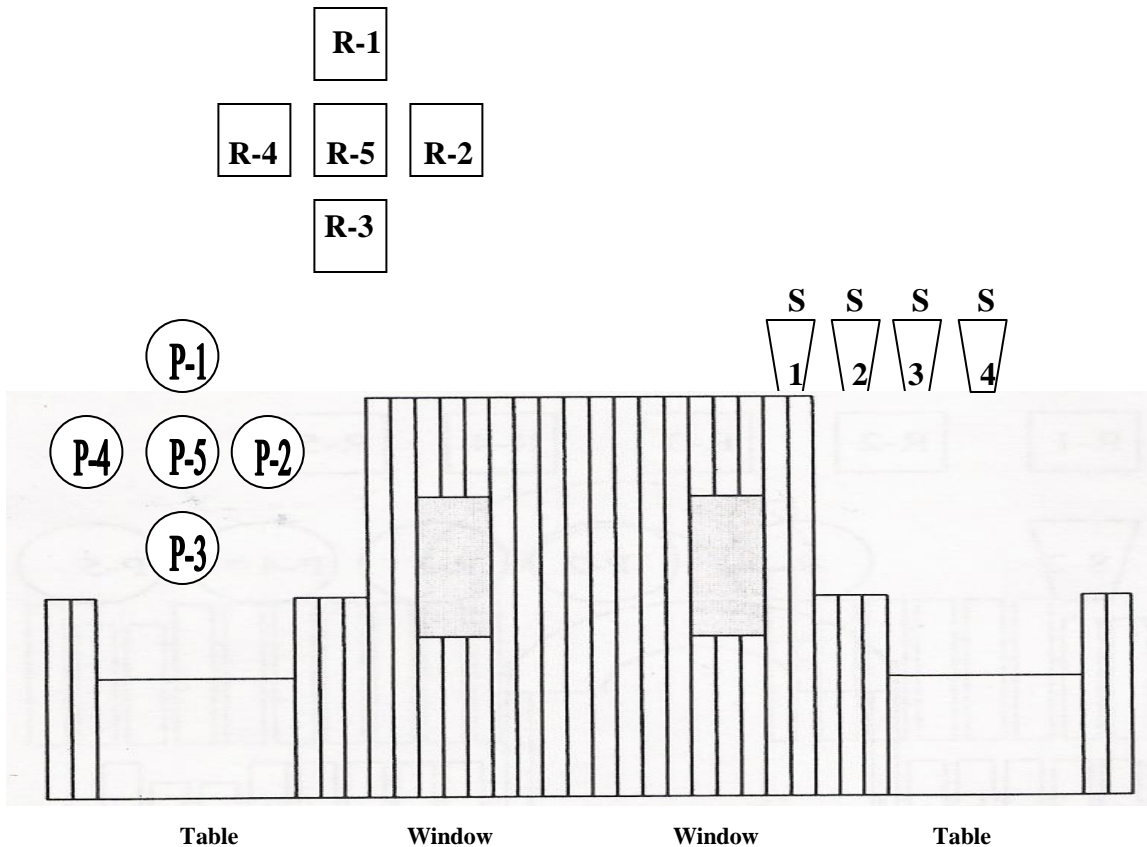


Start Position: Standing behind right table, rifle loaded with 10 rounds at port arms. Pistols loaded and holstered. Shotgun open and empty on right table. Signify ready by saying, “Here come the Indians.”

At Signal: With the rifle, double tap R1-R5 any order. Make rifle safe on Right Table. With the shotgun, shoot the 4 shotgun targets in any order. Move to Left Table and with pistols double tap the P1–P5 in any order.

10 - Rifle
10 - Pistol
4+ - Shotgun

STAGE EIGHT

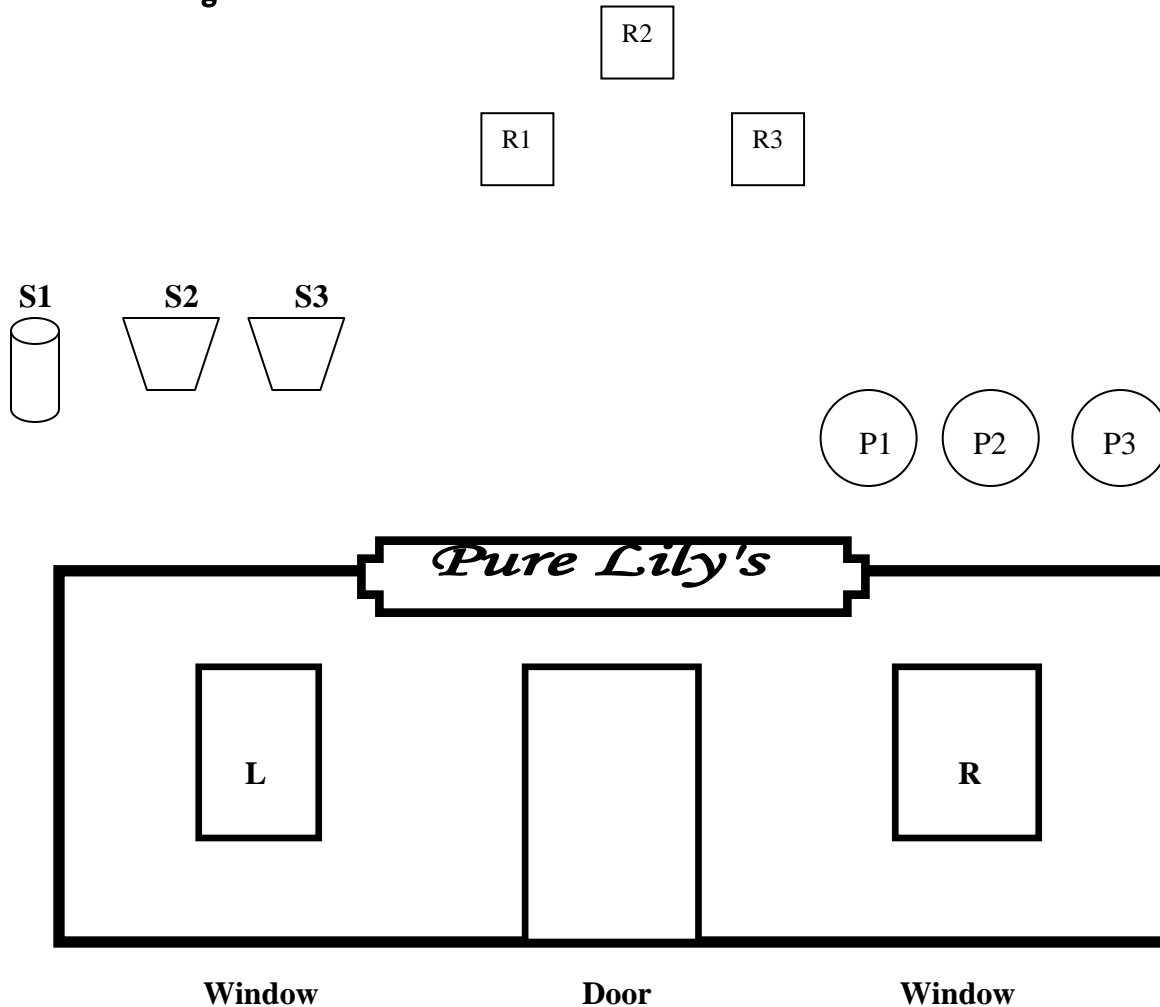


Start Position: Standing at right window with rifle loaded with 10 rounds in hands. Pistols loaded and holstered. Shotgun open and empty on right table. Signify ready by saying, “They’ll never take us alive.”

At Signal: With the rifle Nevada sweep the three vertical targets, and then Nevada sweep the three horizontal targets, and make rifle safe. From right table shoot the four shotgun targets in any order, and make the shotgun safe. From left table with first pistol Nevada sweep the three vertical targets, then with the second pistol Nevada sweep the three horizontal targets.

STAGE NINE

10 - Rifle
10 - Pistol
4+ - Shotgun

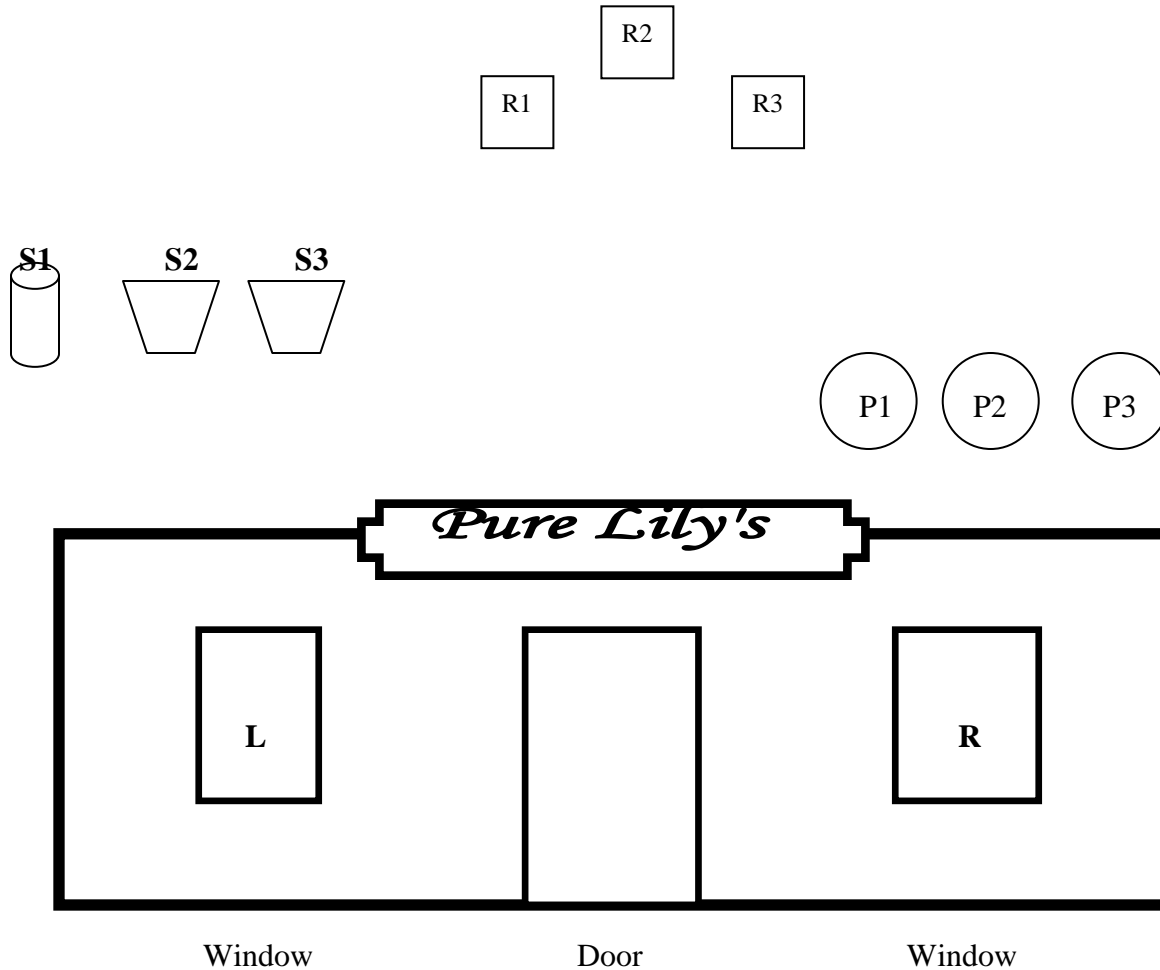


Start Position: Shooter starts standing at right window, hands on the frame shoulder high. Rifle staged at the door loaded with 10 rounds. Open and empty shotgun staged on table at left window. Pistols loaded with 5 rounds each and holstered. Shooter signifies ready by saying "Just what kinda place is Pure Lilly runnin here?"

At Signal: With first pistol, shoot the pistol targets in this order: **P1, P2, P1, P3, P1**. Holster and with second pistol shoot the pistol targets in this order: **P3, P2, P3, P1, P3**, and holster. From the door with rifle shoot the rifle targets in this order: **R1,R2, R1, R3, R1** with the first 5 rounds. Then shoot **R3, R2, R3, R1, R3**. Make rifle safe. From the left window shoot the shotgun targets in this order: bell, knockdown, bell, knockdown. Then make up any missed targets with the shotgun by shooting the bell.

STAGE TEN

10 - Rifle
10 - Pistol
4+ - Shotgun

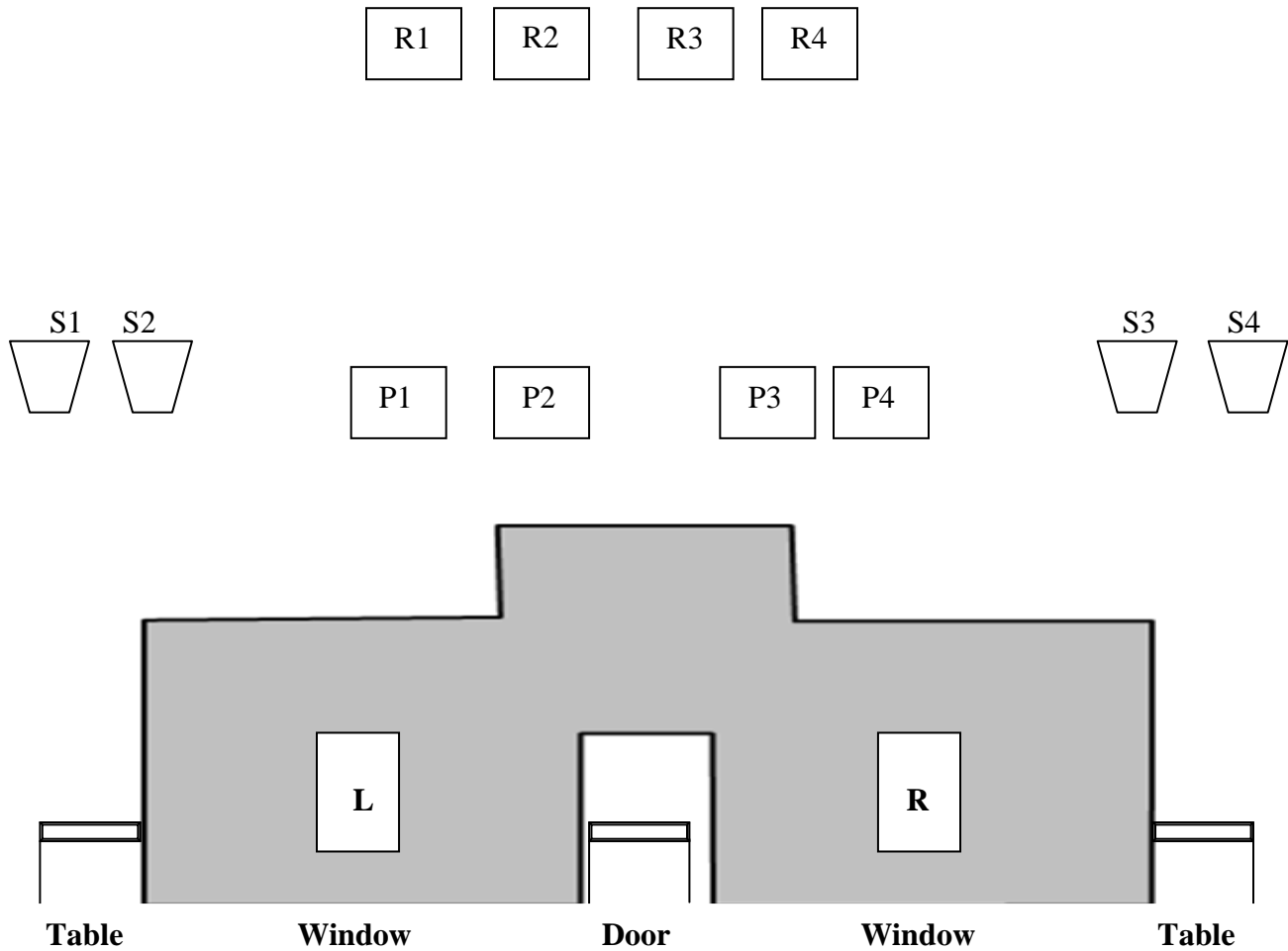


Start Position: Standing straight up with hands on pistols loaded and holstered at the left window. Open and empty shotgun staged at the left window. Rifle loaded with 10 rounds staged at the door. Shooter says, "Albuquerque? Nobody lives in Albuquerque!!!"

At Signal: With shotgun shoot the bell, then the two knockdowns, and then the bell. Make shotgun safe. From the door with rifle double tap Nevada sweep the R targets from either end. Make the rifle safe. From the right window with pistols double tap Nevada sweep the P targets.

STAGE ELEVEN

10 - Rifle
10 - Pistol
4+ - Shotgun

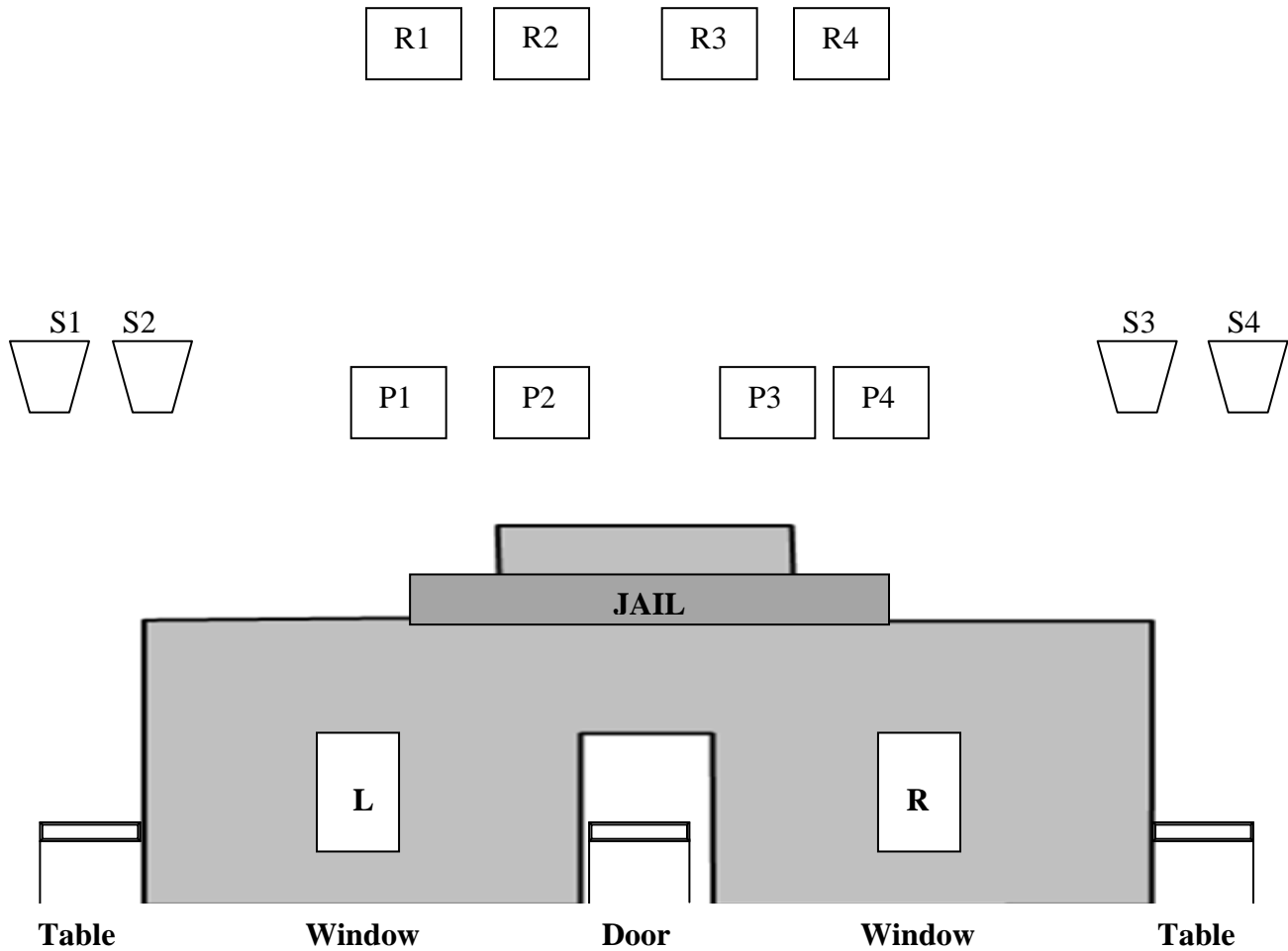


Start Position: Standing at the left table, shotgun in hand. Rifle loaded with 10 rounds staged at the door. Pistols loaded and holstered. Signify ready by saying, "Ready."

At Signal: Shoot the two shotgun targets and move to the right side table and shoot the remaining two shotgun targets, and make the shotgun safe. From the door with first pistol place at least one round on each of the 2 left side targets for 5 rounds, and holster. With the rifle place at least one round on each R target for 10 rounds and make rifle safe. With second pistol place at least one round on each of the 2 right side targets for 5 rounds, and holster.

STAGE TWELVE

10 - Rifle
10 - Pistol
4+ - Shotgun



Start Position: Standing In the doorway with rifle loaded with 10 rounds in hand. Pistols loaded and holstered. Shotgun open and empty on either the right, or left side table. Signify ready by saying, "Let 'er buck."

At Signal: With the rifle shoot a badger sweep on the 4 R targets, and make rifle safe. With the pistols shoot the 4 P targets with a badger sweep and holster. Move to the table you staged the shotgun on and shoot the 2 shotgun targets. Then move to the opposite side table and shoot the remaining shotgun targets.