

## Stage 1

Pistols – 10 holstered Rifle – 10 on rock table Shotgun – 6+ on rock table

Shooter starts behind table, rifle at Port Arms. The line is, “**It is what it is!**”! ATB with rifle engage tombstones until down. Dump remaining rounds on cowboy. Restage. Misses on tombstones don’t count, misses on cowboy do. Move to fence, past large cactus, with 1<sup>st</sup> pistol engage targets with 3 rds. on the center target then one rd. on each of the outside targets. In that order. Holster. With 2<sup>nd</sup> pistol repeat. Holster. With shotgun move safely past the Boot Hill entrance. Engage the poppers. PMF.



## Stage 2

Pistols -10 rds. holstered Rifle – 10 rds. on coal car Shotgun – 4+ on coal car

Shooter starts in right window, hands on hat. The line is, **“At the end of the day...”**. ATB, with 1<sup>st</sup> pistol engage targets by double tapping the upper targets then single tap the lower target. Holster. Move to left window. Repeat instructions with 2<sup>nd</sup> pistol. Holster. Move to coal car. Beginning on an end target, single tap the circles in between double tapping the stars. Restage rifle. With shotgun move past cowboy and engage poppers. PMF.



### Stage 3

Pistols 10 rds. holstered Rifle – 10 rds. on coal car Shotgun – 4+ rds. on coal car

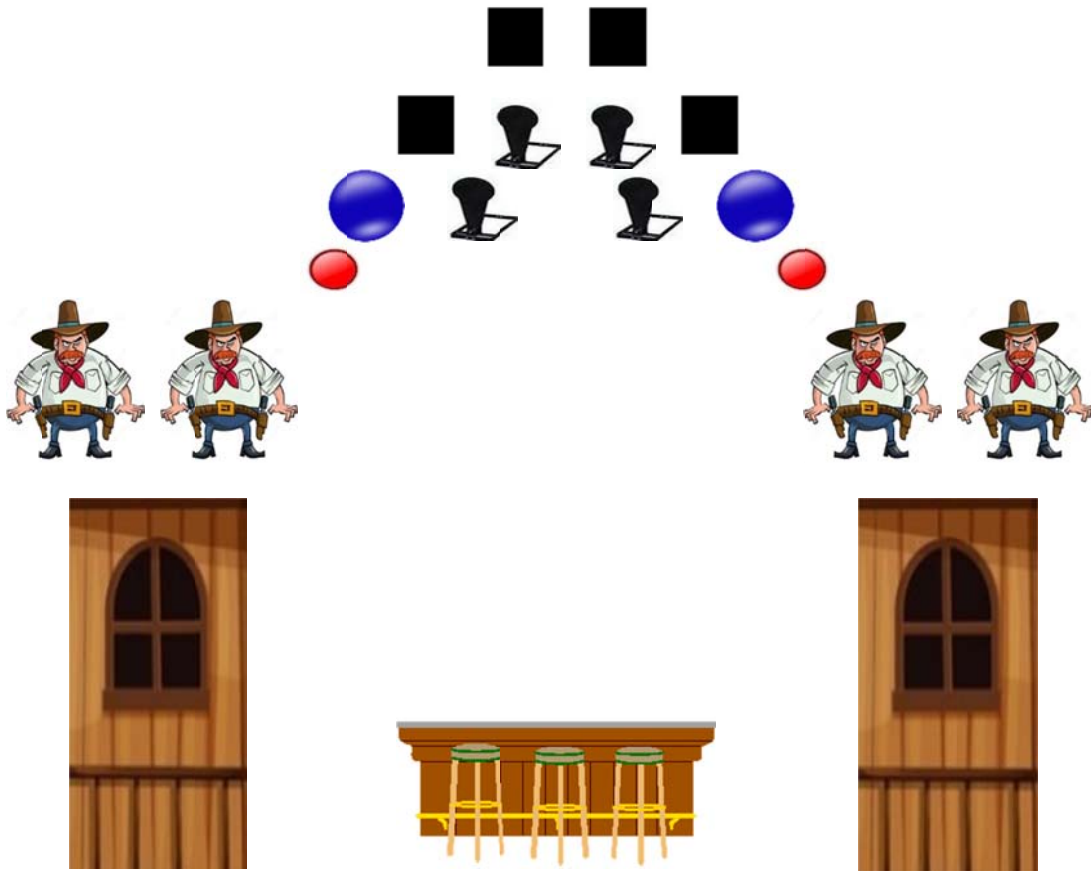
Shooter starts behind coal car, hands on hat. The line is, "Oh, my bad"! ATB, with rifle sweep the upper targets from either direction with a 3,4,3 sweep. Restage. With pistols engage the lower targets with a 2,1,1,2 sweep from either direction, then single tap sweep the targets in the same direction. Holster pistols. With shotgun move past cowboy and engage poppers. PMF. NOTE: the pistol targets to the right are no-shoot targets in this scenario.



### Stage 4

Pistols – 10 rds. holstered Rifle – 10 rds. on bar Shotgun – 4+ on bar

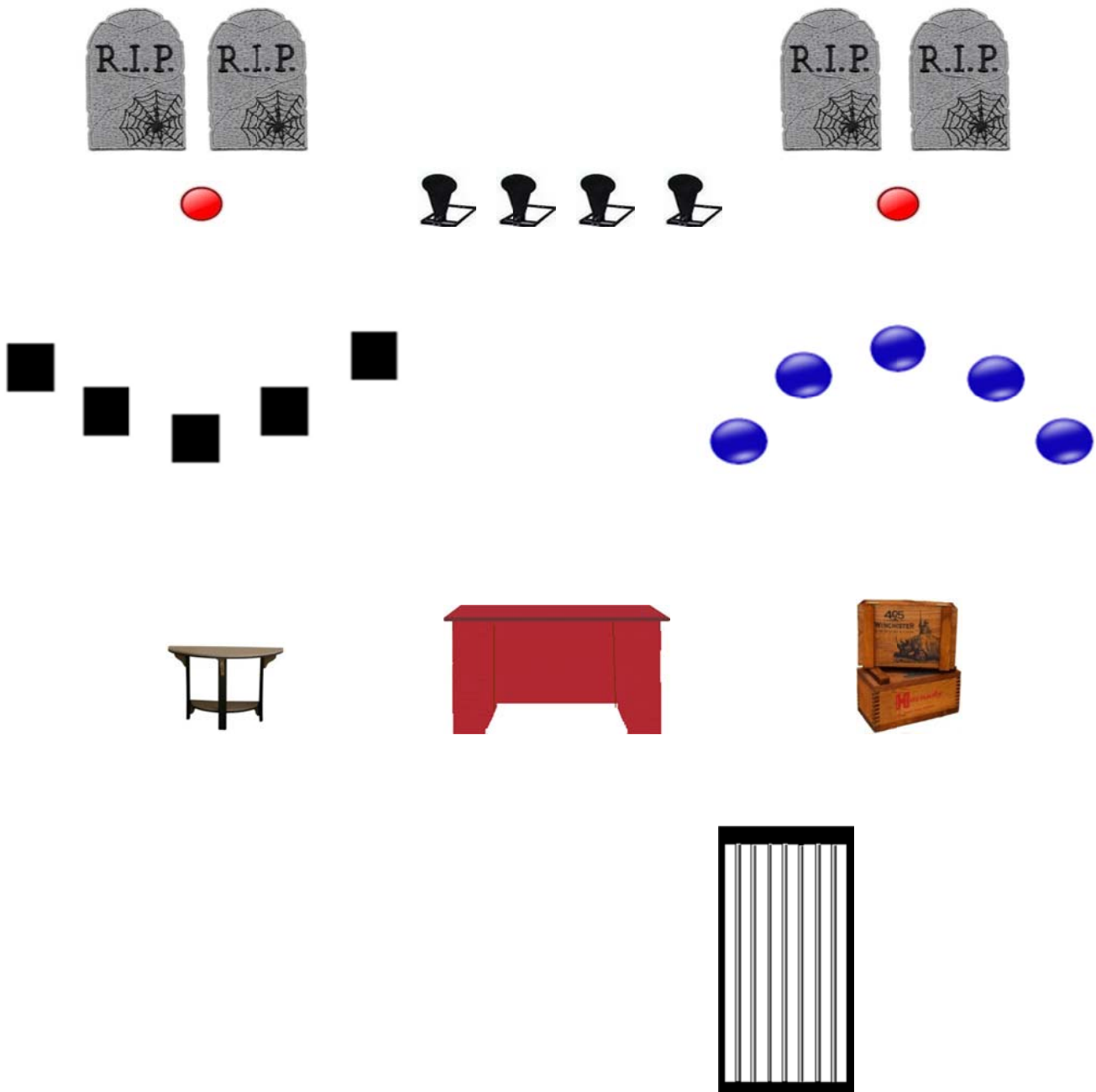
Shooter starts in right window with hands on window jamb. The line is, “I’m just sayin’ is all”. ATB, with 1<sup>st</sup> pistol put 5 rds. on the two targets. Holster. Move to the opposite window and with 2<sup>nd</sup> pistol repeat 1<sup>st</sup> pistol instructions. Holster. Move to bar. With rifle single tap sweep the rifle targets from either end. Restage. With shotgun engage the kd’s. PMF.



## Stage 5

Pistols – 10 rds. holstered   Rifle – 10 rds. on half moon table   Shotgun – 4+ on center table

Shooter starts even with jail bars, not forward of them, with handcuffs in hand. The line is, **“I’m triggered. I need my safe space”!** ATB, move to ammo boxes and place cuffs on them. With 1st pistol sweep the frown from either end with 5 rds. Holster. With 2<sup>nd</sup> pistol sweep the eyes and nose with a 2-1-2 sweep. Holster. Move to half moon table. With rifle repeat pistol instructions on the smiley face. Restage. Move to center table. With shotgun engage poppers. PMF.



## **Stage 1**

Steel – 3 red uprights  
1 white upright  
2 cowboys  
2 Indians  
1 tombstone rack  
6 poppers  
9 bases

Props - 1 boot hill façade  
1 fence  
2 large cacti  
3 small cacti

## **Stages 2 & 3**

Steel – 3 blue uprights  
4 red uprights  
4 white uprights  
2 short red uprights  
3 stars  
6 large circles  
4 Indians  
4 poppers  
14 bases

Props – 1 coal car  
2 facades  
1 standup cowboy  
1 small cactus

## **Stage 4**

Steel – 2 short red uprights  
2 red uprights  
6 white uprights  
2 blue uprights  
2 double black uprights  
2 small circles  
4 large squares  
4 large circles  
4 cowboys  
4 poppers  
14 bases

Props – 2 facades  
1 bar

## **Stage 5**

Steel – 2 blue uprights  
3 short red uprights  
5 red uprights  
3 white uprights  
1 blue upright w orange stripe  
4 tombstones  
2 black double uprights  
5 large squares  
5 large circles  
2 small circles  
4 poppers  
16 bases

Props – 1 half moon table  
1 small ammo box  
1 large ammo box  
1 red table  
1 set of jail bars  
1 wooden base stand