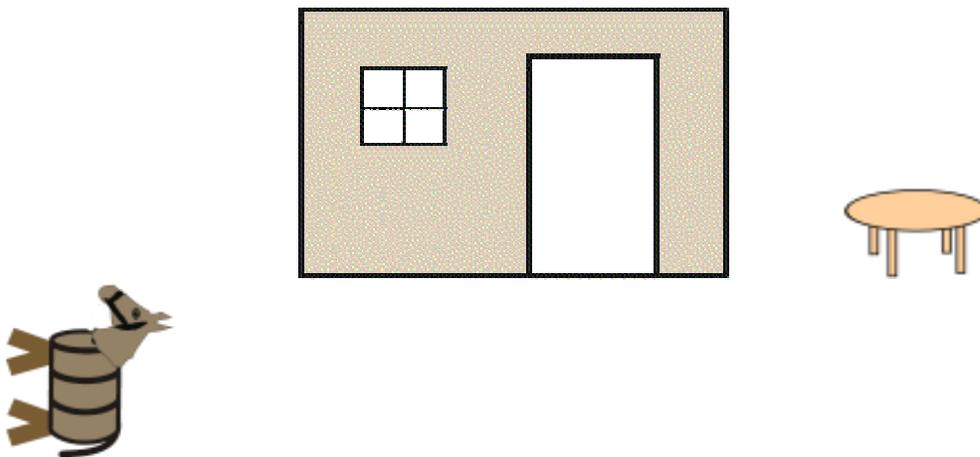


## STAGE 1 - NO SPITTIN' ON THE SIDEWALK



Rifle loaded with 10 rounds and staged in scabbard

Pistol loaded with 5 rounds each and holstered

Shotgun staged on table with at least 4 rounds on your person

Begin seated on horse holding the reins.

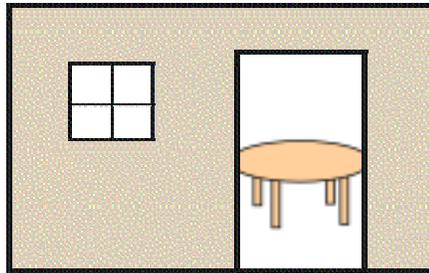
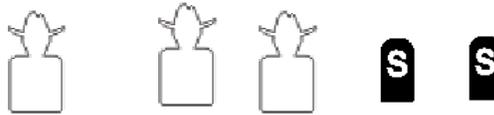
When ready shout “**Marshall, this town needs a good cleaning**”. At the beep get rifle from the scabbard and engage rifle targets from left with 2 shots, next target 3 shots, and last target with 5 shots (2, 3, 5). Return rifle to scabbard and move to doorway.

Engage the pistol targets just as you shot the rifle targets (2, 3, 5).

Move to table and finish up with the 4 shotgun targets.

## STAGE 2

Compliments to New River Kid for the concept.



NO RIFLE, Shotgun loaded with 2 rounds, pointed at a shotgun target,

- at least 2 extra rounds on your person

Pistols loaded with 5 rounds each and holstered

Start standing beside the horse, shotgun loaded, ready to fire at a bad guy (shotgun target).

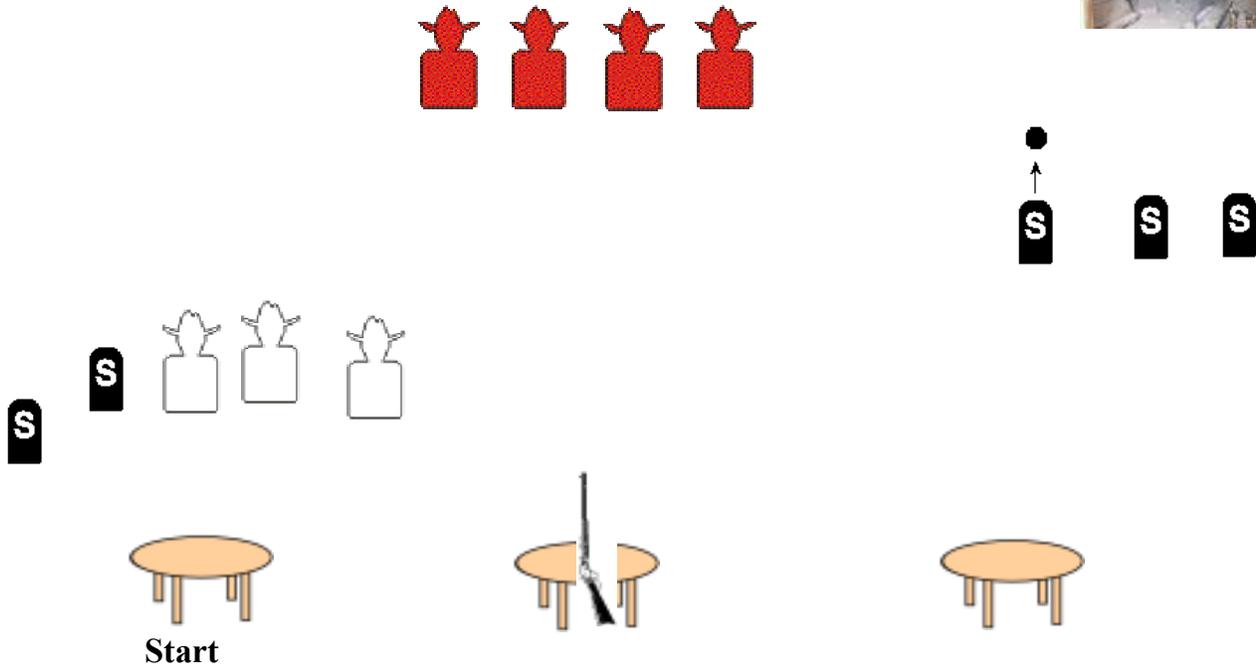
At the beep engage the two bad guys (shotgun targets). Then fire 2 rounds through the window to create mayhem and give yourself a view of the inside of building. Put shotgun in scabbard on horse.

Move to window and fire 5 rounds at the bad guy (pistol target).

Move through doorway and engage the other 2 bad guys (pistol targets) in a 2, 2, 1 alternating between the two. You may start on either side.

Lay the pistol on table inside doorway, hold up your hands and shout  
“**Marshall, it was self defense!!**”.

## STAGE 3 - LEFT TO RIGHT



Shotgun held at port arms

-- at least 2 shotshells on your person and 4 + shotshells staged in box

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged on middle table

Begin standing behind left table with shotgun at port arms. When ready say **“Left to right!”**

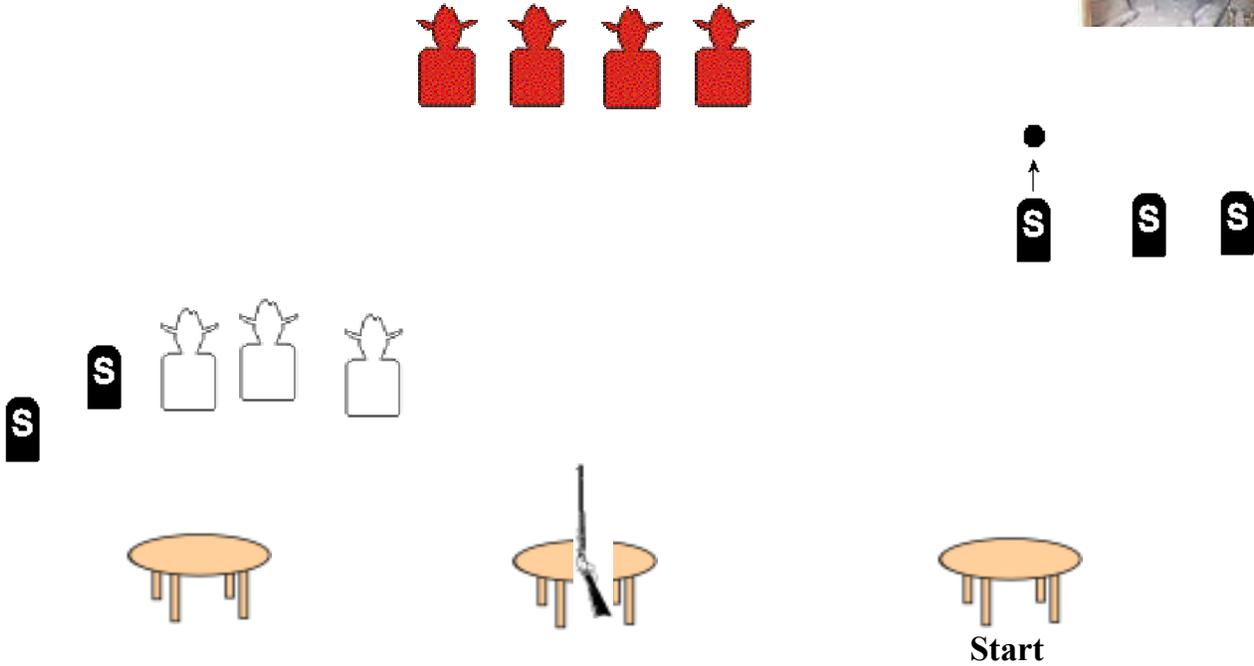
At the beep engage 2 left shotgun targets and put shotgun on table.

Draw first pistol and Nevada sweep the pistol targets from the left. Draw second pistol and repeat (from left). Holster.

Pick up shotgun and move to middle table. Put shotgun on table and engage the rifle targets in a Lawrence Welk sweep (R1-1, R2-2, R3-3, R4-4), starting from the left.

Put rifle back on table, get shotgun and move to right table. Loading from the box, engage the shotgun targets left to right.

# STAGE 4 - RIGHT TO LEFT



Shotgun held at port arms

-- at least 2 shotshells on your person and 4 + shotshells staged in box

Pistols loaded with 5 rounds each and holstered

Rifle loaded with 10 rounds and staged on middle table

Begin standing behind right table with shotgun at port arms. When ready say **“Right to left!”**

At the beep engage 4 shotgun targets Right to Left loading from the box.

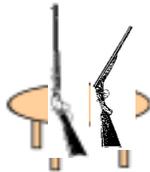
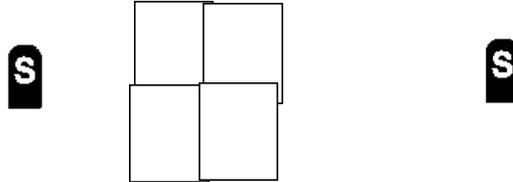
Put shotgun on middle table and engage the rifle targets in a Lawrence Welk sweep (R4-1, R3-2, R2-3, R1-4), starting from the right.

Put rifle back on table, get shotgun and move to left table. Shotgun on left table.

Draw first pistol and Nevada sweep the pistol targets from the right. Draw second pistol and repeat (from right). Holster.

Pick up shotgun and shoot last 2 shotgun targets Right to Left.

## STAGE 4 - FAST & FURIOUS



Rifle loaded with 9 rounds and **staged on table**

Pistol loaded with 5 rounds each and **staged on table**

Shotgun **staged on table** with at least 2 rounds on your person

Start seated behind table with hands on your knees.

At the beep engage the large combination target with 9 rounds from your rifle and 10 rounds from your pistols. It's your choice as whether to shoot the rifle or pistols first.

Return all guns to the table.

To finish, pick up shotgun and engage the 2 shotgun targets.