

Stage 1

**10 Pistol, 10 Rifle, 3+ Shotgun
Rifle on right table, Shotgun on
left table, Pistols Holstered.**

Shooter starts at right table whip in hands. Signal ready by saying

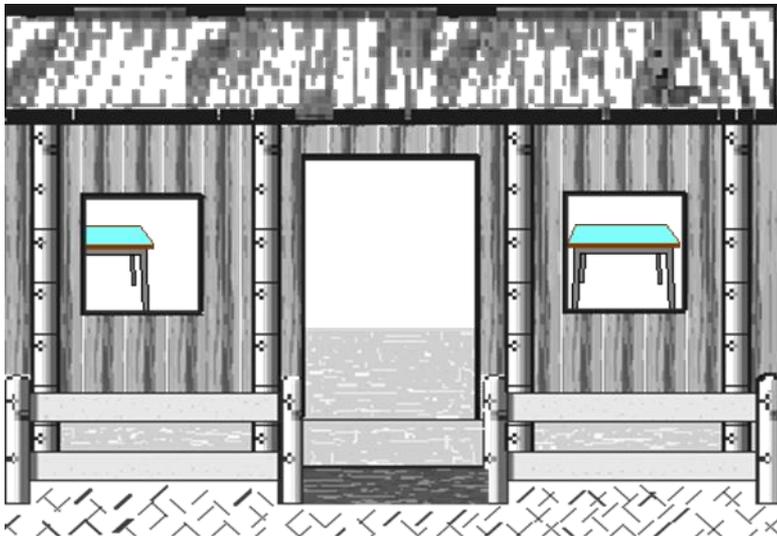
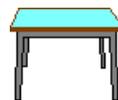
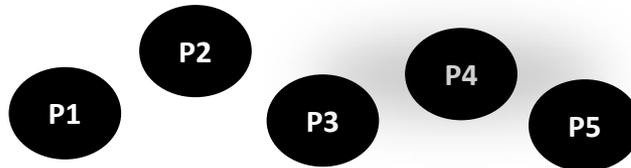
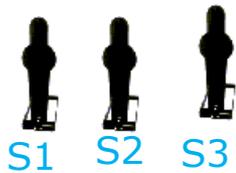
" ON SIGNAL: "When ya pull a gun, kill a man!!" At buzzer place whip on table.

Starting with pistols, engage P1-P5 with two Jackrabbit Sweeps 1-3-5-2-4 from left to right.

Retrieve rifle move to right table, engage R1-R5 in the same manner as pistols with two Jackrabbit Sweeps 1-3-5-2-4 from left to right. Make rifle safe.

With shotgun engage S1, S2, and S3 in any order until down.

The knockdowns must fall to avoid being scored as a miss.



Stage 2

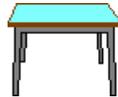
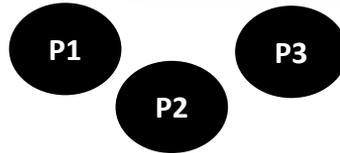
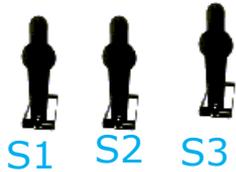
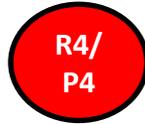
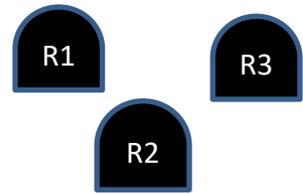
10 Pistol, 10 Rifle, 3+ Shotgun
Shotgun & Rifle on center table,
Pistols Holstered.

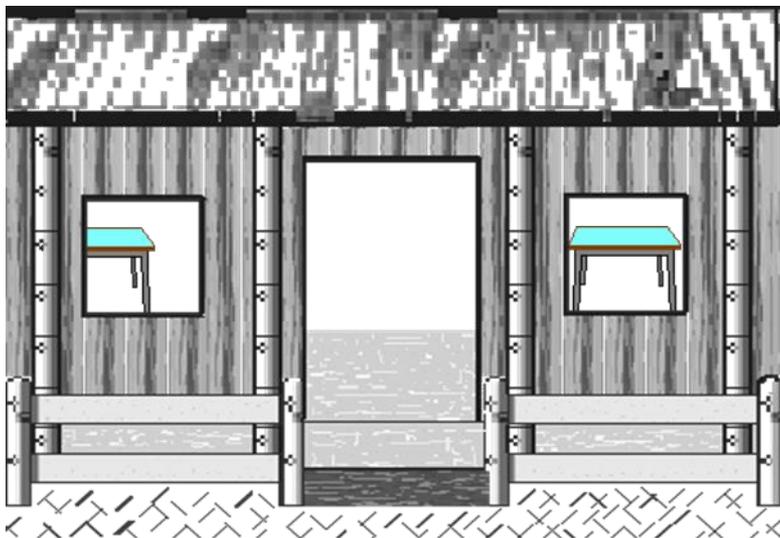
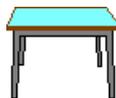
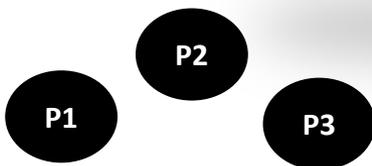
Shooter starts standing at center table shot glass in hand. Signal ready by saying "ON SIGNAL: **Ma'am, I sure like that name... Clementine'.**" on buzzer **Flip shot glass over on table.**

Retrieve rifle and engage the four rifle targets R1,R2,R3, R4 with three rounds on R1, R2 & R3 and one round on R4 make rifle safe.

With shotgun engage two shotgun targets S1 & S2 until down. Make shotgun safe

Retrieve pistols and engage pistol targets P1, P2,P3 & P4 in the same manner as rifle with three rounds on P1, P2 and P3 and one round on P4 holster
The knockdowns must fall to avoid being scored as a miss.





Stage 3

10 Pistol, 8 Rifle, 2+Shotgun Shotgun & Rifle staged anywhere safely, Pistols Holstered.

Shooter starts between tables hands by your side/at end of your arms.

Signal ready by saying **"I see we're in opposite camps, Marshal. Draw! !"**

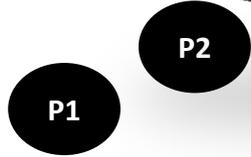
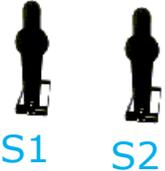
ON SIGNAL:

with pistols engage P1, P2 and P3 with two Nevada sweeps starting from the Right. 3-2-1-2-3.

Move to left table retrieve rifle, engage R1, R2 and R3 in the same manner as pistols with two Nevada sweeps starting from the right. 3-2-1-2-3 May double tap R3. Make rifle safe.

With Shotgun engage S1 and S2.

The knockdowns must fall to avoid being scored as a miss.



Stage 4

**10 Pistol, 10 Rifle, 2+ Shotgun
Rifle on right left table, Shotgun
on left table. Pistols Holstered.**

Shooter starts at right table arms crossed.
Signal ready by saying **“Just over
the rise there. Big town... called
Tombstone!”**

ON SIGNAL:

With one pistol engage P1 and P2
with 3 rounds on P1 and 2 Rounds on
P2 Holster.

Move to Left table engage shot gun targets
S1 & S2 in any order until down, Make
shotgun safe.

With rifle engage R1 & R2 with two sweeps 3
rounds on R1 and 2 rounds on R2.
Make rifle safe

Move back to right table and with second
pistol engage R1 & R2 in the same
manner as before with 3 rounds on R1
and 2 rounds on R2. Holster

**The knockdowns must fall to
avoid being scored as a miss.**

When done get rifle and shotgun and move
to unloading table.

Stage 5

10 Pistol, 10 Rifle, 2+ Shotgun Rifle on right left table, Shotgun on left table. Pistols Holstered.

Shooter starts at right table with bow and arrow in hand, arrow knocked. Signal ready by saying **"Be my Valentine"**

ON SIGNAL:

Shoot arrow at target, place bow on table, then with pistols engage P1 and P2 5 rounds on each.

Move to Left table engage shot gun targets S1 & S2 in any order until down, Make shotgun safe.

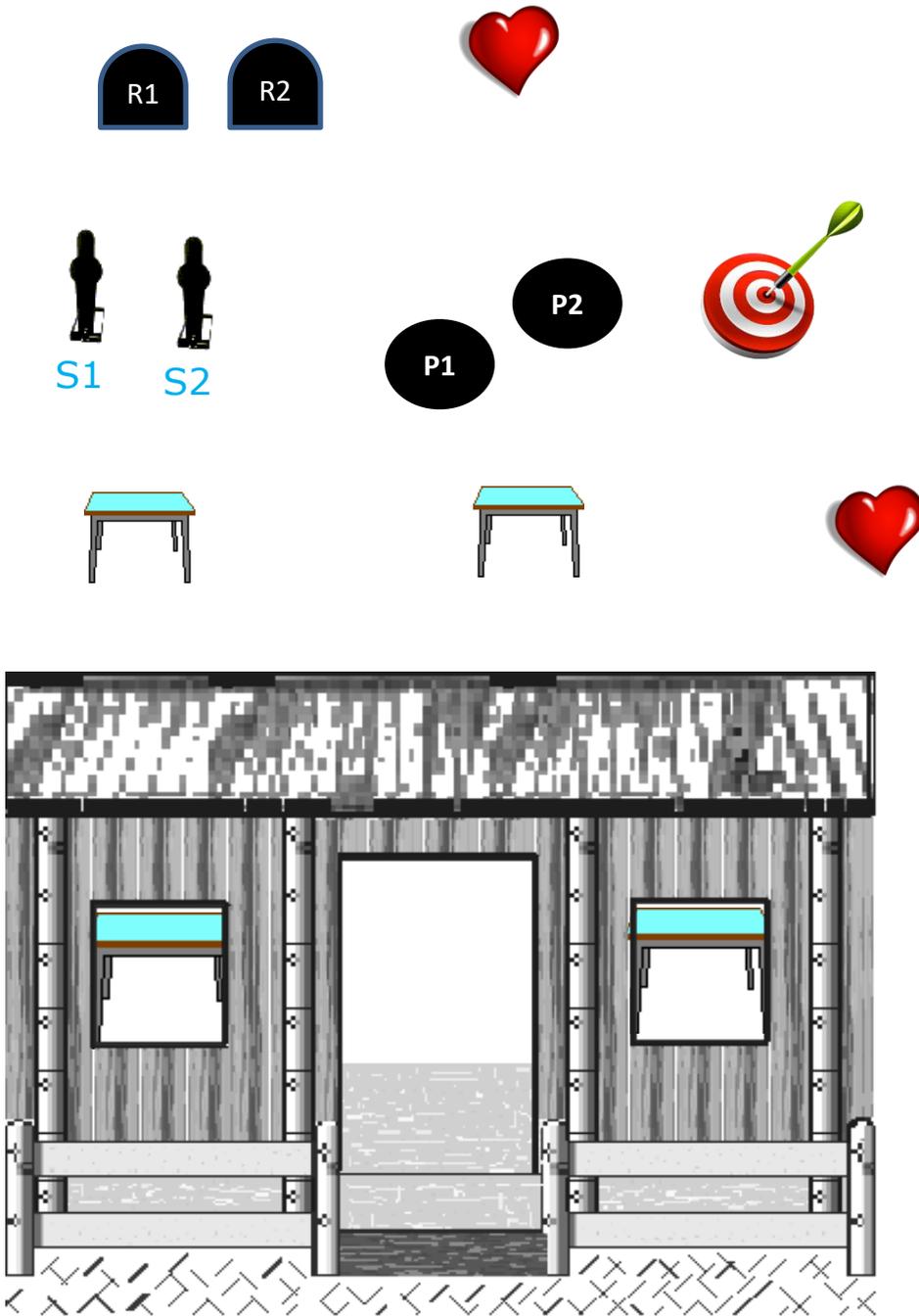
With rifle engage R1 & R2 with 5 rounds on each. Make rifle safe

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.

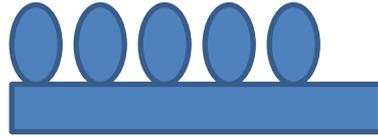
5 second bonus if arrow sticks.

No penalty for a miss



Side Match Speed Pistol .22 Cal

10 Pistol



Shooter starts pistol on table,
at buzzer shooter hits all
knock downs, knock downs
must fall to count.