

WARM UP BAY 1

LAND OFFICE

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	

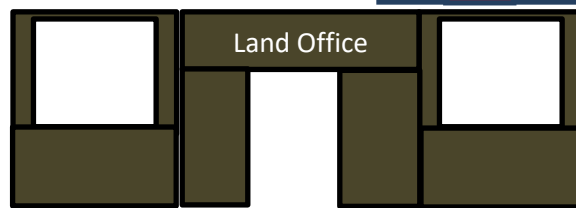
Rifle



Pistol



Shotgun



A

B

C



10 Pistol – Holstered
10 Rifle – Staged safely
4+ Shotgun – Staged safely

There are three shooting positions: The left window **(A)**, the right window **(B)**, and the alley **(C)**. Shooter starts at the left window **(A)**, in the ready position.

To start the timer, shooter says ***“Just give me twenty-four hours to come up with a brilliant idea...”***

From the left window (A): With rifle, engage the rifle targets with a single tap sweep, starting from either end, then repeat twice more. (Each sweep starts from the same side.) Place the tenth round on the center target. (Example: 1-2-3-1-2-3-1-2-3-2)

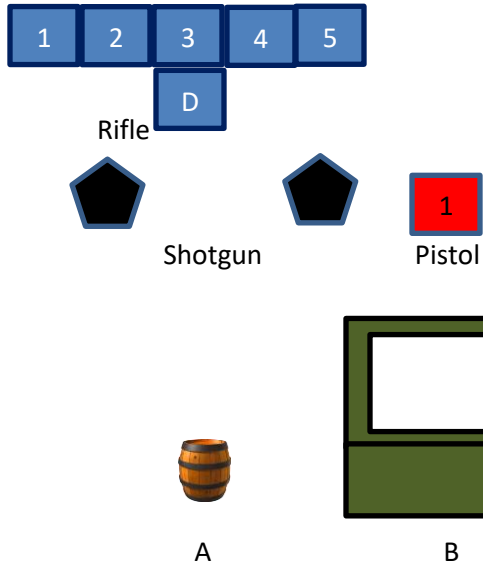
From the right window (B): With pistols, engage the pistol targets with rifle instructions.

From the alley (C): With shotgun, engage the shotgun targets until down, any order.

WARM UP BAY 2

MERCANTILE

Target Distance - Yards						
Pistol	8	Rifle	15	Shotgun	8	Bonus



10 Pistol – Holstered
10 Rifle – In hand
2+ Shotgun – Staged safely

There are two shooting positions: The alley **(A)**, and the left window **(B)**. Shooter starts at the alley **(A)**, with rifle in hand.

To start the timer, shooter says ***“We’ll head them off at the pass!”***

From the alley (A): With rifle, 10 rounds to knock down the five plates, any order. Place any remaining rounds on the dump plate. A miss on the dump plate counts as a miss. **Then**

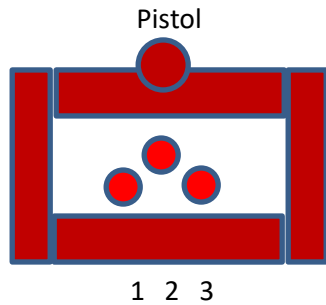
From the alley (A): With shotgun, knock down the shotgun targets, any order. **Then**

From the left window (B): With pistols, engage the pistol target with ten rounds.

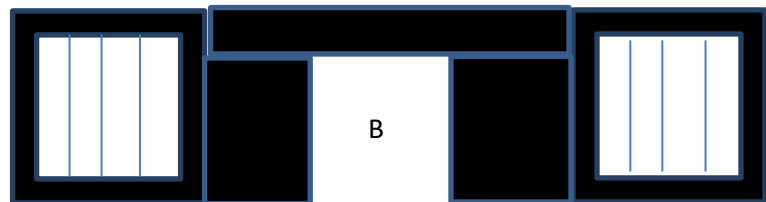
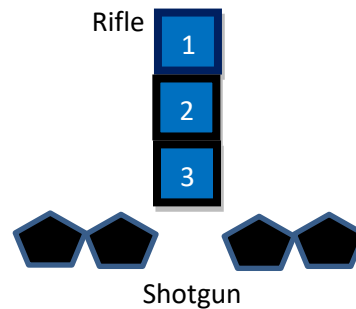
WARM UP BAY 5

JAIL

Target Distance - Yards						
Pistol	7	Rifle	13	Shotgun	8	Bonus



A



10 Pistol – Holstered
 10 Rifle – Staged safely
 4+ Shotgun – Staged safely

There are two shooting positions: The barrel **(A)** and the inside window **(B)**. Shooter starts at position of choice, with hands flat on table/barrel.

To start the timer, shooter says ***“Sheriff! Mongo’s back!”***

From the barrel (A): With pistols, engage the pistol targets in a 4-2-4 sweep, starting from either end. (ie: 4 on 1, 2 on 2, 4 on 3)

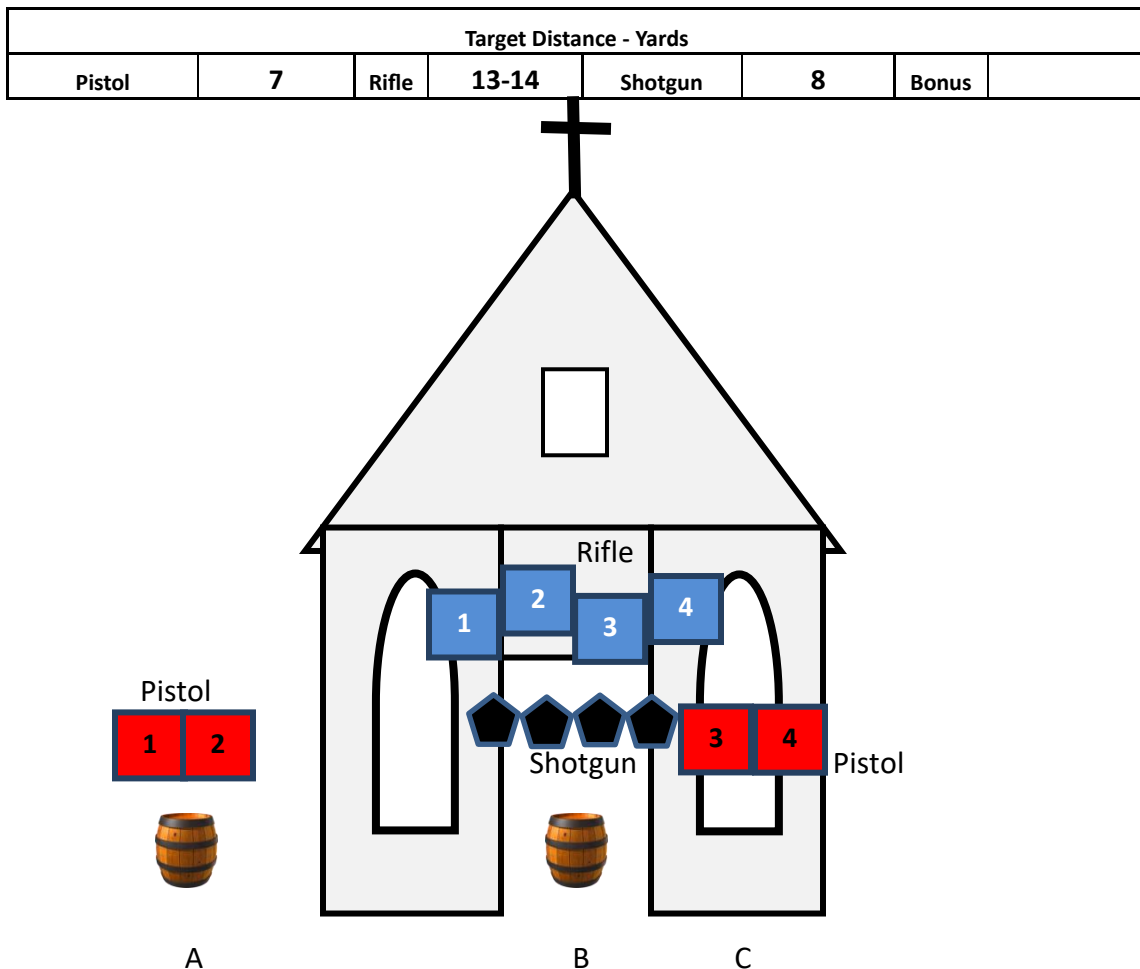
From the inside window (B): With rifle, engage the rifle targets in a 4-2-4 sweep, starting from either top or bottom. (ie: 4 on 1, 2 on 2, 4 on 3)

From the inside window (B): With shotgun, engage the shotgun targets until down, any order.

Either rifle or shotgun may be shot first from position B.

WARM UP BAY 6

CHURCH



10 Pistol – Holstered
 10 Rifle – Staged safely
 4+ Shotgun – Staged safely

There are three shooting positions: The left barrel **(A)**, the doorway **(B)**, and the right window **(C)**. Shooter starts at position **(B)**, hands touching gun. Shooter may start with either rifle or shotgun. To start the timer, shooter says ***“Well, raise my rent!”***

From the doorway (B): With shotgun, engage the shotgun targets until down, any order.

From the doorway (B): With rifle, engage the rifle targets alternating for five rounds on any two targets, starting from either end; then alternate on the other two targets for your last five rounds.

From the left barrel (A): With pistol, alternate for five rounds on the two targets.

From the right window (C): With pistol, alternate for five rounds on the two targets.

Note: Gunfighter must move with pistol hammers down on chambers holding an expended round or shoot Double Duelist.