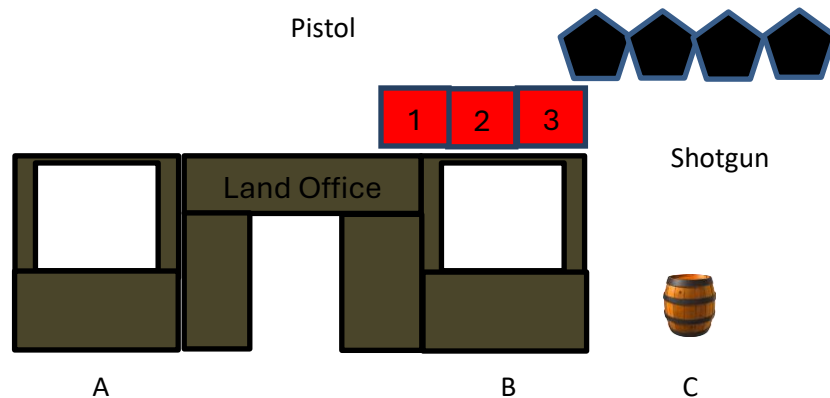


STAGE 1

LAND OFFICE

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	

Rifle



10 Pistol – Holstered

9 Rifle – At port arms (diagonal across body, muzzle at head, butt at waist) or staged safely

4+ Shotgun – At port arms or 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)** or alley **(C)**, with gun at port arms.

To start the timer, shooter says ***“Of course! Land snatching!”***

From the left window (A): With rifle, engage the rifle targets with three rounds on each target, any order.

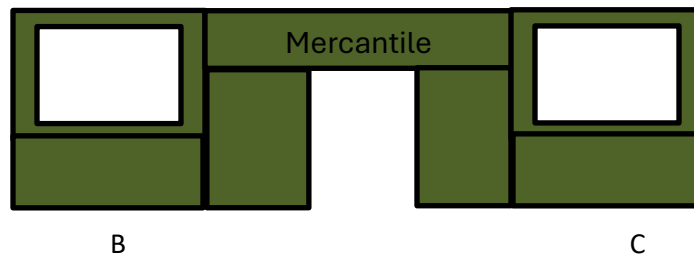
From the right window (B): With pistols, engage the pistol targets with five rounds on three targets for the first pistol, any order, each target must be engaged at least once; then repeat for the second pistol.

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

STAGE 2

MERCANTILE

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	



10 Pistol – Holstered

10 Rifle – At port arms or staged safely.

4+ Shotgun – At port arms (diagonal across body, muzzle at head, butt at waist, action open) or staged safely

There are three shooting positions: The alley **(A)**, the left window **(B)**, and the right window **(C)**. Shooter starts at the alley **(A)** or right window **(C)**, with gun at port arms. **Shooting sequence is (A), (C), (B) or (C), (A), (B). Pistol must be last.**

To start the timer, shooter says ***“How ‘bout some more beans, Mr. Taggart?”***

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

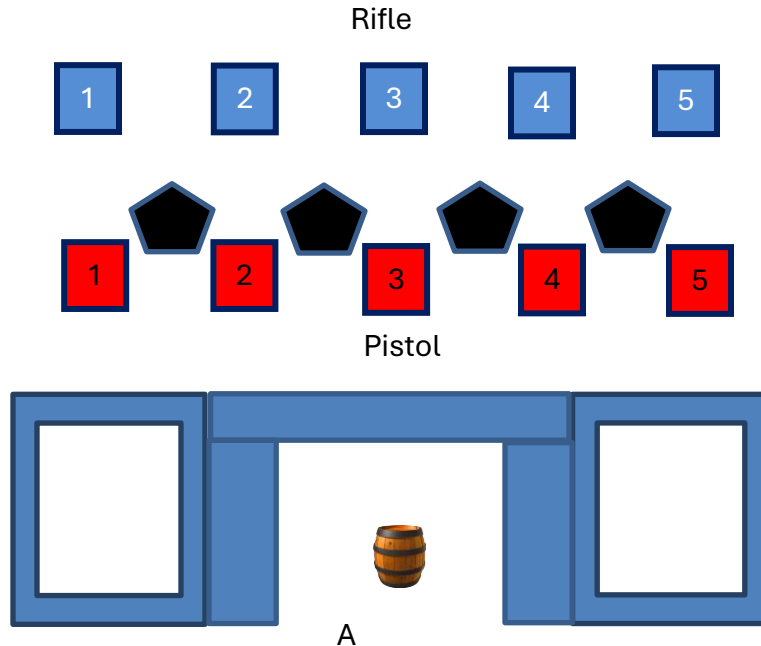
From the right window (C): With rifle, engage the rifle targets in an Idaho Sweep (same as a continuous Nevada sweep, ie: 1-2-3-4-3-2-1-2-3-4).

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

STAGE 3

BANK

Target Distance - Yards						
Pistol	8	Rifle	15	Shotgun	10	Bonus



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

There is one shooting position: The doorway **(A)**. Shooter starts at **(A)**, at ready position.

To start the timer, shooter says ***“Hold it, men. He’s not bluffing.”***

From the doorway (A): With your first pistol, engage the pistol targets, with one round each, in a sweep from left to right. (ie: 1-2-3-4-5) **Then**

From the doorway (A): With rifle, engage the rifle targets with one round each, in a sweep from left to right, then one round each, in a sweep from right to left. (ie: 1-2-3-4-5-5-4-3-2-1) **Then**

From the doorway (A): With shotgun, engage the shotgun targets until down, **from right to left. Then**

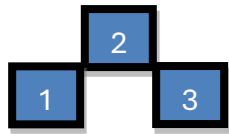
Still from the doorway (A): With your second pistol, engage the pistol targets, with one round each, in a sweep from right to left. (ie: 5-4-3-2-1)

Note: Gunfighter may stage pistols on the barrel or shoot Double Duelist.

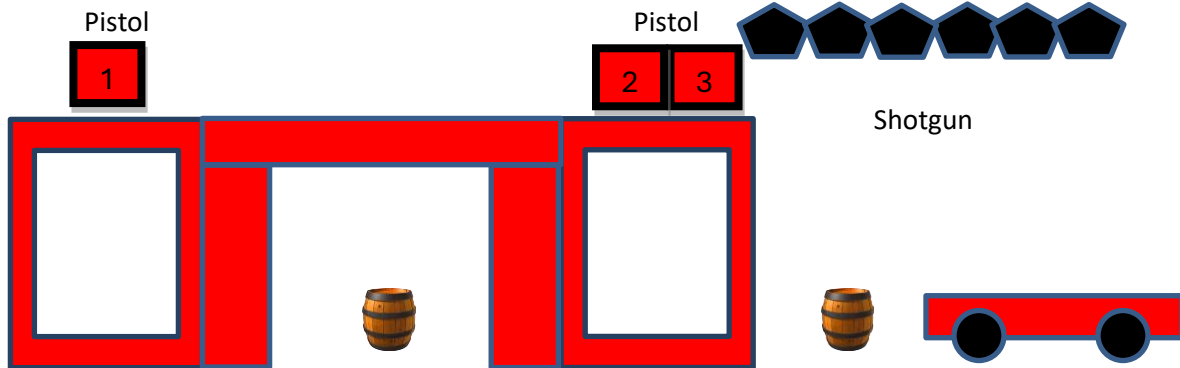
STAGE 4

SALOON

Target Distance - Yards						
Pistol	7	Rifle	13-15	Shotgun	8	Bonus



Rifle



A

10 Pistol – Holstered

10 Rifle – Staged safely

6+ Shotgun – Staged safely

B

C

D

There are four shooting positions: The left window **(A)**, the doorway **(B)**, the right window **(C)**, and the barrel **(D)**. Shooter starts at the left window **(A)** or barrel **(D)**, with hands flat on the window sill/barrel.

To start the timer, shooter says ***“Get your fwiggin’ feet off the stage!”***

From the left window (A): With one pistol, engage the pistol target with five rounds.

From the doorway (B): With rifle, engage the rifle targets in a 3-4-3 sweep.

From the right window (C): With second pistol, engage the pistol targets with five rounds, any order, at least one round on each target.

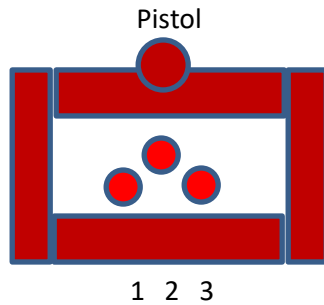
From the barrel (D): With shotgun, engage the shotgun targets until down, any order.

Note: Gunfighter must shoot this stage as Double Duelist.

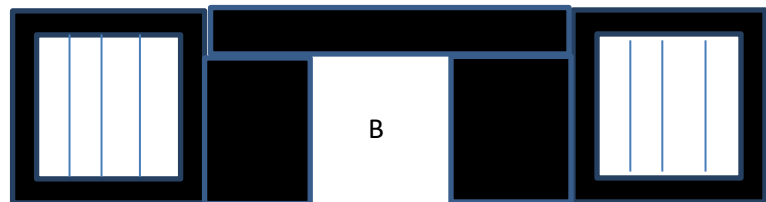
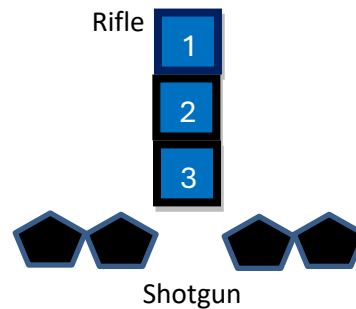
STAGE 5

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 the barrel **(A)**, with one hand cupped to ear in a listening position.

To start the timer, shooter says ***“The drunk in number two must be awake.”***

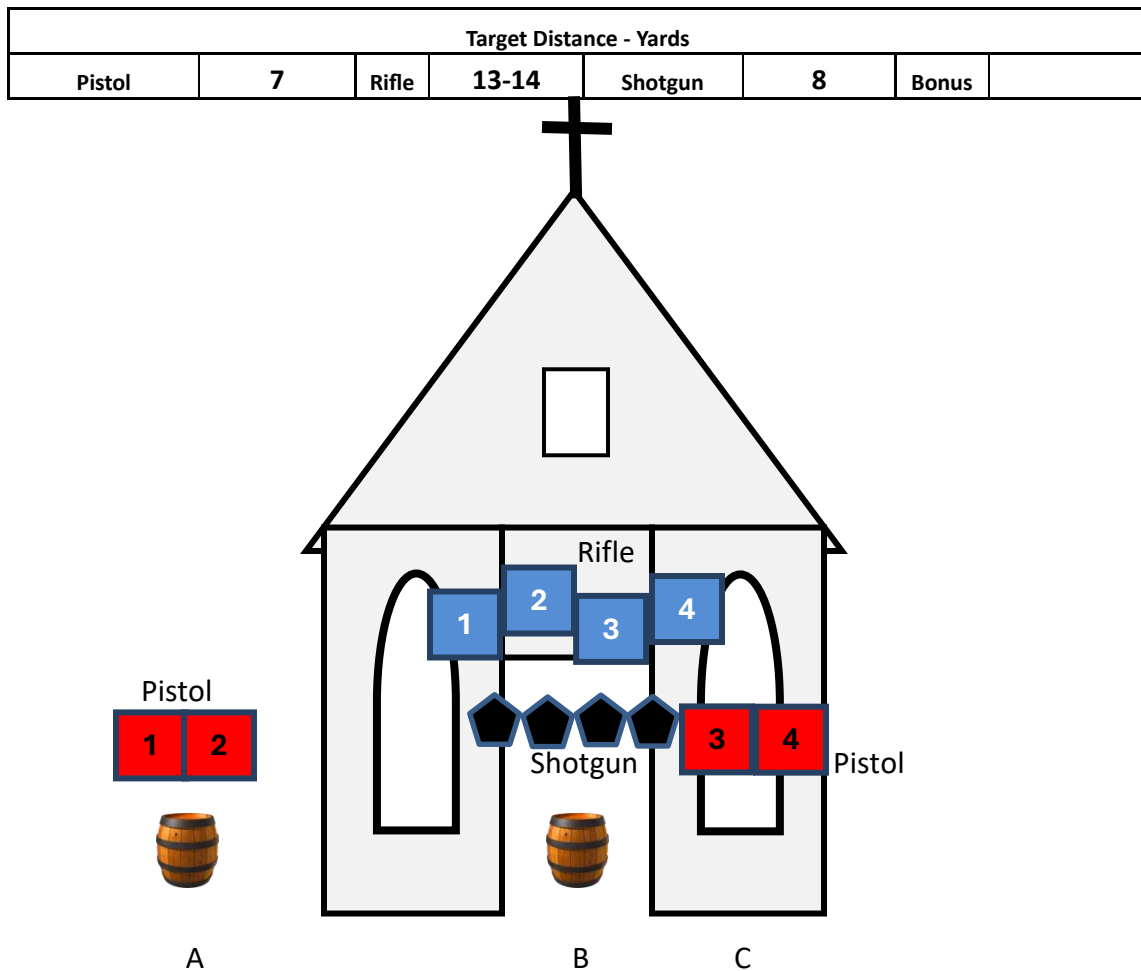
From the barrel (A): With pistols, engage the pistol targets in a double tap Nevada sweep, starting from either end. (ie: 2 on 1, 2 on 2, 2 on 3, 2 on 2, 2 on 1)

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

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

STAGE 6

CHURCH



10 Pistol – In hand

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 either position **(A)** or **(C)**, gun in hand. To start the timer, shooter says ***“Son, you’re on your own.”***

If from the left barrel (A): With your first pistol, alternate for five rounds on the two pistol targets. **Then go to position (B).**

From the doorway (B): With shotgun, engage the shotgun targets until down, any order. **Then**
From the doorway (B): With rifle, engage the rifle targets in a progressive sweep, starting from either end. (ie: 1 on 1, 2 on 2, 3 on 3, 4 on 4)

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

Note: Gunfighter must shoot this stage as Double Duelist.