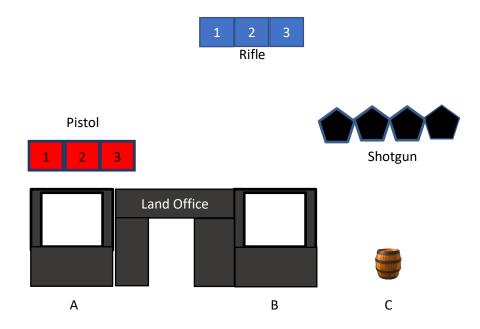
LAND OFFICE - 1A

Target Distance - Yards								
Pistol	7	Rifle	15	Shotgun	10	Bonus		



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). Shoot starts at position of choice, with hand over heart.

To start the timer, shooter says "Cowboys will just break your heart."

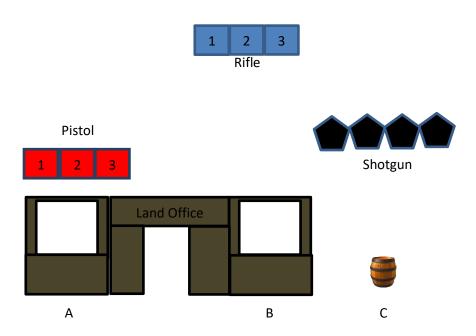
From the left window (A): With pistols, engage the pistol targets with a 2-2-1 sweep from the **left** (2 on 1, 2 on 2, 1 on 3), and repeat.

From the right window (B): With rifle, engage the rifle targets with a 2-2-1 sweep from the right (2 on 3, 2 on 2, 2 on 1), and repeat.

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

LAND OFFICE – 1B

Target Distance - Yards								
Pistol	7	Rifle	15	Shotgun	10	Bonus		



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). Shoot starts at position of choice, with hands touching gun(s).

To start the timer, shooter says "Cowboys are meant to wander."

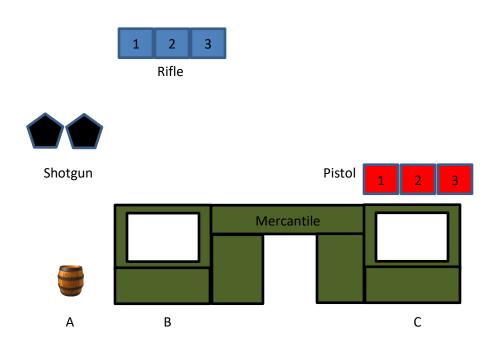
From the left window (A): With pistols, engage the pistol targets with a 4-2-4 sweep (4 on 1, 2 on 2, 4 on 3), from either end.

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

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

MERCANTILE – 2A

Target Distance - Yards								
Pistol	7	Rifle	15	Shotgun	10	Bonus		



- 10 Pistol Holstered
- 10 Rifle Staged safely
- 2+ Shotgun Staged safely

There are three shooting positions: The alley **(A)**, the left window **(B)**, and the right window **(C)**. Shooter starts at position of choice, with hands on gun(s).

To start the timer, shooter says "You can lead a horse to water..."

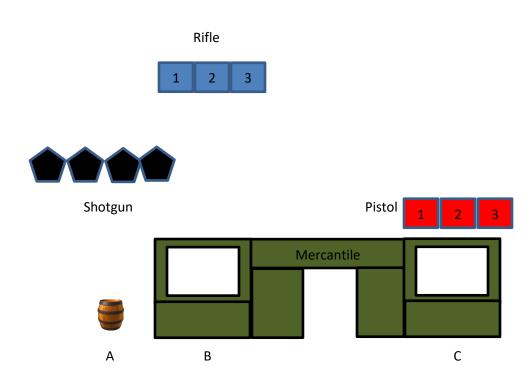
From the alley (A): With shotgun, engage the shotgun targets until down.

From the left window (B): With rifle, engage the rifle targets in a 3-4-3 sweep from either end (ie: 3 on 1, 4 on 2, 3 on 3).

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

MERCANTILE – 2B

Target Distance - Yards							
Pistol	7	Rifle	15	Shotgun	10	Bonus	



10 Pistol - Holstered

10 Rifle – Staged safely

4+ Shotgun – Staged safely

There are three shooting positions: The alley **(A)**, the left window **(B)**, and the right window **(C)**. Shooter starts at position of choice, with hands at belt buckle.

To start the timer, shooter says "...but, you can't make him drink."

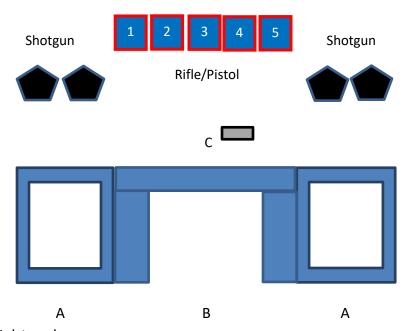
From the alley (A): With shotgun, engage the shotgun targets until down.

From the left window (B): With rifle, engage the rifle targets in three sweeps, from either end, with the last round on the middle target. No dirty sweeps. (ie: 1-2-3-1-2-3-1)

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

BANK - 3A

Target Distance - Yards								
Pistol	7	Rifle	15	Shotgun	10	Bonus		



10 Pistol- Holstered

10 Rifle – Staged safely

2+ Shotgun – Staged safely

There are three shooting positions: Either window (A), the doorway (B), and the table (C). Shooter starts at either window (A), with hands open like a book.

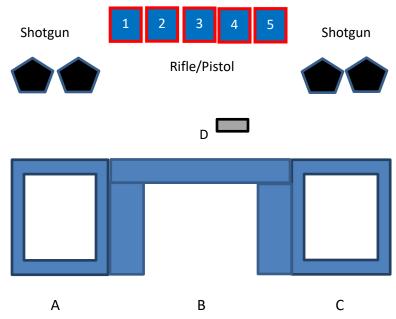
To start the timer, shooter says "Scars tell a story."

From either window (A): With shotgun, engage two shotgun targets until down. Stage shotgun safely for downrange movement.

From the doorway (B): With rifle, engage the rifle/pistol targets 2-1-2-1-2 sweep (2 on 1, 1 on 2, 2 on 3, 1 on 4, 2 on 5), from either end, then engage targets 2 and 4 (1 on 2, 1 on 4), from either end. Stage rifle safely for downrange movement or take with you to C.

From the table (C): With pistols, engage the rifle/pistol targets with the rifle instructions.

Target Distance - Yards								
Pistol	7	Rifle	15	Shotgun	10	Bonus		



10 Pistol- Holstered

10 Rifle – Stage safely

4+ Shotgun – In hand

There are four shooting positions: The left window (A), the doorway (B), the right window (C), and the table (D). Shooter starts at either window (A) or (C), with shotgun in hand.

To start the timer, shooter says "That's a lot of shoe leather used!"

From either window (A) or (C): With shotgun, engage two shotgun targets until down. Then move to the other window and engage the second two shotgun targets until down. Stage shotgun safely for downrange movement.

From the doorway (B): With rifle, engage the rifle/pistol targets with a double tap sweep (2 on 1, 2 on 2, 2 on 3, 2 on 4, 2 on 5), from either end. Stage rifle safely for downrange movement or take with you to D.

From the table (D): With pistols, engage the rifle/pistol targets with the rifle instructions.