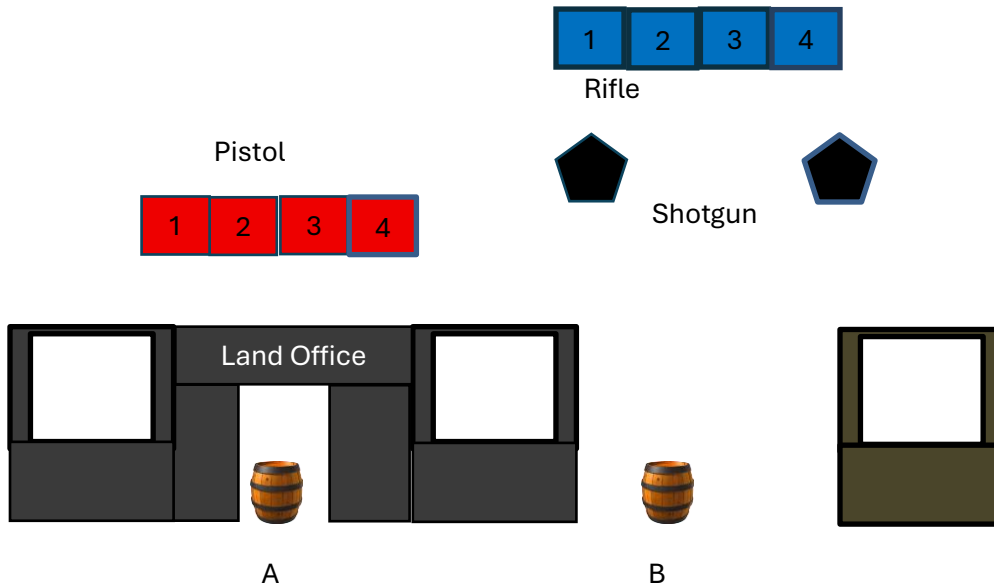


STAGE 1
LAND OFFICE



10 Pistol – Holstered
10 Rifle – Staged Safely
2+ Shotgun – Staged safely

There are two shooting positions: The door **(A)** and the alley **(B)**. Shooter starts with hands on hips, at position of choice, **but rifle cannot be shot last.**

To start the timer, shooter says; “**Gold?**”

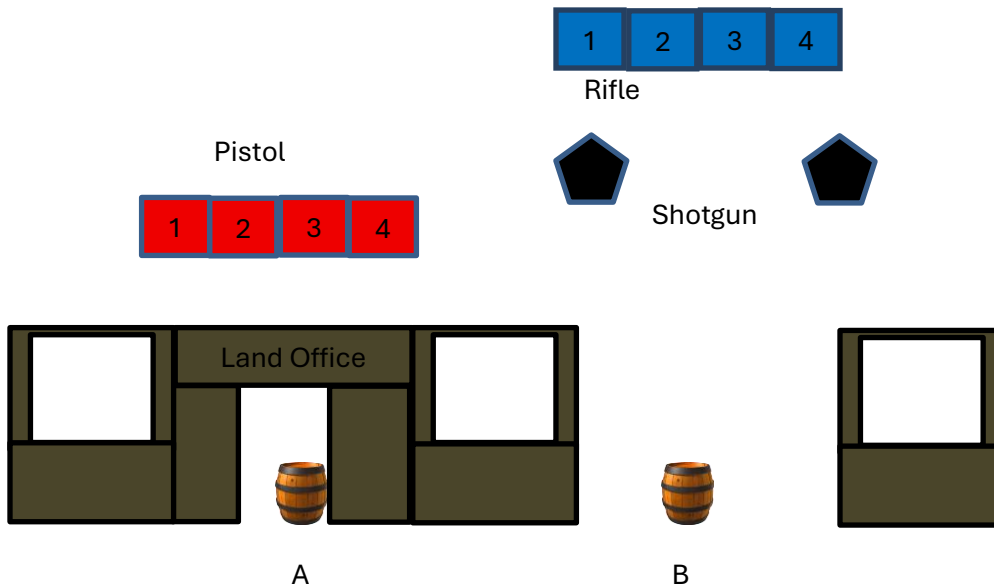
From the door (A): With pistols, engage the pistol targets as follows; 3 on 3, 3 on 2, 2 on 4, 2 on 1 (3-3-3-2-2-2-4-4 -1-1)

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

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

STAGE 2

LAND OFFICE



10 Pistol – Holstered
10 Rifle – Staged Safely
2+ Shotgun – Staged safely

There are two shooting positions: The door **(A)** and the alley **(B)**. Shooter starts with hands on belt buckle, at position of choice, **but rifle cannot be shot last.**

To start the timer, shooter says **“Get out of my gold mine...”**

From the door (A): With pistols, engage the pistol targets as follows; 4 on 1, 4 on 2, 1 on 3, 1 on 4 (1-1-1-1-2-2-2-2-2-3 -4)

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

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

STAGE 3
MERCANTILE



Rifle

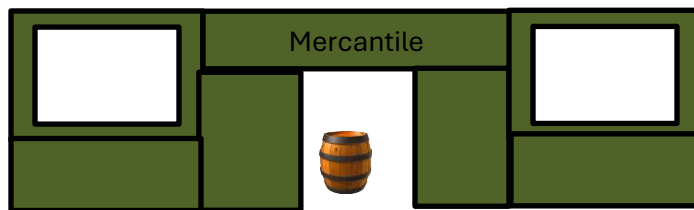
Pistol



Shotgun



A



Mercantile



B

- 10 Pistol – In hand(s) or holstered
- 10 Rifle – In hands, or staged safely
- 2+ Shotgun – In hands or staged safely

There are two shooting positions: The alley **(A)** and the door **(B)**. Shooter starts at either position with firearm of choice in hand(s). **Rifle cannot be shot last.**

To start the timer, shooter says ***“I’m on my way to Australia.”***

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

From the alley (A): With rifle, engage the rifle targets as follows; 4 on 1, 1 on 2, 4 on 3, 1 on 4 (1-1-1-1-2-3-3-3-3-4)

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

STAGE 4

MERCANTILE



Rifle

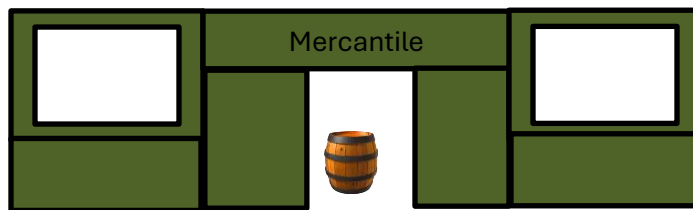
Pistol



Shotgun



A



Mercantile



B

10 Pistol – Holstered

10 Rifle – Staged safely

2+ Shotgun – Staged safely

There are two shooting positions: The alley **(A)** and the door **(B)**. Shooter starts with arms crossed at either position of choice, **but rifle cannot be shot last.**

To start the timer, shooter says **“Death to all tyrants!”**

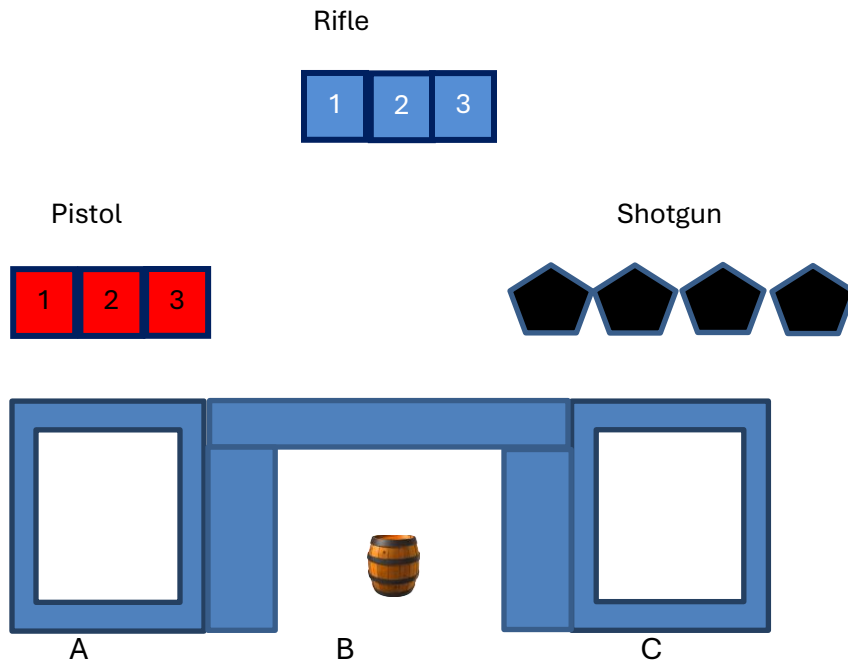
From the alley (A): With shotgun, engage the shotgun targets until down, any order.

From the alley (A): With rifle, engage the rifle targets as follows; 4 on 1, 2 on 2, 2 on 3, 2 on 4 (1-1-1-1-2-2-3-3-4-4)

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

STAGE 5

BANK



10 Pistol – Holstered

10 Rifle – Staged safely

4+ Shotgun – Staged safely

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

To start the timer, shooter says **“Shaft and all!”**

From the left window (A): With pistols, engage the pistol targets with two 1-3-1 sweeps starting from either end as follows; 1 on 1, 3 on 2, 1 on 3, 1 on 1, 3 on 2, 1 on 2, 1 on 3 (1-2-2-2-3-1-2-2-2-3). No Dirty sweeps.

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

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

STAGE 6

BANK

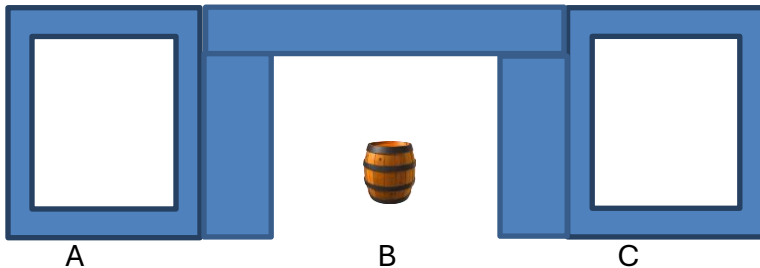
Rifle



Pistol



Shotgun



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

There are three shooting positions: The left window **(A)**, the doorway **(B)**, and the right window **(C)**. Shooter starts at position of choice, hands holding bag of coins.

To start the timer, shooter says ***“I’d hate it!”***

From the left window (A): With pistols, engage the pistol targets as follows; 2 on 2, 3 on 1, 2 on 3, 3 on 3 (2-2-1-1-1-2-2-3-3-3)

From the doorway (B): **With** rifle, engage the rifle targets with the pistol instructions.

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