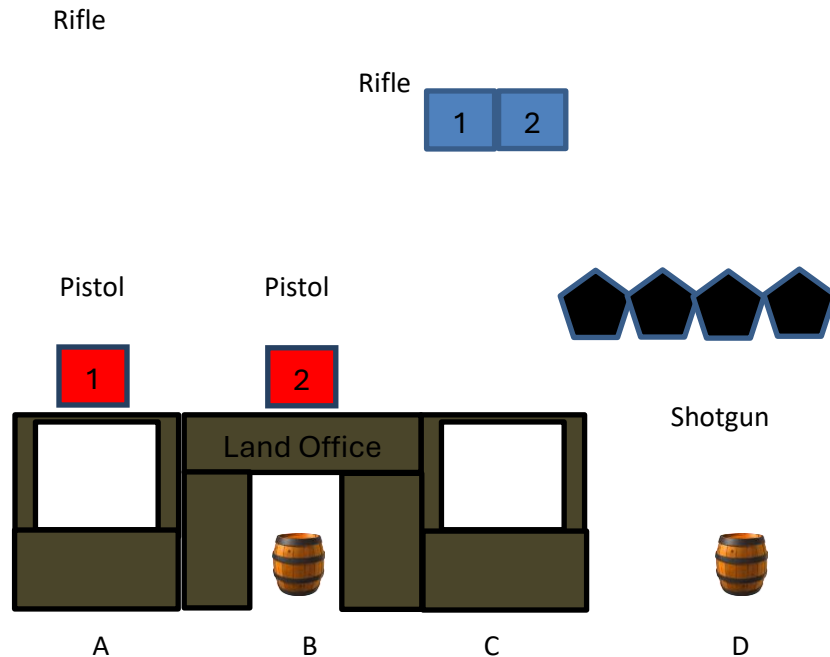


## STAGE 7

### LAND OFFICE

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	



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

There are four shooting positions: The left window **(A)**, the doorway **(B)**, the right window **(C)**, and the alley **(D)**. Shooter starts at the left window **(A)** or alley **(D)**, with your arms crossed in front of you.

To start the timer, shooter says ***“But we don’t want the Irish!”***

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

**From the doorway (B):** With your second pistol, engage the pistol target with five rounds.

**From the right window (C):** With rifle, alternate double tap on the rifle targets, starting on either side.

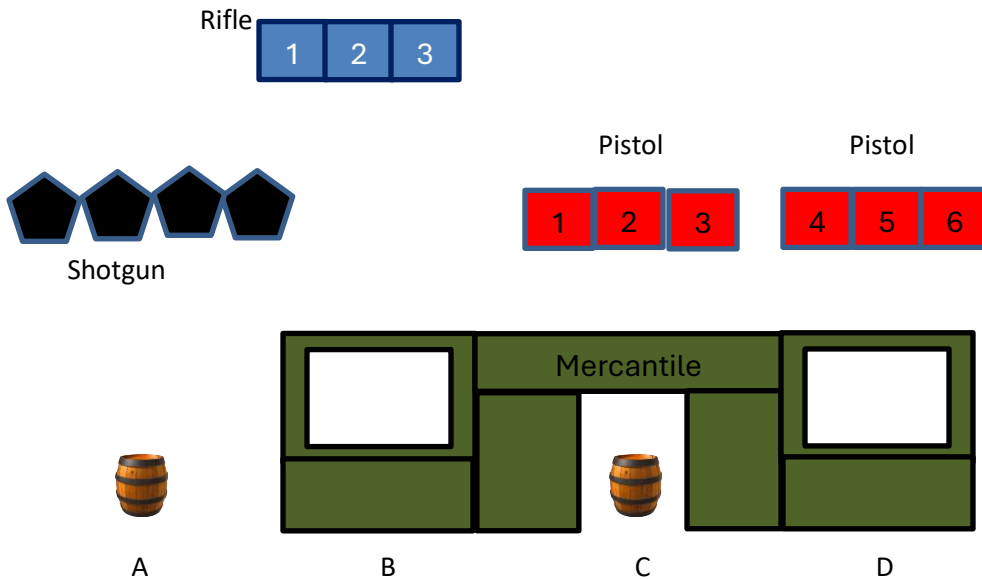
**From the alley (D):** With shotgun, engage the shotgun targets until down, any order.

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

## STAGE 8

### MERCANTILE

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	



10 Pistol – In hand or holstered

9 Rifle – Staged safely

4+ Shotgun – In hand or staged safely

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

To start the timer, shooter says ***“Doggone near lost a \$400 handcar.”***

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

**From the left window (B):** With rifle, engage the rifle targets in an Idaho Sweep, starting from either end (same as a continuous Nevada sweep, ie: 1-2-3-2-1-2-3-2-1).

**From the doorway (C):** With your first pistol, engage the first three pistol targets in a Nevada Sweep, starting from either end (ie: 1-2-3-2-1).

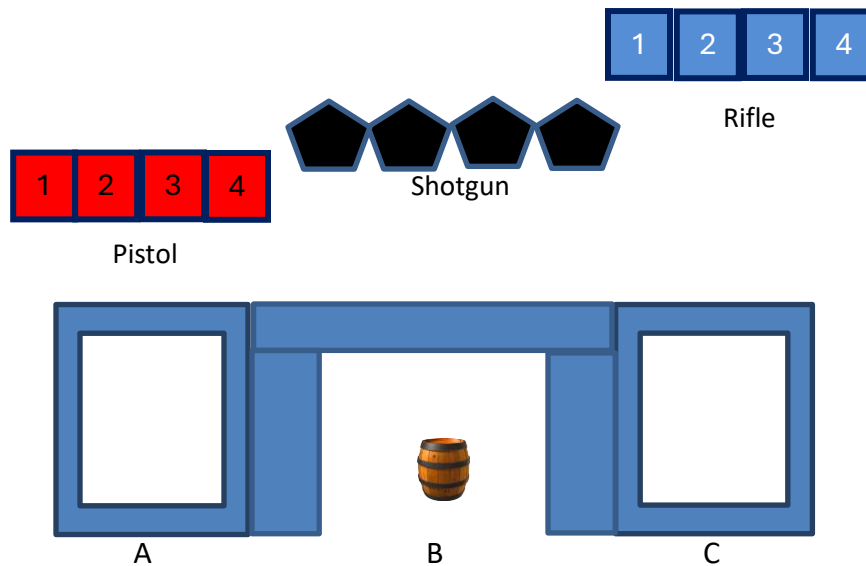
**From the right window (D):** With your second pistol, engage the second three pistol targets in a Nevada Sweep, starting from either end (ie: 4-5-6-5-4).

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

## STAGE 9

### BANK

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 doorway **(B)**, and the right window **(C)**. Shooter starts at the right window **(C)**, with hands touching hat.

To start the timer, shooter says ***“Somebody’s gotta go back and get a boat-load of dimes!”***

**From the right window (C):** With rifle, engage the rifle targets in a 3-2-2-3 sweep, starting from either end. **Then move to position (A).**

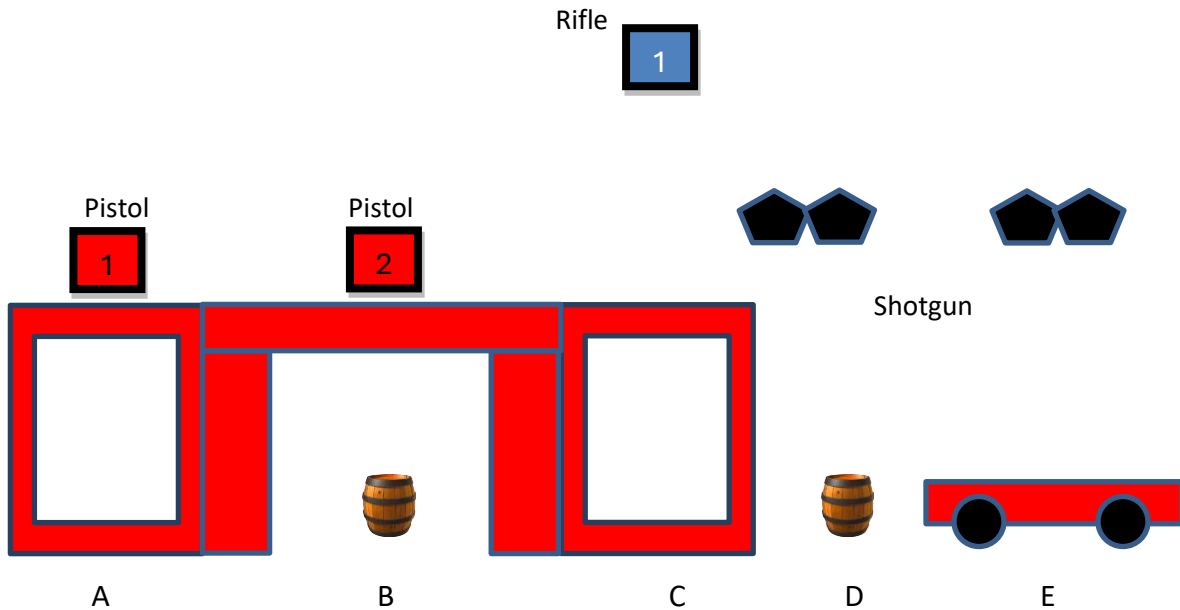
**From the left window (A):** With pistols, engage the pistol targets with the rifle instructions. **Then move to position (B).**

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

## STAGE 10

### SALOON

Target Distance - Yards							
Pistol	7	Rifle	15	Shotgun	8	Bonus	



A  
10 Pistol – Holstered  
10 Rifle – Staged safely  
6+ Shotgun – Staged safely

There are five shooting positions: The left window (A), the doorway (B), the right window (C), the barrel (D), and the stagecoach (E). Shooter starts at the left window (A) or stagecoach (E), with hands above shoulders.

To start the timer, shooter says ***“Candygram for Mongo!”***

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

**From the doorway (B):** With second pistol, engage the pistol target with five rounds.

**From the right window (C):** With rifle, engage the rifle target with ten rounds.

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

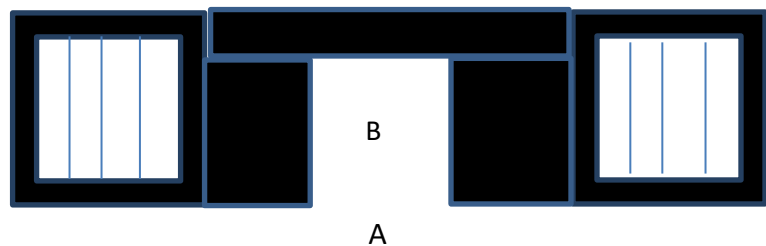
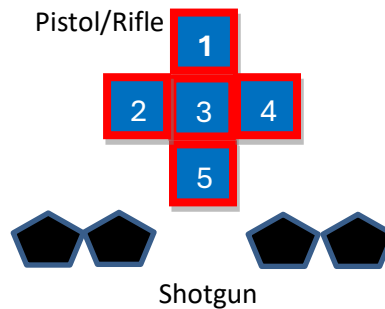
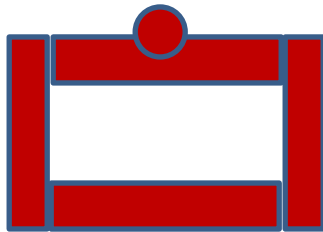
**From the stagecoach (E):** With shotgun, engage the two remaining shotgun targets until down, any order.

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

## STAGE 11

### JAIL

Target Distance - Yards						
Pistol	7	Rifle	13	Shotgun	8	Bonus



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

There are two shooting positions: The doorway **(A)** and the inside window **(B)**. Shooter starts at the doorway **(A)**, with rifle in hand, **and will move forward, under the direction of the TO, until the entire bottom target is visible.**

To start the timer, shooter says ***“If you shoot him, you’ll just make him mad.”***

**From the doorway (A):** With rifle, engage the pistol/rifle targets twice each, any order. Place rifle in rack or take with you to **(B)**

**From the inside window (B):** Shooter can begin with either pistols or shotgun

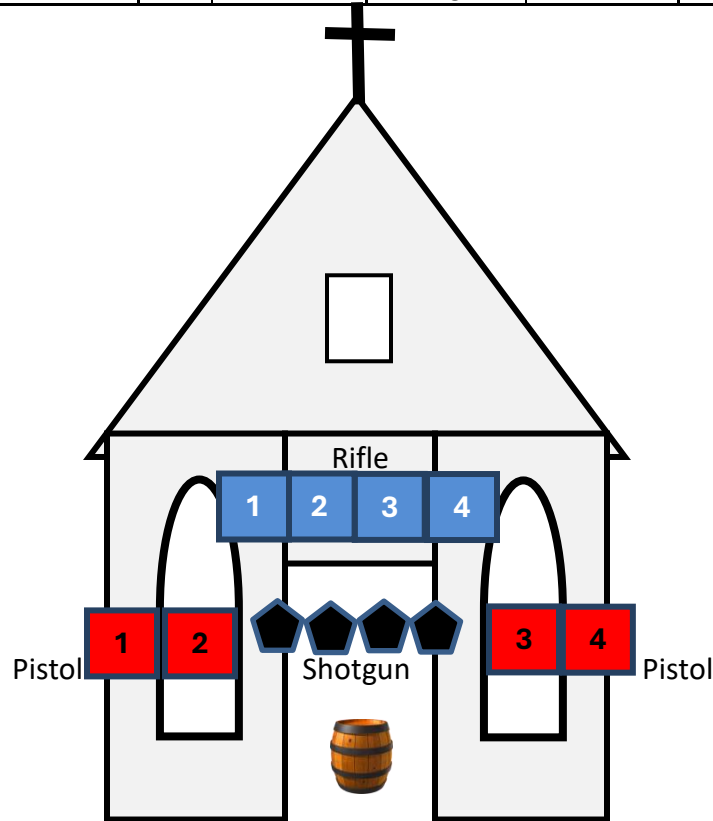
**From the inside window (B):** With pistols, engage the pistol/rifle targets with the rifle instructions

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

## STAGE 12

### CHURCH

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	



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

There is one shooting position: The doorway **(A)**. Shooter starts at position **(A)**, with hands flat on the barrel.

To start the timer, shooter says *“And isn’t it a lovely morning?”*

**From the doorway (A):** 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). **Then**

**From the doorway (A):** With your first pistol, engage the left two pistol targets for five rounds, each target must be engaged at least once. **Then**

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

**From the doorway (A):** With your second pistol, engage the right two pistol targets for five rounds, each target must be engaged at least once.

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