

Stage 1: Bordello

10 Pistol

10 Rifle

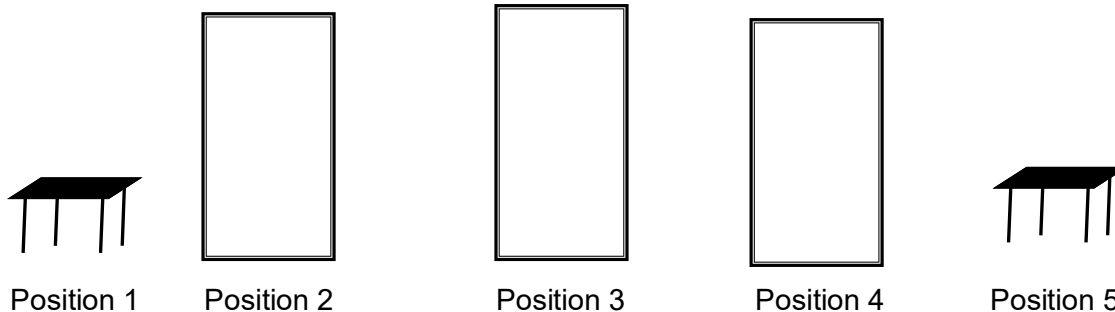
4+ Shotgun



Rifle



Pistol



Start: Shooters choice of starting position and gun order with hands at low surrender. Long guns staged appropriately. 3 shooting positions must be used.

When ready say: ***“After Shiloh, the South never smiled.”*** Wait for the buzzer.

If Pistol: Engage the Pistol targets with two five rounds sweeps from the same direction.

If Rifle: Engage the Rifle targets with same instructions as Pistol targets.

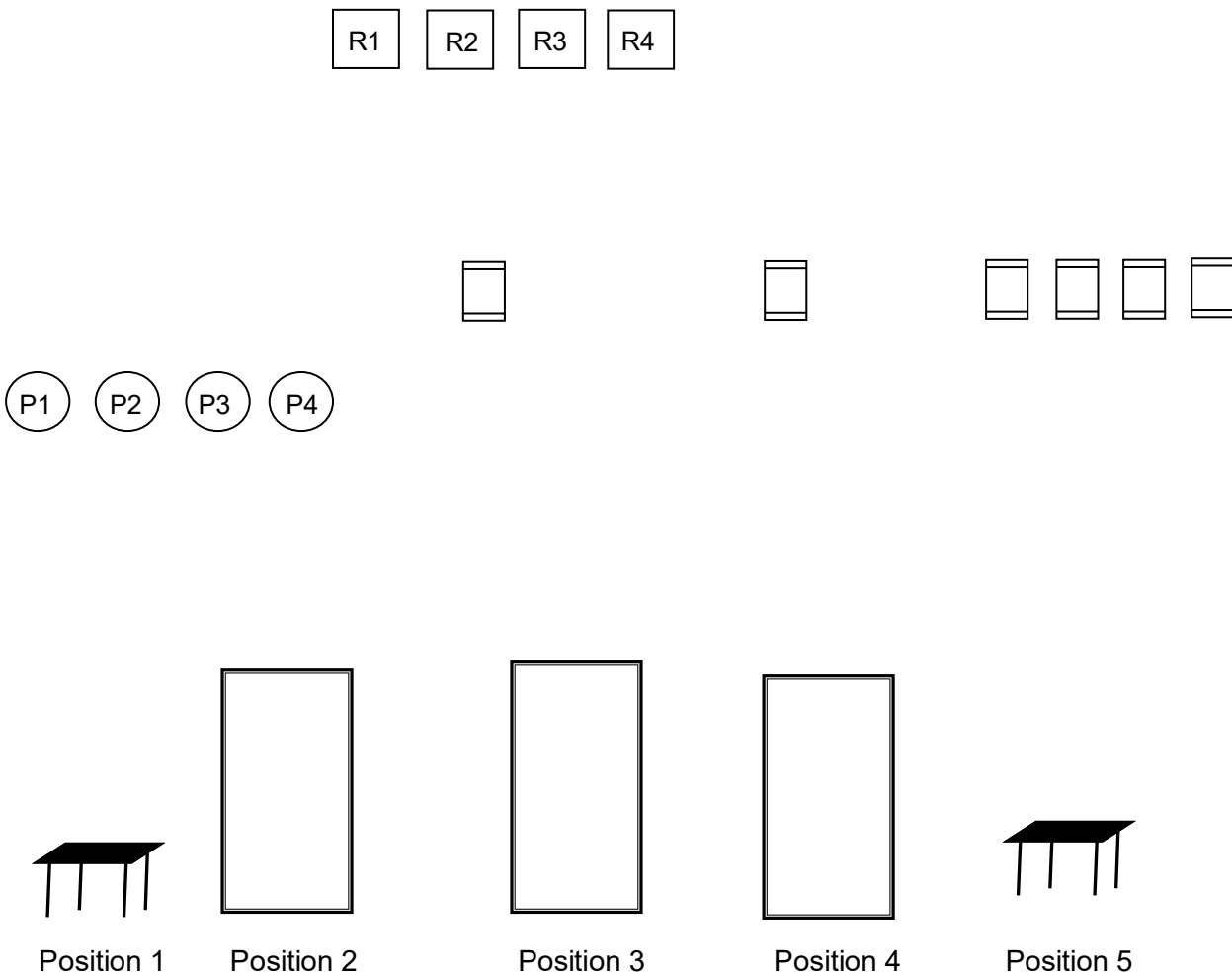
If Shotgun: Engage any four knockdowns in any order

Stage 2: Bordello

10 Pistol

10 Rifle

5+ Shotgun



Start: Shooters choice of starting position and gun order with hands grasping hat.
Long guns staged appropriately. 4 shooting positions must be used.

When ready say: ***“Remember the story Pa told us about fightin’ the bear?”***
Wait for the buzzer.

If Pistol: Starting on either end, engage the Pistol targets with a Drop Back Sweep.

If Rifle: Engage the Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage any five knockdowns in any order

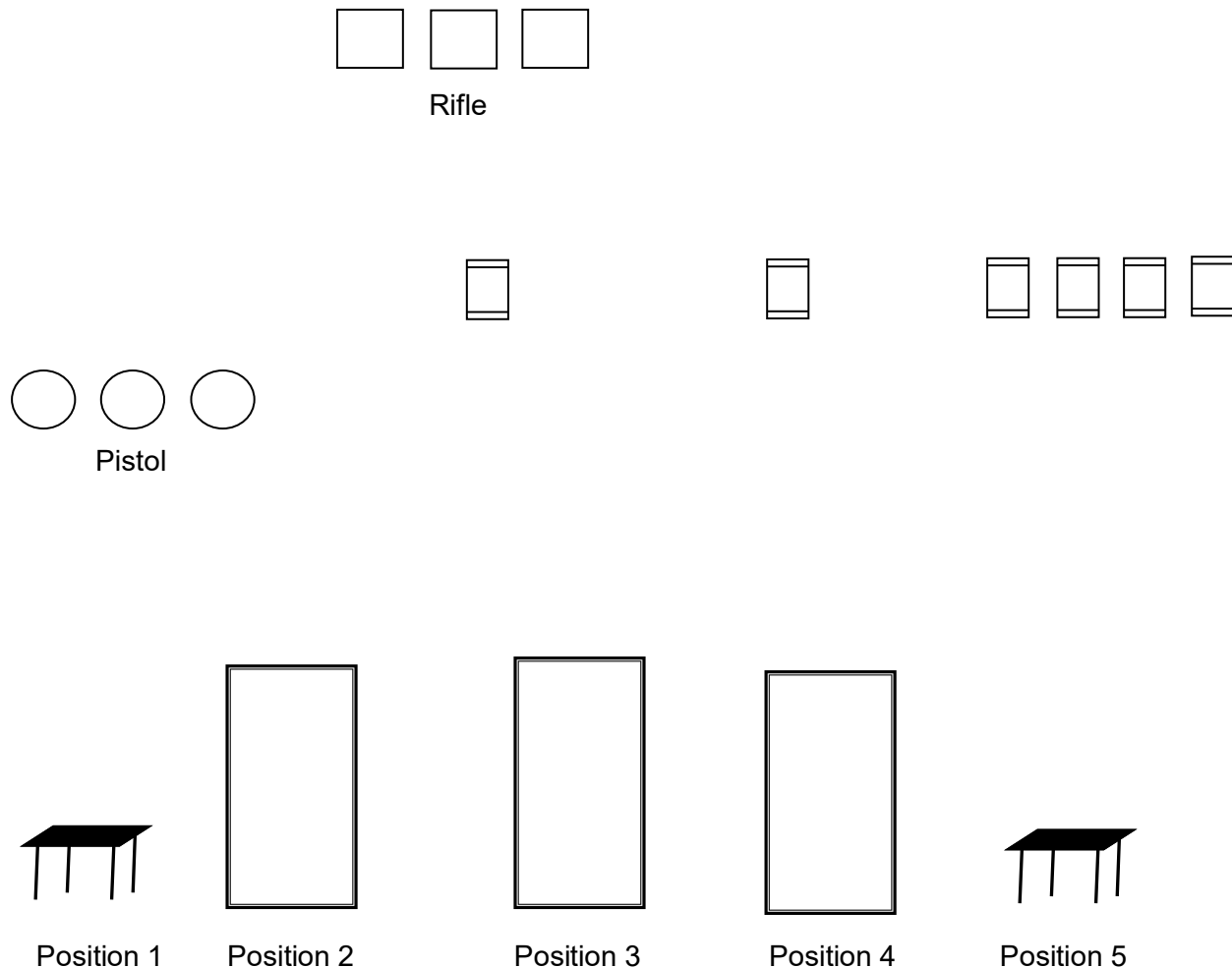
Drop Back Sweep: R1, R2, R3, R4 then R1, R2, R3 then R1 R2 then R1

Stage 3: Bordello

10 Pistol

10 Rifle

6 Shotgun (Not a typo)



Start: Shooters choice of starting position and gun order with hand(s) on gun(s). Long guns staged appropriately. **All** shooting positions must be used.

When ready say: ***"I gotta hunch you're gonna draw men like fish to bait."*** Wait for the buzzer.

If Pistol: Starting on either end, engage the Pistol targets 2 - 1 - 2 sweep.

If Rifle: Engage the Rifle targets with same instructions as Pistol targets.
Before you ask, 'Yes' - Dirty Sweep is allowed.

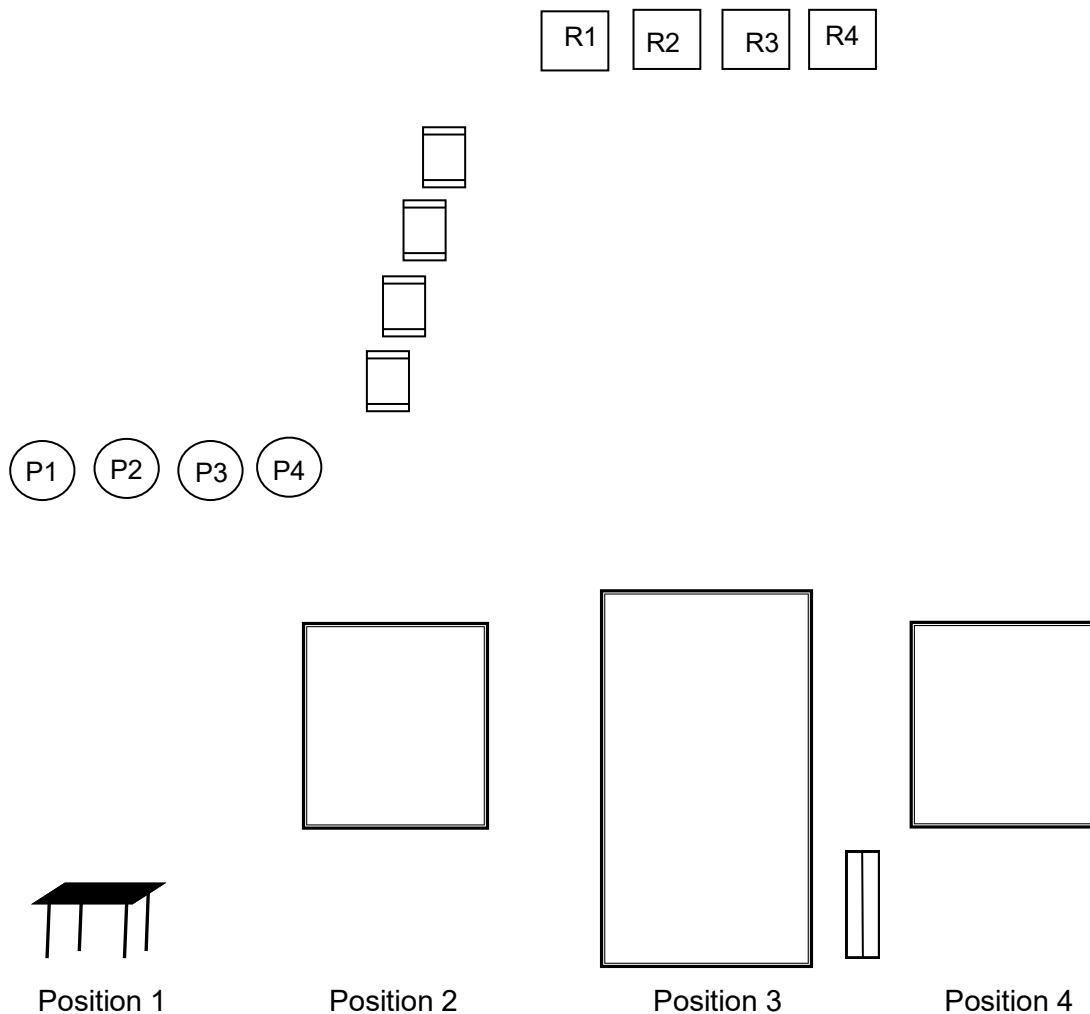
If Shotgun: Engage knockdowns in any order

Stage 4: Marshals Office

10 Pistol

10 Rifle

4 Shotgun (Not a typo)



Start: Shooters choice of starting position and gun order with hands flat on table, flat on window sill or flat on door frames. Long guns staged appropriately. If starting at doorway, rifle staged in vertical rack. 2 shooting positions must be used.

When ready say: ***“There’re nuthin’ but railroaders.”*** Wait for the buzzer.

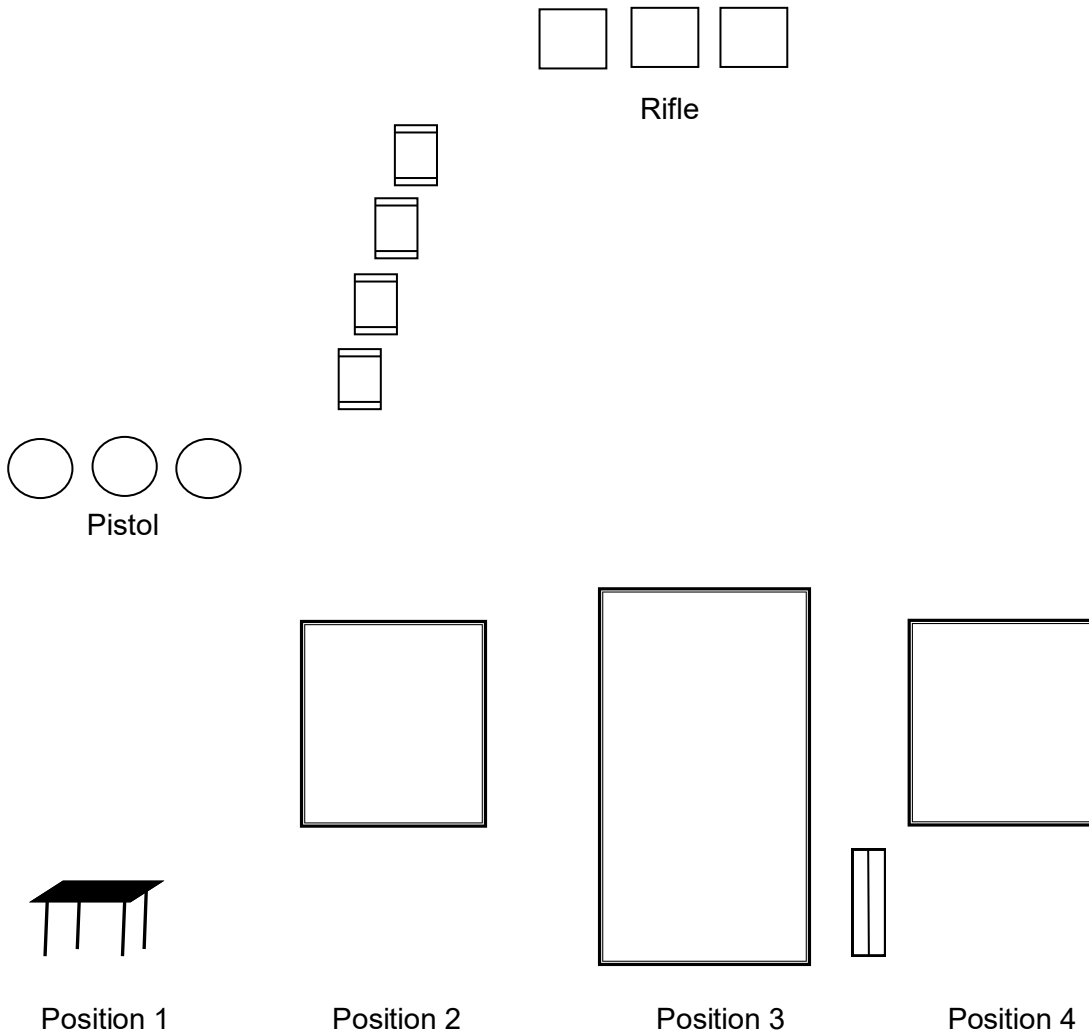
If Pistol: Starting on either end, select one pair of targets (P1/P2 or P3/P4) and alternate for 5 rounds. Repeat instructions on other pair of ‘P’ targets.

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage shotgun knockdowns in any order.

Stage 5: Marshals Office

10 Pistol
10 Rifle
4+ Shotgun



Start: Shooter's choice of starting position and gun order with hands flat on table, window sill or door frames. Long guns staged appropriately. If starting at doorway, rifle staged in vertical rack. 3 shooting positions must be used.

When ready say: ***"This ain't quite what I expected."*** Wait for the buzzer.

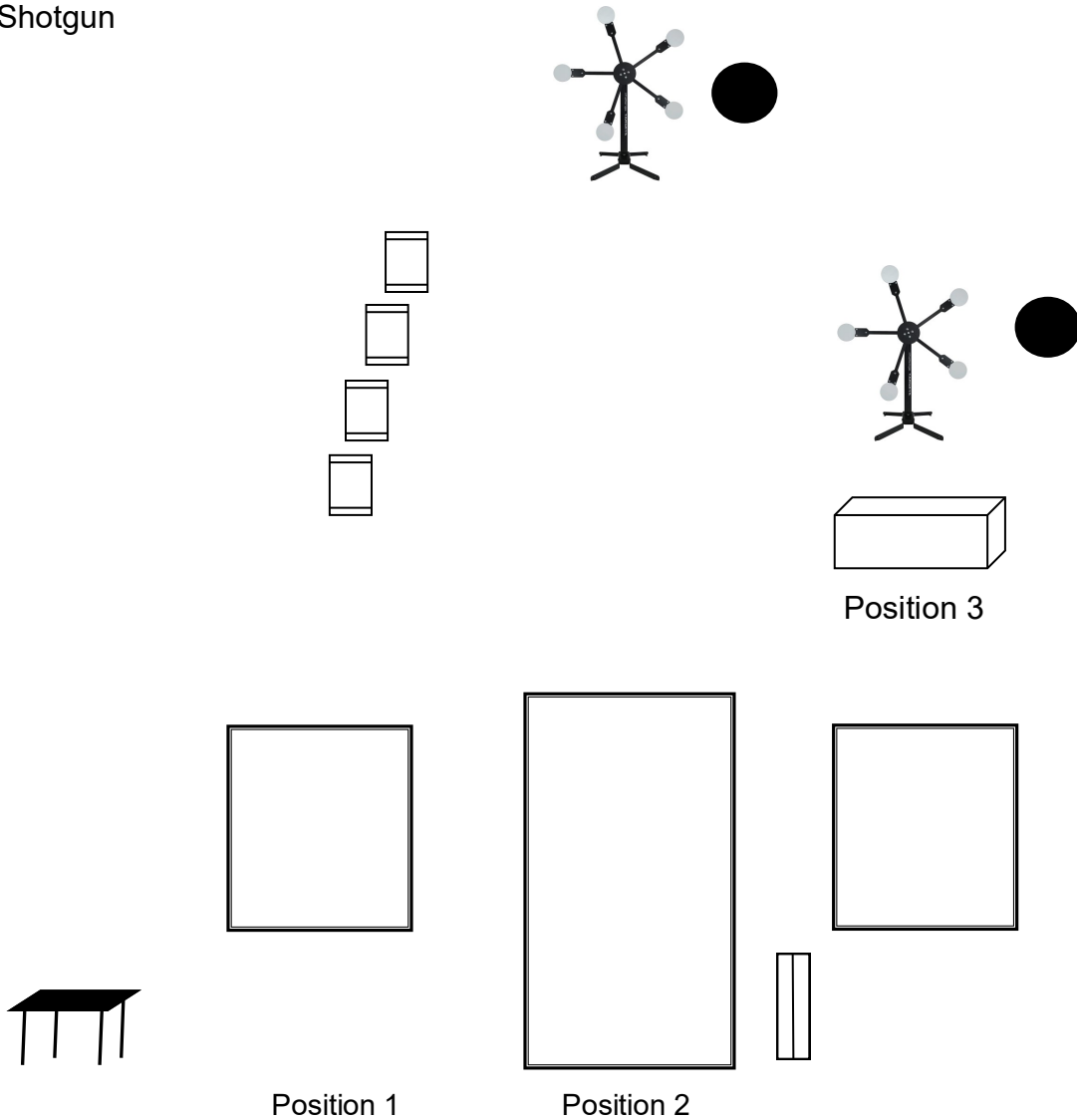
If Pistol: Starting on either end, engage the Pistol targets with at least 3 rounds each. No triple taps..

If Rifle: Engage Rifle targets with same instructions as Pistol targets.

If Shotgun: Engage shotgun knockdowns in any order.

Stage 6: Marshals Office

10 Pistol
10 Rifle
4+ Shotgun



Start: At Position 1 with thumbs in pistol or shotgun belt. Rifle staged appropriately.

When ready say: ***"Mister, you wanted a war, you've got one."*** Wait for the buzzer.

With Shotgun: Engage shotgun targets in any order. Shotgun may be restaged at Position 1 with barrel pointing at left berm. Shotgun must be on the left side of tape. If shotgun is touching the tape, shooter must return to correct before moving to Position 2. Shotgun may be restaged at Position 2 in vertical rack.

With Rifle: Engage Texas Star from Position 2 until all paddles are down. Position 2 is from doorway and goes up to Red Line. Place any remaining rounds on Dump Target. Paddles left on Texas Star are misses. Misses on Dump Target are misses.

With Pistol: From Position 3, engage Texas Star with same shooting instructions as Rifle.

Shooting order: Shotgun, Rifle, Pistol