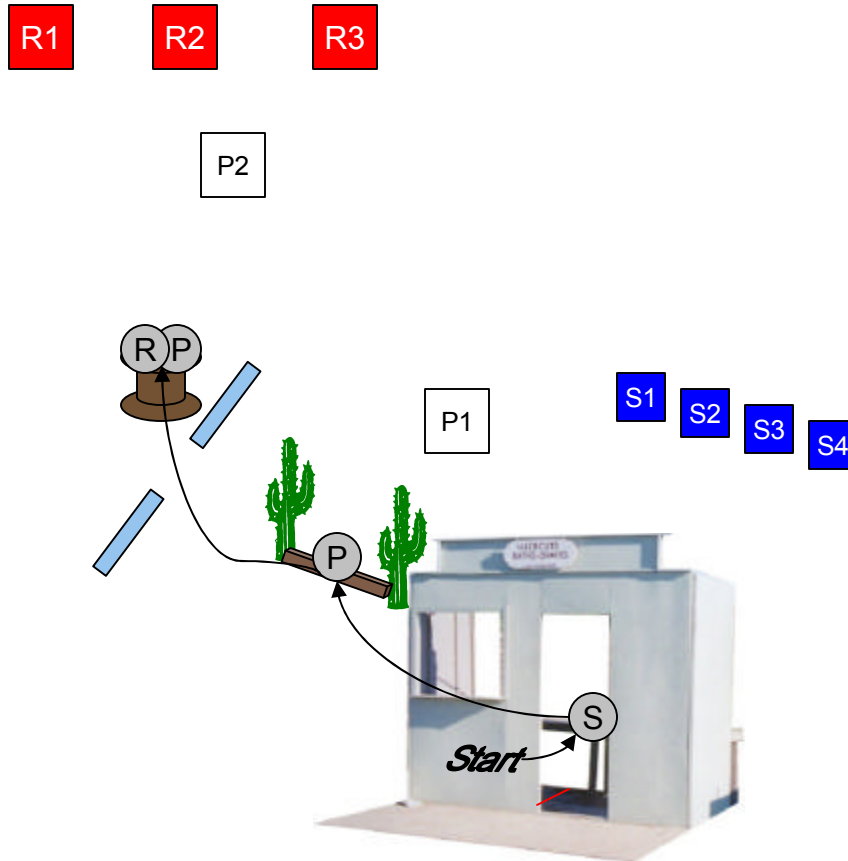


STAGE 1

“Get the Party Started”



Ammo: **10 Revolver** **9 Rifle** **4+ Shotgun**

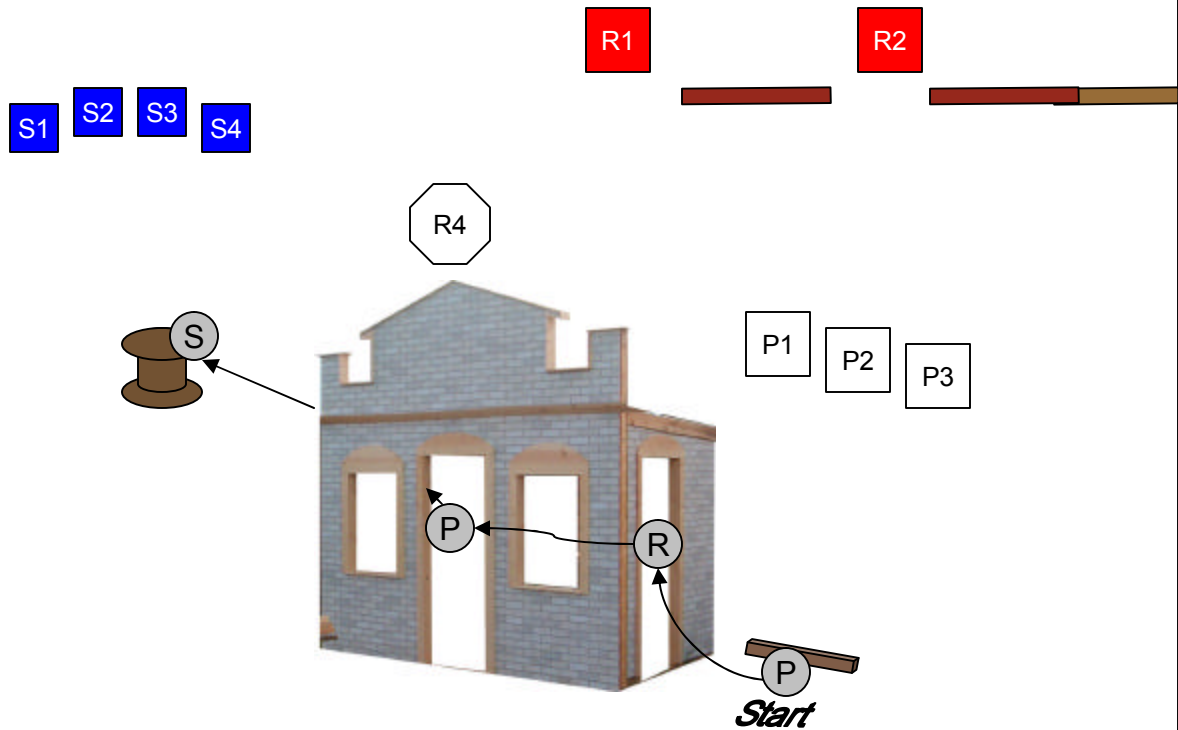
Sequence: S – P – R – P

Staging: Two pistols loaded with 5 rounds each, holstered. Rifle loaded with 9 rounds and staged on the table downrange in the Shady Lady saloon. Shotgun shouldered and loaded with no more than 2 rounds, pointed at the targets, with at least 2 more rounds on your person. (Note: Shotgun loaded only at the RO's command on the firing line.)

Procedure: Start standing behind the counter, to the right of the line on the floor, with the shotgun loaded with no more than two rounds, aimed and ready. Shooter will start the stage by saying; **“Start the Ball!”** Wait for the beep. Engage the four shotgun targets in any order. Place the open and empty shotgun on the counter. Step out to the left side of the building, move downrange to the cactus patch. Engage the single handgun target, (P1) five times. Holster and move into the doorway of the Shady Lady Saloon. Pick up rifle and engage the three rifle targets three times each, any order. Set the rifle back on the table. Draw second revolver and engage the lone handgun target, (P2) five times. Holster. Stage complete.

STAGE 2

“Western Insurance”

Ammo:

10 Revolver

9 Rifle

4+ Shotgun

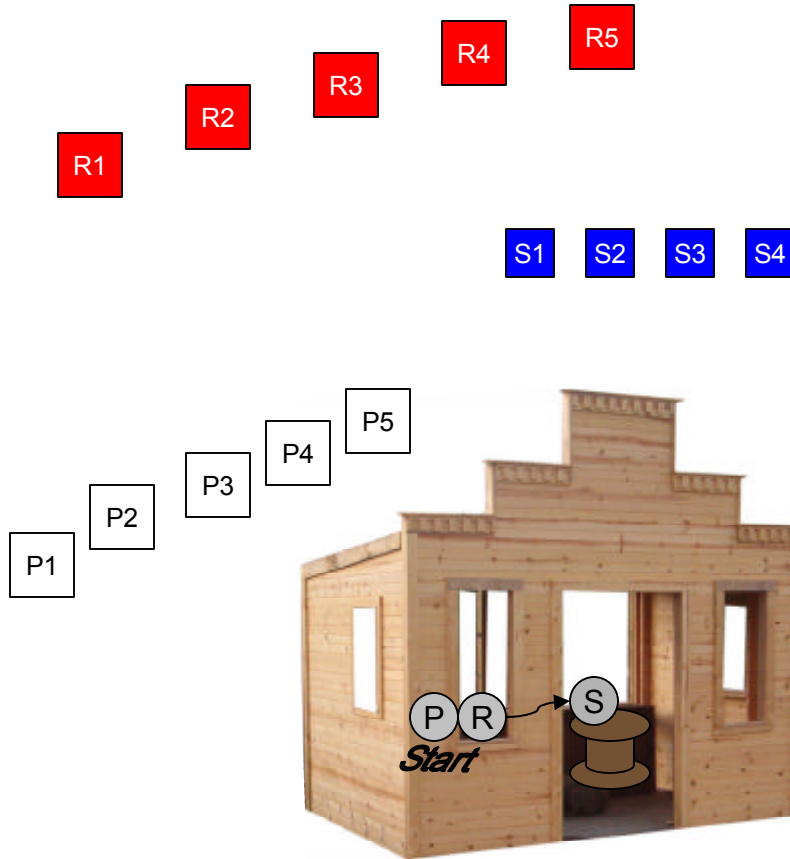
Sequence: P – R – P – S

Staging: Two pistols loaded with 5 rounds each, holstered. Rifle loaded with 9 rounds, staged on the right side of the teller window, on the table, muzzle pointed downrange. Shotgun staged empty on the table outside, and to the left of the bank, with at least 4 rounds on your person.

Procedure: Start standing to the right of the bank, with money bags held in each hand. Shooter starts the stage by saying; ***“The money in this bank is insured...by Sam Colt and myself!”*** Wait for the beep. Drop the money bags and draw first revolver and engage the center target with one round, and then the outside targets with two rounds each, starting on either side. Holster and move inside the bank through the right door opening. Pick up the rifle off the table and engage the two rifle targets, starting on either side, in the following order; double tap the first target, single tap the second target. Repeat two more times for a total of 9 shots. Set the rifle back on the table. Move to the left opening, and with your second revolver, engage the single handgun target with five rounds. Holster and move forward through the same opening, pick up the shotgun off the table, and the engage the four shotgun knock-downs in any order. Stage complete.

STAGE 3

“Sore Losers”



Ammo: **10 Revolver** **10 Rifle** **4+ Shotgun**

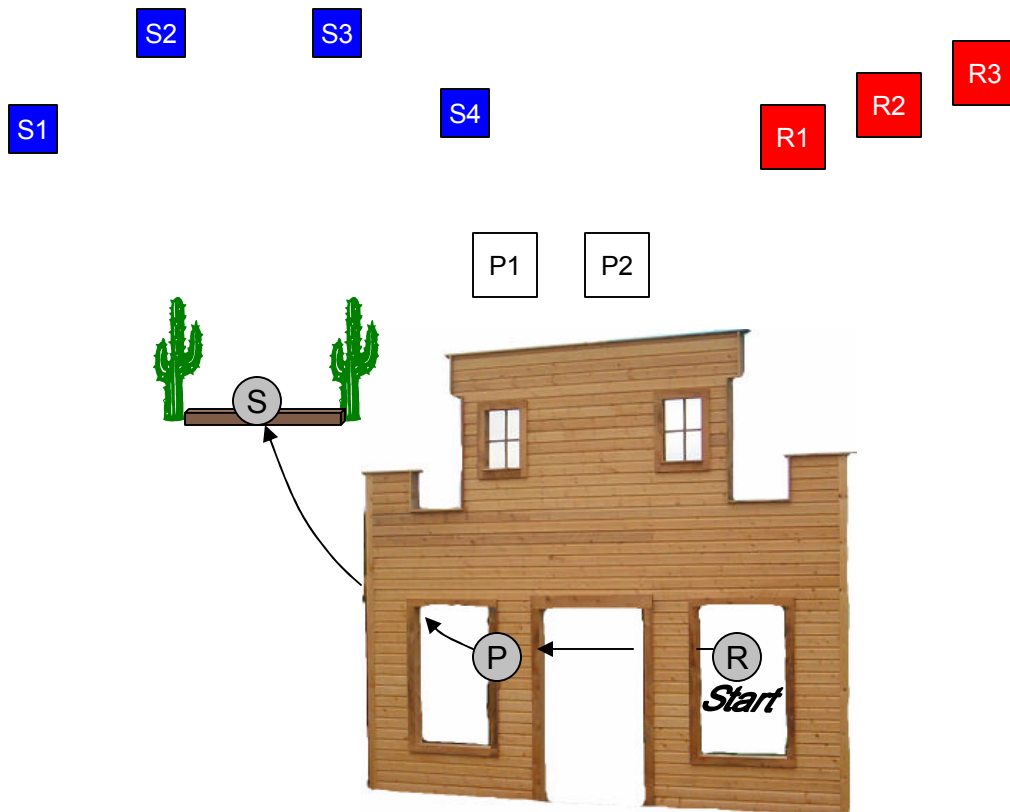
Sequence: P – P – R – S

Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 10 rounds, staged on the left table. Shotgun staged empty on the right table, with at least 4 rounds on your person.

Procedure: The shooter starts standing behind the poker table on the left, holding playing cards in both hands. When ready, start the stage by stating; **“Must be a peach of a hand!”** Wait for the beep. Drop the cards on the table and engage the five handgun targets with double taps, any order. Holster. Pick up the rifle off the poker table, and engage the five rifle targets with double taps, any order. Carefully place the open and empty rifle back on the table, muzzle down range. Move to the right and retrieve your shotgun off the other table, and engage the four shotgun knock-downs in any order. (S1-S4) Stage complete.

STAGE 4

“Silver Palace Showdown”

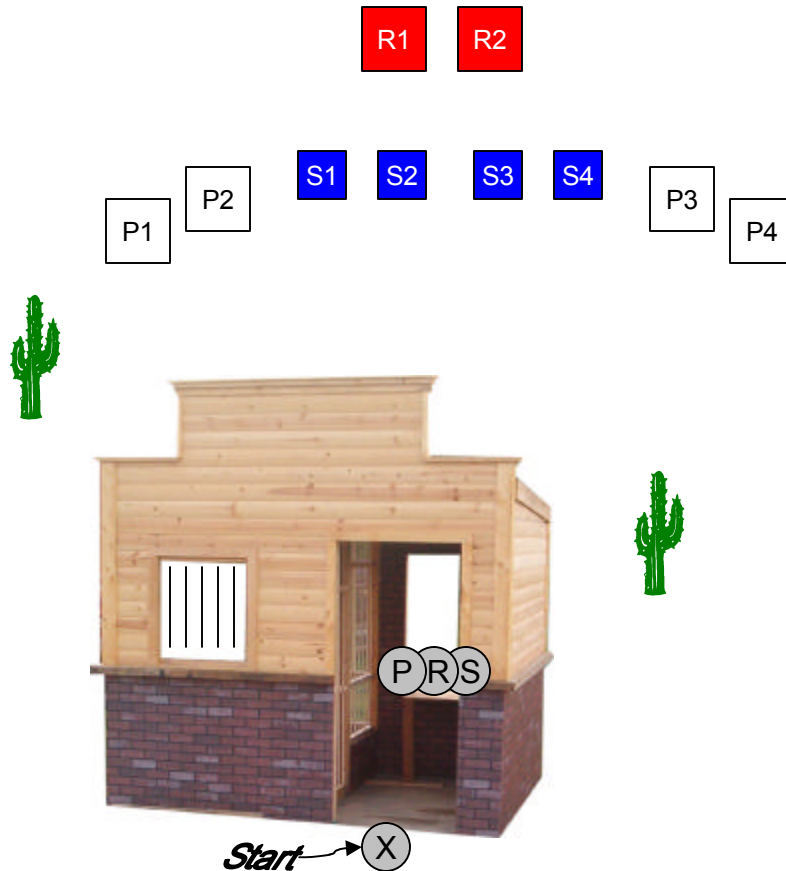
Ammo:**10 Revolver****9 Rifle****4 Shotgun**Sequence: R – P – P – S

Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 9 rounds and staged on the counter to the right side of the center post. Shotgun staged empty, on the far left of the counter, with a minimum of 4 rounds on your person.

Procedure: Start standing behind rifle with both hands flat on the bar. Shooter starts the stage by saying; **“Last Call!”** Wait for the beep. Pick up your rifle and engage the three rifle targets (R1-R3) from front to rear with four rounds on the front target, one round on the center target, and four rounds on the rear target. Place the open and empty rifle back on the counter, with the muzzle pointed downrange. Step to the left of the center post, and with first revolver, engage the left target once, and the right target four times. (P1-P2) Holster, then draw your second revolver and engage the right target once, and the left target four times. (P2-P1) Holster. Pick up your shotgun off the end of the counter and move downrange to the cactus patch. Loading one or two at a time, engage the four knock-down targets in any order. (S1-S4) Stage complete.

STAGE 5

“Work Release”



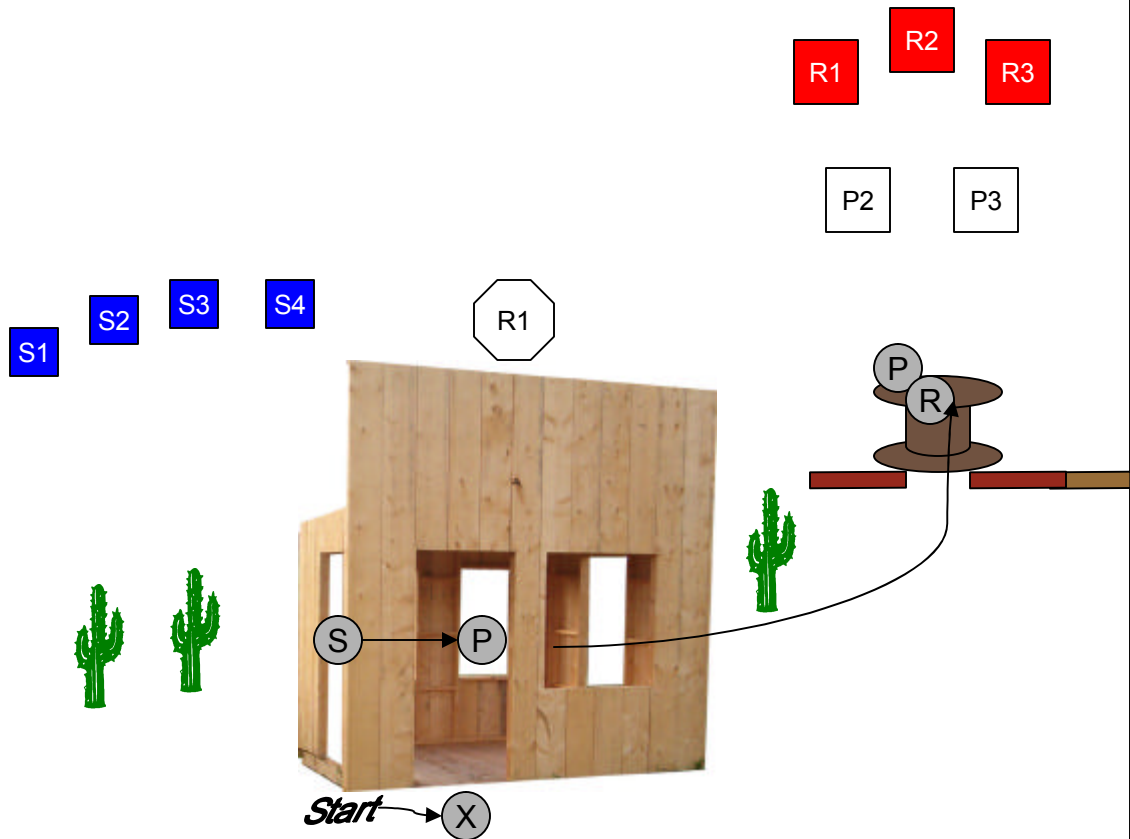
Ammo: 10 Revolver 10 Rifle 4+ Shotgun

Sequence: P – P – R – S

Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 10 rounds staged on windowsill. Shotgun also staged on the windowsill, with at least 4 rounds on your person.

Procedure: Start standing outside the jail cell with hands on opposing door jambs, shoulder high. Shooter will start the stage by saying; **“Your free on one condition...you help out!”** Wait for the beep. Move inside the jail, take the keys off the nail on the right wall and toss them in the jail cell. (Keys must go completely inside jail cell.) Step up to the back window and engage the left handgun targets (P1-P2) with a minimum of two round each, any order. Holster. Draw your second revolver and engage the right handgun targets (P3-P4) with a minimum of two rounds each, any order. Holster. Pick up the rifle off the table, and engage the two rifle targets with alternating double taps for a total of ten rounds. Set the open and empty rifle back on the counter. Pick up your shotgun and engage the four knock-down targets in any order. Stage complete.

STAGE 6 "Paid In Full"



Ammo:

9 Rifle

10 Revolver

4+ Shotgun

Sequence: S – P – R – P

Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 9 rounds, staged on table downrange. Shotgun staged empty, on left windowsill, with a minimum of 4 rounds on your person.

Procedure: Start standing in the doorway with both hands touching hat. Shooter start the stage by saying; ***"I already paid you!"*** Wait for the beep. Step inside building, pick up your shotgun off the left windowsill and engage the four knockdown targets in any order. Set the shotgun back on the windowsill and move to the right window. With your first revolver and engage the lone handgun target (P1) five times. Holster. Move outside through the right doorway to the table, pick up your rifle and triple sweep the three rifle targets (R1-R3) no double taps, in any order. Place the rifle back on the table, action open, with the muzzle pointed downrange. Draw your second revolver and engage the two handgun targets (P2-P3) alternating in any order. Holster. Stage complete.