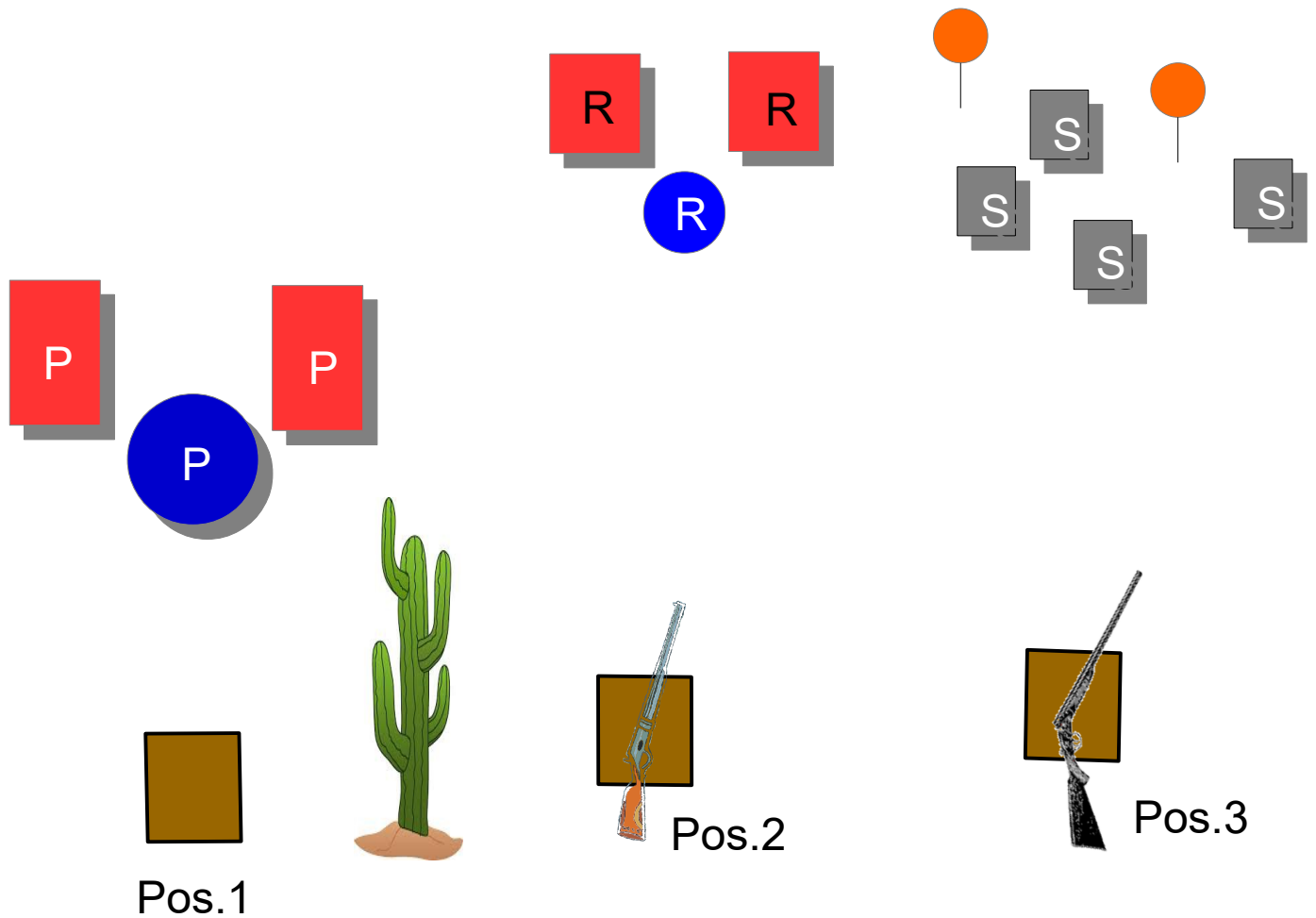


Stage 1



Round Count: 10, 10 & 6+

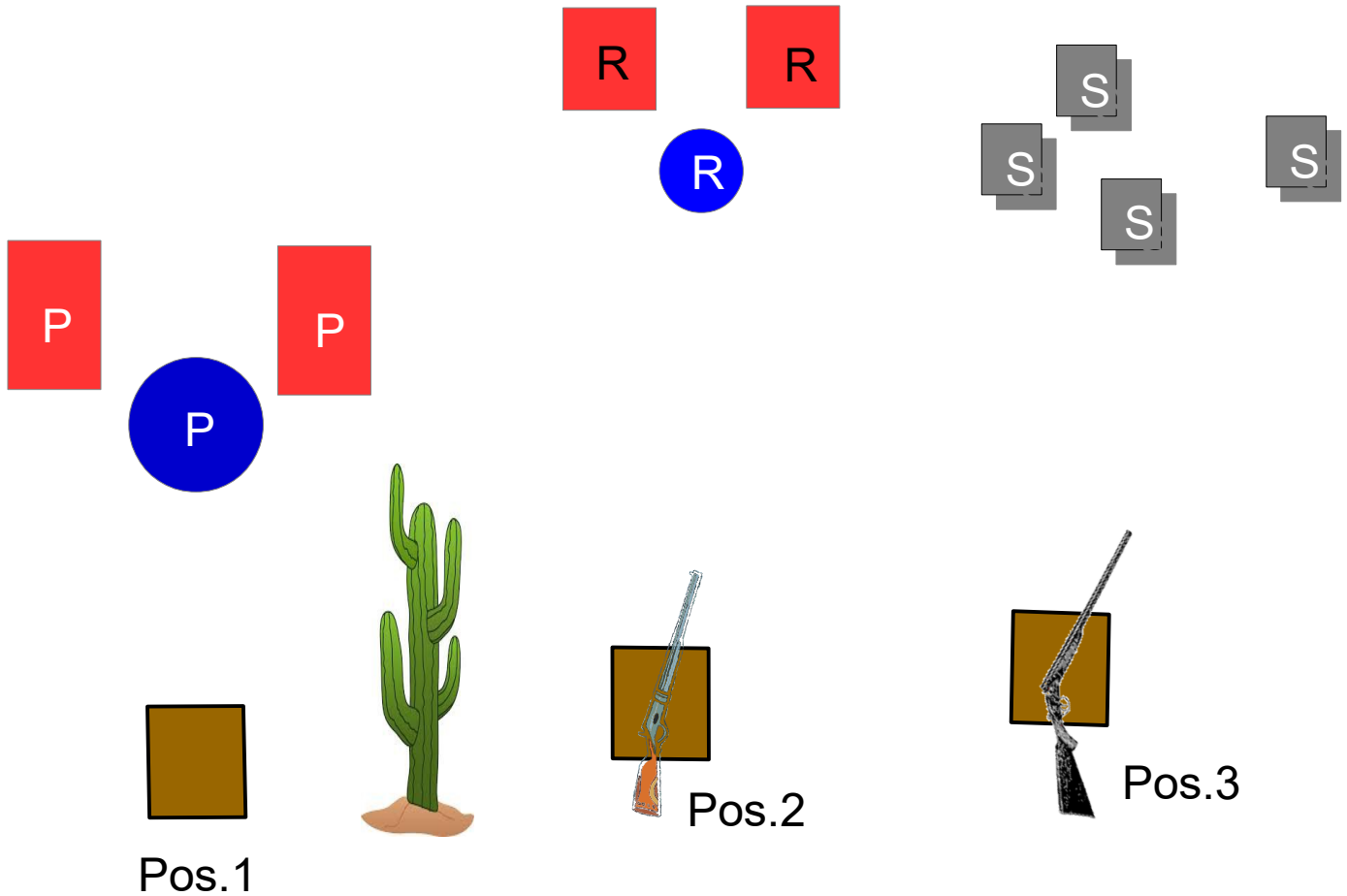
Pistols holstered, Rifle staged on table at Pos.2, Shotgun staged on table at Pos. 3

Begin standing at Pos. 1, Hands SASS default

Line: "You're a disgrace, Marshal Poole!"

ATB: With your pistols, put eight rnds. on the 2 squares in any order and 2 rounds on the circle. Circle is the only target you can double-tap. Move to Pos. 2 and with your rifle, repeat per pistol instructions. Move to Pos. 3 and knock down the 4 sg targets, then the two clays.

Stage 2



Round Count: 10, 10 & 4+

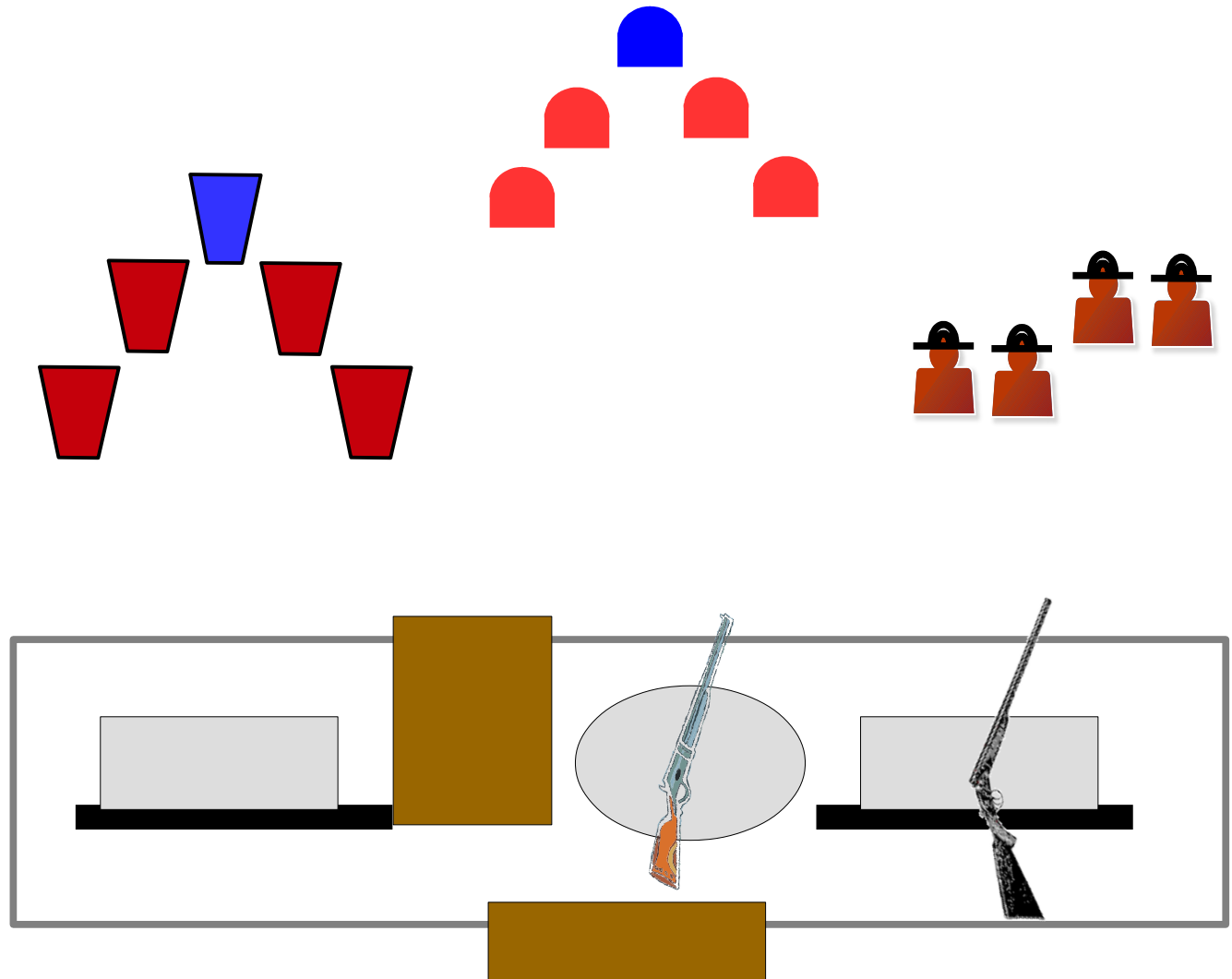
Pistols holstered, Rifle staged on table at Pos.2, Shotgun staged on table at Pos. 3

Begin standing at Pos. 1, or 3, Hands on Hat.

Line: “You the one who shot our friend?”

ATB: With your pistols, start on the circle and alternate 5 rounds between the circle and one rectangle, then 5 rounds between the circle and the other rectangle. With rifle, repeat per pistol instructions. Move to shotgun and knock 'em down in any order.

Stage 3



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun.

Pistolas holstered, shotgun staged on right window, rifle staged on center table.

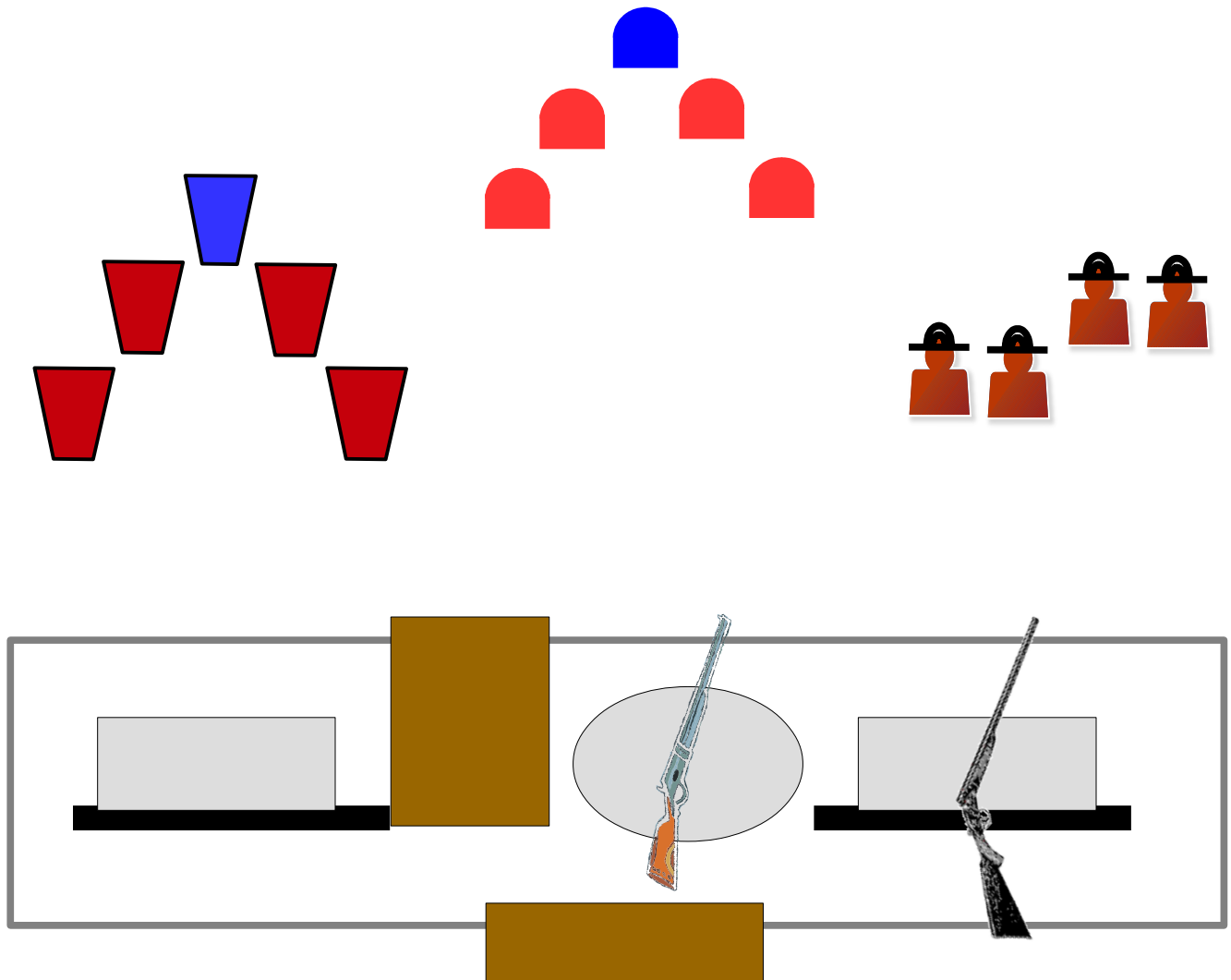
Stage may be shot in any order but rifle not last.

Begin Standing at position of choice – hands relaxed at side.

Line: ***“No sence messin' the cafe up with folks.”***

ATB: If starting with the pistols, engage the pistol target in an up-down sweep beginning on a low target on one side for five rounds. Repeat with the second five rounds from the opposite side. With rifle repeat per pistol instructions. Shotgun, knock 'em down in any order.

Stage 4



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun.

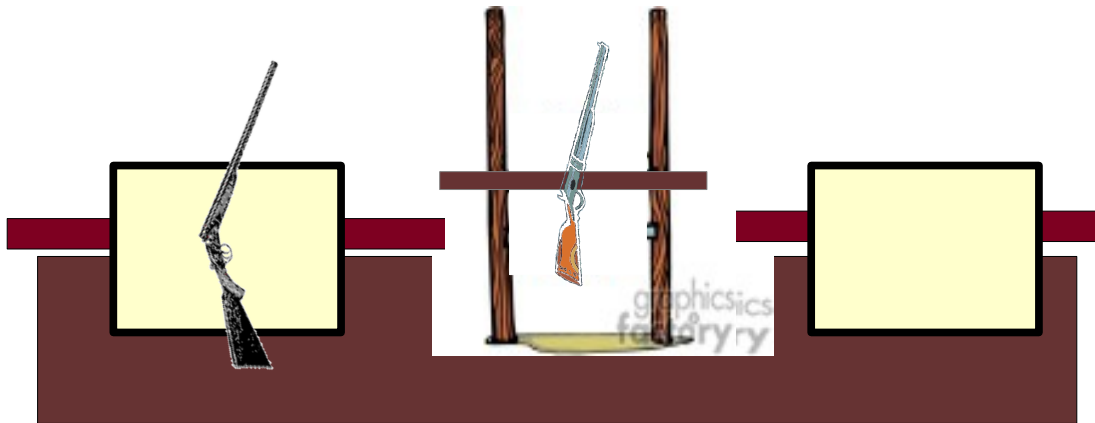
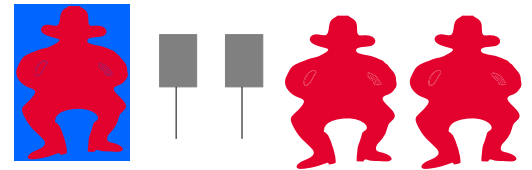
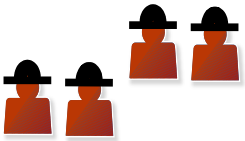
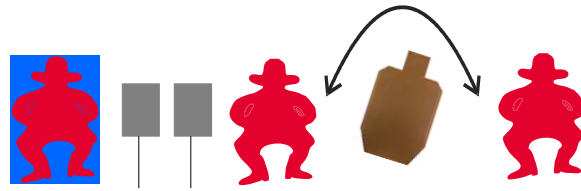
Pistolas holstered, shotgun staged on right window, rifle staged on the bar.
Stage may be shot in any order but rifle not last.

Begin standing in doorway, hands on the door frame.

Line: ***“I’m gonna kill you Baxter!!”***

ATB: Move to position of choice. If starting with the rifle, tripple tap the top target, then place one round on each of the lower targets in any order then tripple tap the top target. Same thing with the rifle. With your shotgun, knock 'em down.

Stage 5



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Shotgun staged on left window, rifle staged on center table. Pistols holstered. Begin standing at center table or right window. Hands on hat.

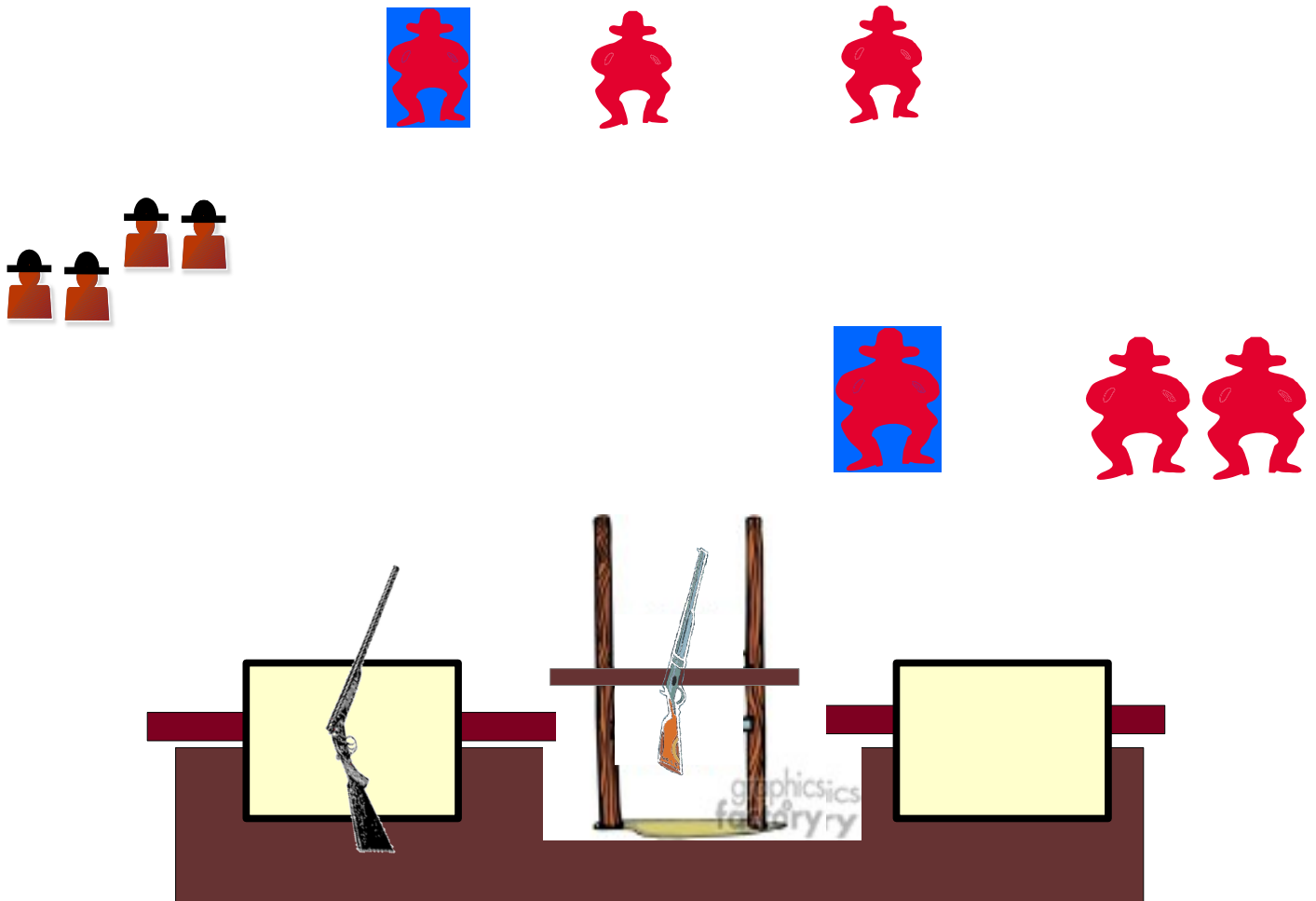
Line: **“Gonna get me some dancin' girls!”**

ATB: If starting at the right window engage the pistol targets from the left by double-tapping the first cowboy, knock down the two knock-downs, then place three rounds on each of the two cowboys.

With the rifle, repeat per pistol instructions. The second knock-down will engage the swinger, partially obscuring the two cowboy targets. A hit on the silhouette cardboard is a miss.

Move to the left window and knock down the shotgun targets in any order.

Stage 6



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun

Staging: Shotgun staged on left window, rifle staged on center table. Pistols holstered. Stage may be shot in any order but rifle not last.

Begin standing at position of choice, hands at low surrender.

Line: **“Always liked me a pistol with some heft!”**

ATB: If starting at the right window engage the pistol targets in a 2-1-2 sweep beginning at either end and repeat. With the rifle, repeat per pistol instructions. With the shotgun, knock 'em down in any order.