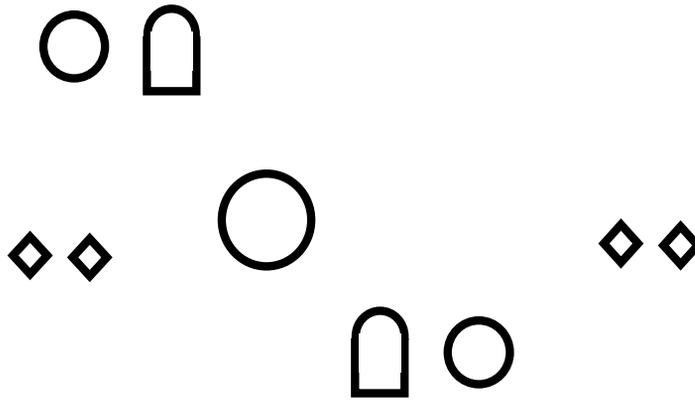


Stage 1

10 Rifle
10 Handgun
4+ Shotgun

Gun Order:
Handguns
Rifle
Shotgun



TABLE

Long guns staged on table, handguns holstered. Shooter begins touching revolver(s) ready to draw.

After dinner and dancing, the lady told her date, "I had a wonderful evening...last Saturday night with Bob." That's what started the gunfight.

Indicate ready by saying, **"I had a wonderful evening."** At the beep...

Handguns: Engage near circle, tombstone and big circle in a continuous, ten-shot Nevada sweep beginning on small circle.

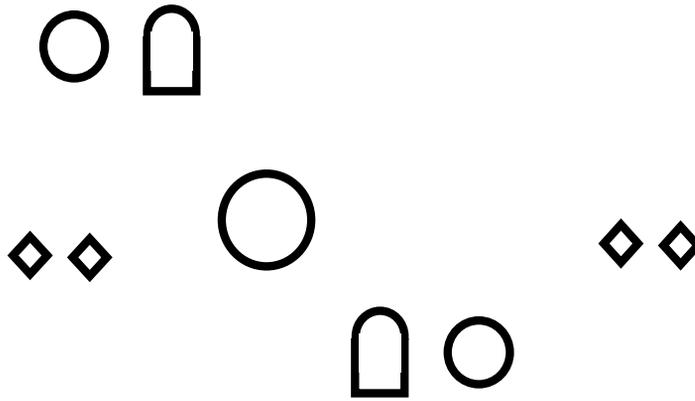
Rifle: Engage far circle, tombstone and big circle in a continuous, ten shot Nevada sweep beginning on small circle.

Shotgun: Engage knockdown targets.

Stage 2

10 Rifle
10 Handgun
4+ Shotgun

Gun Order:
Shooter's choice,
but rifle may not
be last.



TABLE

Long guns staged on table, handguns holstered. Shooter begins with both hands touching table.

A cowboy went into the general store and asked how much the spurs cost. The store keeper said they sold for \$6 a pair. The cowboy put \$3 on the counter and said, "I'll take one." The store keeper asked, "One spur? Surely you mean a pair of spurs, don't you?" "No, just one," replied the cowboy. "If I can get one side of the horse to go, the other side is bound to come with it!" That's what started the gunfight.

Indicate ready by saying, "**Just need one.**" At the beep...

Handguns: Alternate on tombstone and circle for five shots, then engage big circle five times.

Rifle: Alternate on the far tombstone and circle for five shots, then engage big circle five times.

Shotgun: Engage knockdown targets.

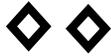
Stage 3

10 Rifle
10 Handgun
4+ Shotgun



Gun Order:

Handguns
Rifle
Shotgun



TABLE

Rifle and shotgun staged on left table, handguns holstered. Shooter begins touching revolver(s).

Mac said to the foreman, "Boss, can we talk, I have a problem." The foreman replied, "Around here, there is no such thing as a problem. We call it an opportunity." About then, Earl piped up and said, "Well, Mac needs to talk with you about his serious drinking opportunity." That's what started the gunfight.

Indicate ready by saying, "**He's got a drinking opportunity.**" At the beep...

Handguns: Double-tap each handgun target, then single-tap them, then double-tap them. (1-1-2-2-1-2-1-1-2-2) Begin on either end.

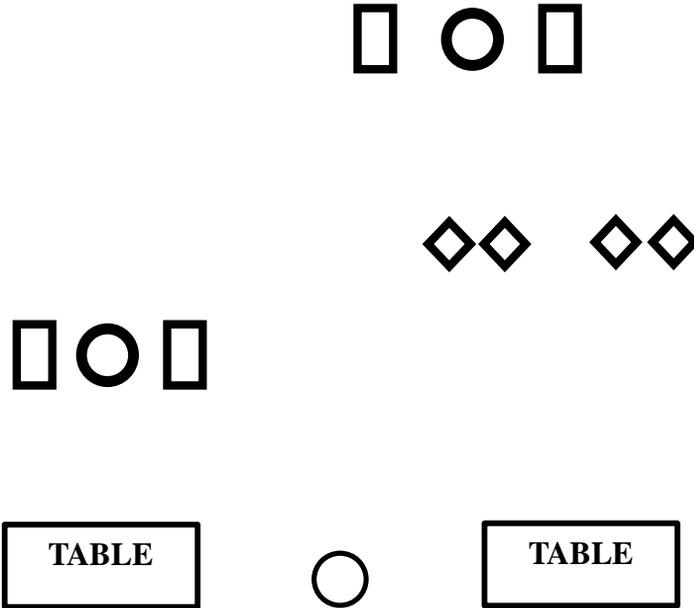
Rifle: Double-tap each rifle target, then single-tap them, then double-tap them. (1-1-2-2-1-2-1-1-2-2) Begin on either end.

Shotgun: Engage knockdown targets.

Stage 4

10 Rifle
10 Handgun
4+ Shotgun

Gun Order:
Handguns
Rifle
Shotgun



Rifle and shotgun are staged as desired, handguns holstered. Shooter at left table with hands on hips.

The wranglers weren't happy when the cook announced that they were having beans for supper again. A mouthy cowboy piped up, "Guess we don't have a choice in the matter, do we?" The cook replied, "Sure, your choice is take it or leave it." That's what started the gunfight.

Indicate ready by saying, **"Take it or leave it."** At the beep...

Handguns: From left table, double-tap the near circle, then sweep all three near targets. Repeat from the same direction.

Rifle: From barrel, double-tap distant circle, then sweep all three distant targets. Repeat in from the same direction.

Shotgun: Engage knockdown targets from the right table.

Stage 5

10 Rifle
10 Handgun
4+ Shotgun



Gun Order:
Rifle
Handguns
Shotgun



Shotgun staged as desired, handguns holstered. Shooter begins at barrel, holding rifle as desired.

I crossed the street and slipped on soft, fresh "road apple". A minute later, another fella behind me did exactly the same thing. I said to him, "I just did that." Then he punched me in the face. That's what started the gunfight.

Indicate ready by saying, **"I just did that."** At the beep...

Rifle: Engage the three rifle targets at least three times each from the barrel.

Handguns: Engage the three handgun targets at least three times each from the left table.

Shotgun: Engage knockdown targets from the right table.

Stage 6

10 Rifle
10 Handgun
4+ Shotgun

Gun Order:
Shooter's choice,
rifle not last.



Rifle and shotgun are staged as desired, pistols holstered. Shooter begins at any shooting location with both hands touching table/barrel.

You want to know what started the gunfight? All I said was, "I don't know what makes you so stupid, but it really works." That's what started the gunfight.

Indicate ready by saying, "**It really works.**" At the beep...

Rifle: From barrel, double tap the rectangles and then single tap the circle and repeat.

Shotgun: From right table, engage knock down targets.

Handguns: From left table, double tap the rectangles and then single tap the circle and repeat.