

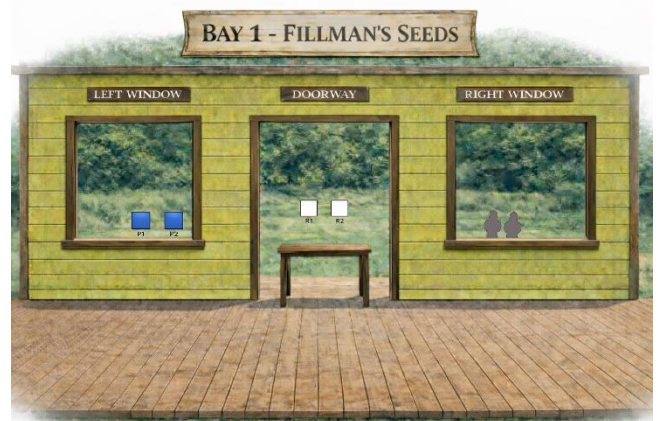
Stage 1 (Bay 1)– The Ultimatum at the Alhambra Saloon

Story: Wyatt Earp and Doc Holliday confront Ike Clanton and Tom McLaury at the Alhambra Saloon, warning them to stay out of trouble. Tensions escalate as insults fly, setting the stage for inevitable conflict.

Ammo

requirements:

- 10 Pistol: 5 rounds each, hammer down on empty chamber, holstered or staged in left window.
- 10 Rifle: Loaded, hammer down on empty chamber, staged in the doorway.
- 2+ Shotgun: Empty, action open, staged in the right window

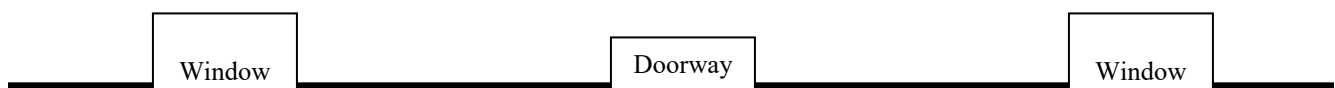
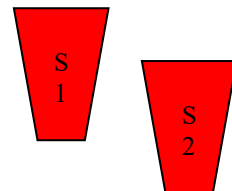
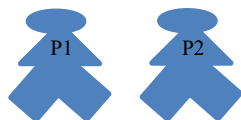


Shooting Order: *Shooter's Choice, RMNBL*

Starting Position: Standing behind gun of choice, hands on gun belt.

Course of Fire: Timer will start when the shooter says "You've been warned, Ike."

- Pistols: At the beep, engage pistol targets in a "**Sweet Lil Sweep**" beginning on P1, i.e., one round on P1, two rounds on P2, four rounds on P1, two rounds on P2, one round on P1 (1-2-2-1-1-1-1-2-2-1). Reholster pistols.
 - Must start sweep on P1 for pistol and R1 for rifles, not on P2 or R2
- Rifle: Engage Rifle targets in the a "**Sweet Lil Sweep**" beginning on R1, i.e., one round on R1, two rounds on R2, four rounds on R1, two rounds on R2, one round on R1 (1-2-2-1-1-1-1-2-2-1). Make Rifle safe in doorway.
- Shotgun: From right window engage shotgun targets in any order until down.



Stage 2 (Bay 1) – Tensions on Fremont Street

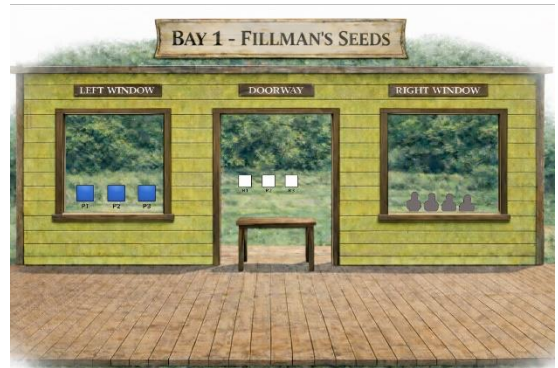
Story: The Cowboys gather on Fremont Street, armed and drunk. Wyatt, Virgil, and Morgan Earp decide enough is enough and prepare to disarm them. The confrontation is imminent.

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered or staged in Window.

10 Rifle – Loaded, hammer down on empty chamber, staged in doorway.

4+ Shotgun – Empty, action open, rounds on person, staged in window.

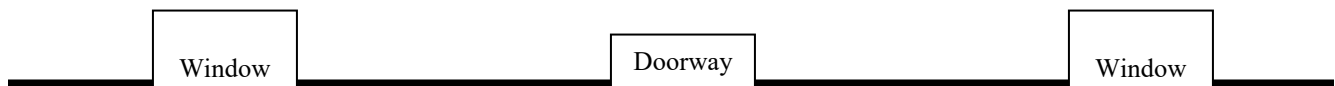
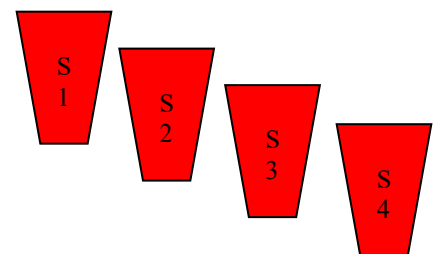
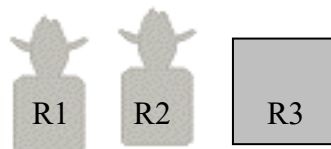


Shooting Order: Shotgun, Rifle, Pistols

Starting Position: Standing at the window, hands on pistols (Texas Surrender).

Course of Fire: Timer will start when the shooter says “Draw your weapons!”

- Shotgun: Engage 4+ KD targets from the window. Make safe.
- Rifle: Engage rifle targets in a *Kansas Sweep* (1-1-2-2-3-3-2-1-2-3). Make rifle safe.
- Pistols: Engage targets with the same instructions from the doorway. Reholster pistols.



Stage 3 (Bay 5) – The Gunfight at the O.K. Corral

Story: The Earps and Doc Holliday face off against the Cowboys near the O.K. Corral. The air is thick with tension as the first shots ring out in a legendary 30-second firefight

Ammo requirements:

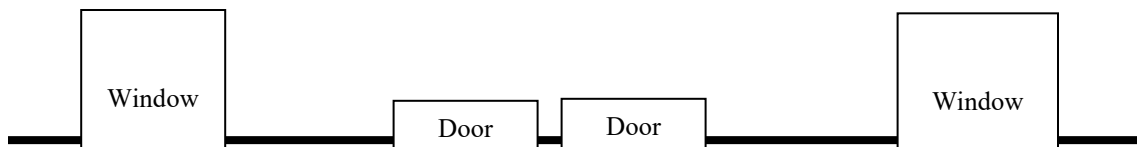
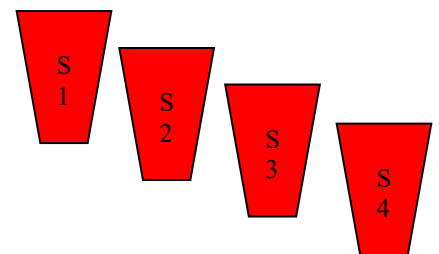
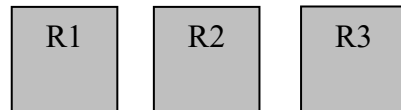
- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered or staged in left Window.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in either doorway.
- 4+ Shotgun – Empty, action open, rounds on person, staged in right window.

Shooting Order: *Shotgun, Rifle, Pistols*

Starting Position: Standing at the window, hands on pistols (Texas Surrender).

Course of Fire: Timer will start when the shooter says when shooter says, “Draw your weapons!”

- Shotgun: Engage 4+ KD targets from the window. Make safe.
- Rifle: Engage rifle targets in a ***Kansas Sweep*** (1-1-2-2-3-3-2-1-2-3). Make rifle safe.
- Pistols: Engage targets with the same instructions from the doorway. Reholster pistols.



Stage 4 (Bay 5) – Aftermath - Virgil's Ambush

Story: After the gunfight, tensions boil over as the Cowboys ambush Virgil Earp on the streets of Tombstone, leaving him gravely injured. The Earps vow revenge.

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered or staged in left window.

10 Rifle – Loaded, hammer down on empty chamber, staged in either doorway

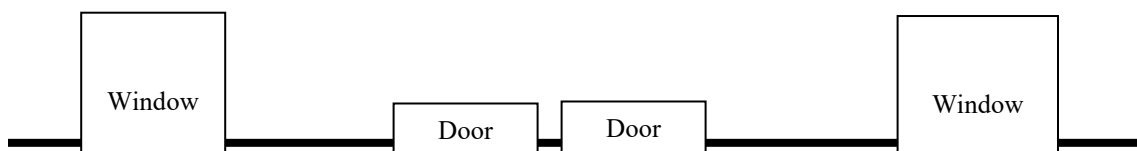
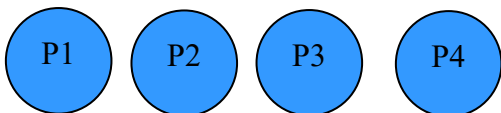
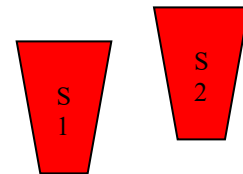
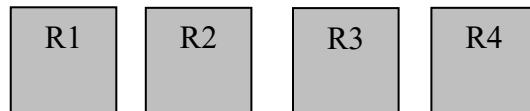
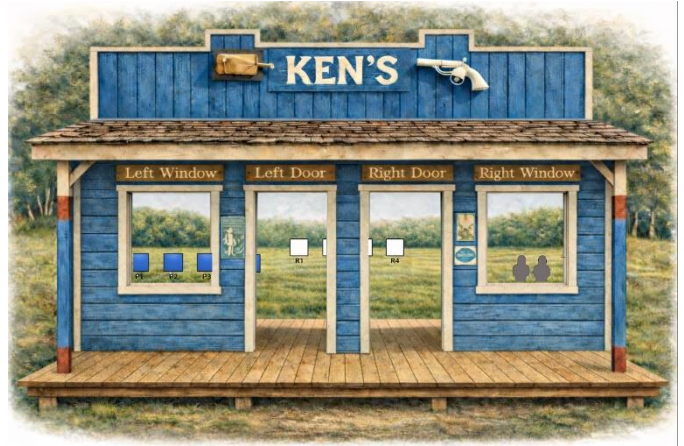
2+ Shotgun – Empty, action open, rounds on person, staged in right window

Shooting Order: Rifle, Pistol, Shotgun

Starting Position: Standing at the doorway, rifle in hands.

Course of Fire: Timer will start when the shooter says “Justice rides with me!”

- **Rifle:** Engage four targets in a *Reverse Lawrence Welk Sweep* (4-4-4-4-3-3-3-2-2-1). Make rifle safe.
- **Pistols:** Engage pistol targets with the same instructions as the rifle from any opening if holstered, left window if staged. Restage or holster pistols.
- **Shotgun:** Engage 2+ KD targets from any opening. Make safe.



Stage 5 (Bay 9)– Wyatt's Vendetta Ride

Story: Enraged by his brothers' injuries and Morgan's death, Wyatt Earp takes up a posse and rides out to bring justice to the Cowboys who attacked his family.

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, staged or holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged on counter right of the column.

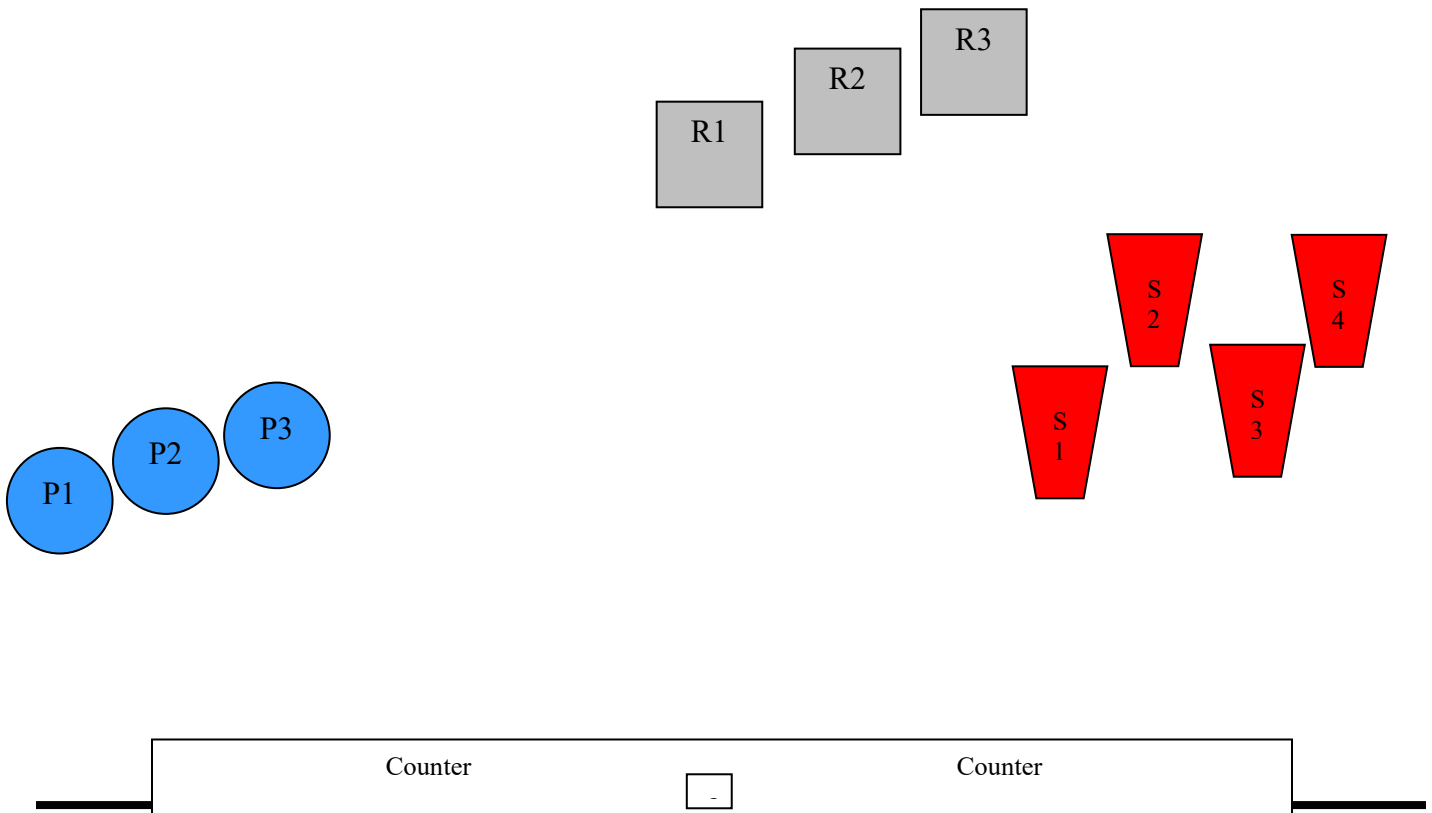
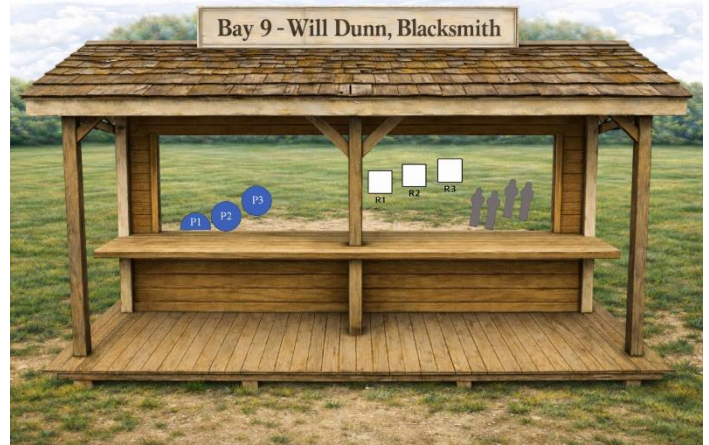
4+ Shotgun – Empty, action open, rounds on person, staged on counter right of the column.

Shooting Order: *Shooter's Choice, RMNBL*

Starting Position: Standing behind gun of choice, holding the horseshoe.

Course of Fire: Timer will start when the shooter says "Cowards!?"

- Rifle: Engage the three targets by placing a minimum of 3 rounds on each, with no triple taps (this is a round count). Make rifle safe.
- Pistols: Engage the three pistol targets with the same instructions from left of the column. Restage or reholster pistols.
- Shotgun: Engage 4+ shotgun targets from right of the column. Make safe.



Stage 6 (Bay 10) – The Final Confrontation

Story: Wyatt and his posse track down the remaining Cowboys at Iron Springs. In a final showdown, the Cowboys split into two groups, and Wyatt's posse does the same. Wyatt and his posse dispatch both groups, cementing their legacy.

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered

10 Rifle – Loaded, hammer down on empty chamber, held in hands in doorway

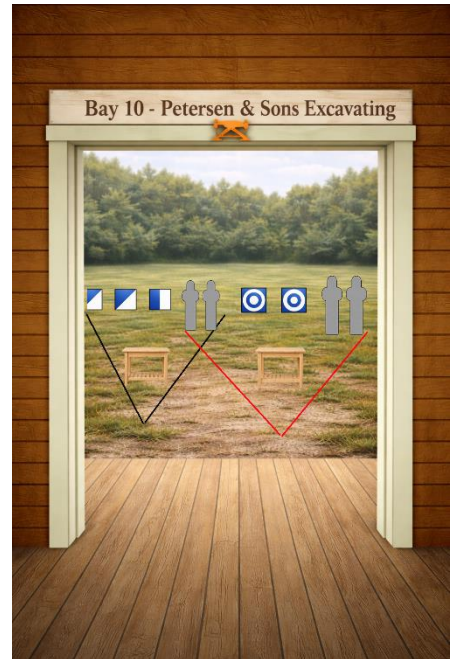
2+ or 4+ Shotgun – Empty, action open, rounds on person, staged on forward table of choice

(on left table if 2+; on right table if 4+)

Shooting Order: Rifle, Shotgun, Pistol

Starting Position: Standing at the doorway with at least one foot completely behind the doorway threshold and rifle in hands.

Course of Fire: Timer will start when the shooter says ““I’ll take the trail to the (Right or Left) !”



- **Rifle:** Engage five targets with two sweeps from the right or left; (1,2,3,4,5,1,2,3,4,5) or (5,4,3,2,1,5,4,3,2,1). No double taps. Make rifle safe at (B or C).
- **Shotgun:** At B or C retrieve shotgun then engage shotgun targets till down, 2 if you take the left trail and 4 if you take the right trail. Make Shotgun safe on table.
- **Pistols:** Engage pistol targets for 10 rounds - If you choose the left trail, it's a continuous Nevada sweep on targets 1, 2, & 3) starting on any target. If you choose the right trail, place 5 rounds on each target (4 & 5) any order.

