

Stage 1 – “Cattle Corner Station Standoff”

Ammo requirements:

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

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

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

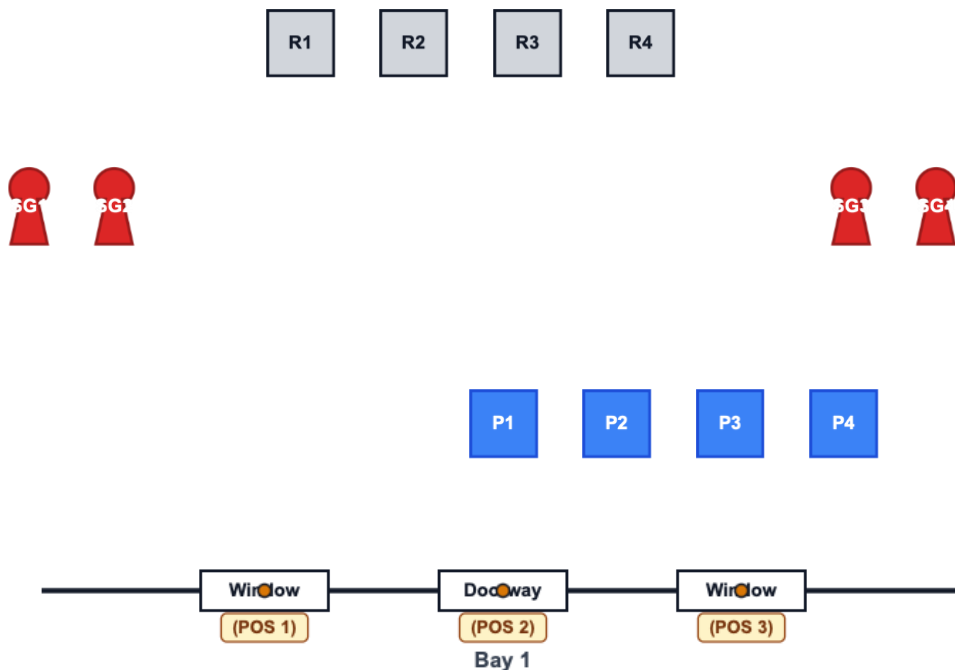
Three guns wait at the water tower for the train. Harmonica steps off.

Shooting Order: Shooter's Choice, RMNBL (Rifle May Not Be Last)

Starting Position: Standing at position of choice, hands on belt buckle.

Course of Fire: Timer will start after the shooter says “You brought two too many.”

- Targets are numbered from either end.
- With rifle, engage 4-target steel in a 32/32 Sweep (1-1-1-2-2-3-3-4-4). Make rifle safe on table.
- Engage 2 shotgun knockdown targets from the left window and 2 from the right window until down.
- With pistols, engage pistol targets from the right window, same instructions as rifle.



Stage 2 – “Sweetwater Farm Ambush”

Ammo requirements:

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

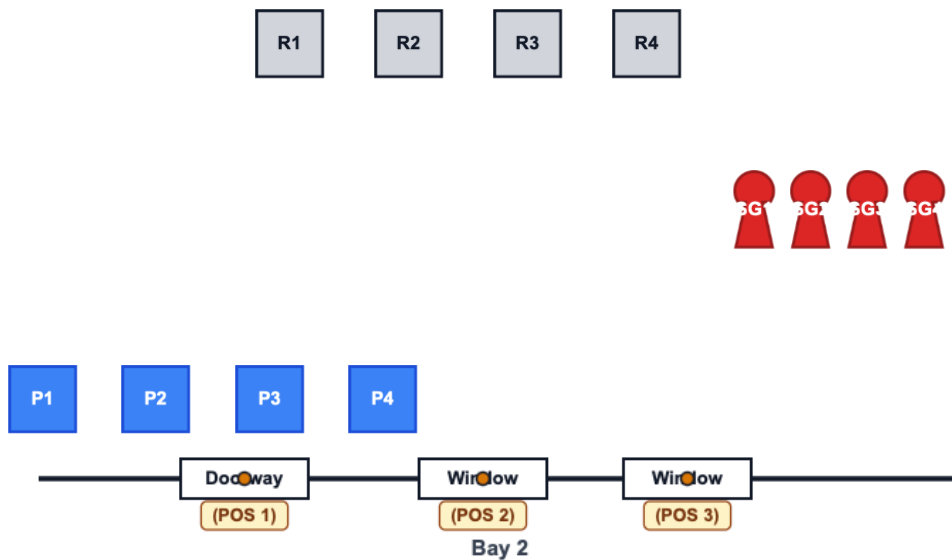
Defend the Sweetwater homestead from Frank's black-duster gang.

Shooting Order: Shooter's Choice, RMNBL (Rifle May Not Be Last)

Starting Position: Standing at position of choice, hands touching hat.

Course of Fire: Timer will start after the shooter says “Your friends have a high mortality rate, Frank.”

- Targets are numbered from either end.
- With rifle, from the left window, engage 4-target steel in a Idaho, Zig-Zag or Continuous Nevada Sweep (1-2-3-4-3-2-1-2-3-4). Make rifle safe in window.
- From the right window, engage shotgun knockdown targets until down.
- From the doorway, engage pistol targets same instructions as rifle.



Stage 3 – “Morton's Armored Train Car”

Ammo requirements:

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

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

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

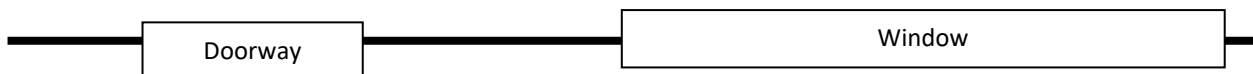
Infiltrate the railroad baron's opulent private train car.

Shooting Order: Rifle - Shotgun - Pistols

Starting Position: Standing behind table in doorway, rifle in hands.

Course of Fire: Timer will start after the shooter says *“Inside the man there was something else... a boy with a harmonica.”*

- Targets are numbered from either end.
- From the doorway, engage rifle targets with two Indiana Sweeps (2-2-1-2-3-2-2-1-2-3, yes you can! Make rifle safe on table.
- From the window, engage 4 shotgun knockdown targets inside, inside, outside, outside, until down.
- From the window, engage pistol targets same instructions as rifle (2-2-1-2-3-2-2-1-2-3), yes you can!



Stage 4 – “The Cantina Harmonica Solo”

Ammo requirements:

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

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

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

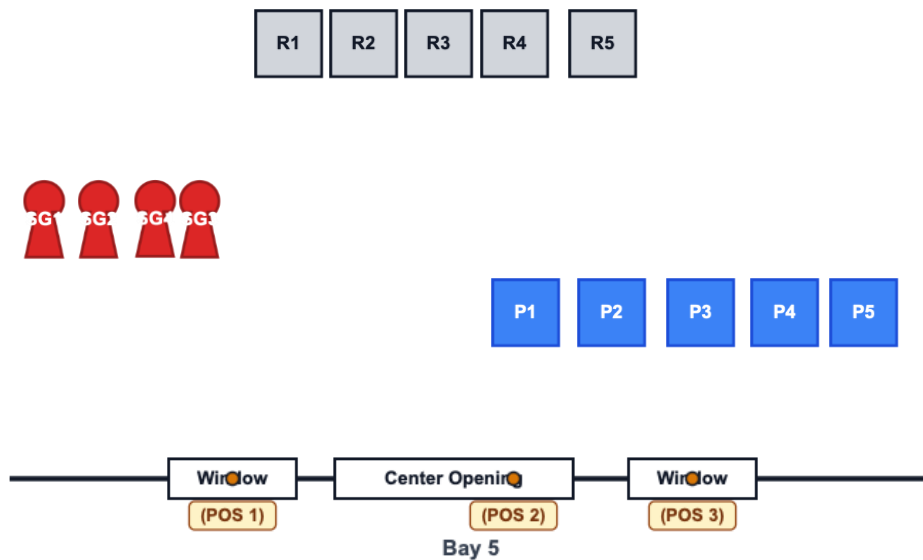
Harmonica plays a haunting tune from the shadows of the roadhouse.

Shooting Order: Shooter's Choice, RMNBL (Rifle May Not Be Last)

Starting Position: Standing at position of choice, in Texas Surrender position.

Course of Fire: Timer will start after the shooter says “How can a man walk when he's got no legs?”

- Targets are numbered from either end.
- From center opening, engage rifle targets with a Mustang Sweep (1-1-1-2-1-3-1-4-1-5). Make rifle safe on table.
- From left window, engage 4 shotgun knockdown targets until down.
- From right window, engage pistol targets same instructions as rifle (1-1-1-2-1-3-1-4-1-5).



Stage 5 – “Flagstone Construction Site”

Ammo requirements:

- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged left of post.
- 4+ Shotgun – Empty, action open, rounds on person, staged right of post.

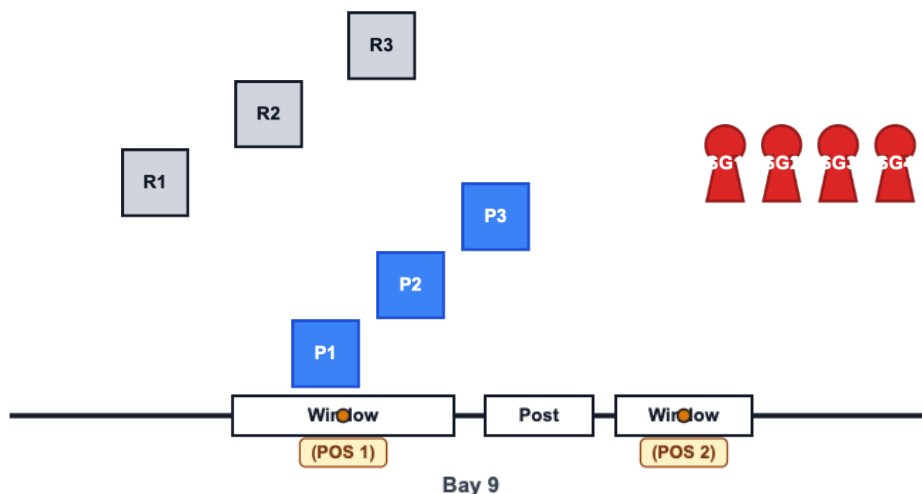
Gunfire erupts among the timbers and tracks of the new railroad town.

Shooting Order: Rifle - Pistols - Shotgun

Starting Position: Standing at left of post, in High Surrender (hands above shoulders).

Course of Fire: Timer will start after the shooter says “People like that have something inside... something to do with death.”

- from left of post, engage rifle targets with a Chimney Sweep (1-2-3-2-1-2-3-2-1-2). Make rifle safe on table.
- from right of post, engage pistol targets same instructions as rifle (1-2-3-2-1-2-3-2-1-2).
- From right of post, engage 4 shotgun knockdown targets until down.



Stage 6 – “The Final Harmonica Reckoning”

Ammo requirements:

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

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

2+ Shotgun – Empty, action open, rounds on person, staged in trough.

Harmonica and Frank face off in the dust of Sweetwater.

Shooting Order: Rifle - Pistols - Shotgun

Starting Position: Standing in doorway, rifle in hands.

Course of Fire: Timer will start after the shooter says “Keep your lovin' brother happy!”

- Targets are numbered from either end.
- With rifle, engage 4-target steel in a Possum Skinner Sweep (1-1-1-2-2-3-3-4). The 4th target is either standing shotgun target at end of rifle/pistol line of targets. Make rifle safe in trough.
- With pistols, from behind the trough, engage pistol targets same instructions as rifle.
- From behind trough, engage all standing shotgun knockdown targets until down.

