

Stage 1 Gunsmith – Sponsored by Eagle Creek Firearms

ATB: Draw first pistol and engage targets from either end in an Indiana Sweep P2 twice, 1,2,3. Draw second pistol and engage targets in Indiana sweep either end.

Grab rifle and engage rifle targets in an Indiana sweep twice from either end. Make rifle safe. Grab shotgun and knock down 4 shotgun targets

Stage 2 Cantina – Sponsored by Pizza Hut

Shooter starts in box (marked on floor) with both arms crossed.

ATB move to left of table w/ 1st pistol engage targets in a continuous Nevada sweep from either end, holster w/ 2nd pistol continue sweep.

Pick up rifle and engage targets in a continuous Nevada sweep...make rifle safe. Move outside to horse and knockdown 4 shotgun targets.

Stage 3 Undertaker – Sponsored by McHatton & Sadler Chapels

Shooter starts inside right door facing out w/ hands on doorframe.

ATB move to any gun, engage pistols and rifle w/ 2 sweeps from either end or same direction (shooter's choice). Engage 6 shotgun targets. KD must fall.

*Note: can not end w/rifle, at least one gun must be shot from inside building.

Stage 4 Saloon – Sponsored by Downtown Timeout

Shooter starts in box shotgun in hand loaded w/2 rounds pointed downrange (load only when told by RO) ATB: Shoot 2 targets twice each (no double taps). Make shotgun safe. Move to either back room and pick up rifle and engage each rifle target w/2 shots each....make rifle safe...move back past bar and w/ pistol or pistols engage each target once.

Stage 5 Butcher Shop - Sponsored by Holy Smokes BBQ Company

Shooter starts at fence (either side) both hands on fence. Any gun, any order (cannot end w/rifle). Shotgun must be shot outside building in front of fence. (Note: you are only engaging 4 shotgun targets total, you pick which ones) Pistols-Progressive sweep: 1 on 1, 2 on 2, 3 on 3, 4 on 4. from either end. Rifle-same as pistols. Shotgun engage SG targets.

*Do not end w/rifle.

Stage 6 The Fort Squeak – Sponsored by Helser's Metal Finishing

Shooter starts with both hands on hat. ATB:Shooter's choice, don't end with rifle.... Pistols double tap each target. Rifle double tap each target, Shotgun engage 6 targets.

*Do not end with rifle.

Stage 7 Livery – Sponsored by WEFab

Shooter starts in door (shooter's choice)... ATB: Pick up shotgun and shoot two targets once each. Make shotgun safe....move to second horse and with rifle engage three rifle targets in a 1, 3, 1 sweep from either end....repeat from same direction. Draw first pistol or pistols and sweep pistol targets as rifle....1, 3, 1 repeat from same direction.

Stage 8 Marshal's Office - Sponsored by Goshert Insurance

Shooter starts at back of cell raking cup against bars. ATB: Drop cup and with first pistol shoot through the window alternating for five shots between two targets, holster and move to door, w/ rifle engage two targets alternating for ten shots. Draw second pistol and alternate for five shots, holster, move outside and engage four shotgun targets.

Stage 9 Mad Montana's Mine

Shooter starts at either end dynamite in hand. Drop dynamite and slap horse on hind quarters. ATB: Pick up shotgun and through first window engage two SG targets. Make Shotgun safe. Move to first shaft and with first pistol engage dummy with five rounds. Holster and move to center windows and through a window engage rifle targets, Outside, outside, inside, inside, middle....repeat. Load one round and shoot center target once more, make rifle safe, move to last shaft, draw second pistol and shoot second dummy 5 times.

*Must shoot all tens rounds in rifle before reload.

Stage 10 Open Range

Shooter starts at raft w/rifle at cowboy port arms (touching leather)

ATB: w/rifle engage 5 targets with one shot on four corners and 5th shot in middle, repeat. Make rifle safe. Pick up shotgun and move as desired and engage all 4 shotgun targets, make safe...move as desired and engage pistol targets in same manner as rifle-4 four corners, middle and repeat.

These are the projected scenarios....they are subject to change, but we wanted to give prospective shooters an idea of the various sweeps and flow of the stages.

Revised
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