

Stage 1, Bay 8

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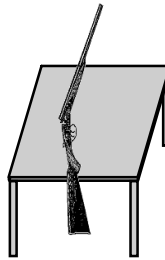
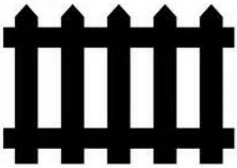
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A stranger has come to town and he has a big iron on his hip!

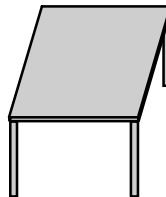
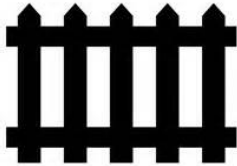
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle staged on right table, shotgun staged on left table, pistols holstered. Start standing behind fence, both hands on pistol grips.

Line: That's a big iron!

ATB: With first pistol, starting on either target, alternate between the two pistol targets for five rounds, repeat instructions with second pistol. Move to left table and with shotgun knock down the left two shotgun targets. Take shotgun to right table and make safe. With rifle engage the rifle targets per the pistol instructions. Next, with the shotgun knock down the two remaining shotgun targets in any order.

Stage 2, Bay 8



The stranger has made it known; he is an Arizona Ranger, won't be long in town. He's looking for an outlaw.

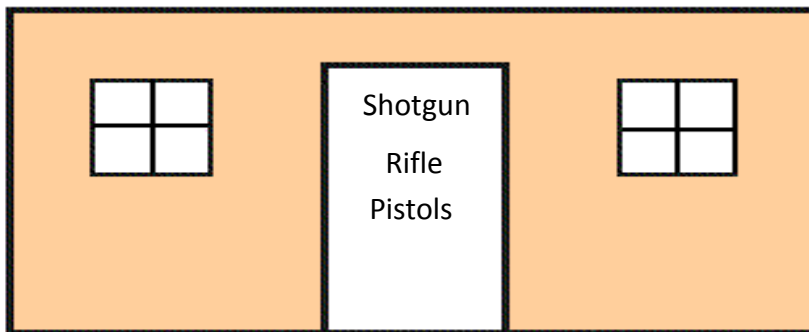
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle and shotgun staged on right table, pistols holstered. Start standing behind right table with hands touching (but not holding) the rifle.

Line: Dead or alive, makes no matter!

ATB: With rifle, for ten rounds total, place at least 3 rounds on each rifle target. Next with shotgun knock down the two right shotgun targets in any order. Move to left table and with shotgun knock down the two left shotgun targets in any order; make shotgun safe on left table. Move behind fence (at least one foot must be behind the fence) and with pistols engage the pistol targets per the rifle instructions.

Stage 3, Bay 7



The outlaw wasn't worried, men who tried to take him in before all died!

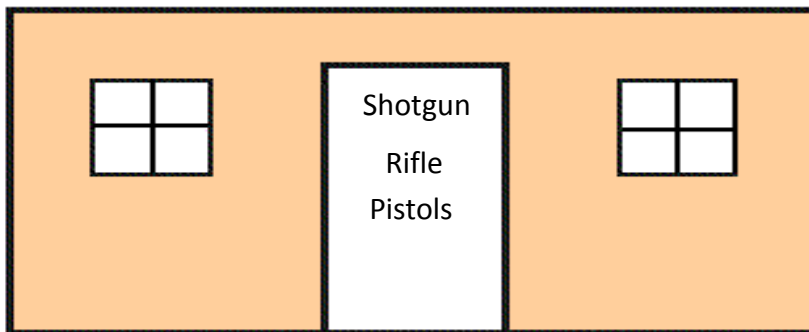
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle and shotgun staged on table in doorway. Start behind doorway, both hands shoulder high touching opposite sides of doorframe.

Line: He has 20 notches on his gun!

ATB: Guns may be shot in any order, except the rifle may not be shot last. With rifle engage the rifle/pistol targets in a Yuma sweep; i.e. starting on either end, Nevada sweep the four targets for five rounds, then double tap the third target and triple tap the fourth target. (T1 [T1 is the first target engaged by shooter], T2, T3, T4, T3, T2, T2, T1, T1, T1) . With pistols engage the pistol targets per the rifle instruction. With shotgun knock down the four shotgun targets in any order.

Stage 4, Bay 7



The ranger and outlaw met in the street at a quarter past eleven.

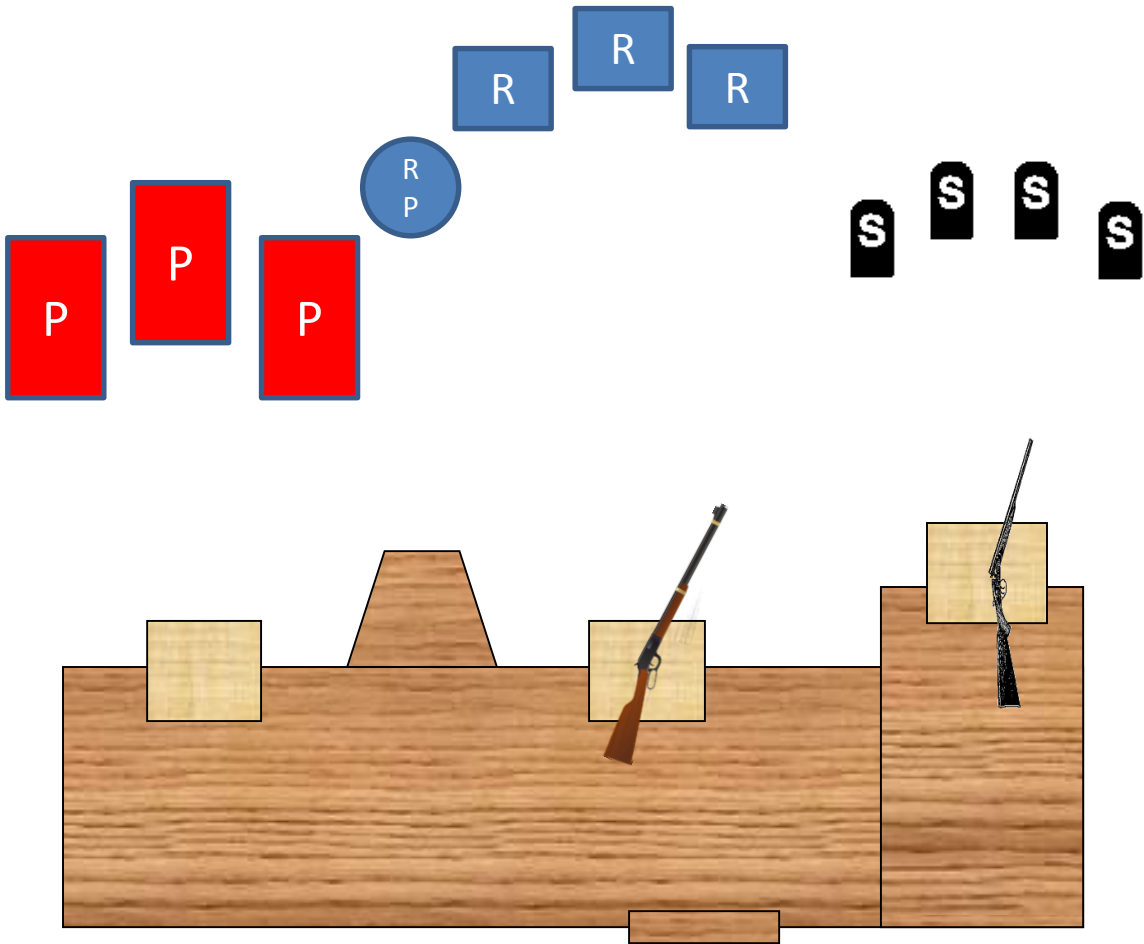
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle and shotgun staged on table in doorway.
Start behind doorway table, both hands on hat.

Line: Make your play!

ATB: Guns may be shot in any order, except the rifle may not be shot last.
With rifle engage the rifle/pistol targets in a progressive (1,2,3,4) sweep.
With pistols engage the rifle/pistol targets per the rifle instructions. With the shotgun knock down the four shotgun targets in any order.

Stage 5, Bay 6



The outlaw had barely cleared leather when a bullet tore through his heart.

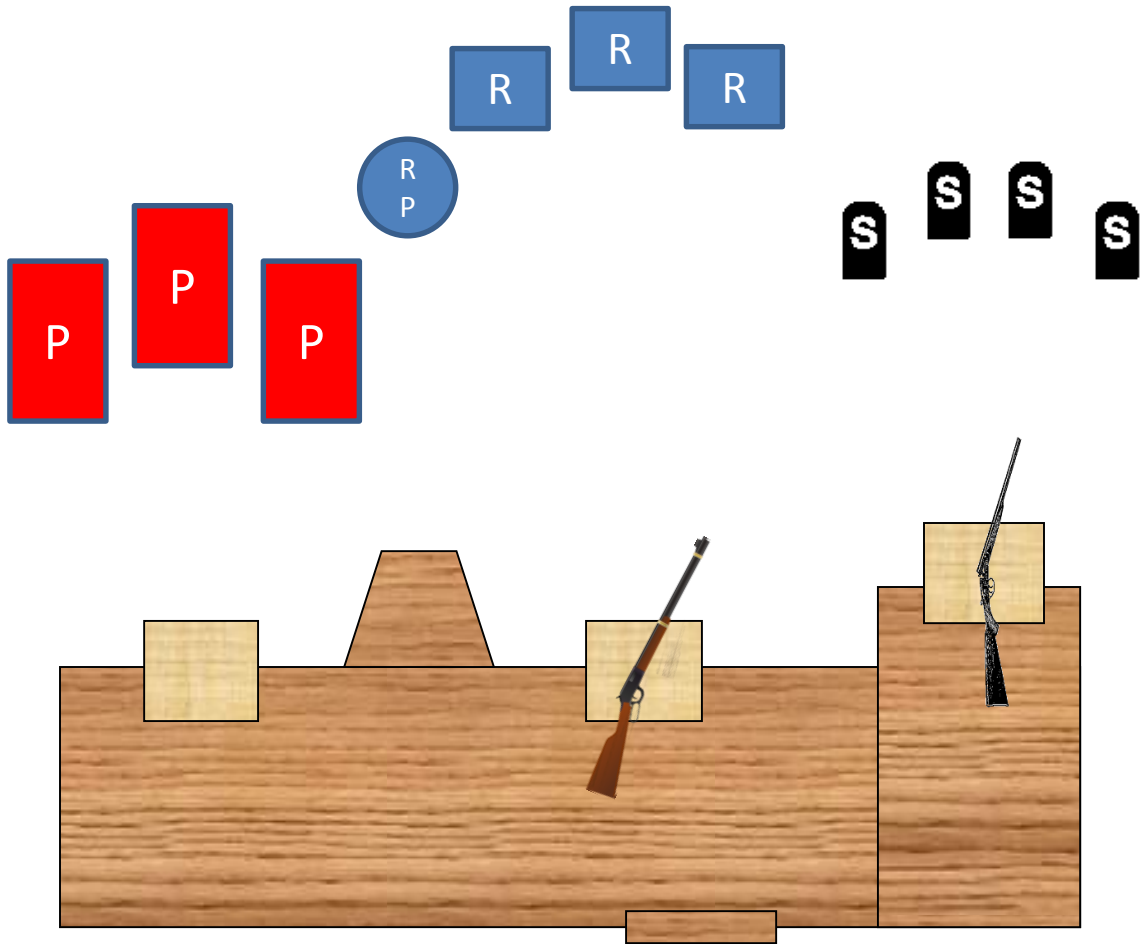
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle staged on center table, shotgun staged on right table in jail. Start standing behind left or right table, hands at low surrender.

Line: That ranger is swift!

ATB: If starting at left table engage the pistol targets in a continuous nine round Nevada sweep, place the 10th round on the circular rifle/pistol target. Move to center table and with rifle engage the rifle targets per the pistol instructions. Make rifle safe. Move to right table and with shotgun knock down the four shotgun targets in any order.

Stage 6, Bay 6



The outlaw might have gone on living if he hadn't tried to match the stranger with the big iron on his hip!

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

Staging: Pistols holstered, rifle staged on center table, shotgun staged on right table in jail. Start standing behind left or right table, arms crossed in front of you.

Line: Big mistake!

ATB: If starting at left table, with pistols engage the pistol targets in three straight sweeps (no double taps), place the 10th round on the circular rifle/pistol target. Move to center table and with rifle engage the rifle targets per the pistol instructions. Make rifle safe. Move to right table and with shotgun knock down the four shotgun targets in any order.