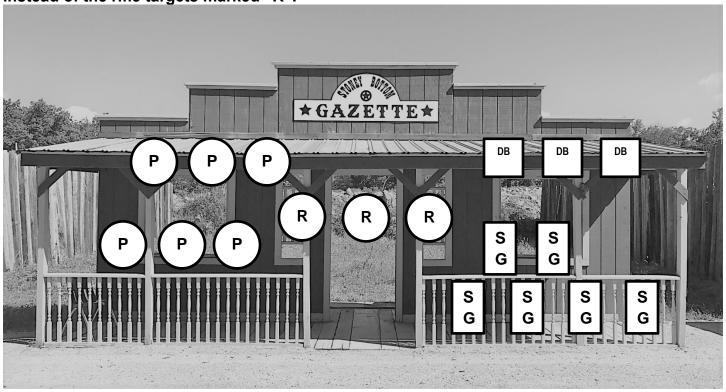
## Stage 1 - The Stoney Bottom Gazette

Note: Doughboy and Teddy Roosevelt competitors will shoot the rifle targets marked "DB" instead of the rifle targets marked "R".



## **Ammunition and Staging:**

Shotgun –6 rounds, staged on right window sill. Rifle –7 rounds, staged on left window sill. (DB & TR: 5 rounds). Pistols – 28 rounds (4 magazines), holstered.

## **Starting Position**

Shooter starts at left window, hand on fully holstered pistol.

## **Ready Line**

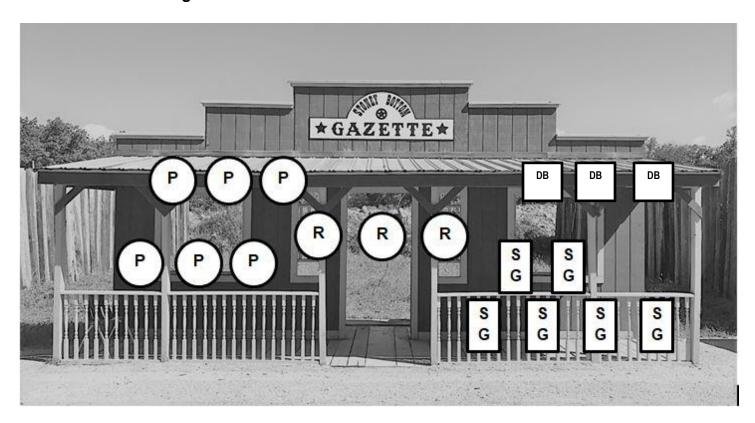
"All right now. Let's do some good."

# At The Beep

With pistol, on the closer targets, with the first five rounds engage targets in an Ohio Sweep (left, center, left, center, right or right, center, right, center, left), then double tap the center target. Repeat. Use the same instructions on the further set of targets. Repeat. Make pistol safe on window shelf. Pick up rifle, move to doorway and engage rifle targets in the same manner. (DB & TR: 5 round Ohio Sweep). Move to right window, make rifle safe, then using shotgun knock down all six shotgun targets.

## Stage 2 - The Stoney Bottom Gazette

Note: Doughboy and Teddy Roosevelt competitors will shoot the rifle targets marked "DB" instead of the rifle targets marked "R".



## **Ammunition and Staging:**

Rifle – 7 rounds staged on right window. (DB & TR: 5 rounds). Pistols – 28 rounds (4 magazines), holstered. Shotgun – 6 rounds, in hand.

## **Starting Position**

Shooter starts at right window, shotgun pointed at target.

#### Ready Line

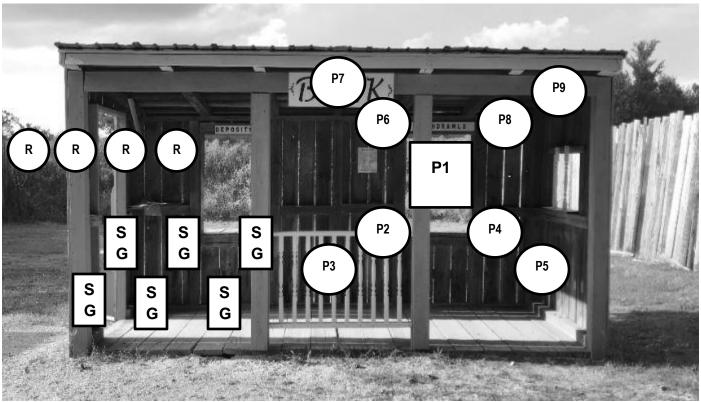
"Here's my warrant!"

#### At The Beep

Knock down all six shotgun targets. Make shotgun safe on window sill, pick up rifle, move to doorway and double tap the center target, then sweep all three targets, then double tap the center target. (DB & TR: 5 round Indiana sweep). Make rifle safe on left window sill. With pistol, on the closer targets, double tap the center target, then sweep all three targets, then double tap the middle target again. Repeat. On the further targets, double tap the center target, then sweep all three targets, then double tap the middle target again. Repeat.

Stage 3 - The Bank

Note: Doughboy and Teddy Roosevelt competitors will shoot the same rifle targets.



## **Ammunition and Staging:**

Shotgun – 6 rounds, staged on left window ledge.

Rifle – 10 rounds, staged on cactus. (DB & TR: 10 rounds; extra clip/rounds staged on cactus) Pistols – 28 rounds (4 magazines), holstered.

## **Starting Position**

Shooter starts at cactus, with both hands on fully staged rifle.

#### **Ready Line**

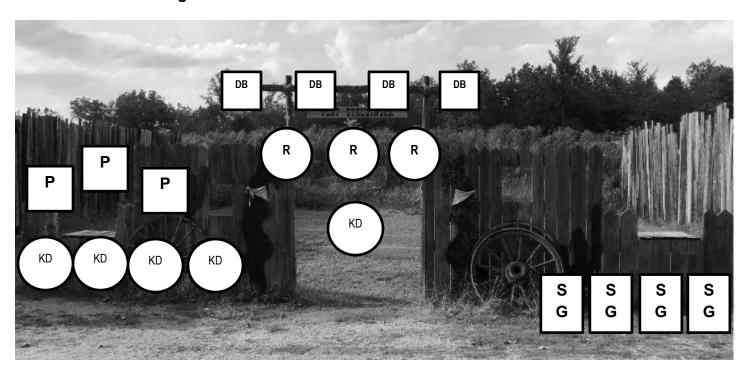
"You're mucking with the "G" here, pal!"

## At The Beep

With rifle, engage targets in a Nevada sweep. Make rifle safe on cactus. Move to left window and knock down all six shotgun targets. Make shotgun safe on left window shelf. With pistol through right window, starting on the center target, Nevada sweep to the left front (7 rounds), then center to the right front (7 rounds), then center to the left rear (7 rounds), then center to the right rear (7 rounds). (P1, P2, P3, P2, P1, P2, P3; P1, P4, P5, P4, P1, P4, P5; P1, P6, P7, P6, P1, P6, P7; P1, P8, P9, P8, P1, P8, P9)

# Stage 4 - Fort Staudinger

Note: Doughboy and Teddy Roosevelt competitors will shoot the rifle targets marked "DB" instead of the rifle targets marked "R".



## **Ammunition and Staging:**

Shotgun – 4 rounds, staged on right shelf. Rifle – 7 rounds, staged on table at fort entrance. (DB & TR: 5 rounds) Pistols – 28 rounds (four magazines), holstered.

## **Starting Position**

Shooter starts at left window, hand on fully holstered pistol.

# **Ready Line**

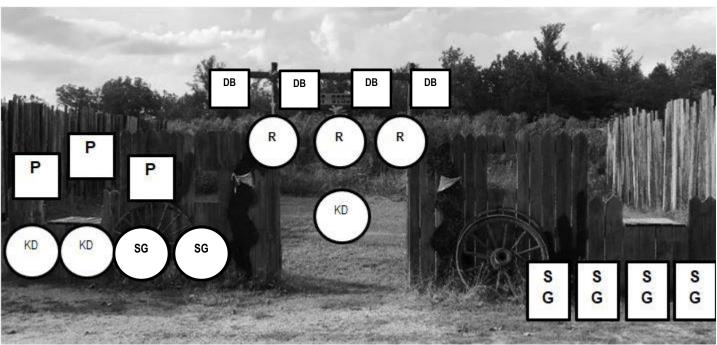
"Carry a gun!"

## At The Beep

Double tap each stationary target, then knock down knockdown target with 7<sup>th</sup> shot. Repeat for 3 more magazines. Make pistol safe on left shelf. Move to fort entrance and double tap each stationary target, then with 7<sup>th</sup> shot knock down knockdown target. (DB & TR: Double tap end target, then single tap the remaining three targets. Make rifle safe on table at fort entrance. Move to shotgun and knock down all four shotgun targets.

# Stage 5 - Fort Staudinger

Note: Doughboy and Teddy Roosevelt competitors will shoot the rifle targets marked "DB" instead of the rifle targets marked "R".



## **Ammunition and Staging:**

Shotgun - 6 rounds, staged on either right or left shelf.

Rifle – 7 rounds, staged on table at fort entrance. (DB & TR: 10 rounds).

Pistols – 14 rounds (two magazines), holstered.

## **Starting Position**

Shooter starts at left shelf, hands touching shelf.

#### Ready Line

"What's the matter? Can't you talk with a gun in your mouth?"

#### At The Beep

Gun order: shotgun-rifle-pistol. Using shotgun, knock down the shotgun targets in front of you. Move to the other shelf and knockdown remaining shotgun targets. Make shotgun safe on shelf. Moving to fort entrance, with rifle, engage targets in a progressive sweep from either end, placing 1 shot on the first target, 2 on the second, and 3 on the third. With the last shot, knock down the knockdown target (DB & TR: 10 round progressive sweep). With pistol, engage pistol targets in the same manner as the rifle, using two magazines.