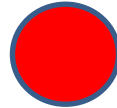


10 Rifle
10 Pistol
4+ Shotgun



A

B

Stage 1 – Bay 1

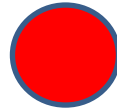
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands on hat. Indicate ready by saying “I’m seeing double”

Shooting: Gun order pistols, rifle, shotgun. Shoot from anywhere safe on the boardwalk.

- with pistols engage the two Texas Stars beginning with the close Star until all ten rounds are expended
- with Rifle shoot any remaining paddles on the stars until all paddles are off and then place remaining rounds on the dump plate. Each round on the dump plate is a 2 second bonus. Each paddle left is a miss.
- with Shotgun, shoot the four shotgun targets – must go down

10 Rifle
10 Pistol
4+ Shotgun



A

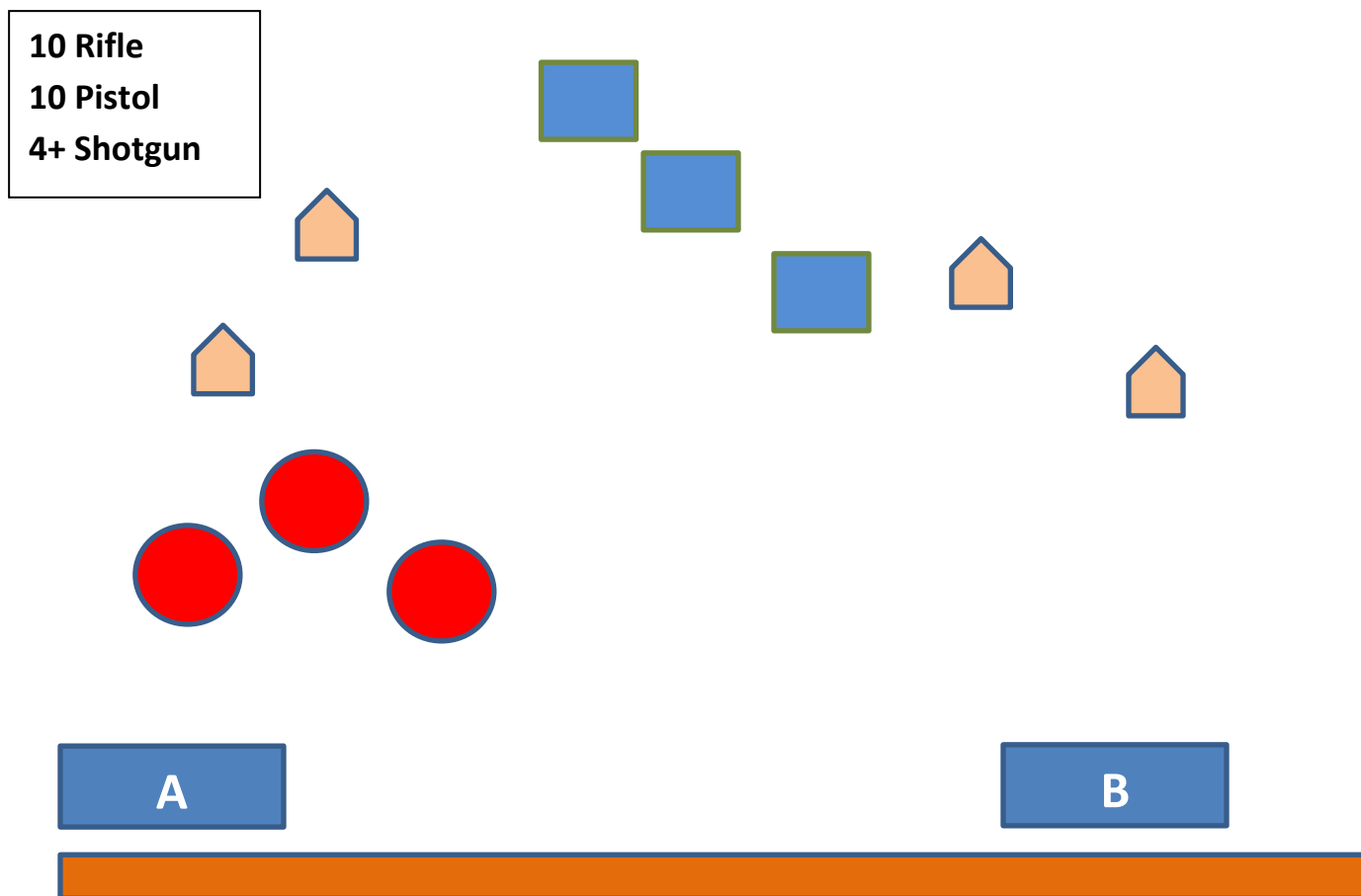
B

Stage 2 – Bay 1

Start: In front of any table with pistol(s) in hand. Indicate ready by saying “enough practice”

Shooting: Gun order pistols, rifle, shotgun. Shoot from anywhere safe on the boardwalk.

- with pistols engage the dump target for three rounds and then engage the close Star until all ten rounds are expended or until all paddles are off. Place any remaining rounds on the dump target. A miss on the dump target is a miss but a hit is a 2 second bonus (not counting the initial three rounds).
- with Rifle engage the dump target for three rounds and then engage the far Stars until all paddles are off and then place remaining rounds on the dump plate. A miss on the dump target is a miss but a hit is a 2 second bonus (not counting the initial three rounds).
- with Shotgun, shoot the four shotgun targets – must go down. Then you can shoot any remaining paddles for a clean round.



Stage 3 – Bay 2

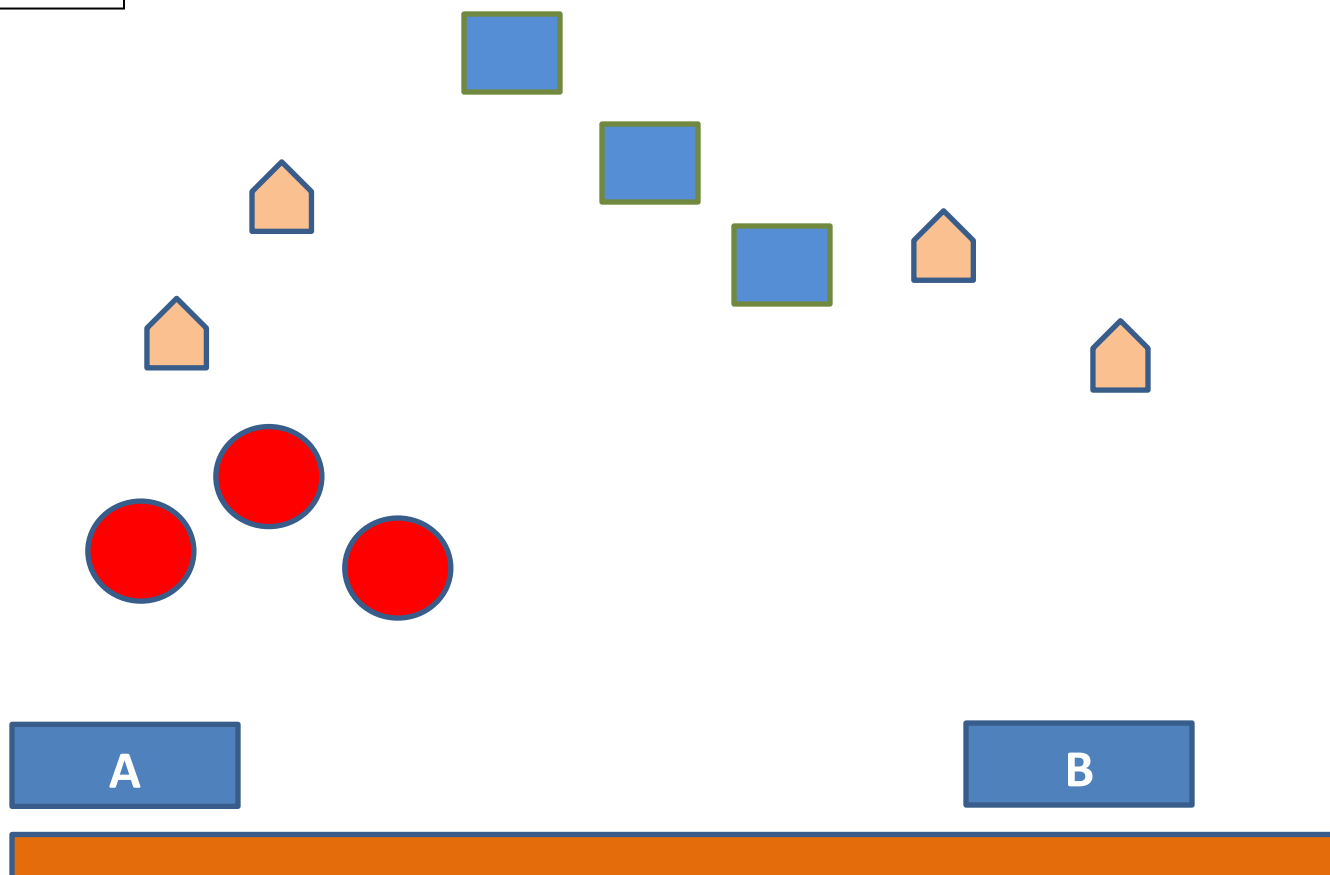
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at low surrender. Indicate ready by saying “Quick and easy”

Shooting: Gun order shooters choice. Both positions must be used.

- **IF** With Rifle, engage the three R targets with two 2-1-2 sweeps from either end. No dirty sweeps.
- **IF** with pistols engage the three P targets with two 2-1-2 sweeps from either end. No dirty sweeps.
- **IF** with Shotgun, shoot four knock down targets till down.

10 Rifle
10 Pistol
4+ Shotgun



Stage 4 – Bay 2

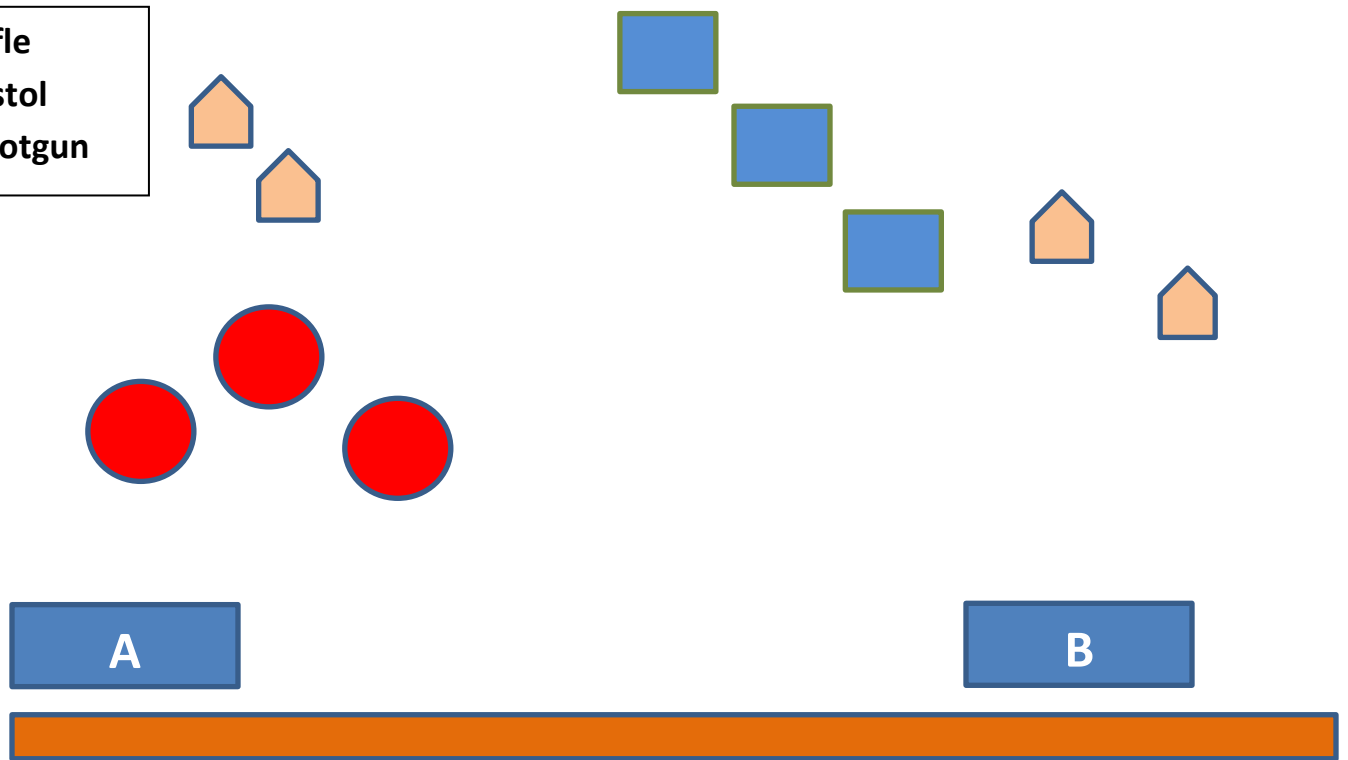
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at low surrender. Indicate ready by saying “once more”

Shooting: Gun order shooters choice. Both positions must be used.

- **IF** with Rifle from table B, engage the three R targets in a continuous Nevada sweep from either end.
- **IF** with pistols from table A, engage the three P targets with a continuous Nevada sweep from either end.
- **IF** with Shotgun, shoot the four knock down until down.

10 Rifle
10 Pistol
4+ Shotgun



Stage 5 – Bay 2

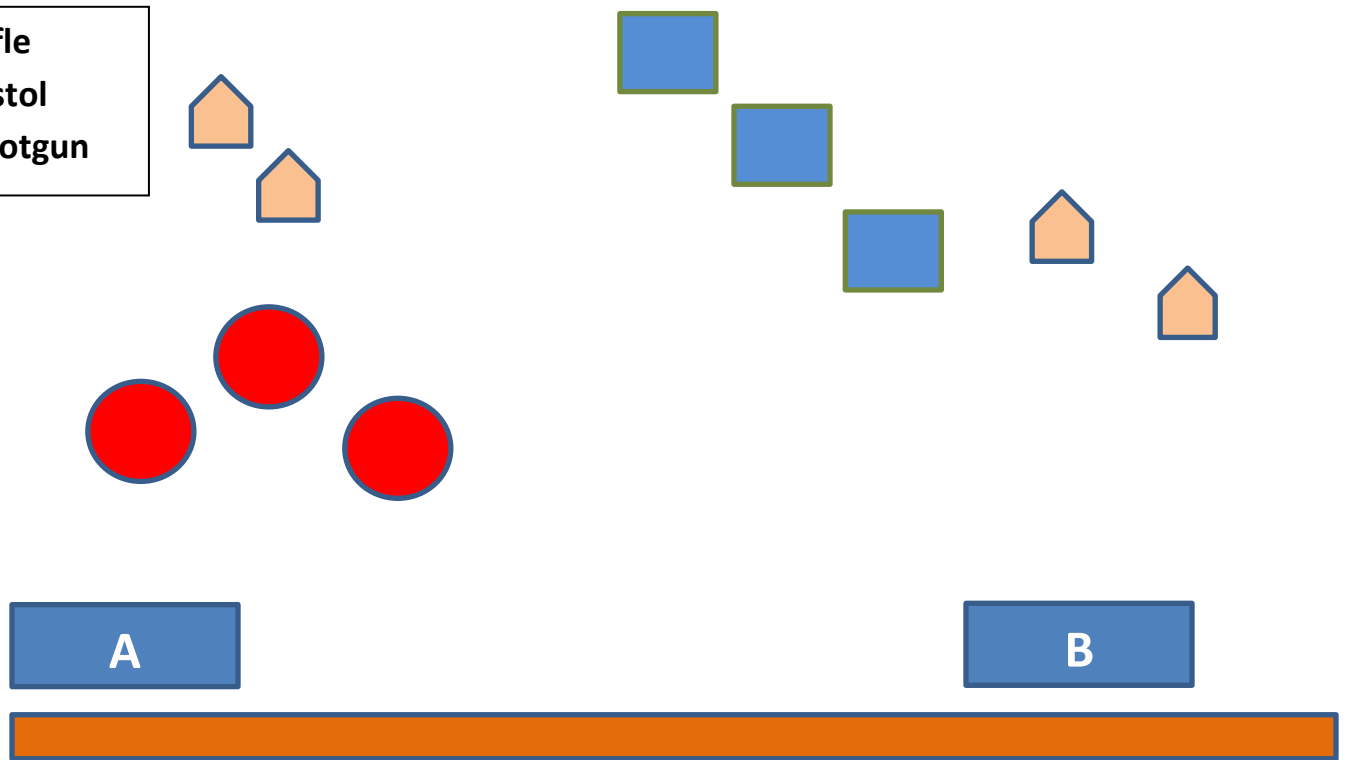
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at low surrender. Indicate ready by saying “Third time is a charm”

Shooting: Gun order shooters choice. Both positions may be used.

- **IF** With Rifle, engage the three R targets with at least three rounds on each target. No triple taps.
- **IF** with pistols engage the three P targets with at least three rounds on each target. No triple taps.
- **IF** with Shotgun, shoot four knock down targets till down.

10 Rifle
10 Pistol
4+ Shotgun



Stage 6 – Bay 2

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: With hands clasped behind your back. Indicate ready by saying “one more time”

Shooting: Gun order shooters choice. Both positions may be used.

- **IF** With Rifle, engage the three R targets with a double tap Nevada Sweep from either end.
- **IF** with pistols engage the three P targets with a double tap Nevada Sweep from either end.
- **IF** with Shotgun, shoot four knock down targets till down.