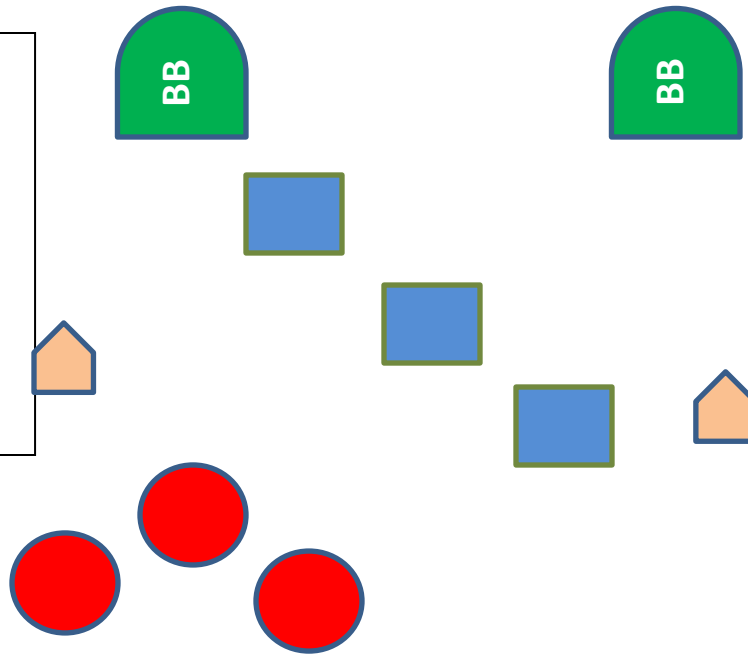


10 Cowboy Rifle or
6 BB Lever or
3 BB Single
and
10 Pistol
2+ Shotgun



Targets	Distance - yards
Pistol	4-4+-5-5+
Rifle	10-9+-9-8+-8
Shotgun	10



Stage 1 – Upper Gulch

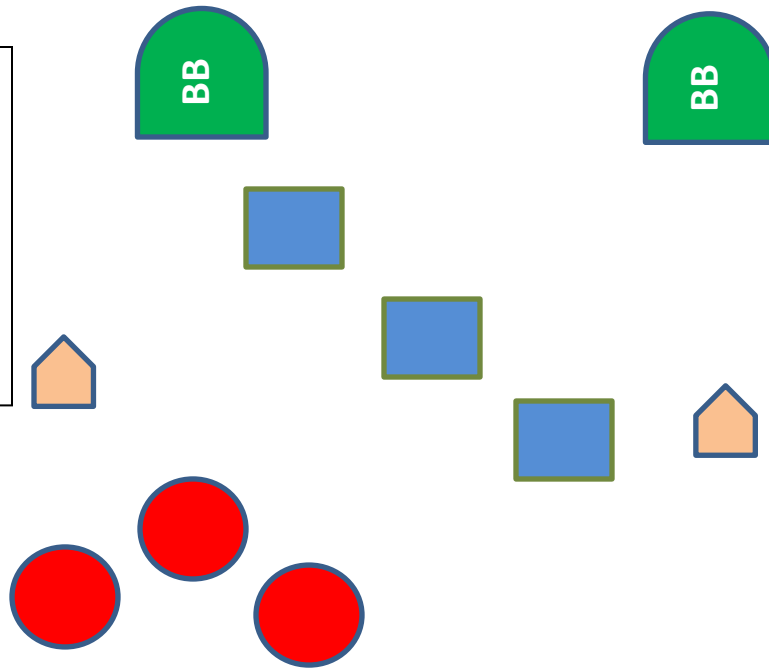
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

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

Shooting: Gun order shooters choice.

- **IF** With cowboy Rifle from, engage the three R targets with two 2-1-2sweeps from either end. No dirty sweeps.
- **IF** with BB Lever engage BB targets with two 2-1 sweeps from either end, no dirty sweeps.
- **IF** with BB single engage the BB targets with a 2-1 sweep from either end.
- **IF** with pistols engage the three P targets with two 2-1-2sweeps from either end. No dirty sweeps.
- **IF** with Shotgun from table A, shoot two knock down targets till down.

10 Cowboy Rifle or
 4 BB Lever or
 3 BB Single
 and
 10 Pistol
 2+ Shotgun



Targets	Distance - yards
Pistol	4-4+-5-5+
Rifle	10-9+-9-8+-8
Shotgun	10



Stage 2 – Upper Gulch

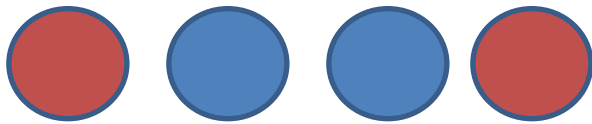
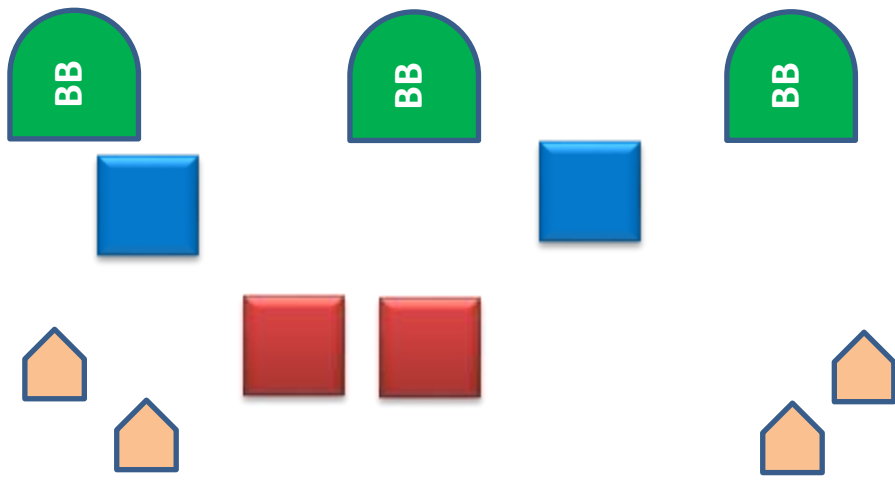
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 4 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of table A with hands at low surrender. Indicate ready by saying “play it again Sam”

Shooting: Gun order shooters choice.

- **IF** with Cowboy Rifle from table A, engage the three R targets in a continuous Nevada sweep from either end.
- **IF** with Big Bore lever action engage the BB targets in a continuous Nevada sweep form either end.
- **If** with Big Bore Single engage the BB targets in a continuous sweep form either end.
- **IF** with pistols from table A, engage the three P targets with a continuous Nevada sweep from either end.
- **IF** with Shotgun from table A, shoot the two knock down until down.

10 Cowboy Rifle or
6 BB Lever or
4 BB Single
and
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 3 – Middle Gulch

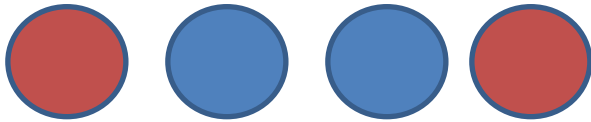
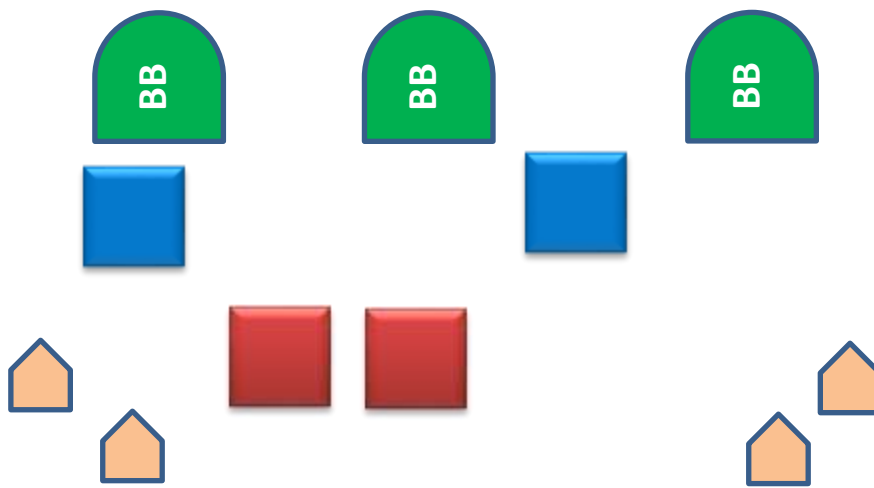
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of either table with hands at high surrender.

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

- **IF** with Cowboy Rifle engage the two outside targets alternating for 5 rounds then engage the inside targets alternating for 5 rounds..
- **IF** with BB Lever Rifle alternate of the two outside targets for 4 rounds then double tap the center target.
- **IF** with BB single shot Rifle shoot each outside target then double tap the center target.
- **IF** with pistols engage the pistol targets per the rifle instructions..
- **IF** with shotgun, shoot the four shotgun targets till down.

10 Cowboy Rifle or
6 BB Lever or
3 BB Single
and
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 4 – Middle Gulch

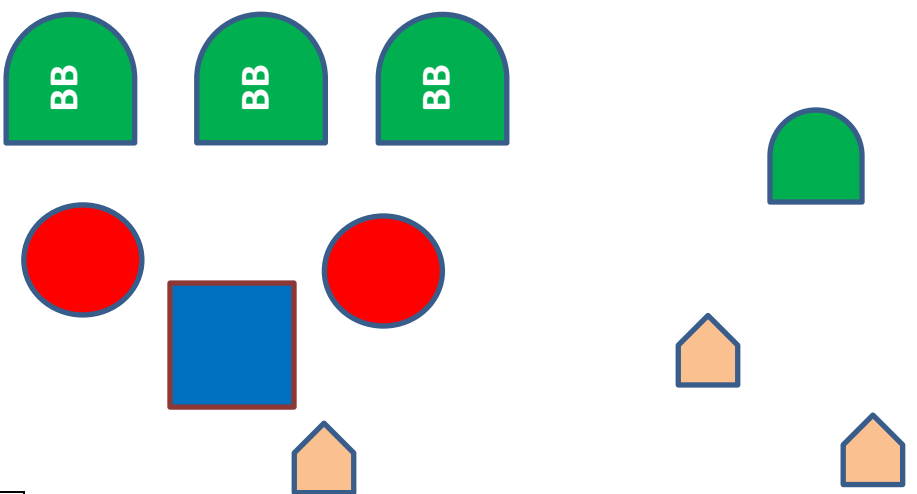
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of either table with gun(s) in hand(s)

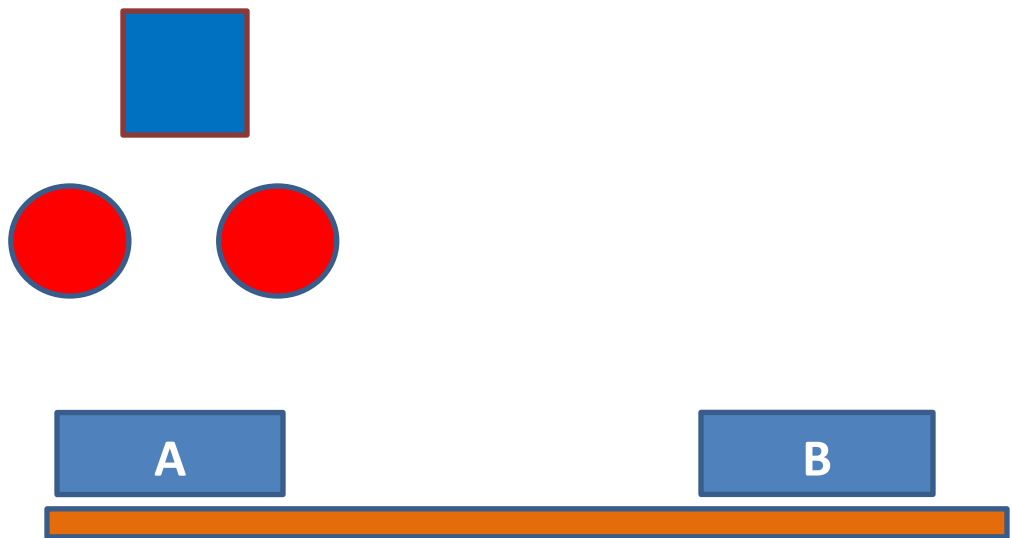
Shooting: Gun order shooters choice. Both positions must be used.

- **IF** with Cowboy Rifle engage each target at least twice with no double taps for 10 rounds.
- **IF** with BB Lever Rifle engage the BB targets twice each with no double taps.
- **If** with BB Single Shot Rifle engage the BB target once each.
- **IF** with pistols engage the pistol targets per the rifle instructions.
- **IF** with Shotgun from table B, shoot the four shotgun targets, must go down.

10 Cowboy Rifle or
6 BB Lever or
4 BB Single
and
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



Stage 5 – Lower Gulch

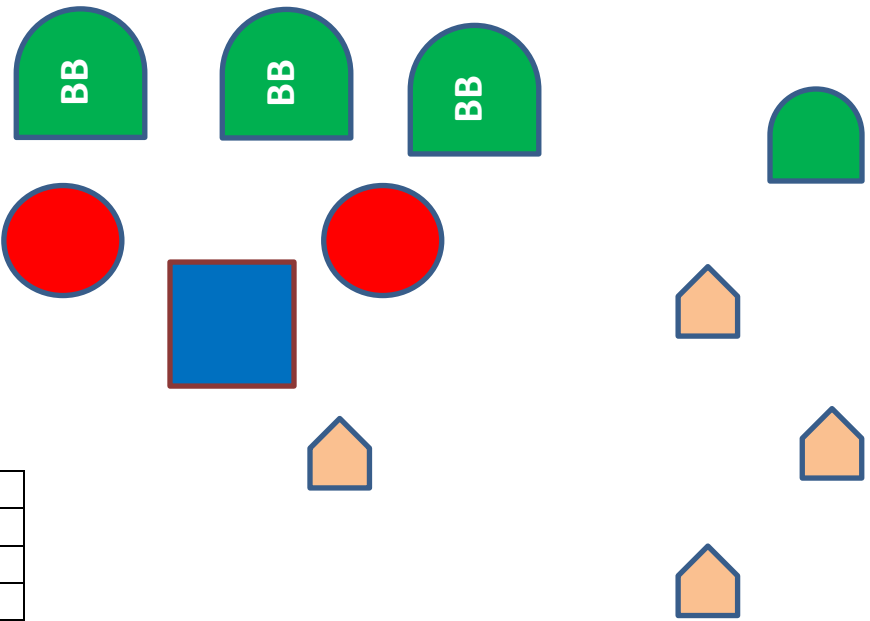
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands on hat. Indicate ready by saying “Ready to load”

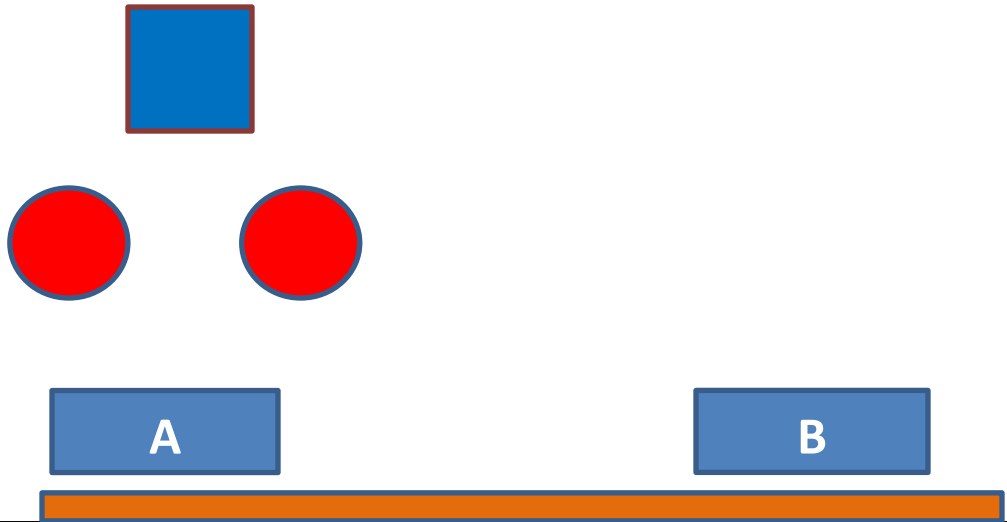
Shooting: Gun order shooters choice. Both positions must be used.

- **If** with Cowboy Rifle you may load an eleventh round any time on the clock to engage rifle targets in a double tap Nevada sweep for 10 rounds **THEN** shoot the bonus target for a ten second bonus. A miss on the bonus target is not a miss.
- **IF** with BB Lever Rifle engage the BB targets with a 2-1-2- sweep and sixth round on the bonus target.. Bonus no miss.
- **If** with BB Single Shot Rifle engage the BB target once each then fourth round on bonus target. Bonus no miss.
- **IF** with pistols engage the targets in a double tap Nevada sweep for ten rounds.
- **IF** with Shotgun from table B shoot the four shotgun targets – must go down

10 Cowboy Rifle or
6 BB Lever or
4 BB Single
and
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



Stage 6 – Lower Gulch

Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of any table with hands at default.

Shooting: Gun order shooters choice. Both positions must be used. Indicate ready by saying “THIS IS A GAMBLE

- **IF** with Rifle engage rifle targets with a triple tap sweep. **THEN** either put the tenth round on the center target **OR** shoot the bonus target for a ten second bonus - **A MISS ON THE BONUS TARGET IS A MISS!**
- **IF** with BB Lever Rifle engage the BB targets with a 2-1-2- sweep and sixth round either on the center target or on the bonus target for a ten second bonus **A MISS ON THE BONUS TARGET IS A MISS!**
- **IF** with BB Single Shot Rifle engage the BB target once each then fourth round either on the middle target or on the bonus target for a ten second bonus **A MISS ON THE BONUS TARGET IS A MISS!**
- **IF** with pistols engage the pistol targets with a triple tap sweep. **THEN** either put the tenth round on the center target **OR** shoot the bonus target for TWO ten second bonuses - **A MISS ON THE BONUS TARGET IS A MISS!**