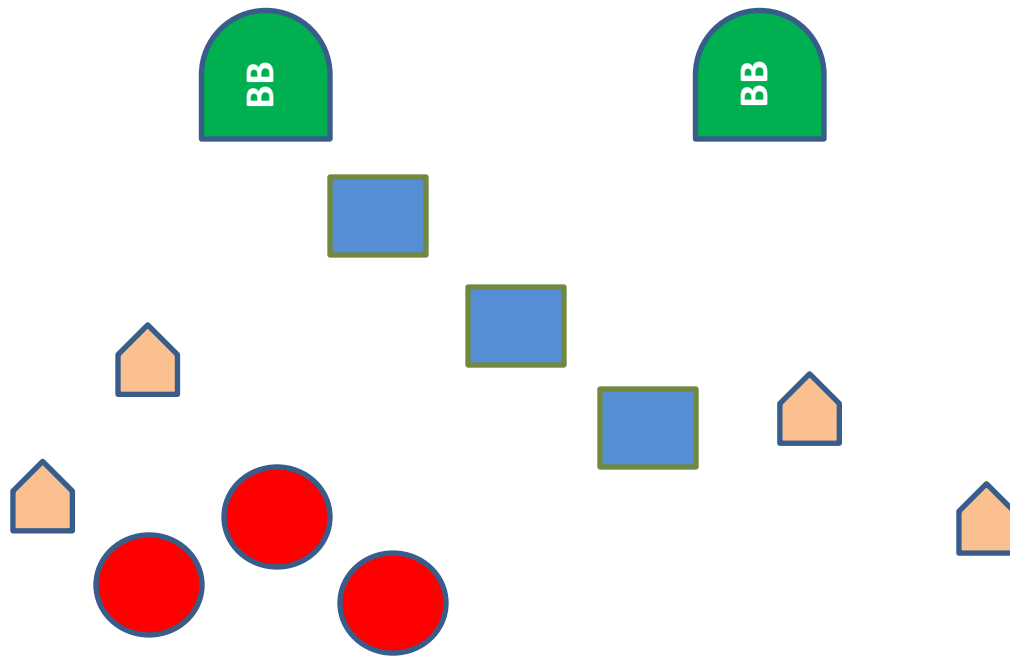


10 Cowboy
Rifle or
6 BB Lever or
3 BB Single
and
10 Pistol
4+ Shotgun



Stage 1 – Bay 1-Upper Gulch

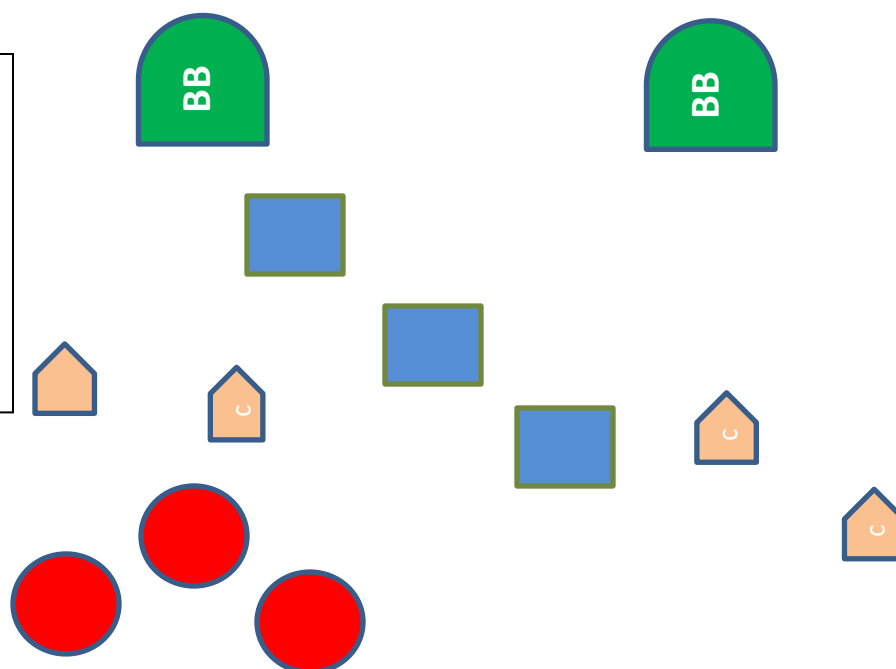
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

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

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

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

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



Stage 2 – Bay1-Upper Gulch

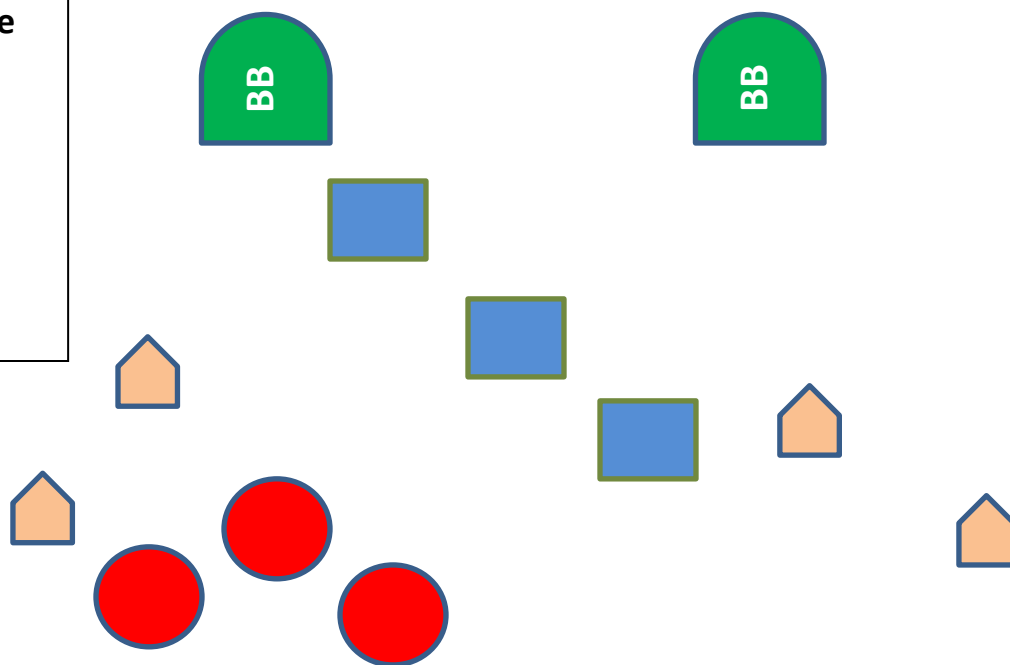
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 4 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

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

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

- **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, shoot the four knock down until down.

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



Stage 3 – Bay 1-Upper Gulch

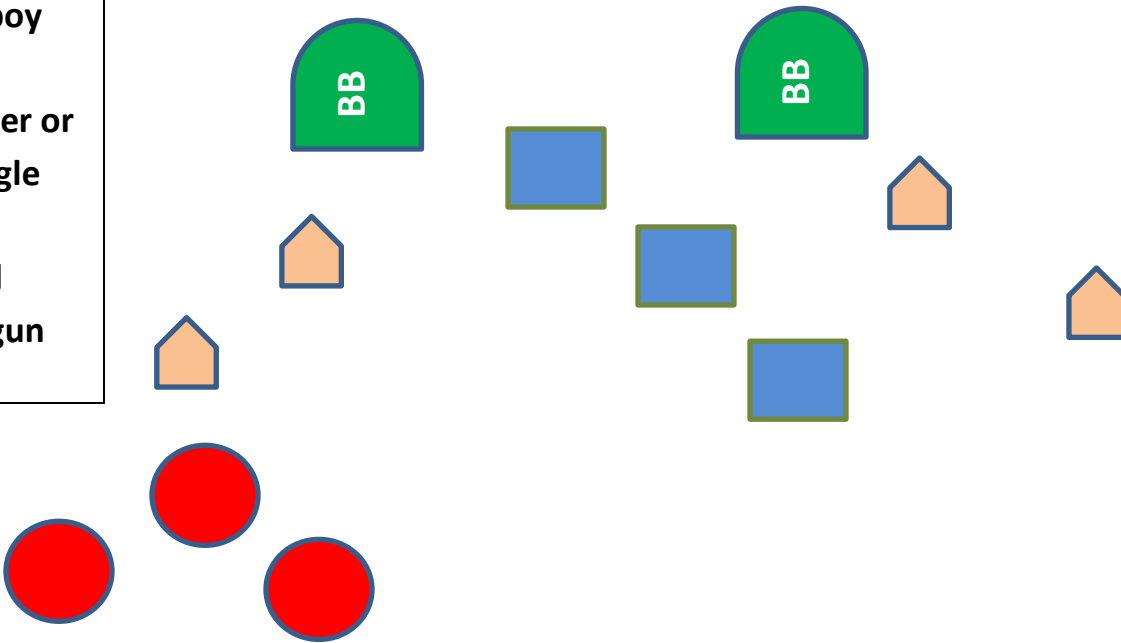
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

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

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

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

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



Stage 4 – Bay 1-Upper Gulch

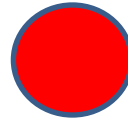
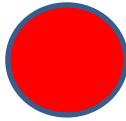
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands on hat. Indicate ready by saying “Long Shot at best”

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

- **If** with Cowboy Rifle shoot the tree rifle targets with at least 3 rounds each, no triple taps.
- **IF** with BB Lever Rifle engage the BB targets with at least three rounds on each target, no triple taps.
- **If** with BB Single Shot Rifle engage the BB targets twice each with no double taps.
- **IF** with pistols engage the targets in a double tap Nevada Sweep starting on any target.
- **IF** with Shotgun, shoot the four shotgun targets – must go down

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



Stage 5 – Bay 4

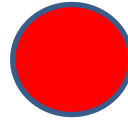
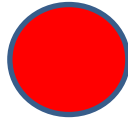
Guns: Rifle loaded ten rounds staged safely. Big Bore Lever loaded with 6 rounds staged safely. Big Bore Single open and empty staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

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

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

- **If** with Cowboy Rifle engage rifle targets in a double tape Nevada sweep for 10 rounds
- **IF** with BB Lever Rifle engage the BB targets with a 2-1-2- sweep and sixth round on the center target.
- **If** with BB Single Shot Rifle engage the BB target once each then fourth round on the center target.
- **IF** with pistols engage the Texas Star until all paddles are off. Paddles remaining are a miss. After all paddles are off, place remaining rounds on the dump target. A miss on the dump target is a miss.
- **IF** with Shotgun, shoot the four shotgun targets – must go down

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



Stage 6 – Bay 3

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 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** put the tenth round on the center target.
- **IF** with BB Lever Rifle engage the BB targets with a 2-1-2- sweep and sixth round on the center target.
- **IF** with BB Single Shot Rifle engage the BB target once each then fourth round either on the middle target.
- **IF** with pistols engage the Texas Star until all paddles are off. Paddles remaining are a miss. After all paddles are off, place remaining rounds on the dump target. A miss on the dump target is a miss BUT YOU GET A 2 SECOND BONUS FOR EVERY ROUND ON THE DUMP PLATE AFER ALL THE PADDELS ARE OFF THE STAR.
- **IF** with Shotgun, shoot the four shotgun targets – must go down