

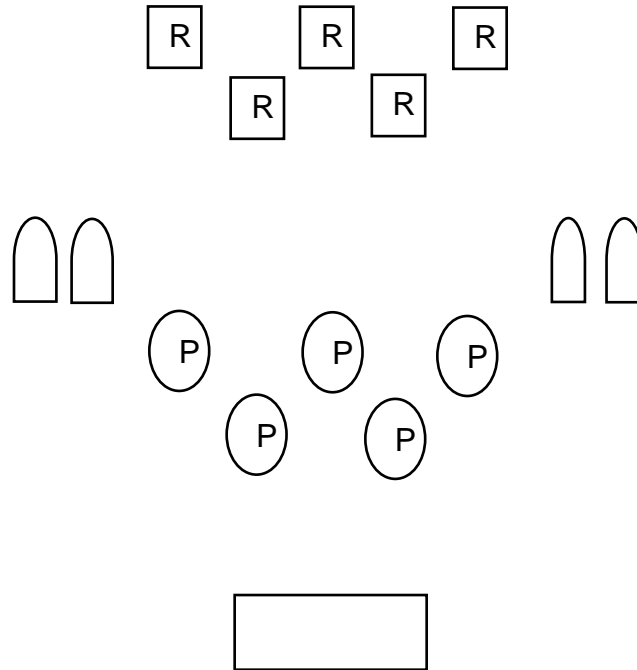
## Bay 1

### Stage 1

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands at low surrender. Shooter will indicate ready by saying "That isn't a W."

At the Beep:

**If with Pistol** –Engage the P targets with a double tap sweep starting either end (or the opposite side of the Rifle sweep).

**If with Rifle** –Engage the R targets with a double tap sweep starting on either end (or the opposite side of the Pistol sweep).

**If with Shotgun** – Engage the shotgun targets any order.

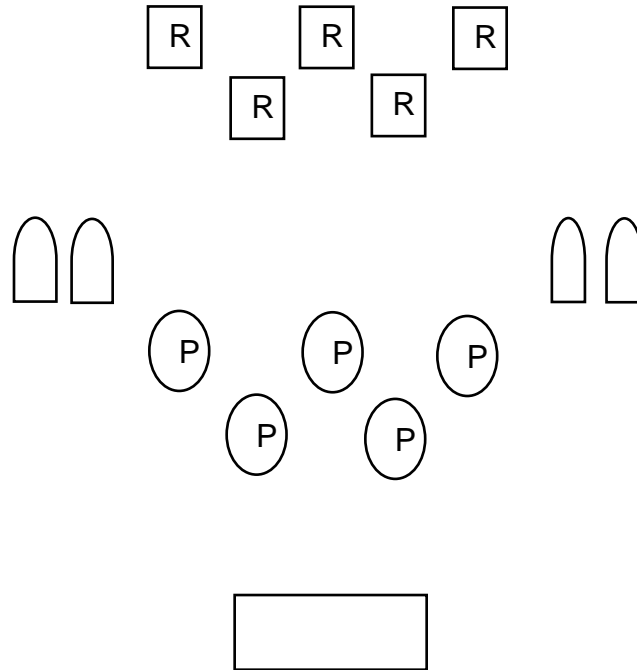
## Bay 1

### Stage 2

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and rifle staged safely. Shooter starts with shotgun in hand. Shooter will indicate ready by saying "Buck this."

At the Beep:

**If with Shotgun** – Engage the shotgun targets starting on the right.

**If with Pistol** – Engage the P targets with two rounds on each, NO double taps.

**If with Rifle** – Engage the R targets with the same instructions as the pistols.

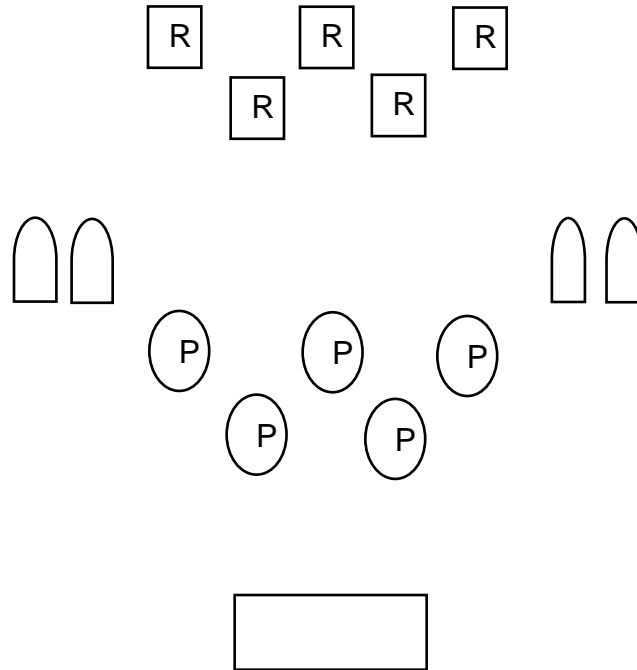
## Bay 1

### Stage 3

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely.

Shooter starts with hands covering ears. Shooter will indicate ready by saying "Not so Loud!!."

At the Beep:

**If with Pistol** –Double tap the left side P targets. Then place a single round on the center target. Repeat the instructions from the right side.

**If with Rifle** –Engage the R targets with the same instructions as the pistol.

**If with Shotgun** – Engage the shotgun targets any order.

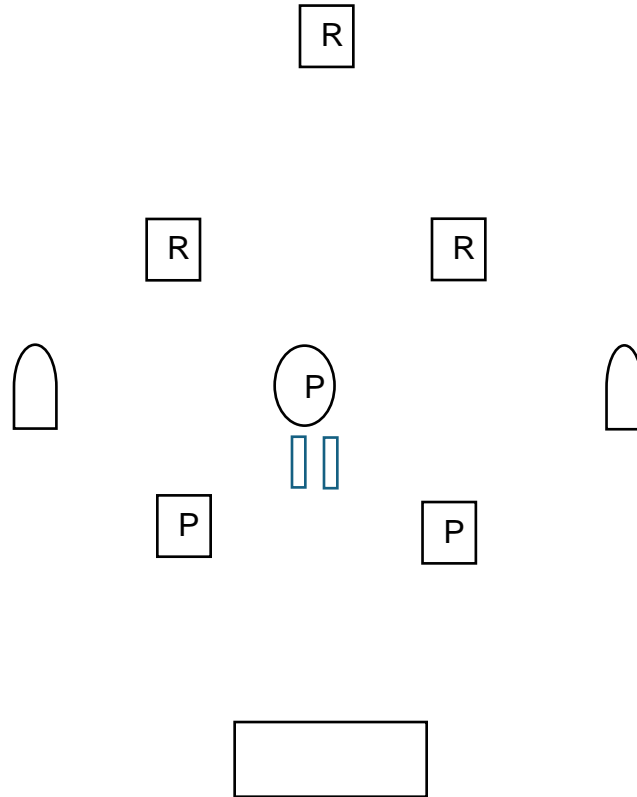
## Bay 1

### Stage 4

Pistol - 10

Rifle - 10

Shotgun - 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands at the end of your arms, not touching guns. Shooter will indicate ready by saying "Whistle Dixie"

At the Beep:

**If with Pistol** –Double tap sweep the P targets from either end. Then single round sweep the P targets, no dirty. Then place the last round on the center target.

**If with Rifle** –Engage the R targets with the same instructions as the pistol.

**If with Shotgun** – Engage the pipes first then the knock downs.

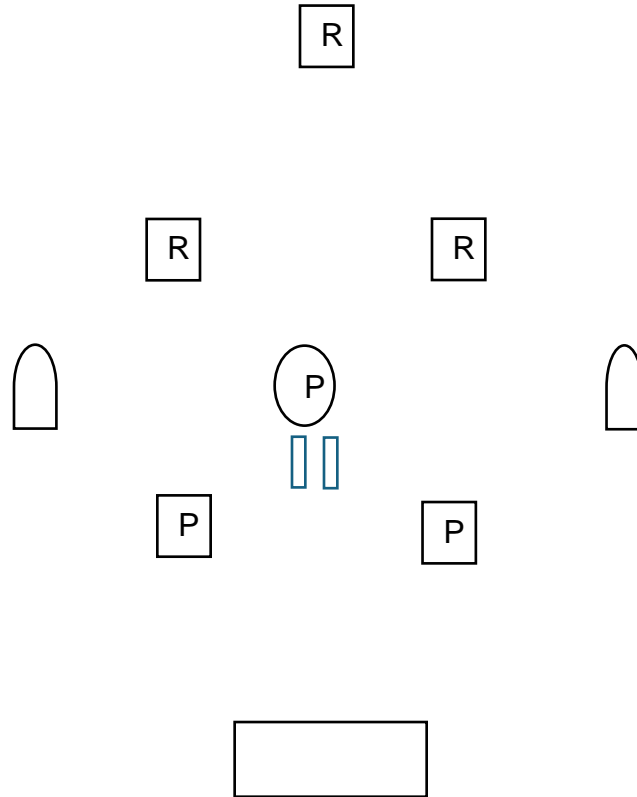
## Bay 1

### Stage 5

Pistol - 10

Rifle - 10

Shotgun - 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands flat on table. Shooter will indicate ready by saying "Deuces are wild" At the Beep:

**If with Pistol** –Engage the P targets with a double tap Nevada sweep from either end.

**If with Rifle** –Engage the R targets with the same instructions as the pistol.

**If with Shotgun** – Engage the pipes and the knock downs in any order.

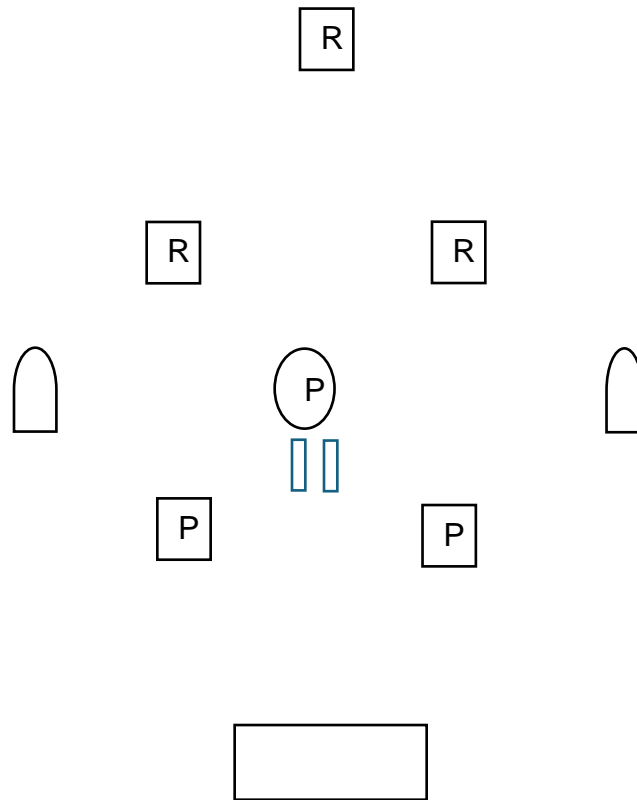
## Bay 1

### Stage 6

Pistol - 10

Rifle - 10

Shotgun - 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands on top of hat or head. Shooter will indicate ready by saying "Hold on to your hat"

At the Beep:

**If with Pistol** –Engage the P targets with a continuous clockwise "Round Robin" sweep, starting on the center target.

**If with Rifle** –Engage the R targets with the same instructions as the pistol.

**If with Shotgun** – Engage the left pipe, then the right knock down. Then engage the left knock down followed by the right pipe.