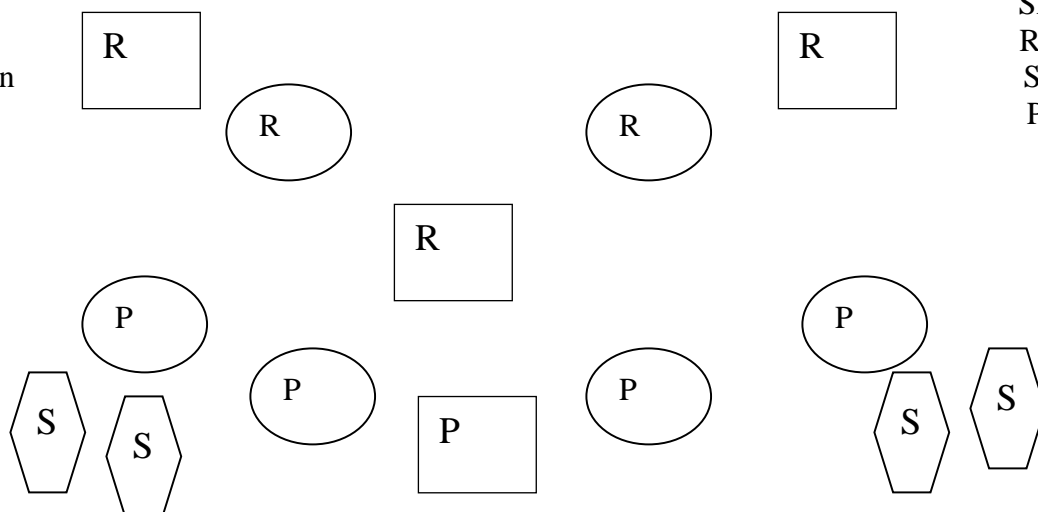
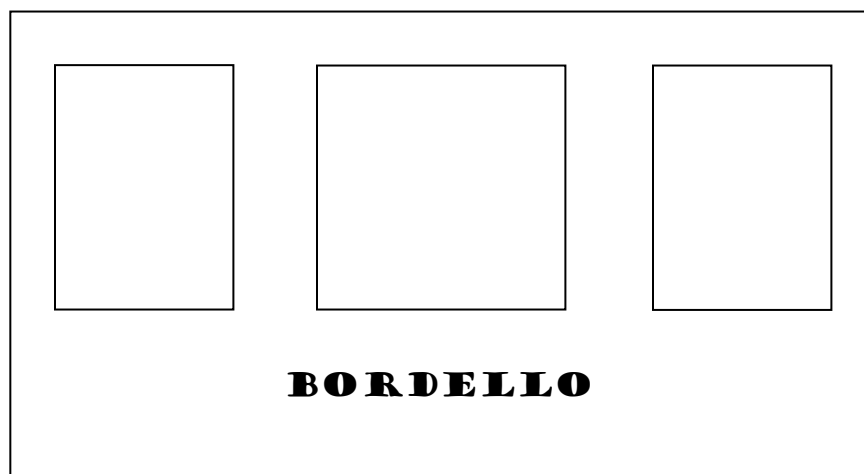


Bay 4 Stage #1

10 Rifle
10 Pistol
4+ Shotgun



Shotgun
Rifle
Shotgun
Pistols

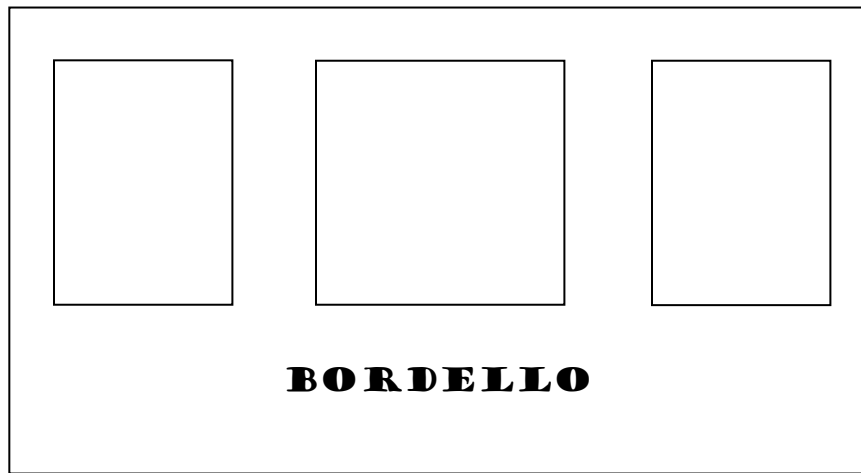
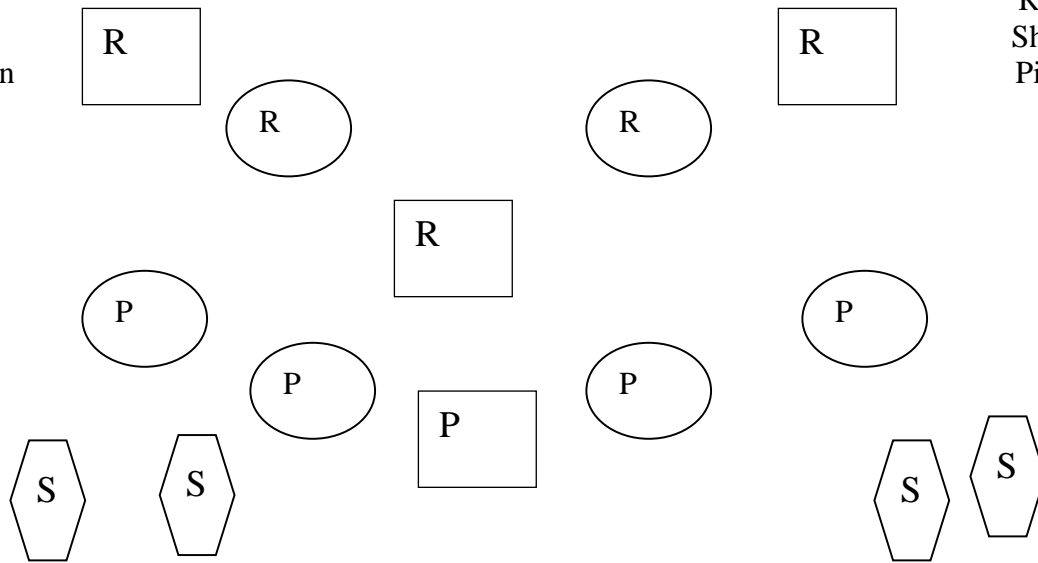


Rifle staged appropriately, Shotgun in hand at the middle window. At the beep move either left or right to the window and engage the 2 shotgun knockdowns. Move back to middle window (you might want to bring your shotgun with you). Ground shotgun, with Rifle engage the targets in to following order - 2 in the middle, 2 on the inside left, 2 on the inside right. Then 2 on the outside left and finally 2 on the outside right. Ground Rifle, take Shotgun to the opposite window and shoot down the remaining 2 shotgun knockdown targets
Return to middle window and repeat Rifle sweep with pistols

Bay 4 Stage #2

9 Rifle
9 Pistol
4+ Shotgun

Rifle
Shotgun
Pistols

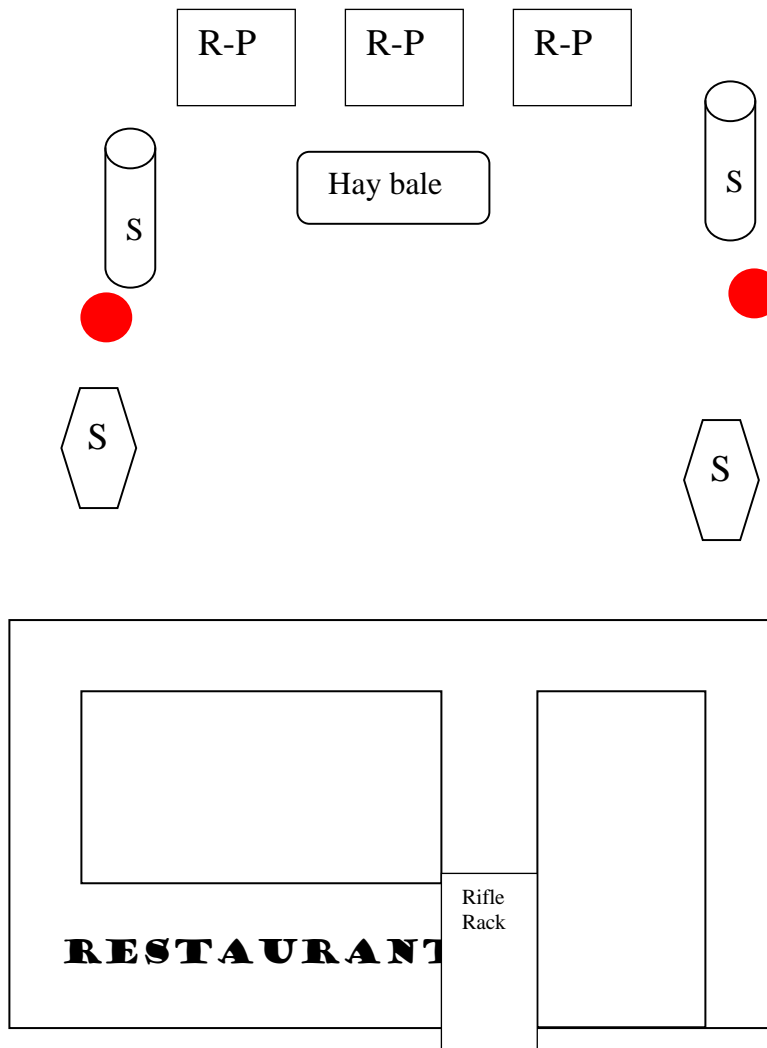


Stage long guns appropriately. Start at middle window with hands FLAT on the table. At the beep with rifle engage the rifle targets in the following order. Double tap all the outside rifle targets and place the ninth shot on the target in the middle. With shotgun engage the knockdowns. With pistols repeat the same sweep as the rifle on the pistol targets.

Bay 5 Stage #3

10 Rifle
10 Pistol
6+ Shotgun

Rifle
Shotgun
Pistols



The red dots are bunnies

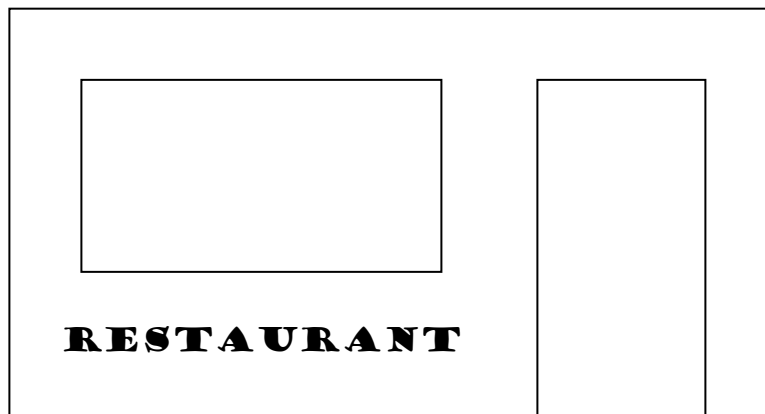
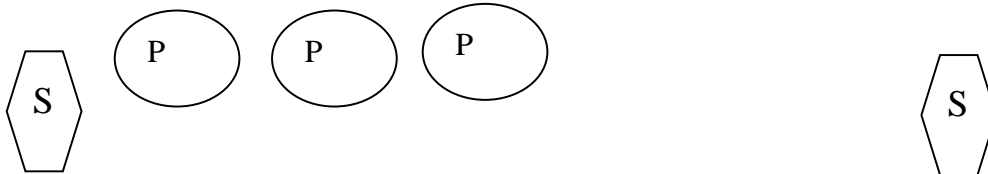
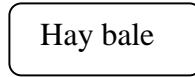
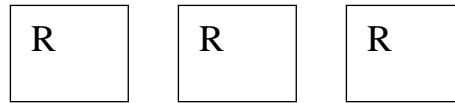
Stage shotgun in vertical Rifle rack. Starts with rifle in hands, at the beep engage the Rifle targets in a double tap Nevada sweep. Ground Rifle in vertical Rifle rack retrieve Shotgun and from doorway engage the Shotgun knockdowns. Move forward and engage the bunnies and pipes.

Remember the 170 rule and don't get too close to the shotgun targets Keep them in front of you. Moving forward ground your shotgun on the hay bale and with pistols engage the rifle targets the same as with rifle.

Bay 5 Stage #4

10 Rifle
10 Pistol
2+ Shotgun

Rifle
Shotgun
Pistols

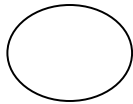
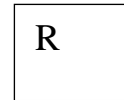
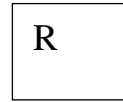


Shotgun staged appropriately. Starting in doorway with rifle in hand.
At the beep engage the rifle targets in a 2-1-2 sweep and repeat from either direction.
Move to window and ground Rifle.
With Shotgun knock down the two shotgun targets
Then engage the pistol targets the same as the rifle targets.

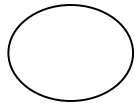
Bay 6 Stage #5

10 Pistol
10 Rifle
4+ Shotgun

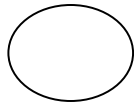
Pistol
Rifle
Shotgun



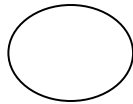
Heart



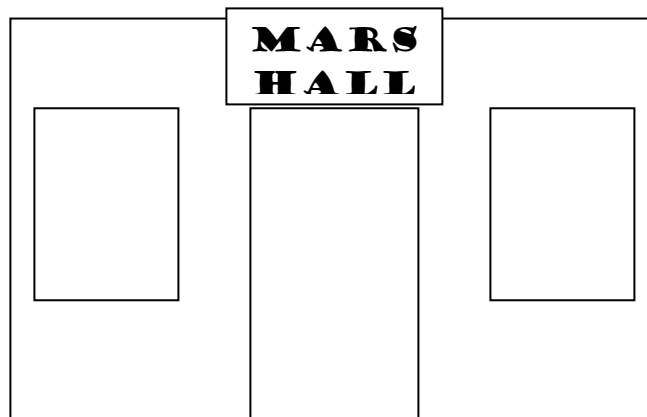
Club



Spade



Diamond



Stage rifle and Shotgun appropriately.

Off the clock –Draw a card to determine where you start your sweep.

To start the stage hold the card in both hands straight out in front of you standing in front of the pistol targets (left window). Call out in a loud voice what card you drew and at the beep drop the card and with pistols engage the pistols targets in a double tap Nevada sweep from either direction starting with the card you drew.

Move to doorway and with Rifle engage the targets the same as with the pistols

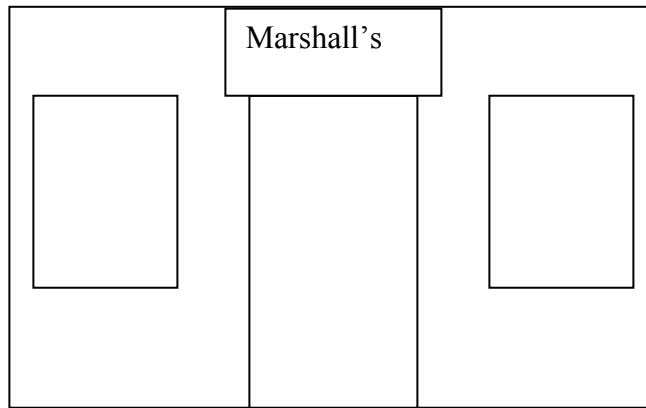
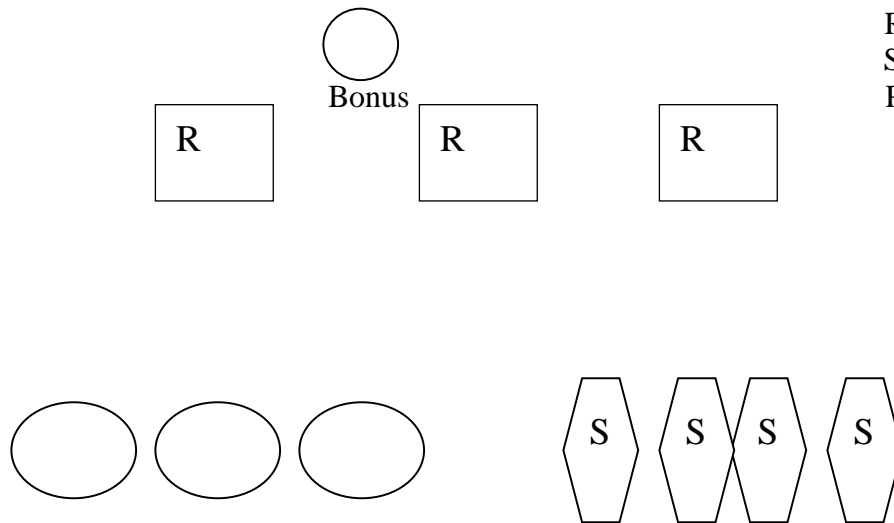
Note- we only have one set of card suite so you'll have to remember where you started with the pistols and shoot it the same way!!

Move to right window and with Shotgun engage the 4 shotgun knockdowns

Bay 6 Stage #6

10 Pistol
10 Rifle
4+ Shotgun

Rifle
Shotgun
Pistol



Note- Drop left hand pistol and rifle targets

Stand and deliver Stage shotgun appropriately. Start with rifle in hands. At the beep triple tap the rifle targets putting the tenth round on the bonus target. Ground Rifle; with Shotgun engage the 4 shotgun knockdown targets. Ground Shotgun and with Pistols triple tap the three targets and put the tenth round on the center target.