

## **Setup Instructions**

### Stages 1-2 Bordello

Rifle targets 4, centered on position 2

Pistol targets 4, centered on position 4

Shotgun knockdown 6, 2 outside left of bordello 2 outside right of bordello and 2 in the center

### Stages 3-4 Restaurant

Rifle targets 2, on tall stands centered on large window

Pistol targets 2, on short stands centered on large window

Shotgun knockdown 4, 2 on left and 2 on right

### Stages 5-6 Marshall's Office

Rifle targets 3, placed in tight diagonal

Pistol targets 3, placed in tight diagonal

Shotgun knockdown 3, clay popper 1, centered outside right side of office

### Total target count

Square 9

Round 9

Knockdowns 13

Clay poppers 1

Box of clays

### Total round count

Pistol 60

Rifle 60

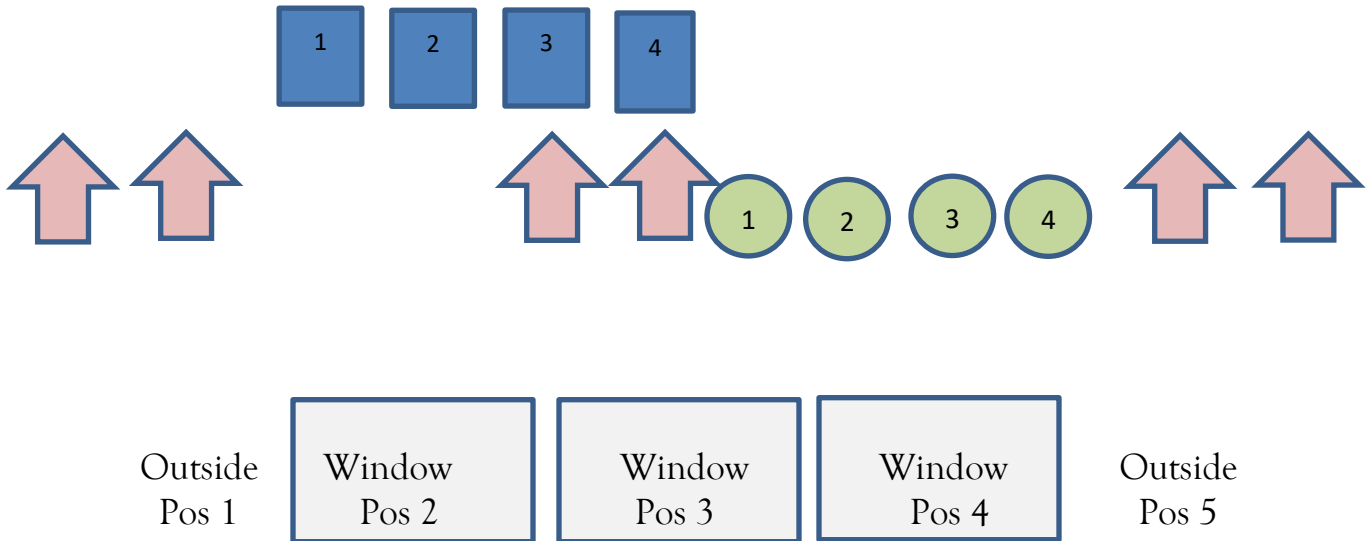
Shotgun 26+

# Stage 1 Bordello

2 Pistols Holstered 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun In hands 6+ rounds
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Firearm Sequence: Shooter's choice

Positions: Start with shotgun in hands, **must use 3 positions**



Start: Holding shotgun

Line: **6 shotgun at 3 positions?**

At the beep;

If pistols engage pistol targets 1,2,3,1,2,3,4,4,4,4 or 4,3,2,4,3,2,1,1,1,1

If rifle same instructions as pistol using rifle targets

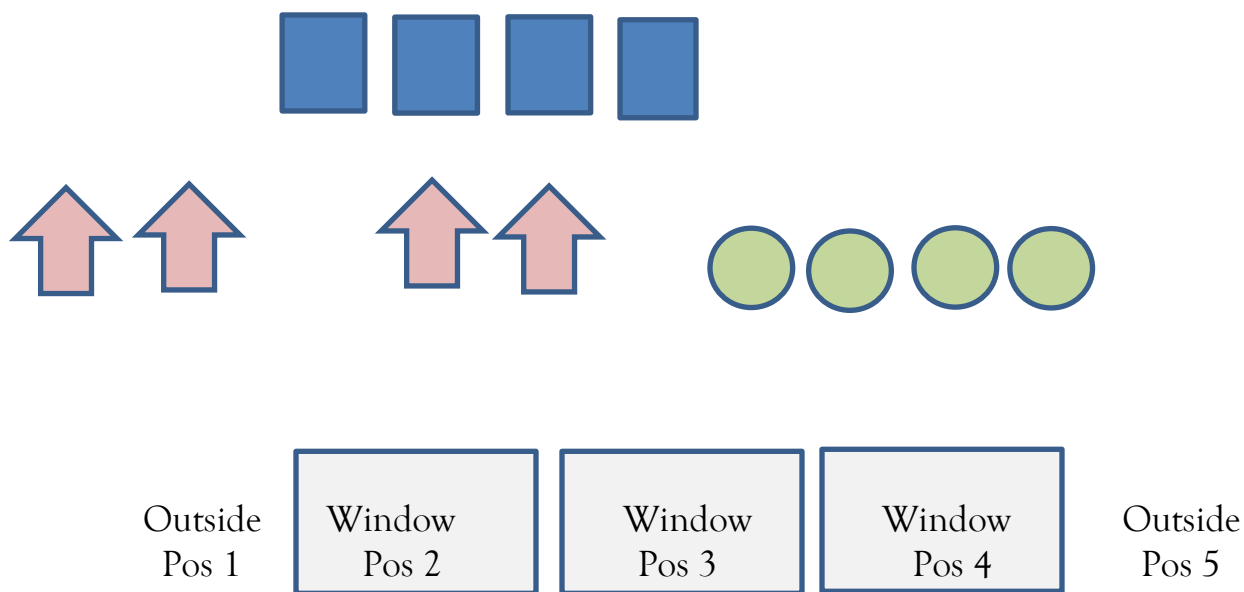
If shotgun engage 6 knockdowns using 3 positions, must go down

## Stage 2 Bordello

2 Pistols Holstered 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun Staged Appropriately 4+ rounds
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Firearm Sequence: Shooter's choice

Positions: Must use 2 positions



Start: Hands at low surrender,

Line: **Let's Dance**

At the beep;

If with pistols engage the pistol targets 1,1,1,2,2,3,3,4,4,4 or (3-2-2-3 sweep) starting on either end

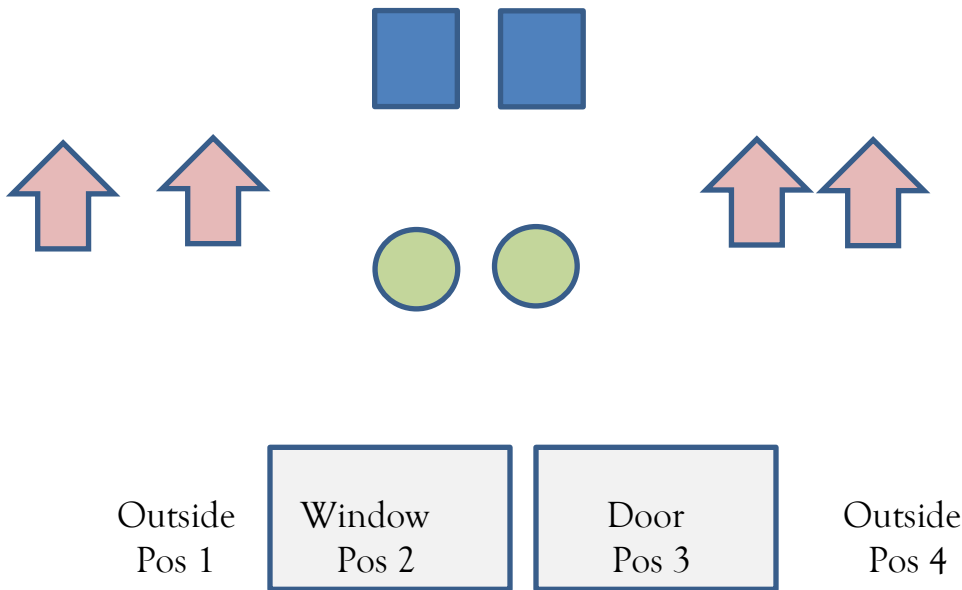
If with rifle same instructions as pistol using rifle targets

If with shotgun engage the knockdowns in any order, must go down

## Stage 3 Restaurant

2 Pistols Holstered 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun Staged Appropriately 4+ rounds
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Firearm Sequence: Shooter's choice  
 Positions: Shooters Choice



Start: default

Line: **I will take the pie**

At the beep;

If with pistols engage pistol targets 1,1,2,2,1,2,1,1,2,2 or (2-2-1-1-2-2 sweep) starting on either end

If with rifle engage a rifle targets same instructions as pistols using rifle targets

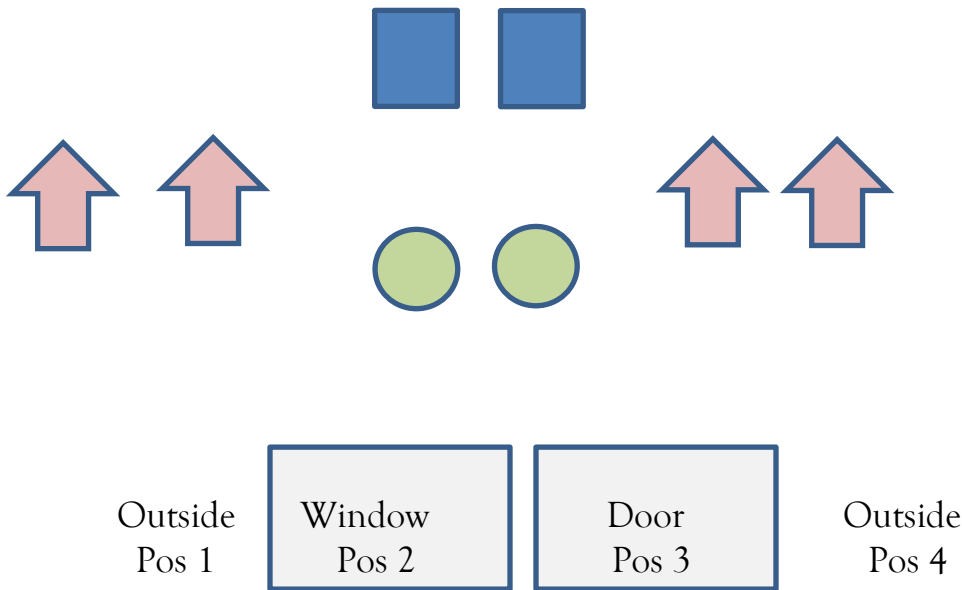
If with shotgun engage the knockdowns in any order, must go down

## Stage 4 Restaurant

2 Pistols Holstered 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun Staged Appropriately 4+ rounds
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Firearm Sequence: Shooter's choice

Positions: Shooters Choice



Start: default

Line: **Hey watch this you guys**

At the beep;

If with pistols engage a pistol targets 1,2,2,2,2 or (1-4 sweep) starting on either end, then repeat

If with rifle engage rifle targets same instructions as pistols

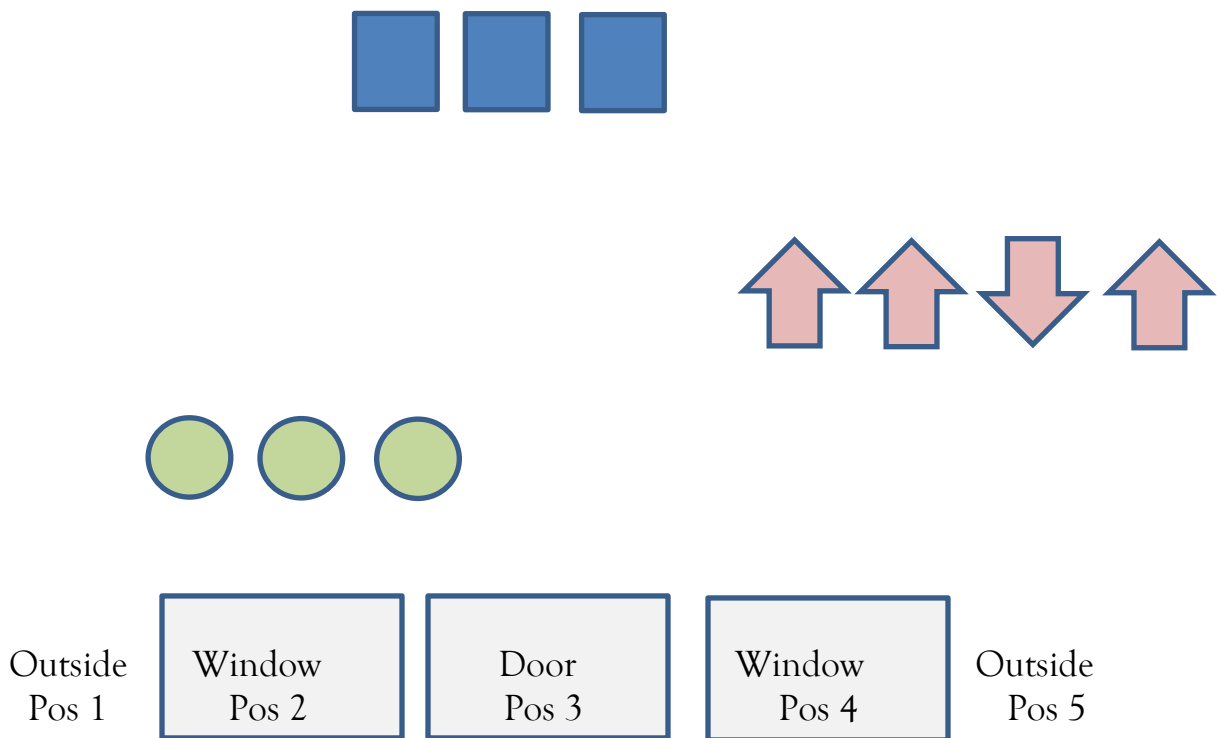
If with shotgun engage the knockdowns in any order, must go down

## Stage 5 US Marshall

2 Pistols Holstered 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun Staged Appropriately 4+ rounds
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Firearm Sequence: Shooter's choice

Positions: Shooter's choice



Start: Default

Line: **Is that a Bird?**

At the beep;

If with pistols engage pistol targets 1,3,1,3,1,3,2,2,2,2 or (outside-outside 3 times then middle 4 times) starting on either end

If with rifle same instructions as pistol using rifle targets

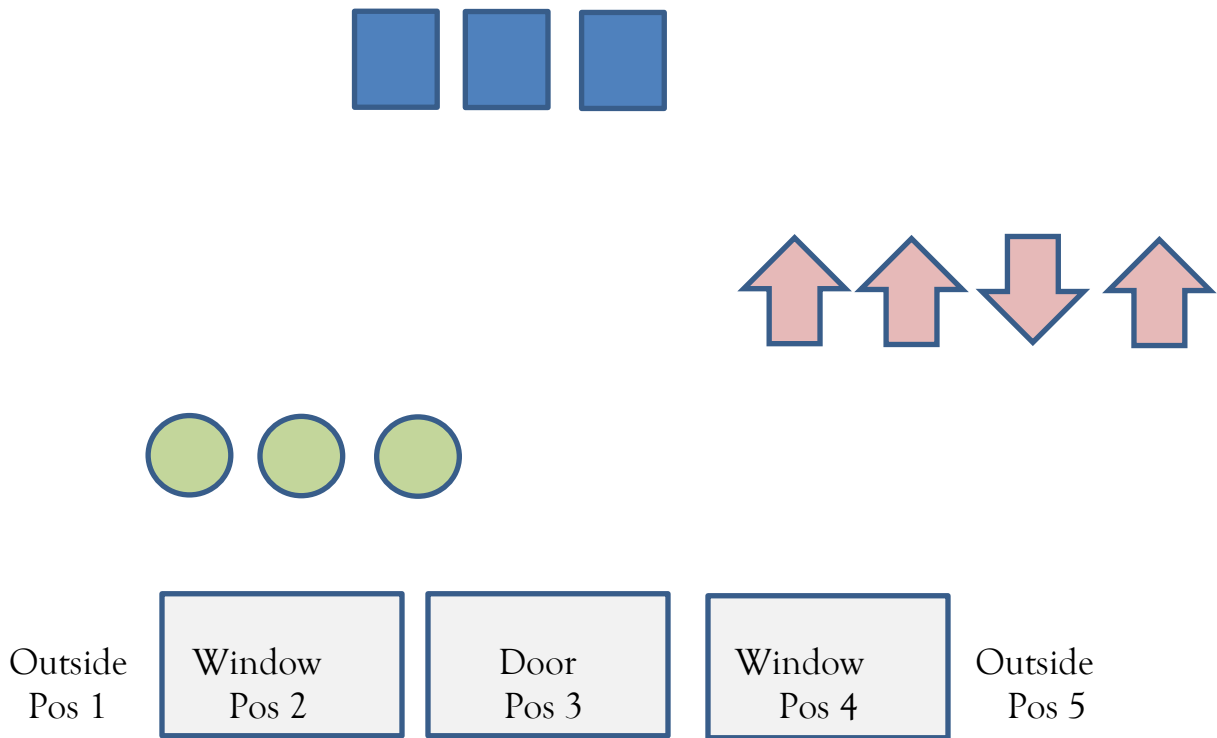
If with shotgun engage the 2 left knockdowns and clay popper in any order, make-up a missed clay by engaging the right side knockdown. All engaged knockdowns must go down. 3 second bonus for hitting clay.

## Stage 6 US Marshall

2 Pistols Holstered or in hand(s) 5 rounds each	Rifle Staged Appropriately 10 rounds	Shotgun Staged Appropriately 4+ rounds
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Firearm Sequence: Shooter's choice

Positions: Shooter's choice



Start: Default

Line: **Oh heck another Bird?**

At the beep;

If with pistols engage pistol targets with a 5 shot Nevada sweep starting on either end, then repeat starting on other end

If with rifle same instructions as pistol using rifle targets

If with shotgun engage the 2 left knockdowns and clay popper in any order, make-up a missed clay by engaging the right side knockdown. All engaged knockdowns must go down. 3 second bonus for hitting clay.