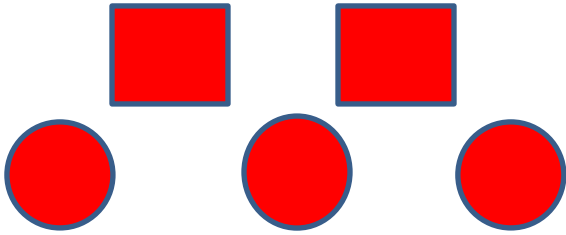
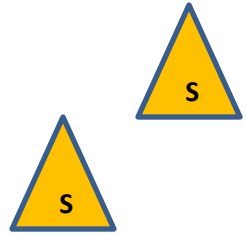
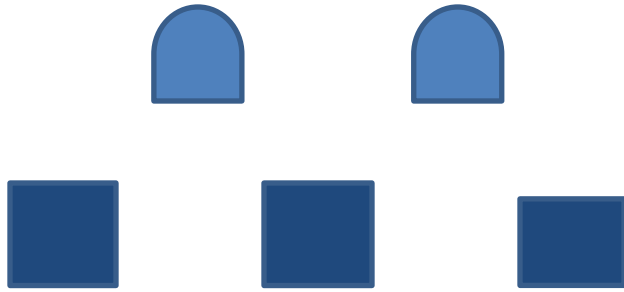


10 Rifle  
 10 Pistol  
 2+ Shotgun



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



# Stage 1 – Lower Gulch

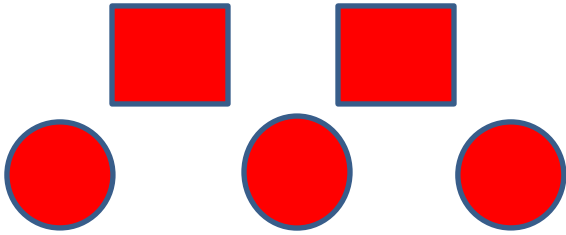
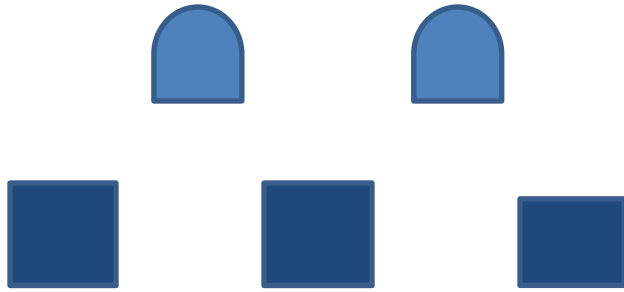
**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** with hands flat on table not touching any gun.

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

- With pistols double tap the center target, then double tap the two inside targets, then double tap the two outside targets.
- With rifle double tap the center target, then double tap the two inside targets, then double tap the two outside targets.
- If with Shotgun shoot the four shotgun targets till down.

10 Rifle  
 10 Pistol  
 2+ Shotgun



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



## Stage 2 – Lower Gulch

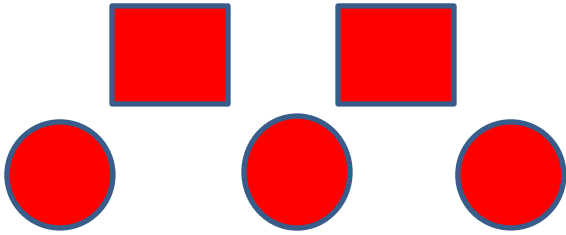
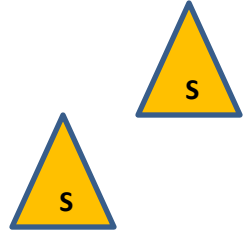
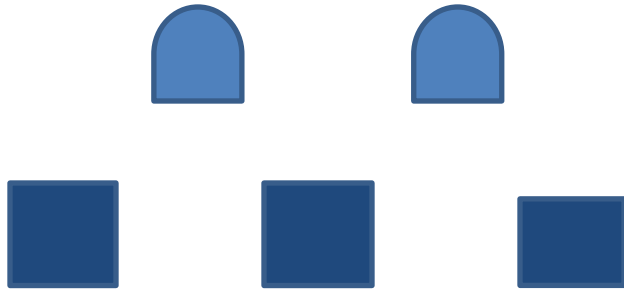
**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** with hands at low surrender.

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

- With pistols shoot targets in a Desperado Sweep. 1, 2, 2,3,3,3,3,4,4,5
- With rifle shoot the rifle targets in a Desperado Sweep. 1, 2, 2,3,3,3,3,4,4,5
- If with Shotgun shoot the two shotgun targets till down.

10 Rifle  
 10 Pistol  
 2+ Shotgun



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



# Stage 3 – Lower Gulch

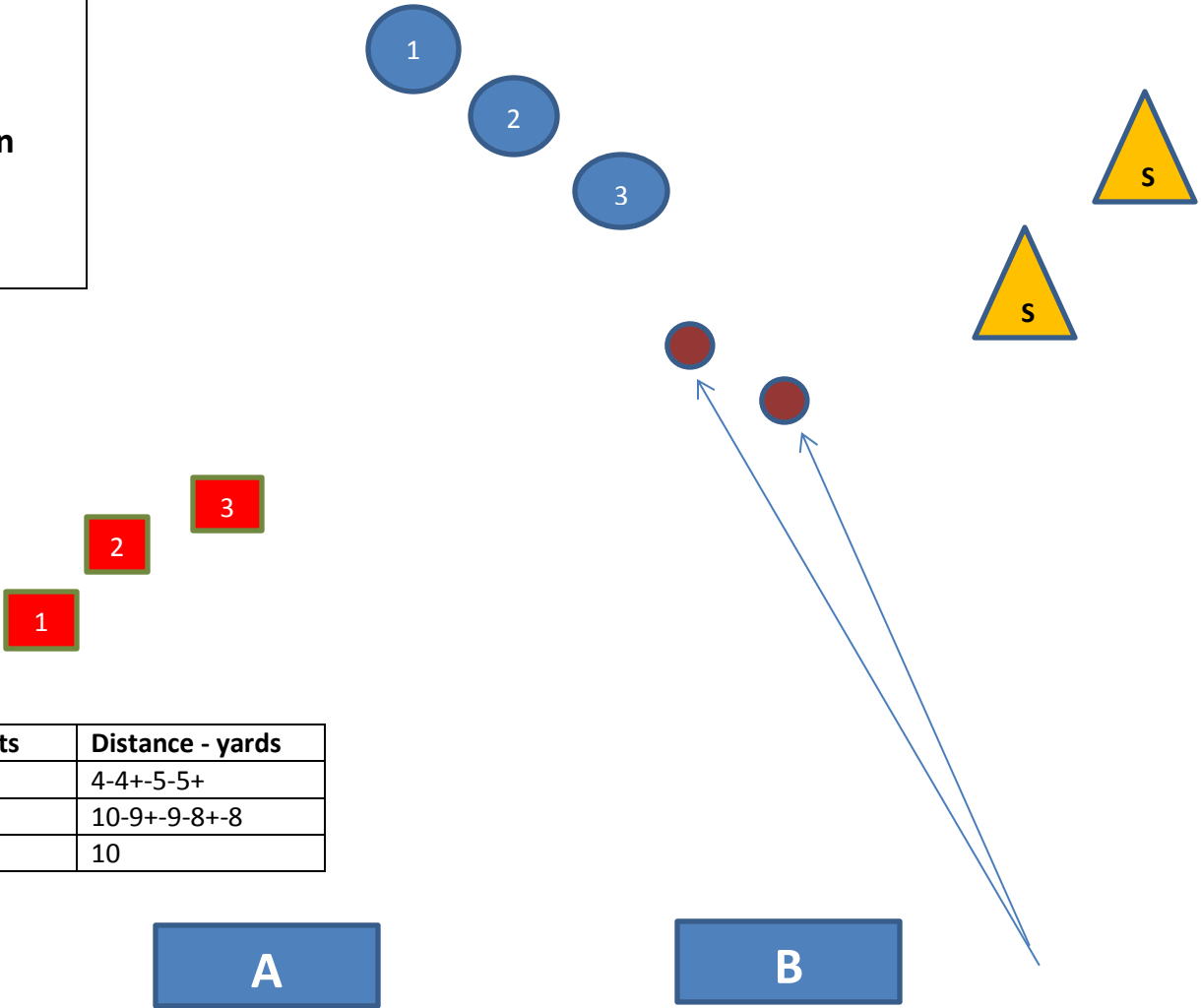
**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** with gun(s) of choice in hand(s).

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

- With pistols shoot targets in a Wyoming Sweep 1, 2, 3, 4, 5, 5, 4, 3, 2, 1
- With rifle shoot the rifle targets in a Wyoming Sweep 1, 2, 3, 4, 5, 5, 4, 3, 2, 1
- If with Shotgun shoot the two shotgun targets till down.

10 Rifle  
10 Pistol  
4+ Shotgun



## Stage 4 – Middle Gulch

**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** At table B with shotgun in hand.

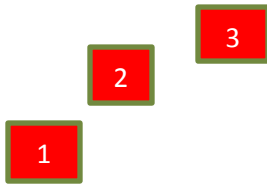
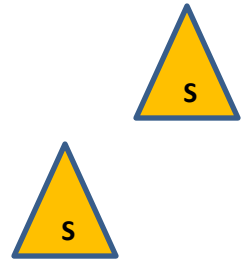
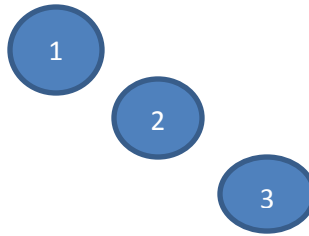
**Shooting:** Gun shotgun, rifle, pistols. Both positions must be used

- with Shotgun in hand, **at the direction of the TO** load two rounds in your shotgun and make ready pointing down range. Indicate ready. The TO will ensure the launch operator is ready then press the buzzer. After the buzzer the shooter will yell “pull”. The bird operator will launch two clay pigeons for you to engage. A miss on the birds is not a miss but each hit is a 5 second bonus . Any broken birds are a ginnme but a round must go down range for each bird – 4+. Then engage the two knockdown targets.
- If with Rifle, engage the three rifle targets with a 3-4-3 sweep from either end.
- If with pistols, engage three pistol targets with a 3-4-3 sweep from either end.

10 Rifle

10 Pistol

2+ Shotgun



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



## Stage 5 – Middle Gulch

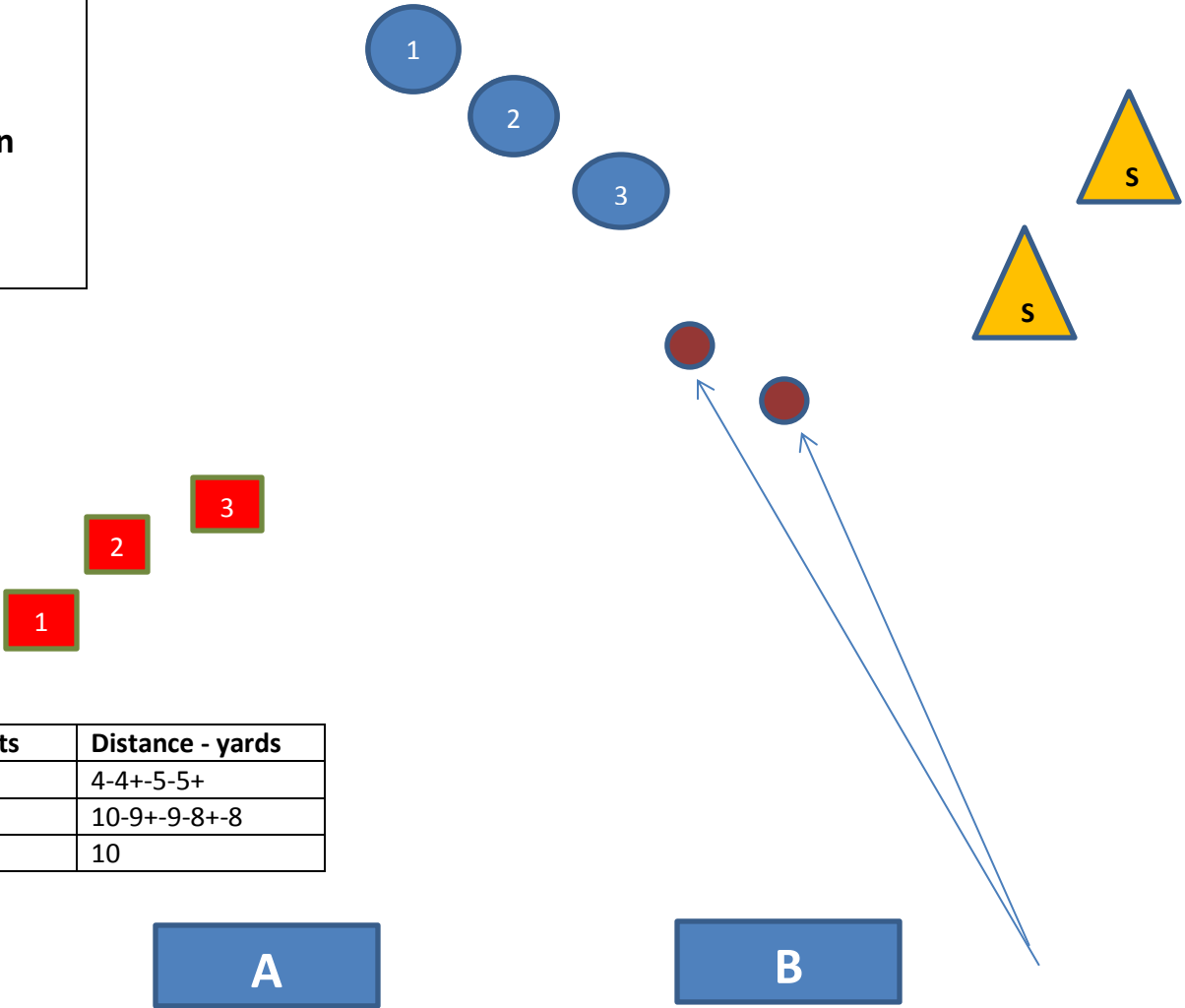
**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** with hands clasped behind your back

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

- If with Shotgun engage the two knockdown targets.
- If with Rifle, engage the three rifle targets at least three times each with no triple taps.
- If with pistols, engage three pistol targets at least three times each with no triple taps.

10 Rifle  
 10 Pistol  
 4+ Shotgun



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

# Stage 6 – Middle Gulch

**Guns:** Rifle loaded ten rounds staged safely.. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** with hands at SASS default.

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

- If with Shotgun. engage the two knockdown targets **THEN** when ready yell “PULL” and the bird operator will launch two clay pigeons for you to engage. A miss on the birds is not a miss but each hit is a 5 second bonus. Any broken birds are a ginnme but a round must go down range for each bird 4+.
- If with Rifle, engage the three rifle targets with a continuous Nevada sweep from either end.
- If with pistols, engage three pistol targets with a continuous Nevada sweep from either end.