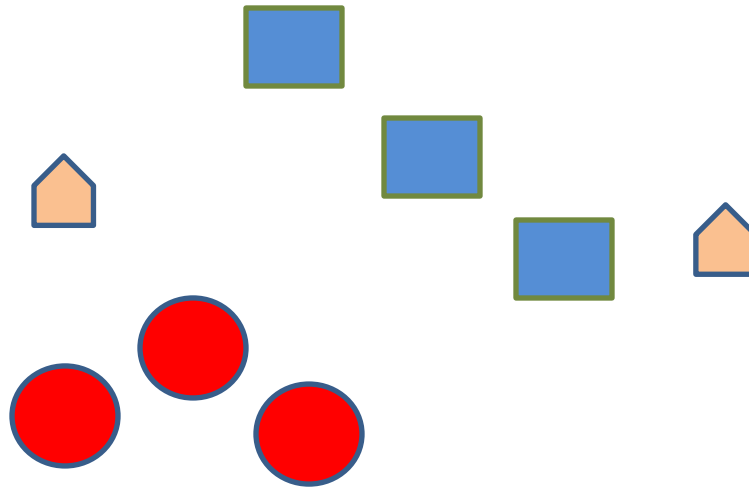


10 Rifle

10 Pistol

2+ Shotgun



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

A

Stage 1 – Upper Gulch

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

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

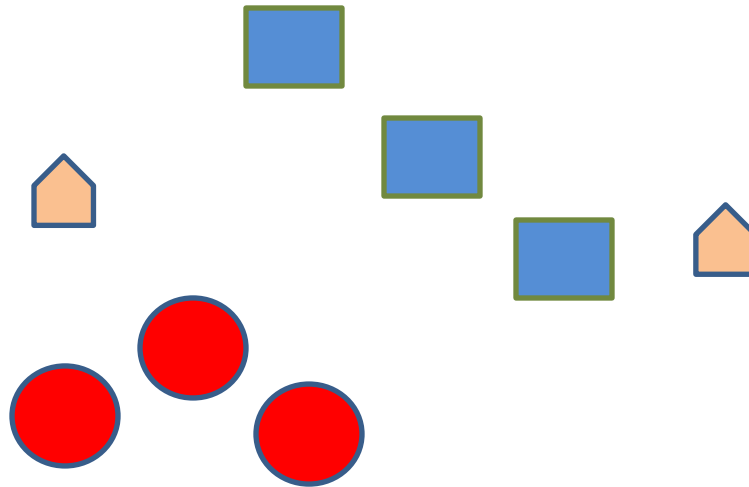
Shooting: Gun order shooters choice.

- With Rifle from table A, engage the three R targets with two 2-1-2sweeps from either end. No dirty sweeps.
- With pistols from table A, engage the three P targets with two 2-1-2sweeps from either end. No dirty sweeps.
- With Shotgun from table A, shoot two knock down 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

A

Stage 1 – Upper Gulch

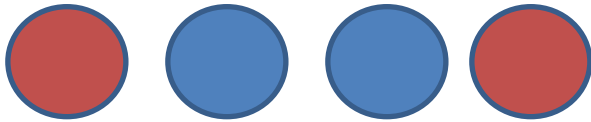
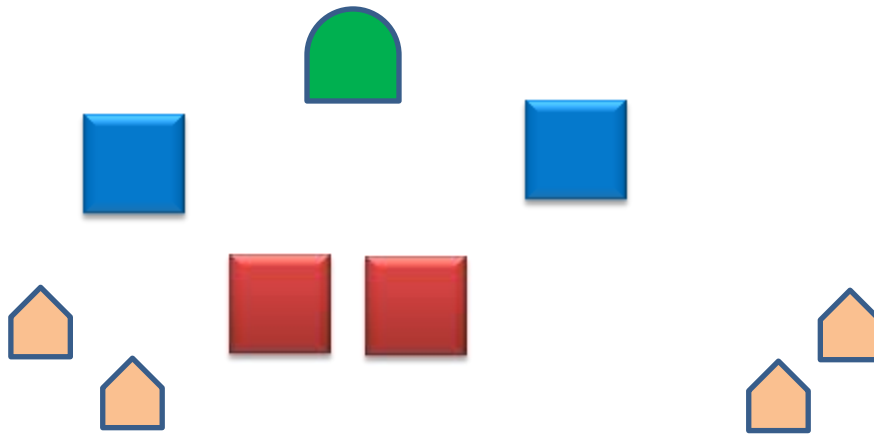
Guns: Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

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

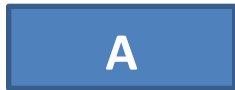
Shooting: Gun order shooters choice.

- With Rifle from table A, engage the three R targets with a continuous Nevada sweep from either end.
- With pistols from table A, engage the three P targets with a continuous Nevada sweep from either end.
- With Shotgun from table a, shoot the two knock down until down.

10 Rifle
10 Pistol
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 3 – Middle Gulch

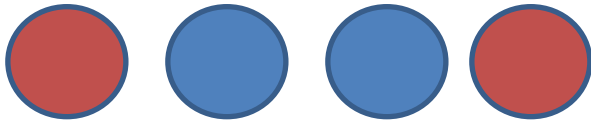
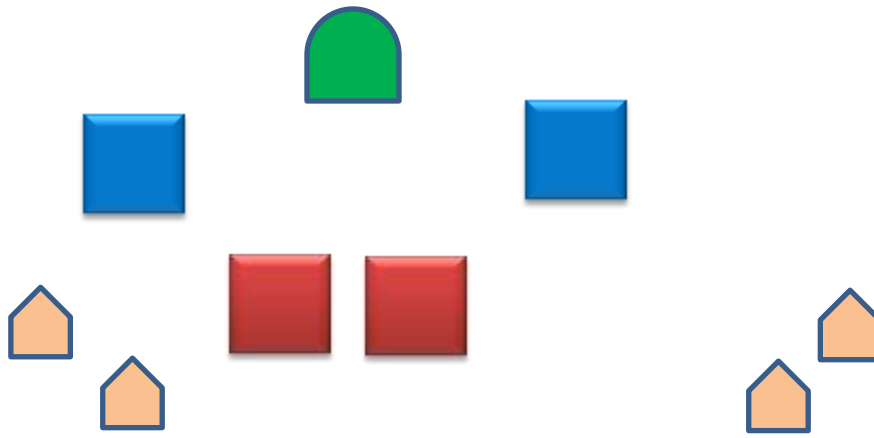
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

Start: In front of either table with hands at high surrender.

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

- With Rifle engage the two outside targets alternating for 5 rounds than engage the inside targets alternating for 5 rounds..
- With pistols engage the pistol targets per the rifle instructions..
- With shotgun, shoot the four shotgun targets till down.

10 Rifle
 10 Pistol
 4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



Stage 4 – Middle Gulch

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

Start: In front of either table with gun(s) in hand(s)

Both positions must be used.

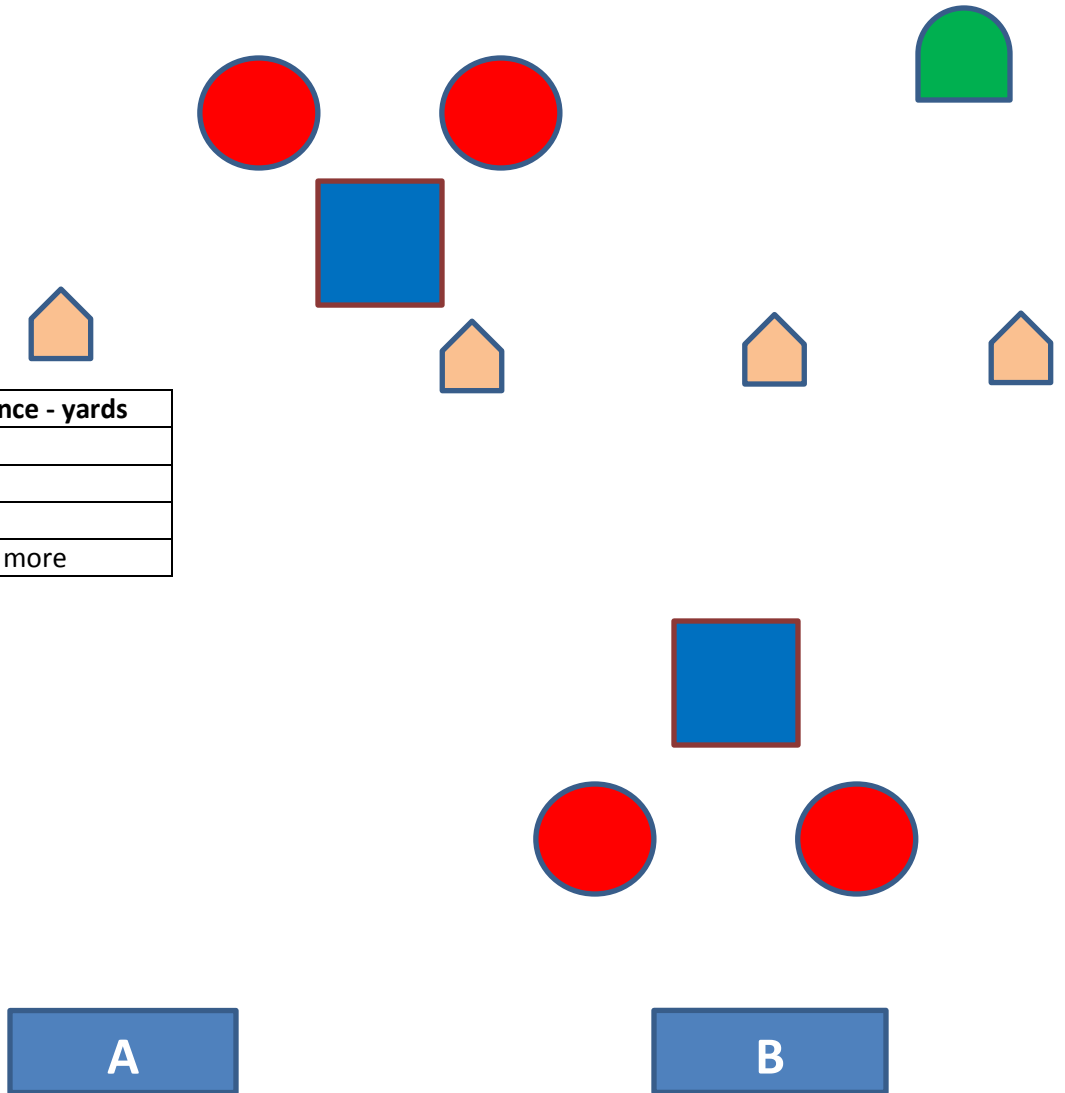
- With Rifle engage each target at least twice with no double taps for nine rounds then put the tenth round on the bonus target for a five second bonus. A miss on the bonus target does not count as a miss.
- With pistols engage the pistol targets per the rifle instructions.
- With Shotgun from table B, shoot the four shotgun targets, must go down.

10 Rifle

10 Pistol

4+ Shotgun

Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



Stage 5 – Lower Gulch

Guns: Rifle loaded ten rounds 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 “My lucky day”

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

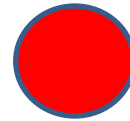
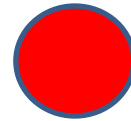
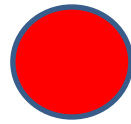
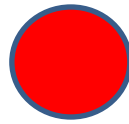
- With Rifle engage rifle targets in a double tap Nevada sweep for 10 rounds. **AS AN OPTION** you may load an eleventh round any time on the clock and shoot the bonus target for a five second bonus. A miss on the bonus target is not a miss.
- With pistols engage the targets in a double tap Nevada sweep for ten rounds.
- With Shotgun from table B, shoot the four shotgun targets – must go down

10 Rifle

10 Pistol

4+ Shotgun

Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



Stage 6 – Lower Gulch

Guns: Rifle loaded ten rounds 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"

- With Rifle engage rifle targets with a triple tap sweep. **THEN** either put the tenth round on the center target **OR** shoot the bonus target for a five second bonus - **A MISS ON THE BONUS TARGET IS A MISS!**
- With pistols engage the pistol targets with a triple tap sweep. **THEN** either put the tenth round on the center target **OR** shoot the bonus target for **TWO** five second bonuses - **A MISS ON THE BONUS TARGET IS A MISS!**
- With Shotgun, shoot the four shotgun targets – must go down