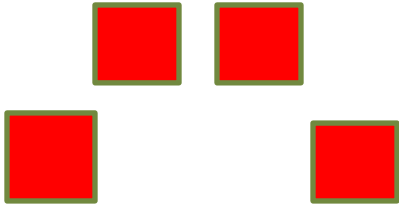
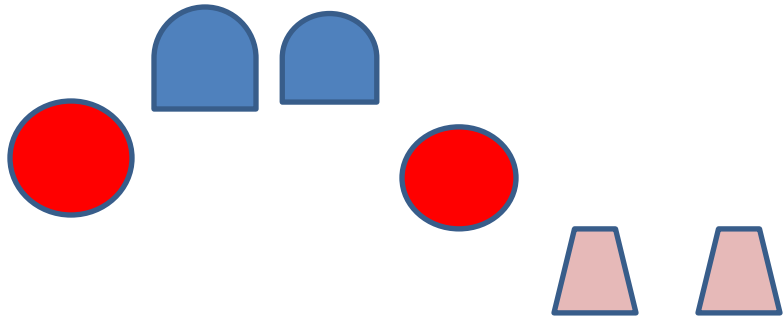


10 Rifle
 10 Pistol
 2+ Shotgun



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



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 rifle or shotgun in hand.

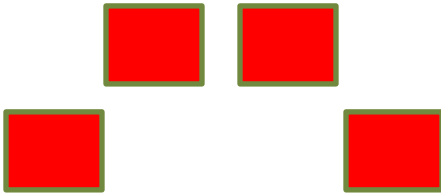
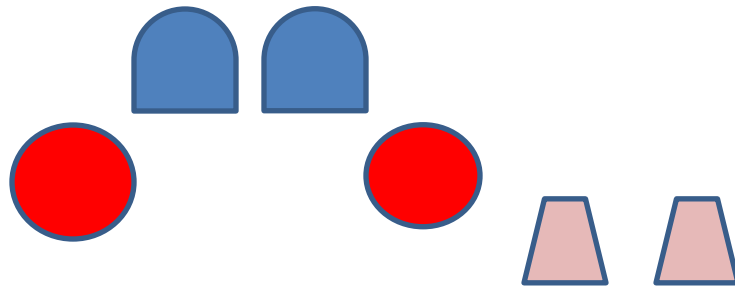
Shooting: Gun order shooters choice.

- IF with Rifle from table A, engage the four targets with two 2-1-1-1 sweeps from either end. (no dirty sweeps)
- IF with Shotgun from table A, shoot two knockdown targets.
- IF with pistols from the left end of the boardwalk (left foot on last two boards), engage three pistol targets as per the rifle instructions.

10 Rifle

10 Pistol

2+ Shotgun



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



Stage 2 – Upper Gulch

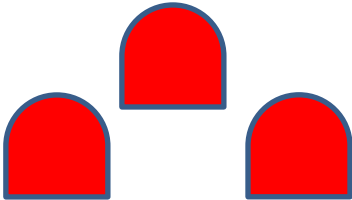
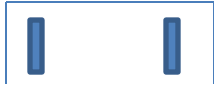
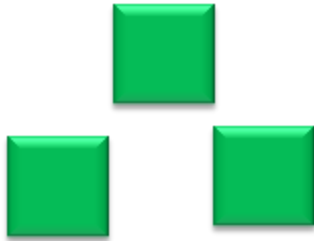
Guns: Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

Start: With left foot on the two end boards of the boardwalk. Hands on gun(s).

Shooting: Gun order shooters choice.

- IF with pistols from left end of boardwalk, engage pistol targets in a continuous Nevada sweep from either end.
- IF with Rifle from table A, engage the three rifle targets in a continuous Nevada sweep from either end.
- IF with Shotgun from table A, shoot two knockdown targets.

10 Rifle
 10 Pistol
 2+ Shotgun



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



Stage 3 – Middle Gulch

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

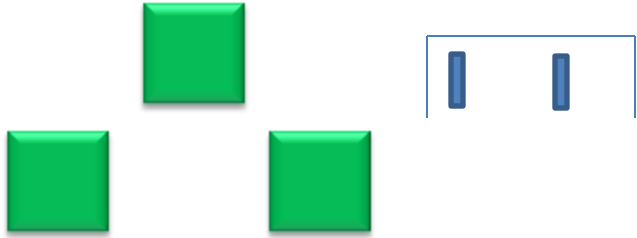
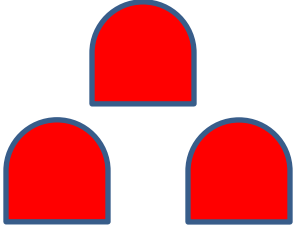
Start: In front of either table with hand pointing at the Bonus target. LINE: YOU ARE MINE !!

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

- IF with Rifle engage the three rifle targets at least three times each with no triple taps than engage the BONUS target with the tenth round. A miss on the bonus target is not a miss but a hit is a five second bonus.
- IF with pistols engage the three pistol targets at least three times each no triple taps than engage the BONUS target with the tenth round. A miss on the bonus target is not a miss but a hit is TWO five second bonuses.
- IF with Shotgun from table B, shoot the two hanging pipes.

10 Rifle
10 Pistol
6+ Shotgun

B



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

A

B



Stage 4 – Middle Gulch

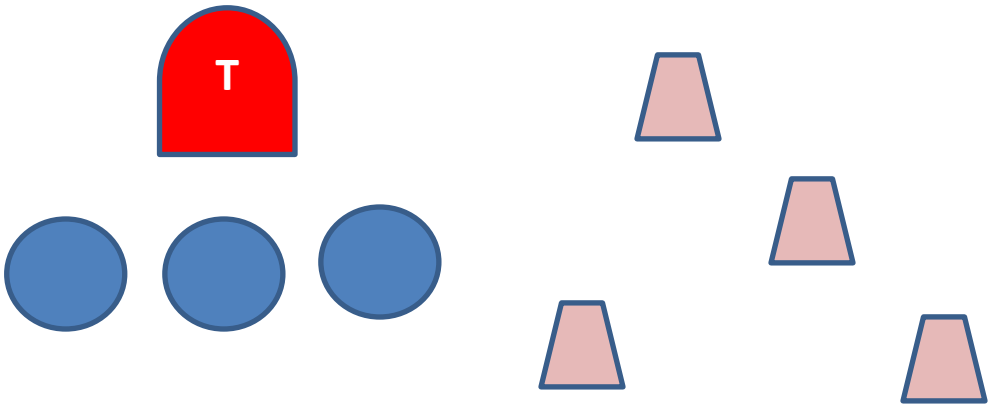
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

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

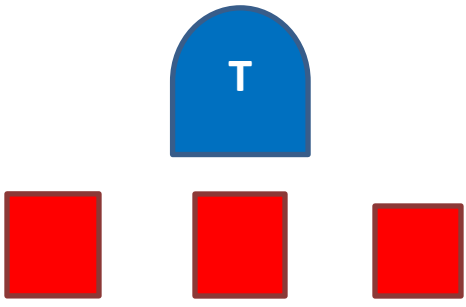
Shooting Both positions must be used.

- IF with Rifle engage rifle targets in three single tap sweeps from the same end (no dirty sweeps) than engage the BONUS target with the tenth round. A miss on the bonus target is not a miss but a hit is a five second bonus.
- IF with pistols engage pistol targets in three single tap sweeps from the same end (no dirty sweeps). Than engage the BONUS target with the tenth round. A miss on the bonus target is not a miss but a hit is TWO five second bonuses.
- IF with Shotgun from table B, shoot the two hanging pipes in a double tap sweep.

10 Rifle
 10 Pistol
 4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12



Stage 5 – Lower Gulch

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

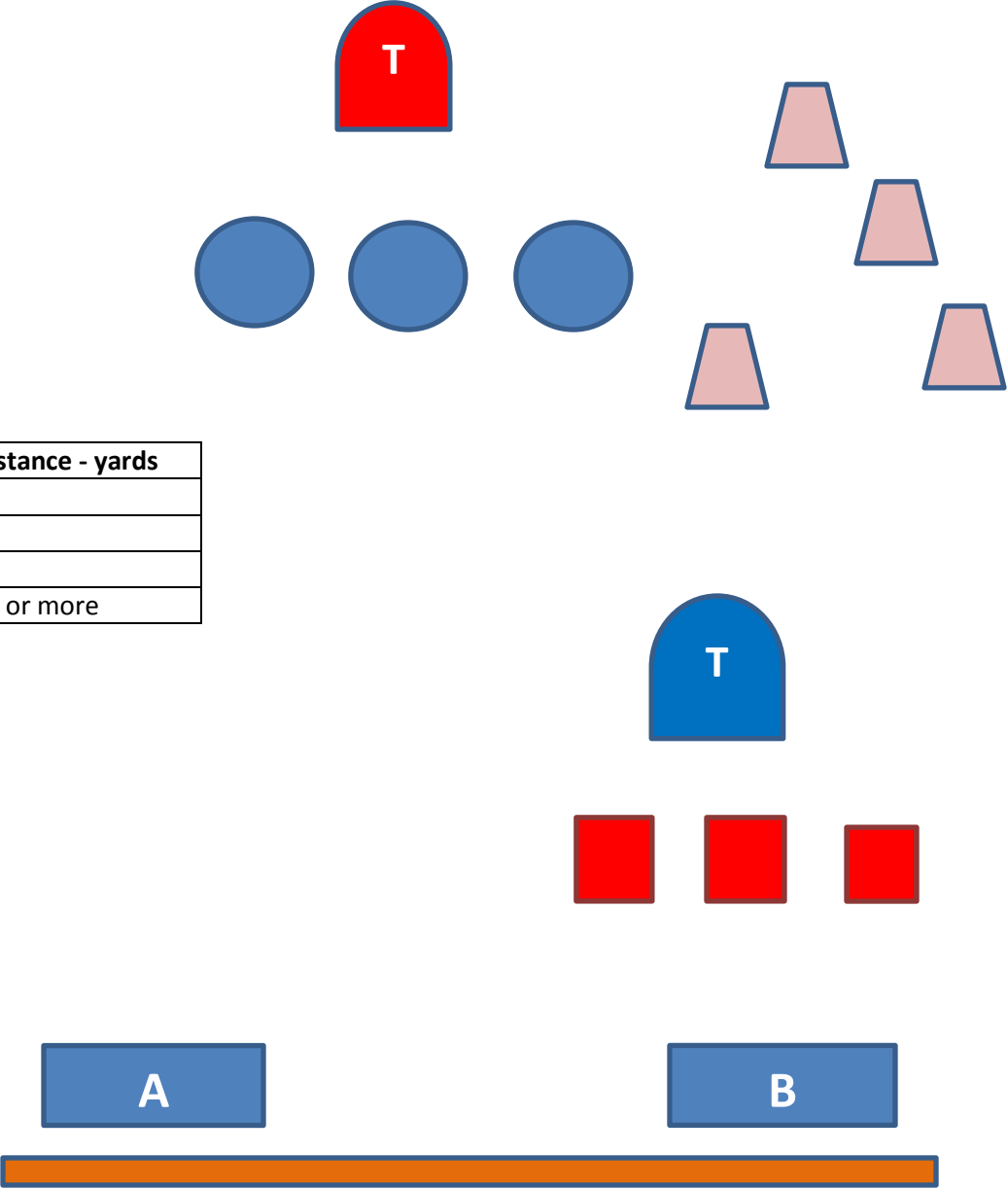
Start: In front of any table with hands on hat.

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

- IF with Rifle engage the three rifle targets in a double tap sweep alternating on the T target. 1-1-T-T-2-2-T-T-3-3
- IF with pistols engage the three pistol targets in a double tap sweep alternating on the T target. 1-1-T-T-2-2-T-T-3-3
- IF with Shotgun, shoot the four knockdown targets.

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.

- IF with Rifle engage the three rifle targets in a single tap sweep from either end then double tap the T target and repeat.
- IF with pistols engage the three pistol targets in a single tap sweep from either end then double tap the T target and repeat. .
- IF with Shotgun, shoot the four knockdown targets.