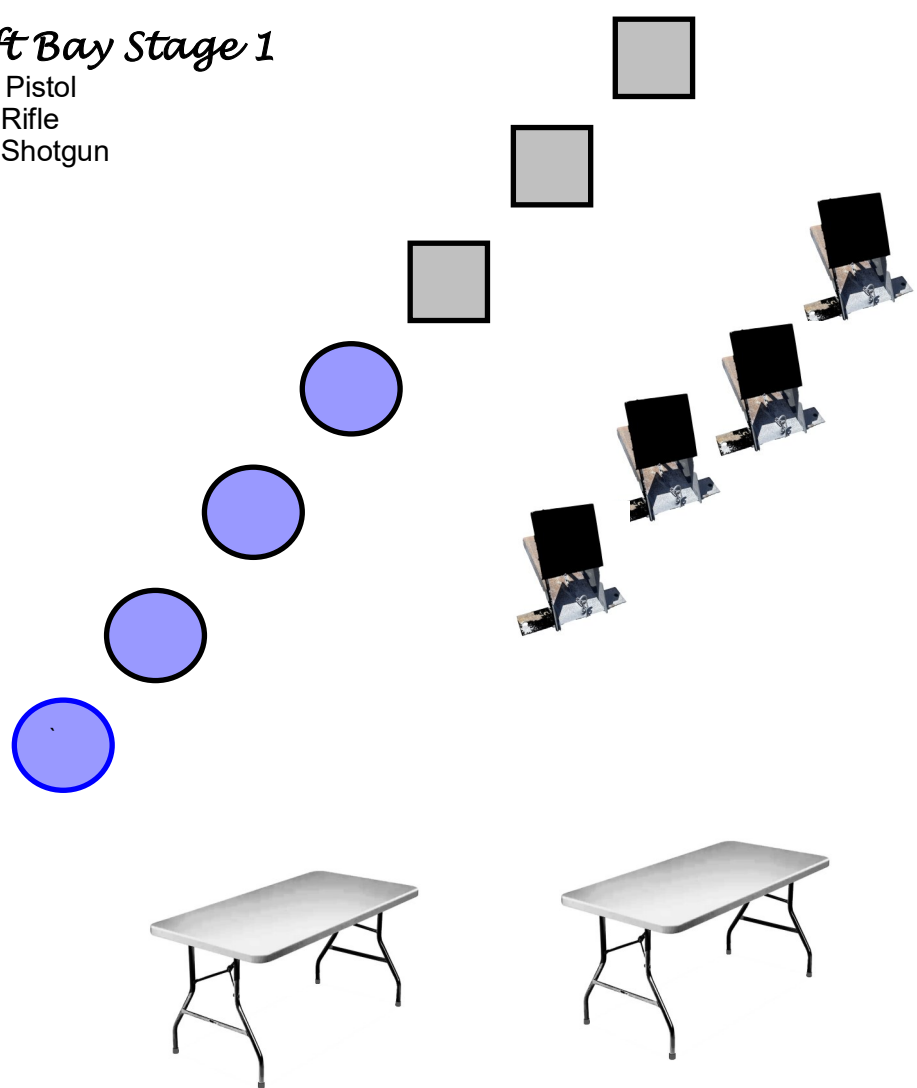


Left Bay Stage 1

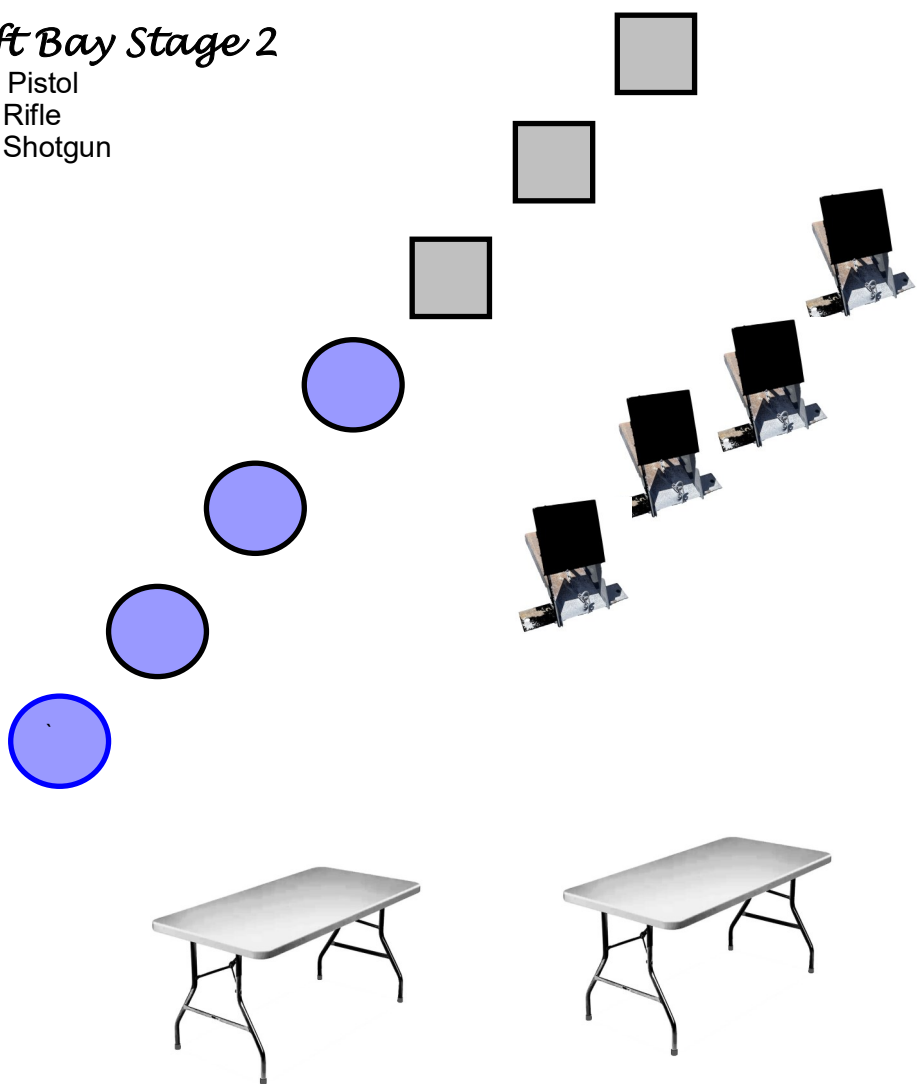
21 Pistol
7 Rifle
4 Shotgun



Gun order: Shooters choice, both tables must be used
Start: Strong hand pointing to first target to be hit
When Ready say "This one is going away""
At the Beep:
If Pistol: Triple tap round and square targets.
If Rifle: Single tap round and square targets
If Shotgun: Knockdown shotgun targets

Left Bay Stage 2

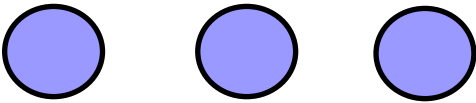
- 21 Pistol
- 7 Rifle
- 4 Shotgun



Gun order: Shooters choice, Both tables must be used
Start: Both hands flat on table
When Ready say "Who's in charge?"
At the Beep:
If Pistol: using 4 near round and square targets double tap Nevada Sweep using 14 shots
If Rifle and Pistol Using the 4 far round and square targets same instructions as Pistol using 7 each shots.
If Shotgun: Knockdown shotgun targets

Right Bay, Stage 3

- 28 Pistol
- 9 Rifle
- 6 Shotgun



Gun order: Shooters choice, Must use both tables

Start: Not toughing firearms nor ammo

When Ready say "WTF is this?"

At the Beep:

If Pistols: Wylie Sweep pistol round and square targets

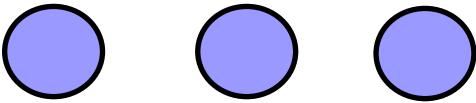
If Rifle: Wylie Sweep on square targets

If Shotgun: Knockdown shotgun targets

Wylie Sweep Starting on either end Nevada Sweep with one round on end target, two rounds on middle target then 3 rounds on other end. Continue sweep using all rounds.
Example 1-L 2-C 3-R 2-C 1-L 2-C 3-R = 14

Right Bay, Stage 4

28+ Pistol
9 Rifle
0-6 Shotgun



Gun order: Shooters choice, Must use both tables.
Start: Holding firearm of choice.
When Ready say "Keep shotgun safe"
At the Beep:
If Pistols: 2-3-2 sweep on round targets twice and once on square targets
If Rifle: 2-3-2 sweep on square targets
If Shotgun and/or Pistol: Knockdown shotgun targets

Note: Shotgun Targets, shooter has choice of using pistol or not. Shooter may use as many pistol rounds as they wish. **WARNING the shotgun may still have live rounds in tube, no call. It is a SDQ to release a long gun with live round in chamber**