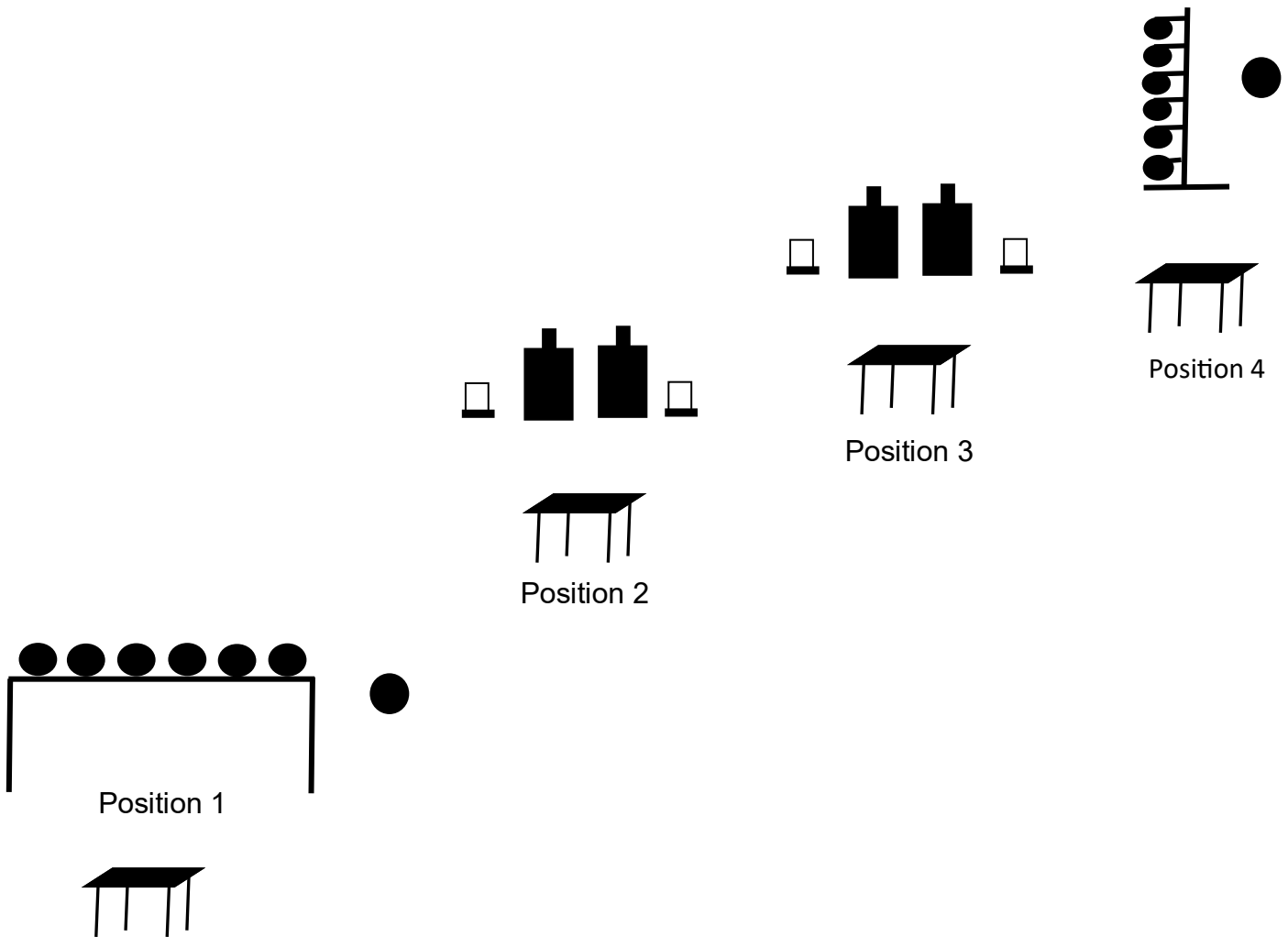


Stage 1: Big Bay Shoot Em Up  
42 Pistol



**Start:** Start at Position 1 and moving through Position 4.

When ready say: **“This just might be tougher than it looks”** Wait for the buzzer.

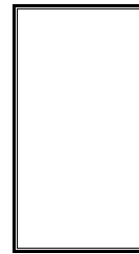
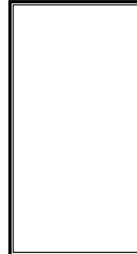
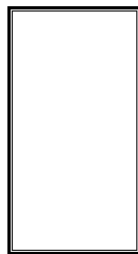
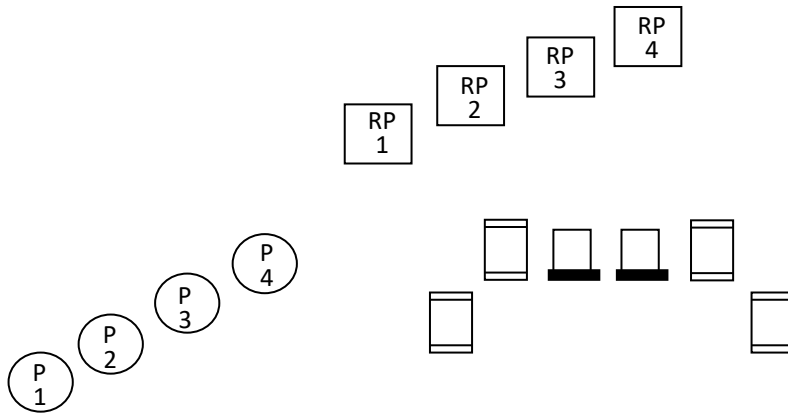
**Position 1:** Engage plates with 6 rounds and 1 on Dump Target.  
**Positions 2 and 3:** Engage the two hostage targets with three rounds each and one knockdown. Repeat instructions on hostages and engage the other knockdown. Repeat instruction at next position.

**Position 4:** Engage Dueling Tree paddles with 1 round each and 1 round on Dump Target. Paddles must go half way around to count.

**Misses:** Are just misses.

Stage 2: Bordello

Pistol: 21  
Rifle: 7  
Shotgun 4  
Teddy Roosevelt  
Doughboy 5



Position 1

Position 2

Position 3

Position 4

Position 5

**Start:** Shooters choice of starting position with gun of choice at ready.

Long guns staged appropriately. 3 shooting positions must be used of which one must be Position 1.

When ready say: **"They're all gonna die"** Wait for the buzzer.

**If Pistol:** Engage P1, P2 and P3 twice each and P4 once. Engage P4, P3 and P2 twice each and P1 once.  
Engage RP4, RP3, RP2 twice each and RP1 once.

**If Rifle:** Engage RP4, RP3 and RP2 twice each and RP1 once.

**If TR or DB:** Starting on either end, engage the Long Range targets in a Single Shot Alternating pattern.

**If Shotgun:** Engage 4 knockdowns in any order.

Stage 3: Bordello

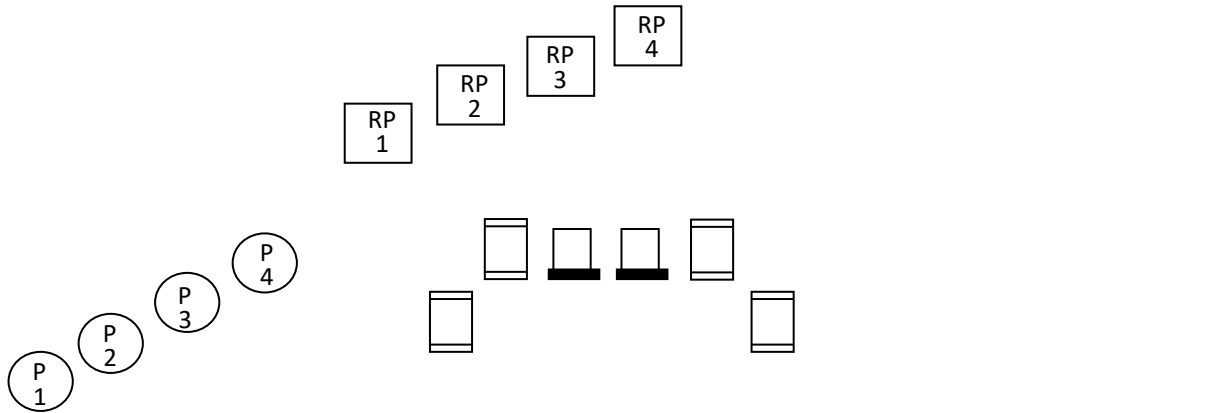
Pistol: 21

Rifle: 9

Shotgun 4

Teddy Roosevelt

Doughboy 5



Position 1

Position 2

Position 3

Position 4

Position 5

**Start:** Shooters choice of starting position with gun of choice in hand(s).  
Long guns staged appropriately. 3 shooting positions must be used.

When ready say: **"This ain't no place for greenhorns"** Wait for the buzzer.

**If Pistol:** Starting from either end, engage the pistol targets in a 3 - 7 - 7 - 4 sweep.

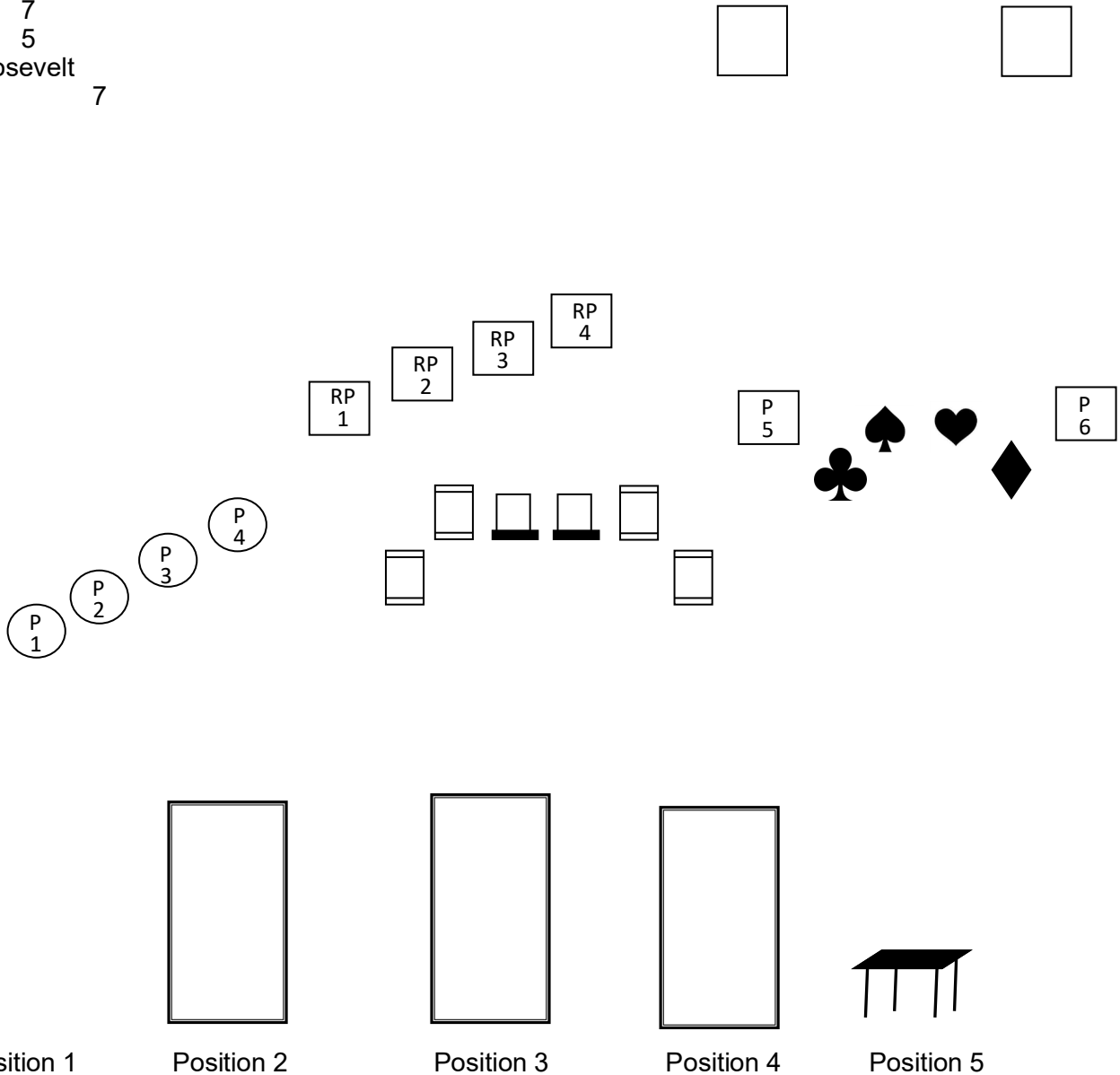
**If Rifle:** Starting on either end, engage the RP targets in a 3 - 1 - 1 - 4 sweep.

**If TR or DB:** Starting on either end, engage the Long Range targets in a 3 - 1 - 1 sweep.

**If Shotgun:** Engage 4 knockdowns in any order.

Stage 4: Bordello

Pistol: 21  
Rifle: 7  
Shotgun 5  
Teddy Roosevelt  
Doughboy 7



**Start:** Shooters choice of starting position and gun order with hands firmly grasping hat.  
Long guns staged appropriately. 4 shooting positions must be used.

When ready say: **“Keep your pants buttoned. It only gets worse”** Wait for the buzzer.

**If Pistol:** Starting from either end, engage with a single tap Nevada Sweep P1 - P4. Engage, with a single tap Nevada Sweep P5 - Spade - Heart - P6. Repeat on P5 - Club - Diamond - P6.

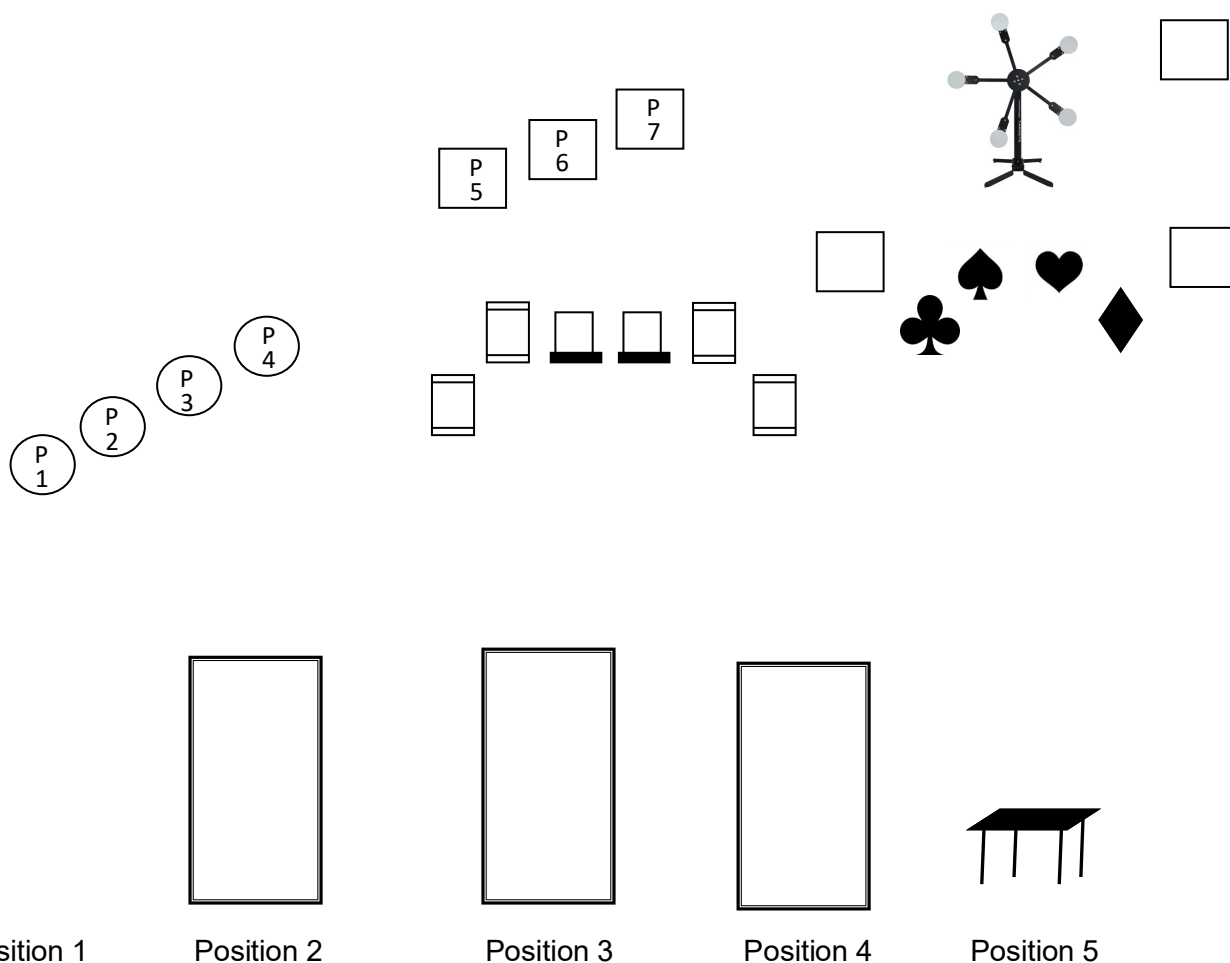
**If Rifle:** Starting on either end, single tap RP1 - PR4 with a Nevada Sweep.

**If TR or DB:** Starting on either end, engage the Long Range targets in a 2 - 3 - 2 sweep.

**If Shotgun:** Engage 5 knockdowns in any order.

## Stage 5: Bordello

Pistol: 28  
 Rifle: 7  
 Shotgun 6  
 Teddy Roosevelt  
 Doughboy 6



**Start:** Shooters choice of starting position with gun of choice at ready.

Long guns staged appropriately. 2 shooting positions must be used of which one must be Position 5.

When ready say: **“Remember, we ain’t in Sunday school”** Wait for the buzzer.

**If Pistol:** Engage P1 - P7 with two rounds each. Double tap the Spade and Heart, then single tap the Club and Diamond. Place remaining round on right or left side of targets. Double tap the Club and Diamond and single tap the Spade and Heart. Place remaining round on the opposite side target of the first pistol string.

**If Rifle:** Engage the Texas Star until all paddles are down. If remaining rounds, place on Texas Star Dump Target. Paddles left up and misses on Dump Target are misses.

**If TR or DB:** Starting either end, engage the Long Range targets in a 1 - 4 - 1 sweep.

**If Shotgun:** Engage knockdowns in any order.