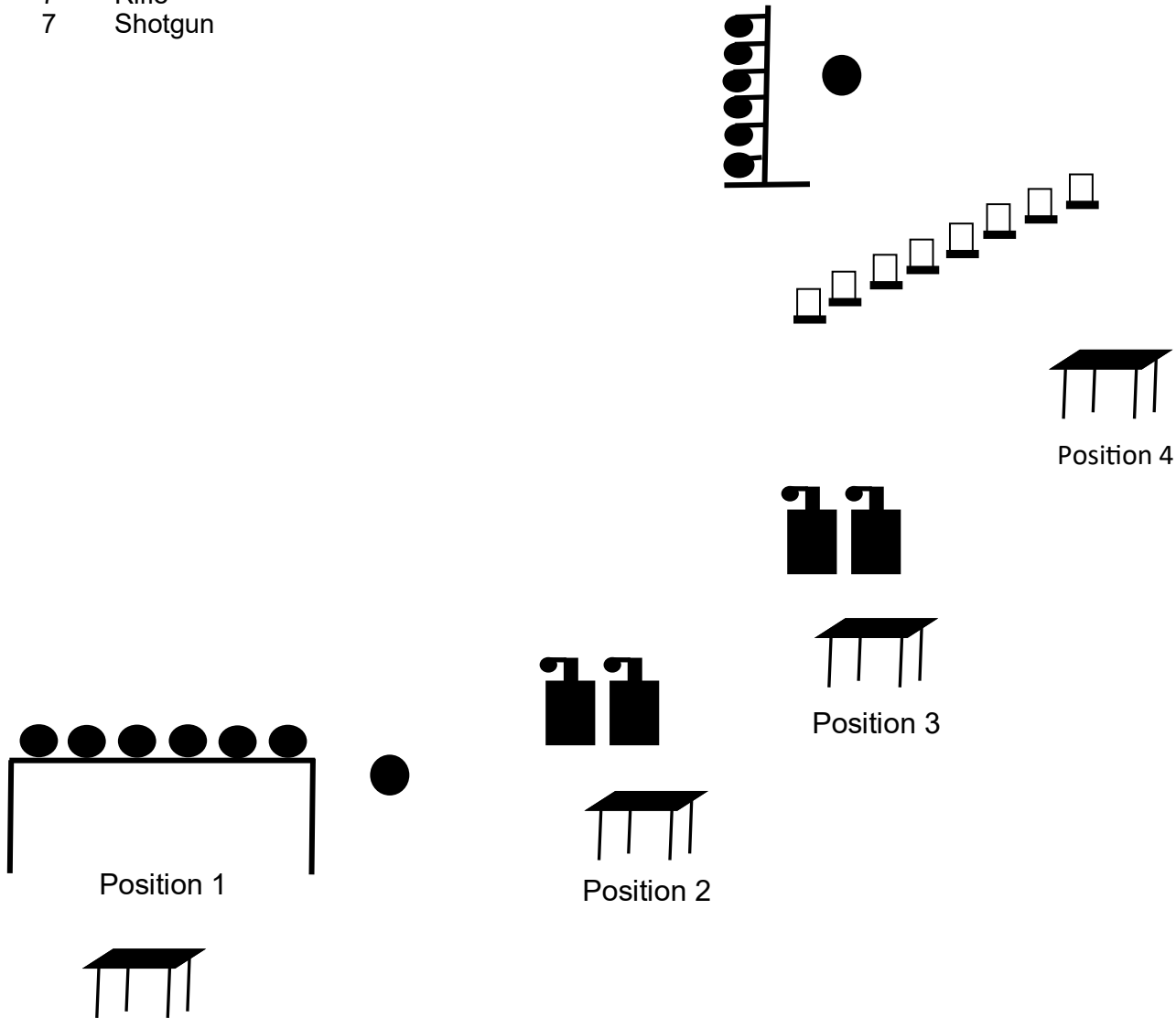


Stage 1: Big Bay Shoot Em Up

35 Pistol
7 Rifle
7 Shotgun



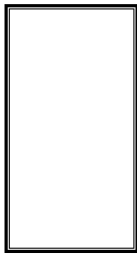
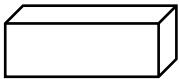
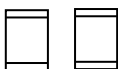
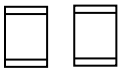
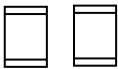
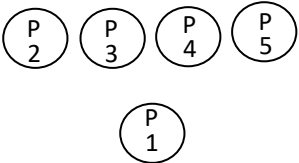
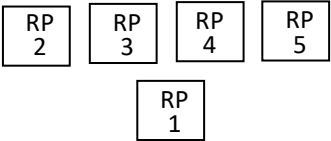
Start: Start at Position 1 and moving through Position 4. Long guns staged at Position 4.
(Diagram does not correctly represent staging of Positions 2 - 4)

When ready say: **“Remember guys, your’re usin’ real live ammunition.”** 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 round on one of the hostage takers. Repeat instructions on hostage targets and one round on the other hostage taker. Repeat instructions at Position 3.
Position 4: **If Rifle:** Engage Dueling Tree paddles with 1 round each and 1 round on Dump Target. Paddles must go half way around to count.
If Shotgun: Engage knockdowns in any order.
Misses: Are just misses.

Stage 2: Bordello

- 21 Pistol
- 7 Rifle
- 6 Shotgun
- 4 Teddy Roosevelt
- Doughboy



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. 4 shooting positions must be used.

When ready say: **“There’s lots’a things I ain’t figured out yet.”** Wait for the buzzer.

If Pistol: Engage in the following order: P1, P1, P2, P3, P4, P5, P1. Repeat.
Engage the R/P targets with the same instructions.

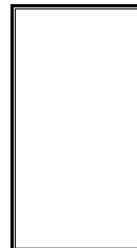
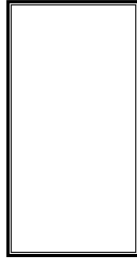
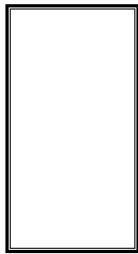
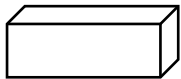
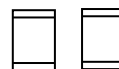
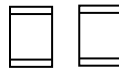
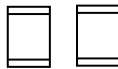
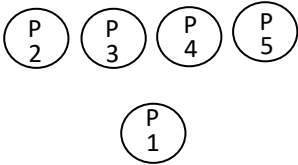
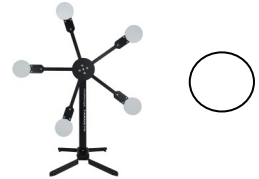
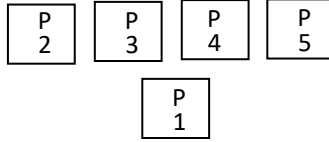
If Rifle: Engage the R/P targets with same instructions as pistol.

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

If Shotgun: Engage knockdowns in any order. Must use all three windows.

Stage 3: Bordello

21 Pistol
7 Rifle
6 Shotgun
5 Teddy Roosevelt
Doughboy



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.

When ready say: **“When you shoot, shoot. Don’t talk.”** Wait for the buzzer.

If Pistol: Starting on close pistol targets and starting on either end, engage in the following order: P5, P1, P4, P1, P3, P2, P1. Repeat starting on the opposite end. Engage the far pistol targets with the same instructions.

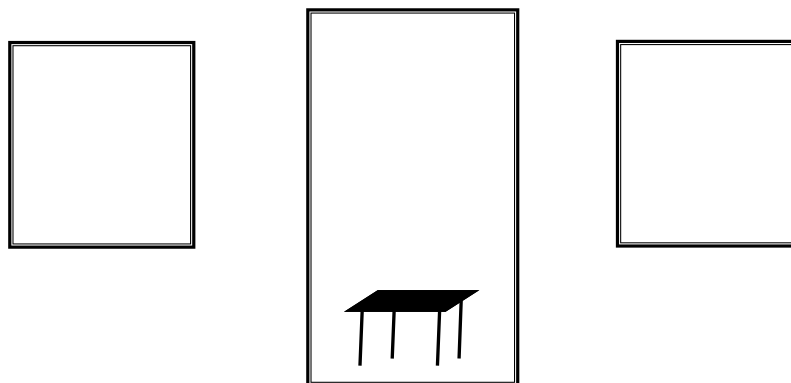
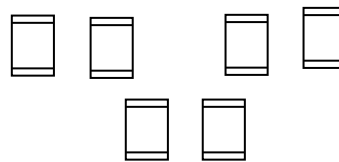
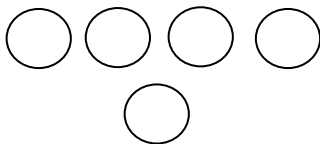
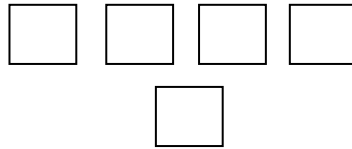
If Rifle: Engage the Texas Star until all paddles are down. Place remaining rounds on Dump Target. Paddle left on Texas Star are misses. Misses on Dump Target are misses..

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

If Shotgun: Engage knockdowns in any order.

Stage 4: Marshals Office

28 Pistol
8 Rifle
6 Shotgun
7 Teddy Roosevelt
Doughboy



Start: Shooters choice of starting position with gun of choice at ready.
Long guns staged appropriately. 2 shooting positions must be used.

When ready say: **"It's all over for you."** Wait for the buzzer.

If Pistol: Starting the front pistol target and then from either end on the back pistol targets, engage three pistol targets in a Nevada Sweep and end on the front pistol target. Repeat instructions starting using the back opposite end for the Nevada Sweep. Engage rifle targets with the same instructions..

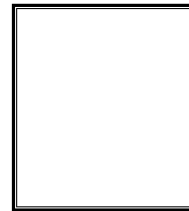
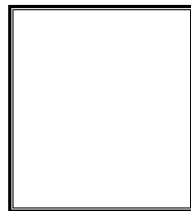
If Rifle: Engage the rifle targets in the following manner: Double tap the front target, then from either end single tap the rear targets and then double tap the front target.

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

If Shotgun: Engage knockdowns in any order.

Stage 5: Marshals Office

21 Pistol
7 Rifle
6 Shotgun
6 Teddy Roosevelt
Doughboy



Start: Shooters choice of starting position with gun of choice at ready.
Long guns staged appropriately.

When ready say: **“Every gun makes its own tune.”** Wait for the buzzer.

If Pistol: Starting the P1, alternate between the P1 and P2/P3, ending on P1. Repeat.
Repeat instructions on rifle targets.

If Rifle: Engage the rifle targets with same instructions as pistol.

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.