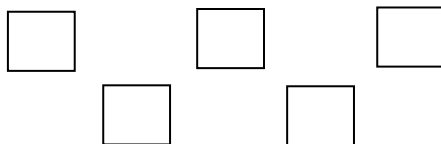
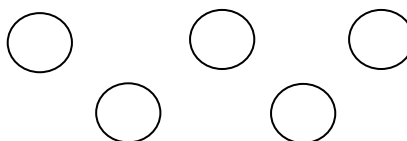


Stage 1: Bordello

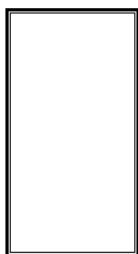
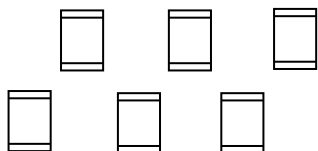
21 Pistol
7 Rifle
6 Shotgun
5 Teddy Roosevelt
Doughboy



Rifle/Pistol

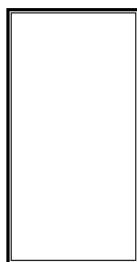


Pistol

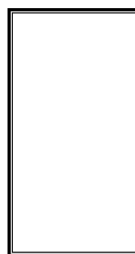


Position 1

Position 2



Position 3



Position 4



Position 5

Start: Shooters choice of starting position with gun of choice in hands.
Long guns staged appropriately. 3 shooting positions must be used.

When ready say: ***“45ACP - Because slow and fat will get the job done”*** Wait for the buzzer.

If Pistol: Engage the two forward Pistol targets with two rounds each, then the rear pistol targets with a single round each. Repeat. Engage the Rifle/Pistol targets with same instructions once.

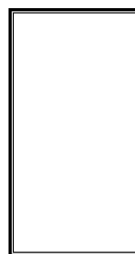
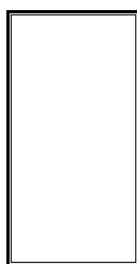
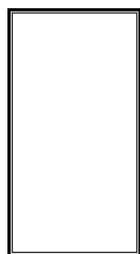
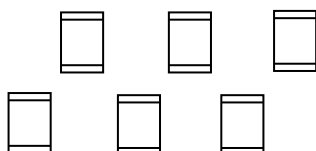
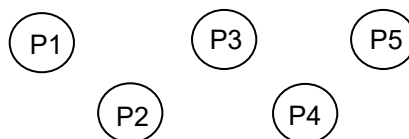
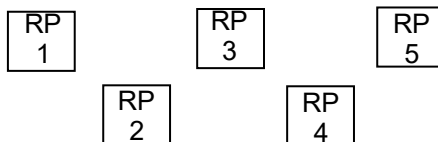
If Rifle: Engage the Rifle/Pistol targets with same instructions as Pistol.

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

Stage 2: 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 in hands.
Long guns staged appropriately. 3 shooting positions must be used.

When ready say: ***“The muzzle of a 1911 says ‘Go away’ in any language”*** Wait for the buzzer.

If Pistol: Double tap the two outside Pistol targets, then single tap the two inside targets. With two rounds each, engage P1 and P5, then single tap P2 and P4, then single tap the middle targets. Repeat. Engage the Rifle/Pistol targets with same instructions.

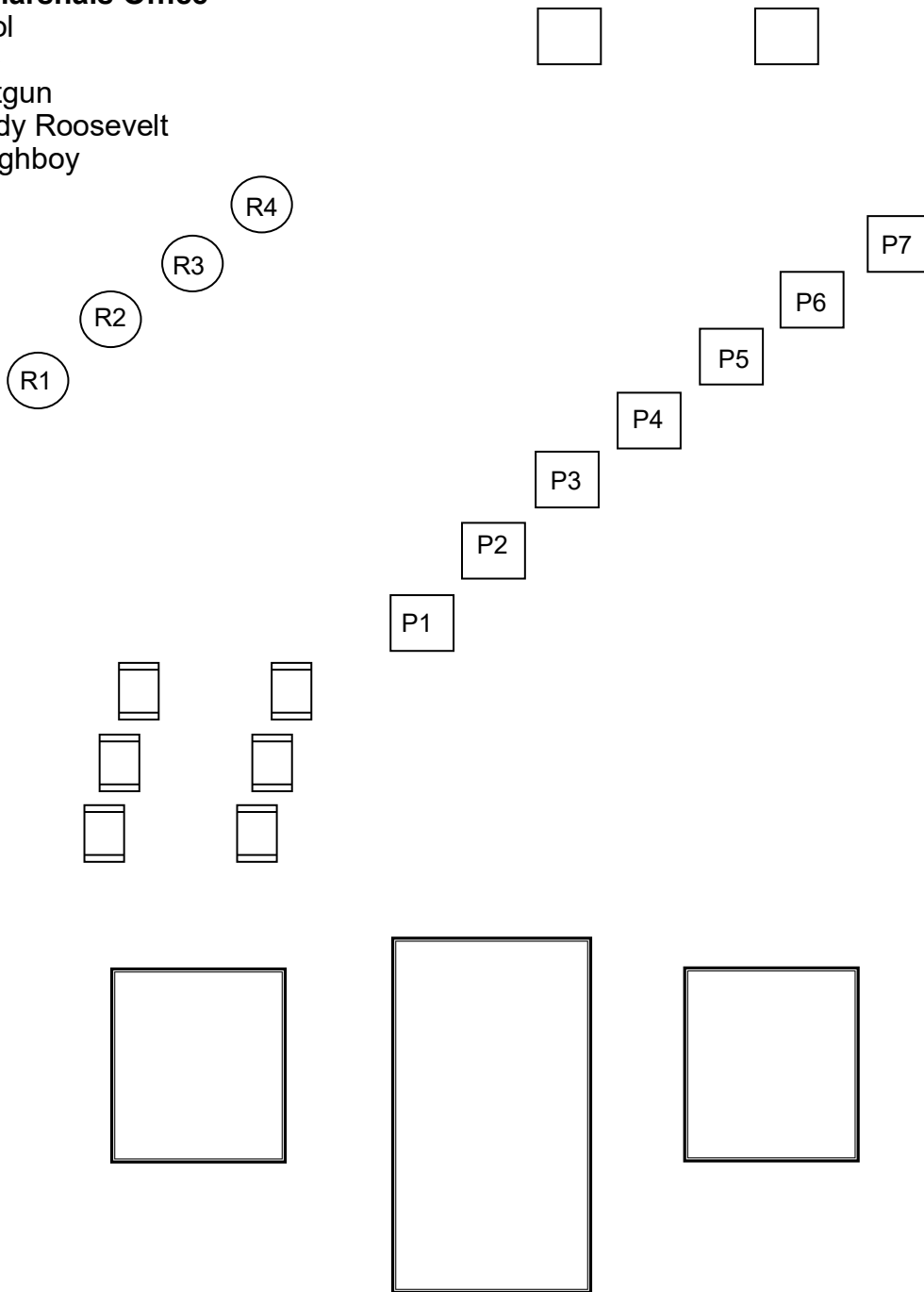
If Rifle: Engage the Rifle/Pistol targets with same instructions as Pistol.

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 3: Marshals Office

28 Pistol
10 Rifle
6 Shotgun
7 Teddy Roosevelt
Doughboy



Start: Shooters choice of starting position and gun order. Long guns staged appropriately.

When ready say: ***“45ACP is 9mm for adults”*** Wait for the buzzer.

If Pistol: Starting on P1, engage the Pistol targets in a Progressive Sweep. (i.e.: 1 on P1, 2 on P2, 3 on P3 and 4 on P4, 5 on P5, 6 on P6 and 7 on P7)

If Rifle: Engage the Rifle targets with the same instruction as Pistol.

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

If Shotgun: Engage shotgun knockdowns any order.

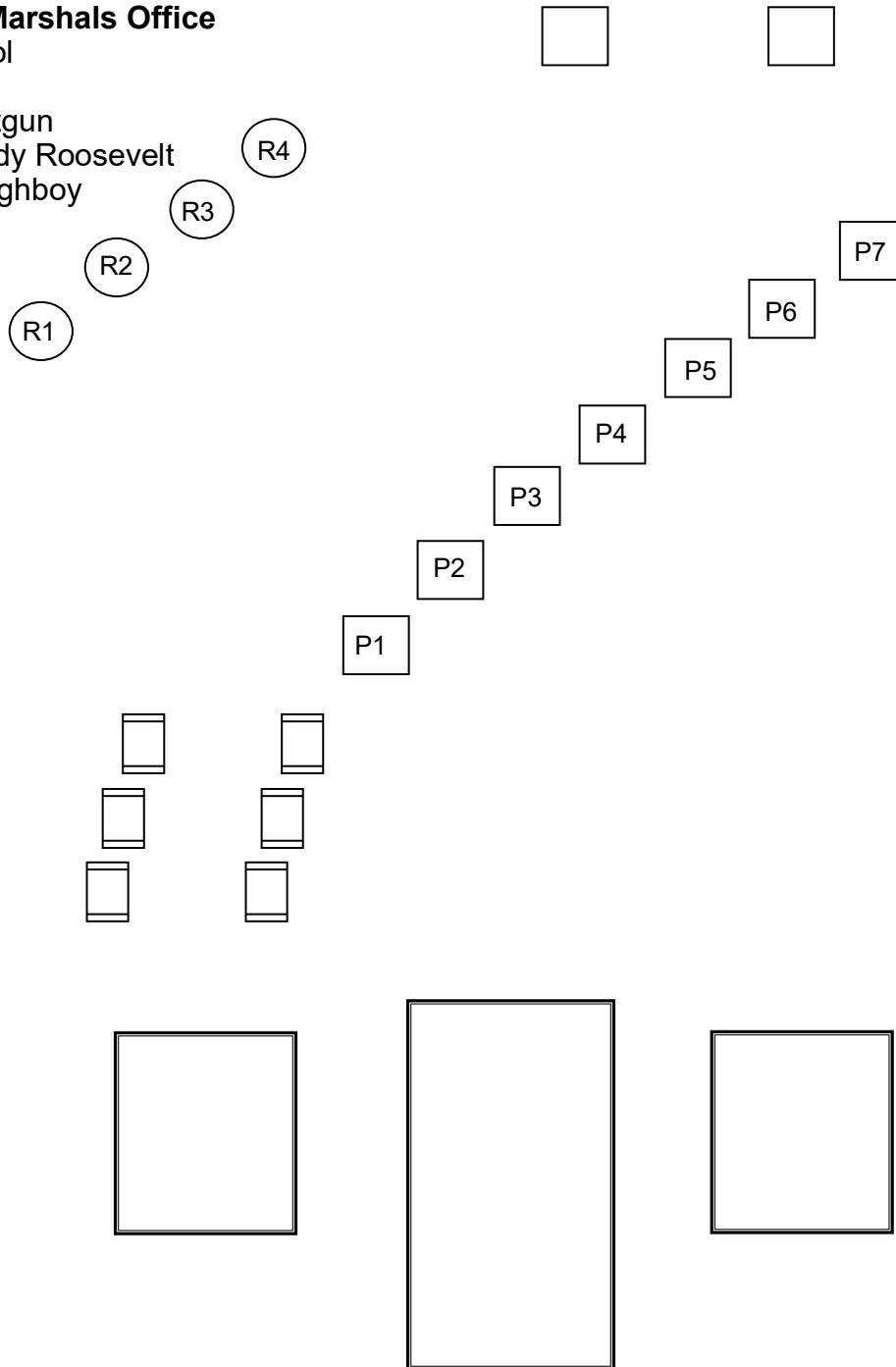
Stage 4: Marshals Office

21 Pistol

7 Rifle

6 Shotgun

6 Teddy Roosevelt
Doughboy



Start: Shooters choice of starting position and gun order. Start with hands flat on window sill.
Long guns staged appropriately.

When ready say: ***“Life is a game of single elimination”*** Wait for the buzzer.

If Pistol: Starting on either end, engage four Pistol targets in a Nevada Sweep. Repeat on opposite end.
From either end, engage Pistol targets in a single tap sweep.

If Rifle: Starting on either end, engage the Rifle targets in a Nevada Sweep.

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

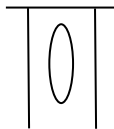
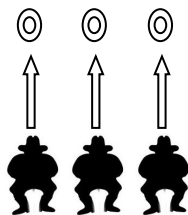
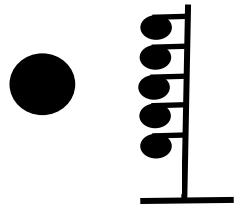
If Shotgun: Engage shotgun knockdowns left side then right side.

Stage 5: Restaurant

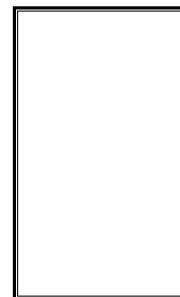
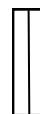
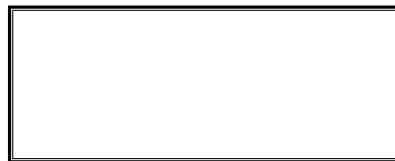
21 Pistol

10 Rifle

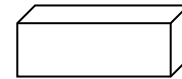
6(+) Shotgun



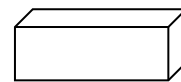
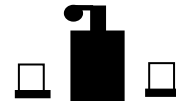
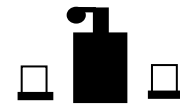
Position 1



Position 2



Position 4



Position 3



Start: At Position 1 with long gun of choice in hands. Other long gun staged appropriately.

When ready say: ***"9mm might expand, but a 45 will never shrink"*** Wait for the buzzer.

If shotgun: From Position 1, engage the three cowboy poppers and birds. Misses on poppers may be made up. Misses on birds may be made up on swinger target. Stage shotgun for down range movement.

If Rifle: From Position 1, start by engaging the Dueling Tree Dump Target and alternating between it and the Dueling Tree. Stage rifle for down range movement. Paddles must go half way around to count.

Pistol: From Position 1, engage the Hostage/Hostage Taker and Ground Targets in the following order: Three rounds on the Hostage, 1 round on the Hostage Taker, 1 round on each Ground Target and then 1 round on the Hostage Head. Repeat instruction at Position 2 and 3.