## Bay 3, Stage 1




BB1


21 Pistol-6 Rifle - 6 Shotgun - 6 Big Bore
Start: With hands on hat at Position 1. Long guns staged safey.
At the "Веep":

Position 1:
on
From Position 2:

With Pistol: Engage P1, then alternate between P1 and the first three plate rack targets on the left ending on P1 for 7 rounds. Then engage P3 and alternate between P3 and the last three plate rack targets on the right ending P3 for 7 rounds. Then, with 7 rounds, single tap P1-P3 twice in any order. Place last round on P 2 or any missed plate rack target. If Rifle: Alternate between the R target and BB1 target. If Shotgun: alternate between swinger targets.
If Big Bore: Two single tap sweeps.



BB1


## 21 Pistol-6 Rifle-6 Shotgun-5 Big Bore

Start: With hands at low surrender at Position 2. Long guns staged safey.
At the "Beep":
Position 2: If Rifle: Alternate with double taps between the R target and BB1.
If Shotgun: Alternate with double taps between the Swinger Targes.
If Big Bore: Double tap the two left targets and place the last round on BB1.
From Position 1: $\quad$ With Pistol: Starting on P2, alternate between P2 and the first three plate rack targets on the left ending on P1 for 7 rounds. Then reengage P2 and alternate between P2 and the last three plate rack targets the right ending on P2 for 7 rounds. Then, with 7 rounds and from either end, engage the P1-P3 targets with one double tap sweep, Place the last round on P2 or any missed plate rack target.

Bay 4, Stage 3: Bordello


## 28 Pistol-6 Rifle-6 Shotgun-5 Big Bore

Start: Shooters choice of starting position and gun order. Long guns staged appropriately. 3 shooting positions must be used.

At the "Beep":
If Pistol: Starting on either end, engage one of the nearest pistol targets and then all other pistol and rifle targets twice for 14 rounds (no double taps). Then, in any order, double tap all pistol/rifle targets for 14 rounds.

If Rifle: Engage the rifle targets with two rounds each (no double taps).
If Shotgun: Engage shotgun knockdowns.
If Big Bore: Engage each BB target with two rounds. Place the last round on R2.

Bay 4, Stage 4: Bordello
$\square$

R2



Position 1


Position 2


Position 3

## 21 Pistol -6 Rifle - 6 Shotgun - 5 Big Bore

Start: Shooters choice of starting position and gun order. Hands on table at starting position. Long guns staged appropriately. 3 shooting positions must be used.

At the "Beep":
If Pistol: In any order, double tap P1-P3, with last round on R1 for 7 rounds. Then in any order double tap P1-P3 with last round on R2 for 7 rounds. Then in any order double tap P2-P3 with last round on R3 for 7 rounds.

If Rifle: Single tap all pistol/rifle targets.
If Shotgun: Engage shotgun knockdowns.
If Big Bore: Double tap each BB target with last round on R2.

