

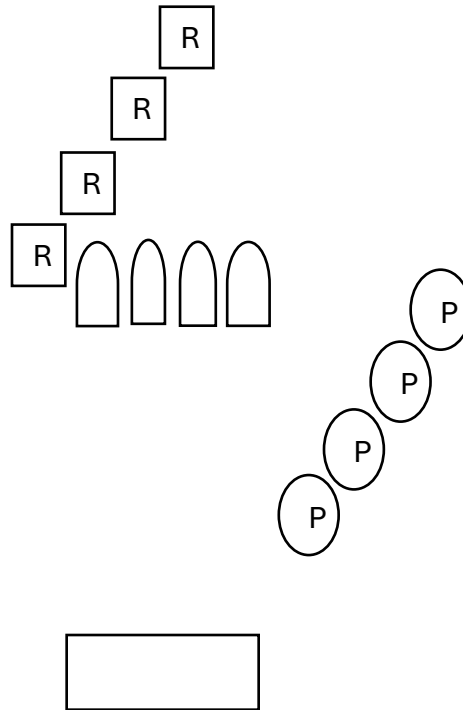
## Bay 1

### Stage 1

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands at low surrender. Shooter will indicate ready by saying "Oh Boy."

At the Beep:

**If with Pistol** – Engage the middle two P targets with one round each. Then engage all four P targets with a double tap sweep starting on either end.

**If with Rifle** – Engage the R targets with same instructions as the pistols.

**If with Shotgun** – Engage the shotgun targets any order.

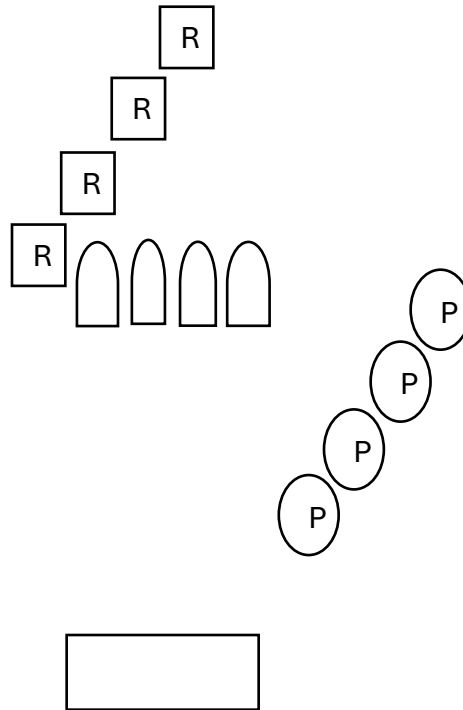
## Bay 1

### Stage 2

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands on hips. Shooter will indicate ready by saying "Dealer gets four."

At the Beep:

**If with Pistol** – Engage the P targets with a 4-1-14 sweep starting on either end.

**If with Rifle** – Engage the R targets with same instructions as the pistols.

**If with Shotgun** – Engage the shotgun targets any order.

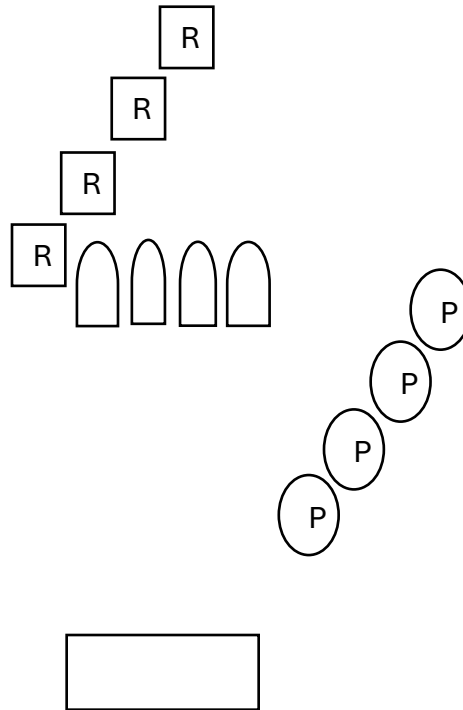
## Bay 1

### Stage 3

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands flat on table. Shooter will indicate ready by saying "Battle Born."

At the Beep:

**If with Pistol** – Engage the P targets with a continuous Nevada sweep starting on either end.

**If with Rifle** – Engage the R targets with same instructions as the pistols.

**If with Shotgun** – Engage the shotgun targets any order.

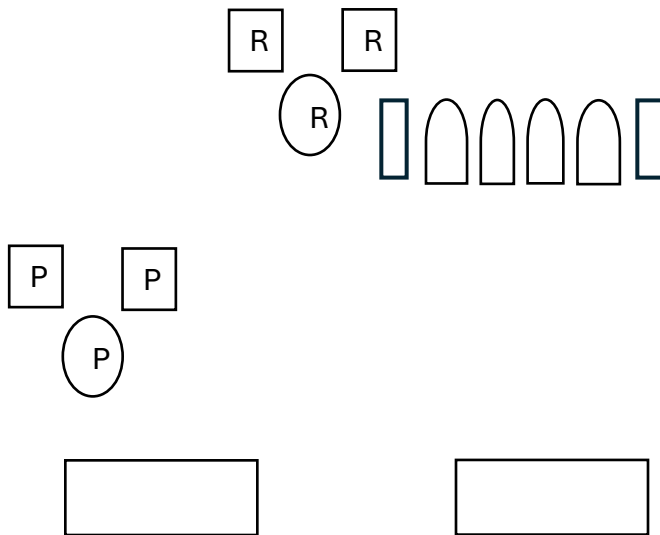
## Bay 1

### Stage 4

Pistol - 10

Rifle – 10

Shotgun – 6+



Gun order and position is shooter's choice. Pistols loaded and holstered and rifle staged safely. Shooter starts with shotgun in hand(s). Shooter will indicate ready by saying "I aint playing with you"

At the Beep:

**If with Pistol** – Engage the round P target with three rounds. Then each square P target with one round each. Then repeat instructions.

**If with Rifle** – Engage the R targets with same instructions as the pistols.

**If with Shotgun** – Engage the shotgun targets and pipes in any order.

**Must use Both positions**

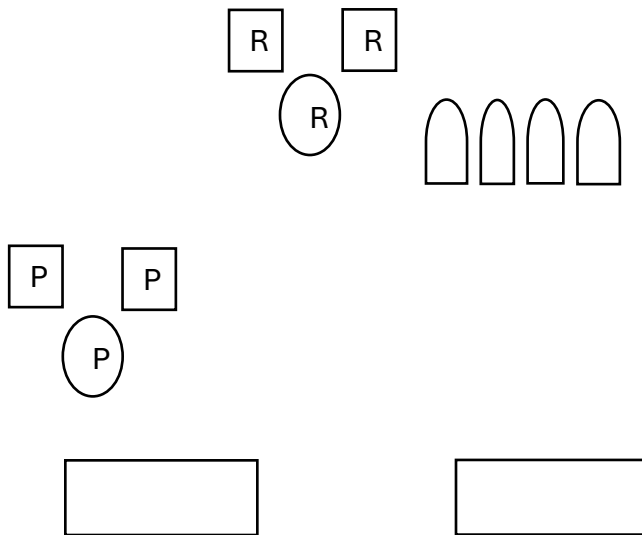
## Bay 1

### Stage 5

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order and position is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands on pistols. Shooter will indicate ready by saying "Damn it man"

At the Beep:

**If with Pistol** – Engage each square P target with two rounds each. Then the round P target with one round. Then repeat instructions.

**If with Rifle** – Engage the R targets with same instructions as the pistols.

**If with Shotgun** – Engage the shotgun targets any order.

**Must use Both positions**

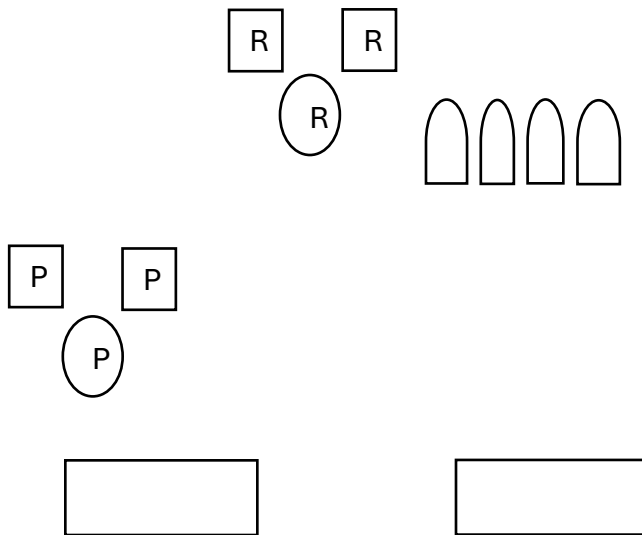
## Bay 1

### **Stage 6**

Pistol - 10

Rifle – 10

Shotgun – 4+



Gun order and position is shooter's choice. Pistols loaded and holstered and long guns staged safely. Shooter starts with hands at the end of your wrists. Shooter will indicate ready by saying "Here we go again"

At the Beep:

**If with Pistol** – Engage the P targets with a clock-wise (right) Round Robin sweep starting on any target.

**If with Rifle** – Engage the R targets with a counter clock-wise (left) Round Robin sweep starting on any target..

**If with Shotgun** – Engage the shotgun targets any order.

**Must use Both positions**