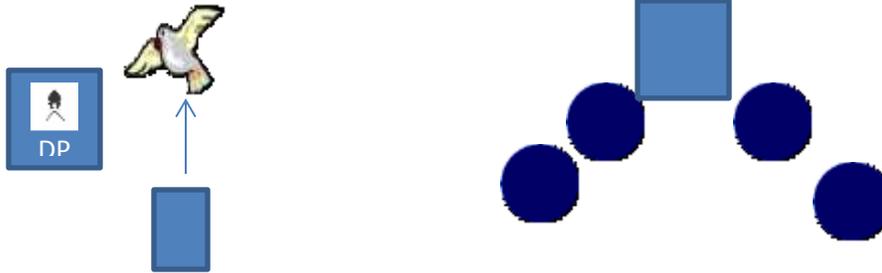
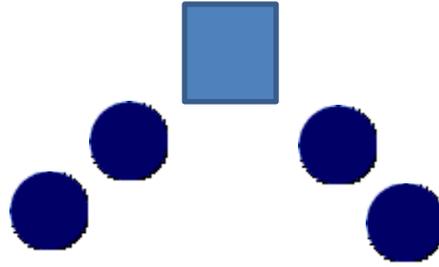


10 Rifle

10 Pistol

2+ Shotgun



## Stage 1 – Red Light Saloon

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** Any position with any gun. Hands at low surrender.

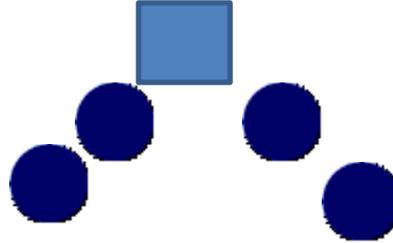
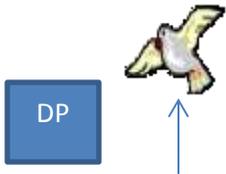
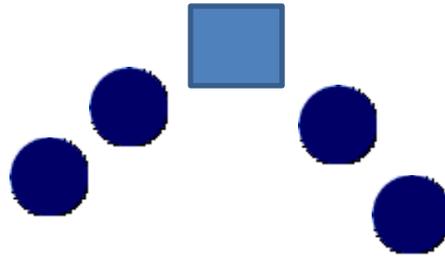
**Shooting:** Any gun in any order. Three positions must be used.

- With shotgun, from outside the left window, engage the knockdown target and bird. A miss on the bird may be made up by shooting the dump plate two times for a missed bird.
- With Rifle from the center window, , engage five targets in a single shot sweeps in either direction for five rounds then put the remaining five rounds on the center target
- With pistols from the right window, engage five targets in a single shot sweeps in either direction for five rounds then put the remaining five rounds on the center target

10 Rifle

10 Pistol

2+ Shotgun



## Stage 2 – Red Light Saloon

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** Any position with any gun. Hands at low surrender.

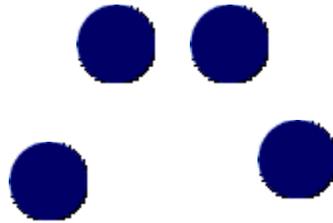
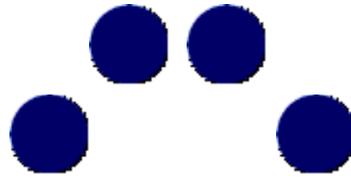
**Shooting:** Any gun in any order. Three positions must be used.

- With shotgun, from outside the left window, engage the knockdown target and bird. A miss on the bird may be made up by shooting the dump plate two times for a missed bird..
- With Rifle from the center window, engage five targets in a double tap sweep in either direction for ten rounds.
- With pistols from the right window, engage five targets in a double tap sweep in either direction for ten rounds.

**10 Rifle**

**10 Pistol**

**4+ Shotgun**



## Stage 3 – Restaurant

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty in hand. Pistols loaded five rounds each holstered.

**Start:** in doorway with shotgun in hand. Both hands must be touching the shotgun.

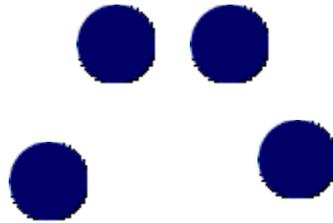
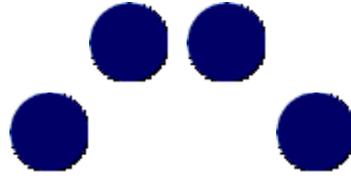
**Shooting:** Shotgun, Rifle, Pistols

- With shotgun, engage four knockdown targets – must go down. Move to window.
- With Rifle engage four rifle targets with a 4-1-1-4 sweep.
- With pistols, engage four pistol targets with with a 4-1-1-4 sweep.

**10 Rifle**

**10 Pistol**

**4+ Shotgun**



## Stage 4 – Restaurant

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty. Pistols loaded five rounds each.

**Start:** in any position with gun(s) in hand(s). All other guns holstered or staged safely

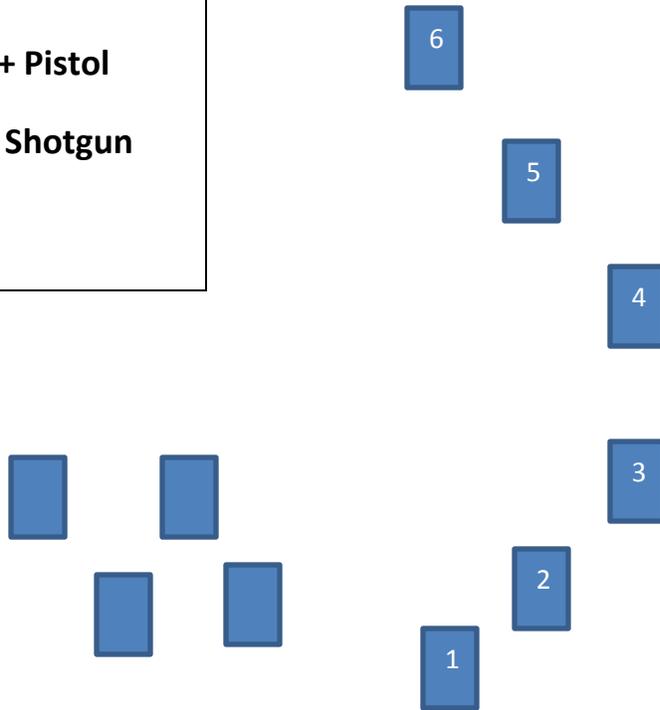
**Shooting order** is shooters choice

- From doorway with shotgun, engage four knockdown targets – must go down.
- From window with Rifle engage four rifle targets in a 3-2-2-3 sweep from either end.
- From window with pistols, engage four pistol targets in a 3-2-2-3 sweep from either end.

**10+ Rifle**

**10+ Pistol**

**4+ Shotgun**



## Stage 5 – Jail

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** Any position with any gun. Hands on hat.

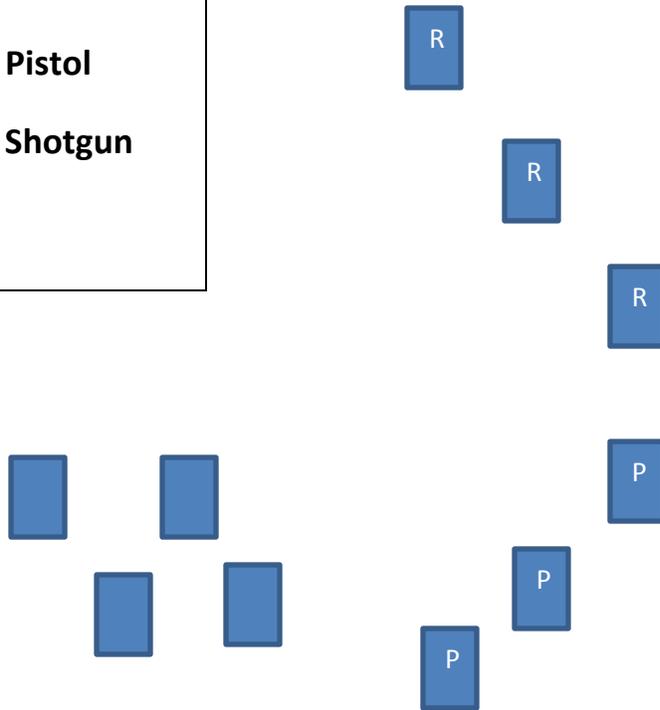
**Shooting:** Any gun in any order. .

- With shotgun, engage four knockdown targets – must go down.
- With Rifle and pistols shoot the six rifle and pistol targets in a 1, 2, 3, 4, 5, 6 sweep starting on either end. The extra round can be loaded in either the rifle or pistol and must be loaded on the clock.

**10 Rifle**

**10 Pistol**

**4+ Shotgun**



## Stage 6 – Jail

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** Any position with any gun. Hands at low surrender.

**Shooting:** Any gun in any order. .

- With shotgun, engage four knockdown targets – must go down.
- With Rifle, shoot the three rifle targets in a double tap Nevada sweep starting on any target
- With pistols shoot pistol targets in a double tap Nevada sweep starting on any target.