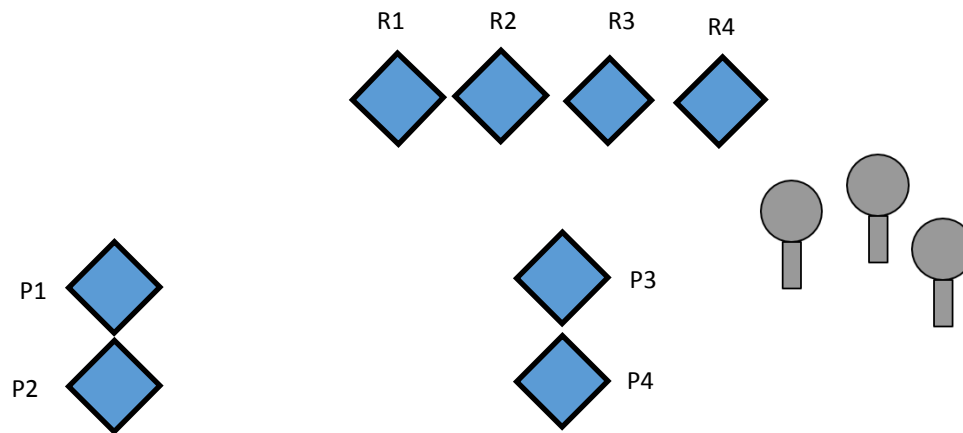


Stage 1

10 Pistol

10 Rifle

3+ Shotgun



A B C D

Check Gunfighter Rule on move.

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged in window "C". Shotgun, action open and empty, is staged in window "D".

Start at Doorway with hands on Pistols. When Ready Say.

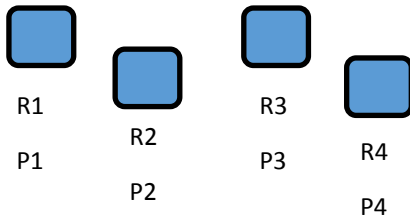
At the buzzer, draw your first Pistol and engage the pistol targets 1 and 2 in any order with single and/or double taps only. Make Pistol Safe and Move to window "C". Pickup rifle and engage all four rifle targets in same manor with single and/or double taps. Make rifle safe in window sill. Draw second pistol and engage the pistol targets 3 and 4 in any order with single and/or double taps only. Holster. Pickup Shotgun and knock down all three shotgun targets in any order. Make Safe, retrieve rifle and move to unloading table.

Stage 2

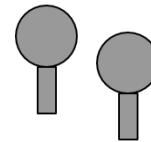
10 Pistol

10 Rifle

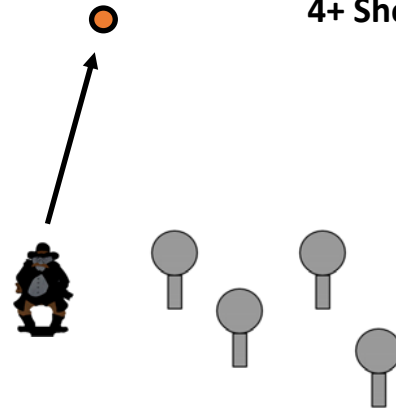
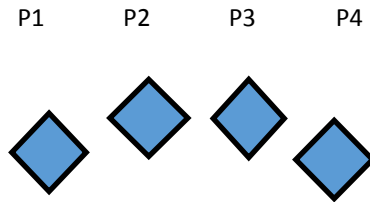
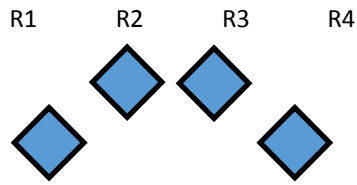
2+ Shotgun



Position B



Start standing with at least one foot behind horse, with rifle in hand. At buzzer engage targets with 2 rounds on 1, 2 rounds on 2, 2 rounds on 3, 1 rounds on 4, 1 rounds on 3, 1 rounds on 2, 1 round on 1. Rifle down Safe, Pickup Shotgun and engage S1 and S2 until down. Shotgun down on horse safe and move to Position "B". Per your shooting category engage the R/P targets in same manner as rifle. Holster pickup long guns and proceed to unloading table



Stage 3

10 Pistol

10 Rifle

4+ Shotgun



Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and is staged in window. Shotgun action open and empty also staged in window.

Start in door way with hands door frame. When Ready Say:

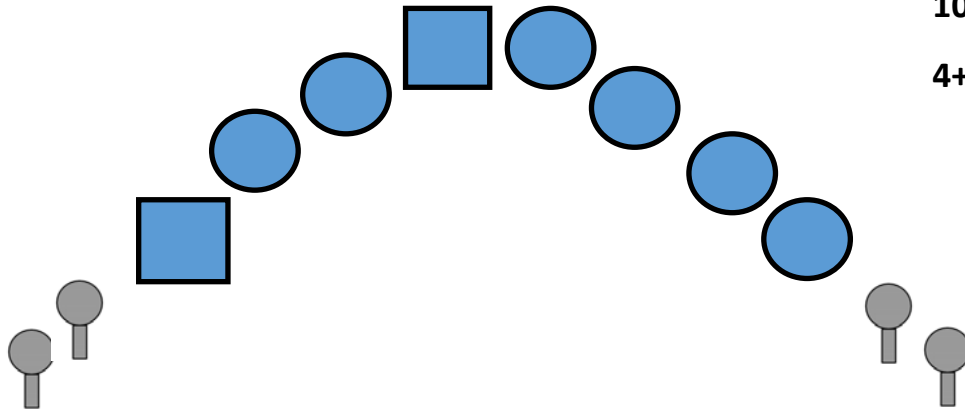
At the buzzer, engage the 4 pistol targets per your shooting Category in a **CAT HERDER SWEEP**. That's 1,1,2,3,4,4,3,2,1,1 holster. Move to window and engage the Rifle targets in same **CAT HERDER SWEEP**. Make rifle safe in window. Pickup shotgun and move to fence, engage 4 knockdown targets or two of the knockdowns plus the popper and bird. A missed bird is not made up nor is counted as a miss, however, a hit on the bird counts as a **5 second BONUS**.

Stage 4

10 Pistol

10 Rifle

4+ Shotgun



Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and is in hand. Shotgun action open and empty staged on table.

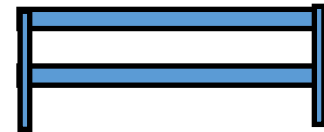
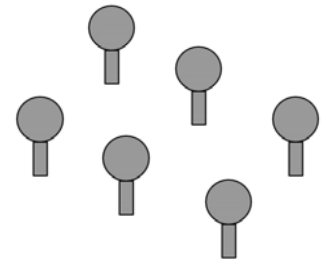
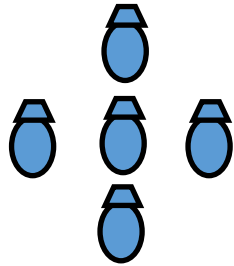
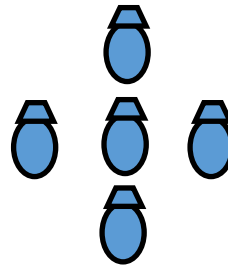
Start standing at line with rifle in hand. At the beep Engage the targets in a 1, 4, all sweep (1, 4, 1-8). Rifle down and Safe. With your pistols per your shooting category engage the targets in all (1-8 4, 1) Sweep. Holster. Pickup Shotgun and Engage in any order. Retrieve long guns and proceed to unloading table.

Stage 5

10 Pistol

10 Rifle

6+ Shotgun



Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds is staged on horse. Shotgun is staged on horse.

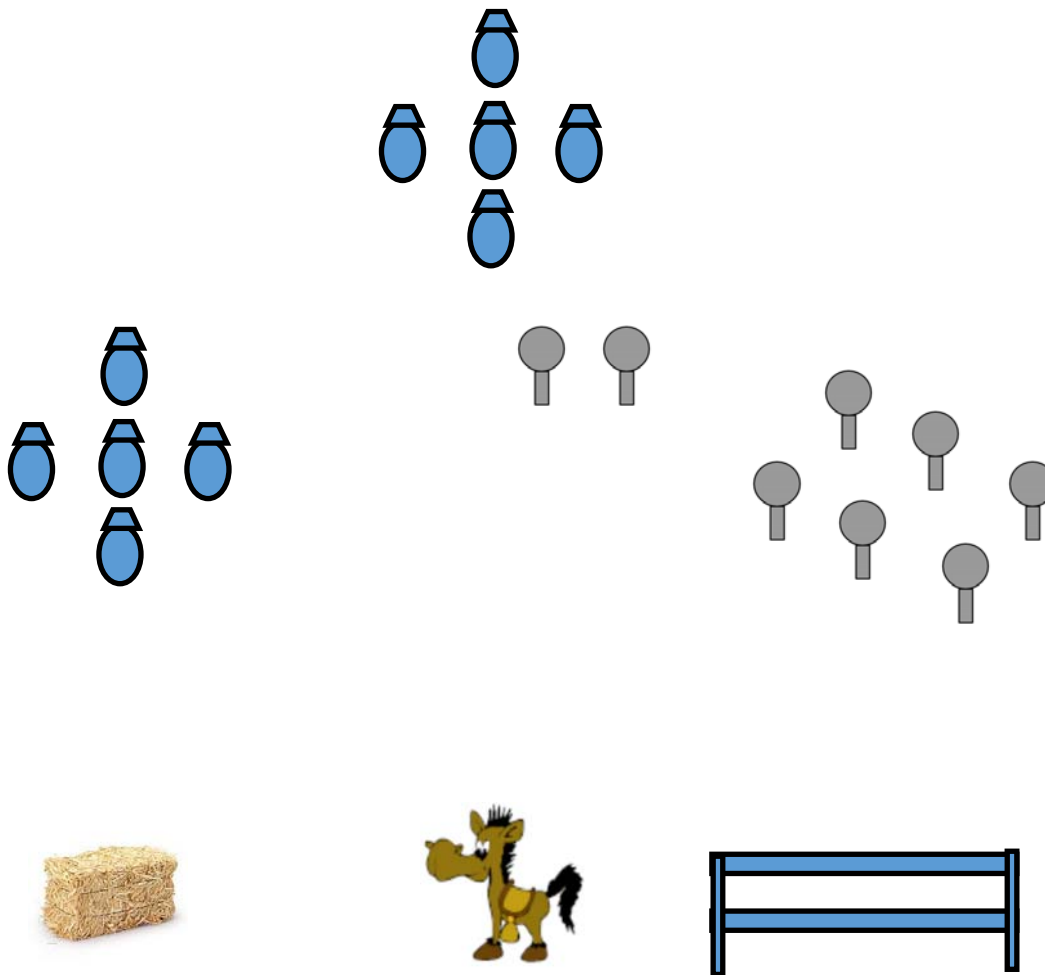
Start at hay bale "A" with both hands on your pistols. When ready say "-----." At the buzzer, with your pistols, do a 5 round continuous Nevada Sweep on the vertical targets. You can start at the top or the bottom target. Do a 5 round continuous Nevada Sweep on the horizontal targets starting at either end. Holster and move to Horse and with your rifle do a 5 round continuous Nevada Sweep on the vertical targets. You can start at the top or the bottom target. Do a 5 round continuous Nevada Sweep on the horizontal targets starting at either end the sequences on the rifle targets. Make Rifle safe on horse Pickup Shotgun move to **rail/hay bale** and knock down any 6 Shotgun targets.

Stage 6

10 Pistol

10 Rifle

8+ Shotgun



Pistols loaded with 5 rounds each and holstered, Rifle loaded with 10 rounds is staged on horse Shotgun Held at Port Arms.

Start at rail "C" with shotgun at Cowboy Port Arms. When ready say; "-----".

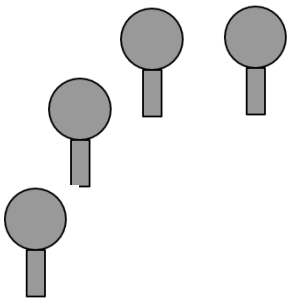
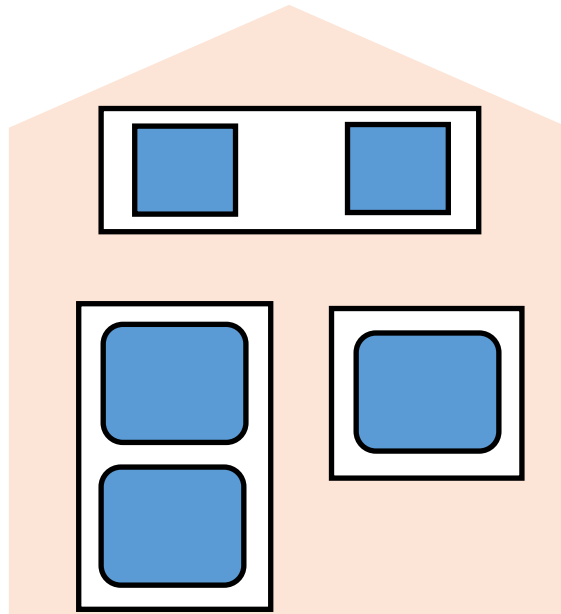
At the buzzer engage the 6 Shotgun targets starting on the three front targets and then three back (Make-up any order). Move to the horse and engage the remaining two Shotgun targets. Make shotgun safe. Pickup rifle and engage the Rifle targets, starting on the top target, single tap the 4 outside targets in a clockwise direction and then single tap the middle target. Repeat the sequence. Make Rifle safe and move to Hay Bale "A". Engage the Pistol targets in the same sequence as the rifle. Holster, and pick up long guns and Proceed to Unloading table.

Stage 7

10 Pistol

10 Rifle

4+ Shotgun



Position B



Pistols loaded with 5 rounds each and holstered, Rifle loaded with 10 rounds is held at low ready (barrel touching table). Shotgun is staged on wagon action open and empty.

At buzzer with rifle double tap alternating R1 and R2 for 10 Rounds. Rifle down Safe on table. Pickup Shotgun and engage 4 shotgun targets. Shotgun down safe on table. Move to Rail and with your pistols per your shooting category place 5 rounds on 3 lower targets and repeat with second pistol.

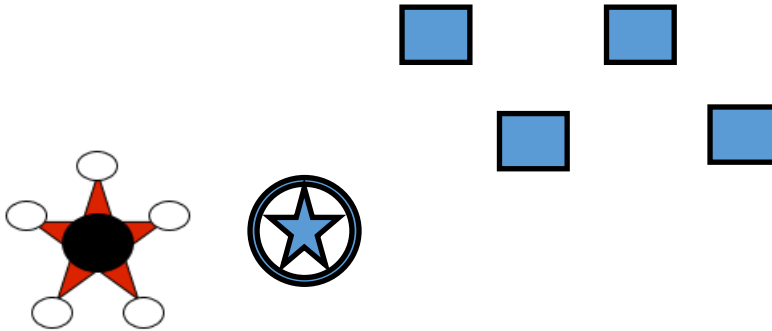
Retrieve long guns and proceed to unloading table.

Stage 8

10 Pistol

10 Rifle

4+ Shotgun



Pistols loaded with 5 rounds each, Rifle loaded with 10 rounds and staged on table.

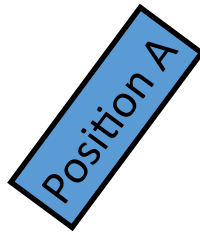
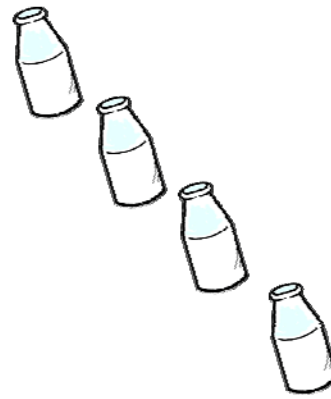
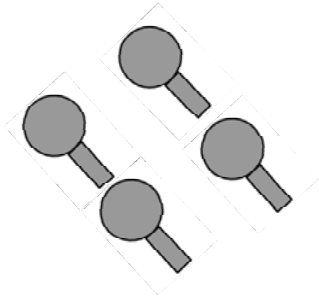
Start standing in Jail facing the bars, with bar of soap in both hands. At the Buzzer throw the soap towards the wash tub. Move to the table and retrieve the rifle. Engage the rifle targets R1 with 3 rounds, R2 with 2 rounds, R3 with 3 rounds, and R4 with 2 rounds. Rifle down on table make safe. Per your shooting category with your first handgun engage the Texas Star for 5 rounds if clean 5 sec bonus, any plates left will not count as a miss. With second pistol dump the remaining 5 rounds on stationary star. Holster and retrieve rifle and proceed to unloading table.

Stage 9

10 Pistol

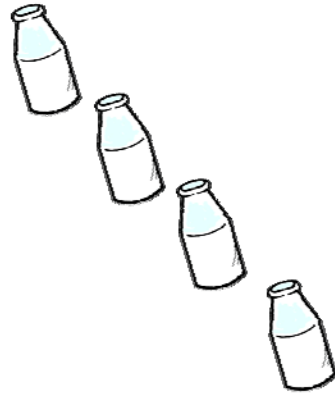
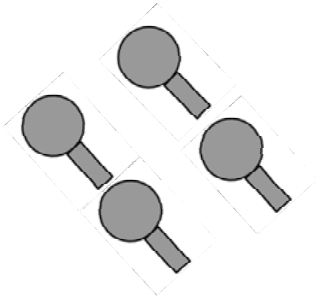
10 Rifle

4+ Shotgun



Pistols loaded with 5 rounds each, Rifle loaded with 10 rounds and staged on table. Shotgun action open and empty Staged on table.

Start standing at A with hands in surrender position (at Hat Level). At buzzer engage Pistol targets in 2 separate 2-1-2 sweeps starting from either end. Move to Table Pickup Rifle and engage Rifle targets in a Lawrence Welk Sweep. (a1 a2 a3 a4). Make rifle safe. Pickup Shotgun and engage all targets till down. Pickup long guns and proceed to Unloading table.



Stage 9

10 Pistol

10 Rifle

2+ Shotgun



Pistols loaded with 5 rounds each, Rifle loaded with 10 rounds and staged on table. Shotgun action open and empty Staged on table.

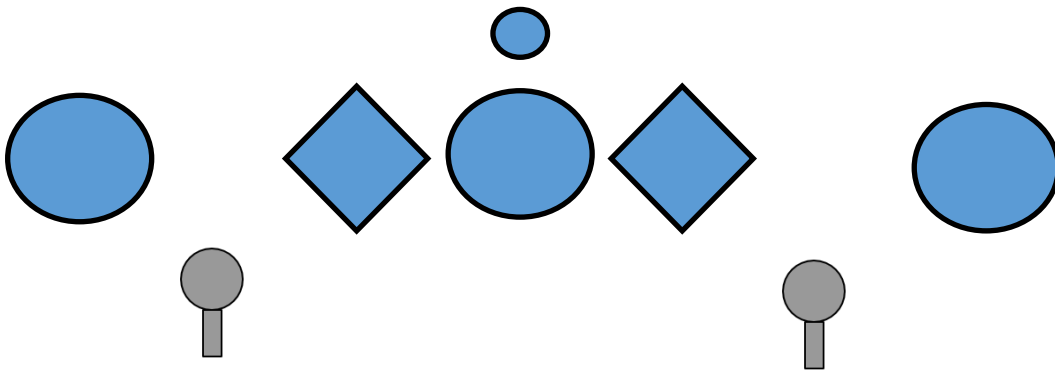
Start standing at A with hands in surrender position (at Hat Level). At buzzer engage Pistol targets in 2 separate 2-1-2 sweeps starting from either end. Move to B Pickup Rifle and engage Rifle targets in a Lawrence Welk Sweep. (a1 a2 a3 a4). Make rifle safe. Pickup Shotgun and engage all targets till down. Pickup long guns and proceed to Unloading table.

Stage 11

10 Pistol

10 Rifle

2 Shotgun



Position C



Pistols loaded with 5 rounds each, Rifle loaded with 10 rounds and staged on one horse. Shotgun action open and empty Staged on other horse.

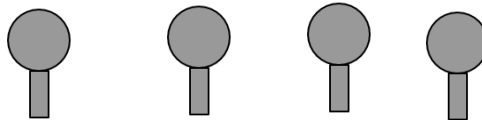
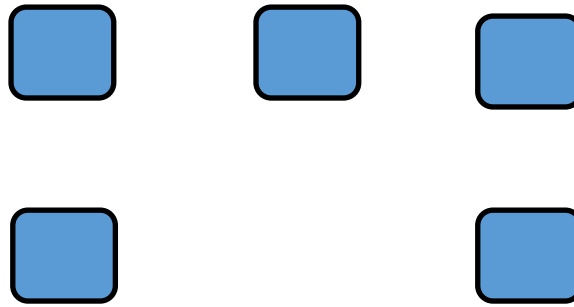
Start standing at Rifle with hands at default. At buzzer retrieve rifle engage the targets with 2 rounds on outside targets, 2 rounds on intermediate targets, 1 on center and one on Bonus. Make rifle safe on horse. Move to other horse retrieve shotgun and engage the shotgun targets till down make shotgun safe on horse. Move to Position C, per your shooting category repeat Rifle sequence. Retrieve long guns and proceed to unloading table.

Stage 12

10 Pistol

10 Rifle

4 Shotgun



Position B



Pistols loaded with 5 rounds each, Rifle loaded with 10 rounds and staged on either horse. Shotgun action open and empty Staged on same horse as rifle.

Start standing at Horse with Rifle on horse hands touching rifle, at buzzer engage targets in 2 matching 5 shot sweeps going Left to Right or Right to Left. Rifle down and Safe on Horse. Pickup Shotgun and engage shotgun starting on either inside target then the outside (inside, inside, outside, outside). Shotgun down safe on horse. Move to B and engage Pistol targets in same manner as Rifle. Holster, retrieve long guns and proceed to unloading table.