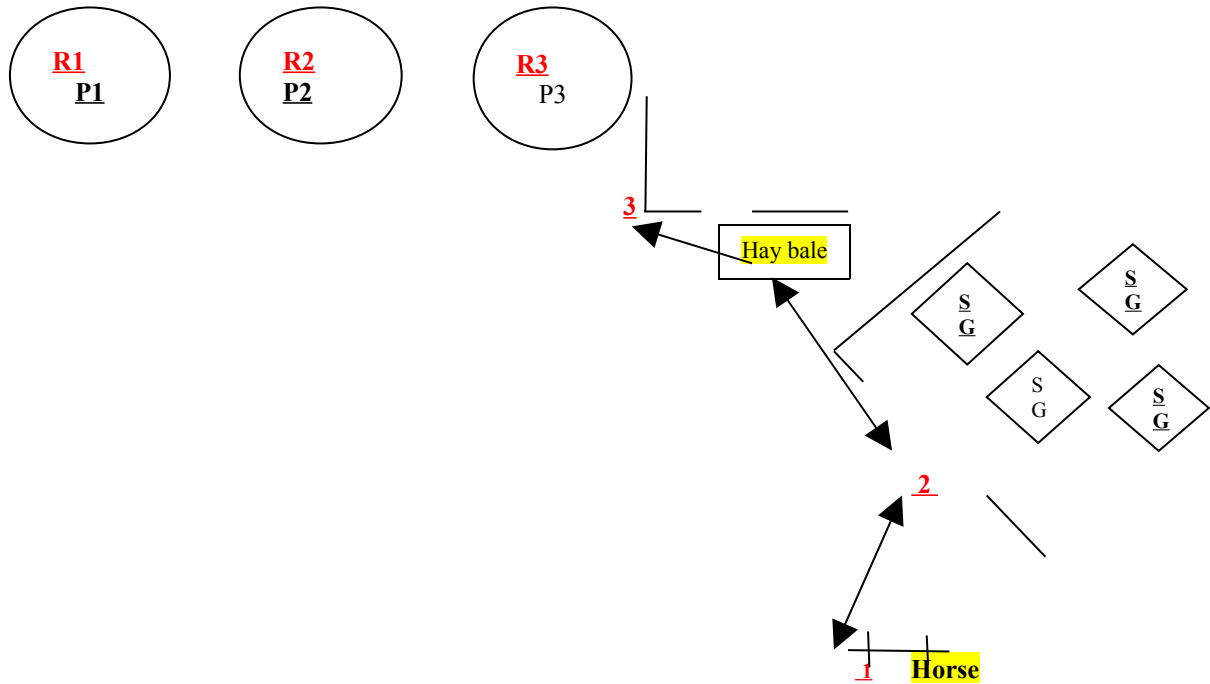


Stage 1 Bay 1

10 rounds rifle, staged on the horse
4+ rounds shotgun, staged on the horse
10 rounds pistol, holstered

Props required: 1 Horse 1 hay bale
Targets required: 3 Rifle, 4 Shotgun, 3 Pistol



- 1) Shooter starts at the horse (position 1) with hands on the horse's rump. At the beep picks up the rifle & **double taps** the rifle targets in a Nevada Sweep starting from the left (R1 R1, R2 R2, R3 R3, R2 R2, R1 R1). Restages the rifle safely on the horse.
- 2) Shooter then picks up the shotgun, takes it to the first building's doorway, stands in doorway (position 2) and engages the 4 shotgun targets, any order. **All must fall to count.** (shotgun misses can be made up).
- 3) Shooter then takes the shotgun to the 2nd building, restages it on the hay bale, proceeds to the corner of the building (position 3) and double tap sweeps the 3 pistol targets left to right in the following order (**P1 P1, P2 P2, P3 P3, P1 P1, P2 P2**). NOTE: *The last 2 shots will be on the center target.*

3/31/2010

Stage #2

Bay #2

10 rounds rifle, staged on the horse

Props required: 1 table, 1 chair, 1 cards
1-2 dummies and 1 horse.

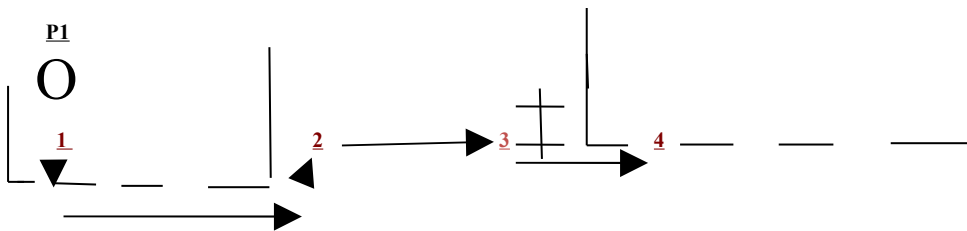
10 rounds pistol, 1 holstered & one on table
4+ rounds shotgun, staged on the horse

Targets required: 3 pistol, 4 Rifle and 4 shotgun.

R1 R2 R3 R4

P1 P2 P3

S1 S2 S3 S4



1) Shooter starts sitting at the table (**position 1**) holding a poker hand with the 1st revolver placed on the table. Shooter says to Jake, "That's an awful lot of Aces in 1 deck"!

2) At the beep, shooter picks up tabled revolver & shoots Jake in his **pie plate** 5 times from the sitting position.

3) Shooter then stands up, holsters revolver, exits through the doorway, goes to the side of the building (**position 2**), and shoots the other 3 pistol targets left to right in a Nevada Sweep (P1 P2 P3 P2 P1).

4) Shooter holsters revolver, proceeds to the horse (**position 3**), retrieves the rifle, double taps the 4 rifle targets from left to right (R1 R1 R2 R2 R3 R3 R4 R4), and then single taps R1 & R4.

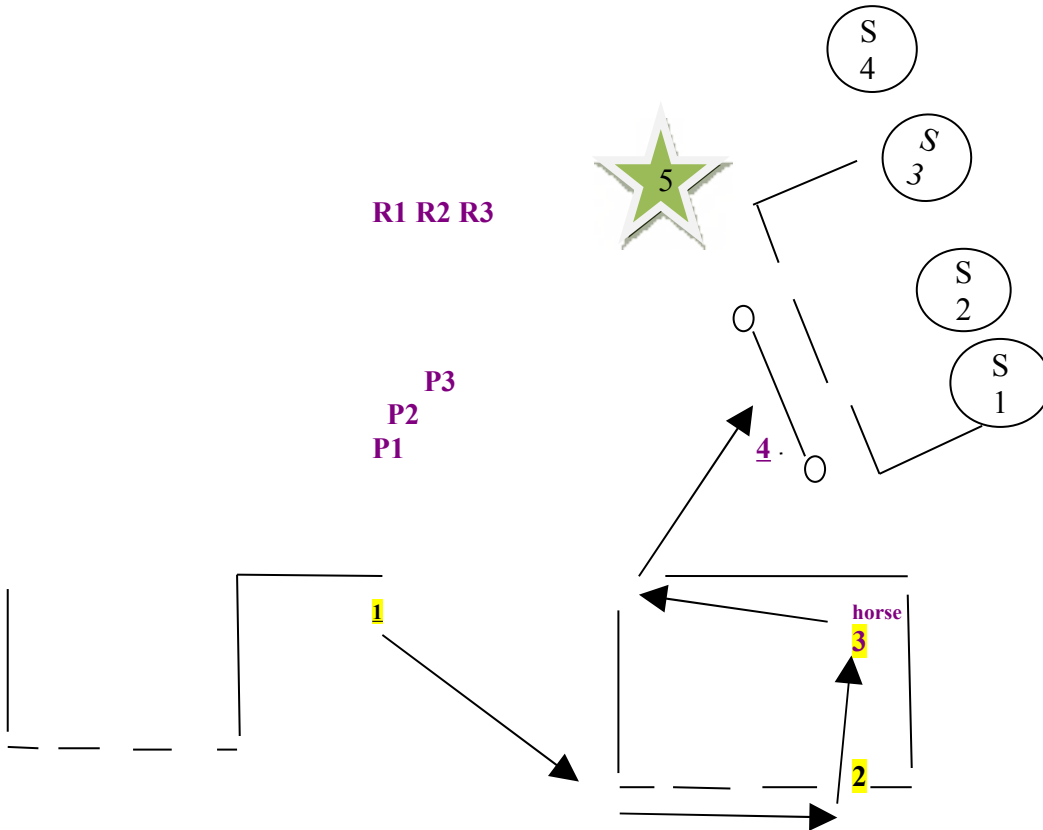
5) Shooter restages the rifle on the horse, retrieves the shotgun, proceeds to the doorway (**position 4**) and engages the 4 shotgun targets any order. **All shotgun targets must fall to count..** Shotgun targets can be made up.

Stage 3

Bay 3

10 rounds rifle, staged on horse
 10 rounds pistol, holstered
 4+ rounds shotgun, staged on horse

Targets required: 3 pistol, 3 rifle 1 horse and 4 shotgun
Props required: and hitching rack



- 1) Shooter starts at the end of the fence (position 1) with hands on guns. At the beep engages the pistol targets by double tapping P1 & P3 then single tapping P2 (P1 P1, P3 P3, P2). Repeats with 2nd pistol.
- 2) Shooter holsters revolvers, proceeds to the East building, goes thru the doorway (position 2), retrieves the rifle (position 3) and engages the 3 rifle targets with a double tap Nevada sweep from left to right (R1 R1, R2 R2, R3 R3, R2 R2, R1 R1).
- 3) Shooter replaces the rifle on the horse, picks up shotgun, goes left around the fence, goes down the street to the hitching post, and engages S1 & S2 from behind the hitching post (position 4).
- 4) Shooter then proceeds to the stump (position 5) and engages S3 and S4.

Stage 4
Bay 4

10 rounds rifle, staged at the corner of building.

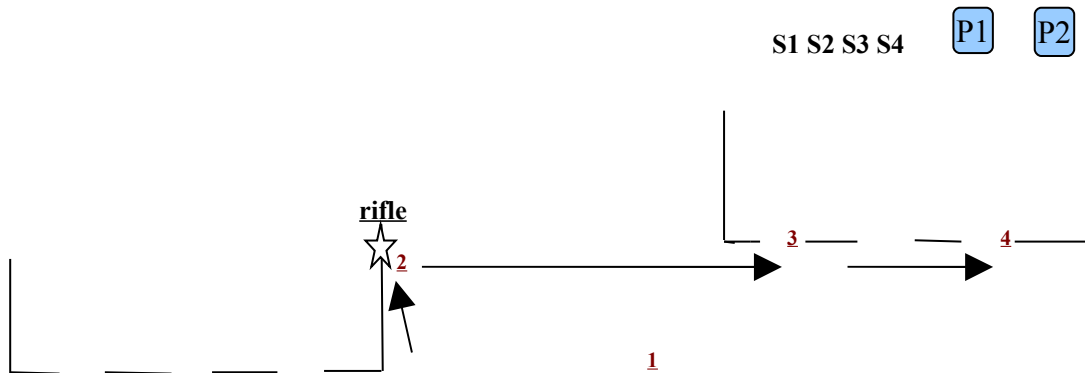
10 rounds pistol, holstered

4+ rounds shotgun, staged at the East buildings left window on the table.

Props needed:

Targets Needed: 5 rifle, 4 Shotgun, and 2 pistol

R1 R2 R3 R4 R5



- 1) Shooter starts at the corner of the building (**position 1**) with arms folded across chest.
- 2) At the beep, shooter proceeds to the rifle (**position 2**) and engages the rifle targets left to right with a double tap sweep (R1 R1, R2 R2, R3 R3, R4 R4, R5 R5).
- 3) Shooter re-stages the rifle, goes to the East building (**position 3**) and engages the 4 shotgun targets thru the window any order (**All must fall to count**). Misses may be made up.
- 4) Shooter restages shotgun on the table, goes to the right window (**position 4**) and engages the 2 pistol targets by dumping five shots on P1, then five shots on P2.

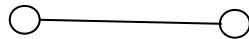
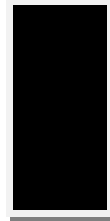
4/2/2010

Stage 5 Bay 5

10 +2 rounds rifle, staged on the horse loaded with **10 Rds.**
10 rounds pistol, holstered
6 rounds shotgun, staged on the horse

Targets required: 1 Bear

Prop required: 1 Horse



-
- 1) Shooter starts at the corner of the building (position 1) and with hands *on the corner of the building*.
 - 2) When ready, shooter says' **“ Hey Gus, that's an awful big bear”!**
 - 3) At the beep shooter goes to the horse, retrieves the shotgun and, from the horses rump (position 2), shoots the bear 6 times with the shotgun. (MISSES MAY NOT BE MADE UP)
 - 4) Shooter restages shotgun on the horse, takes the rifle and shoots the bear 10 times. Shooter then reloads 2 rounds & shoots bear two more times.
 - 5) Shooter restages rifle on the horse and shoots the bear 5 times with each revolver.

If'n it ain't dead now, ya better find a very deep hole ta hide in. Perhaps even a very tall tree!!!!

5/21/2010

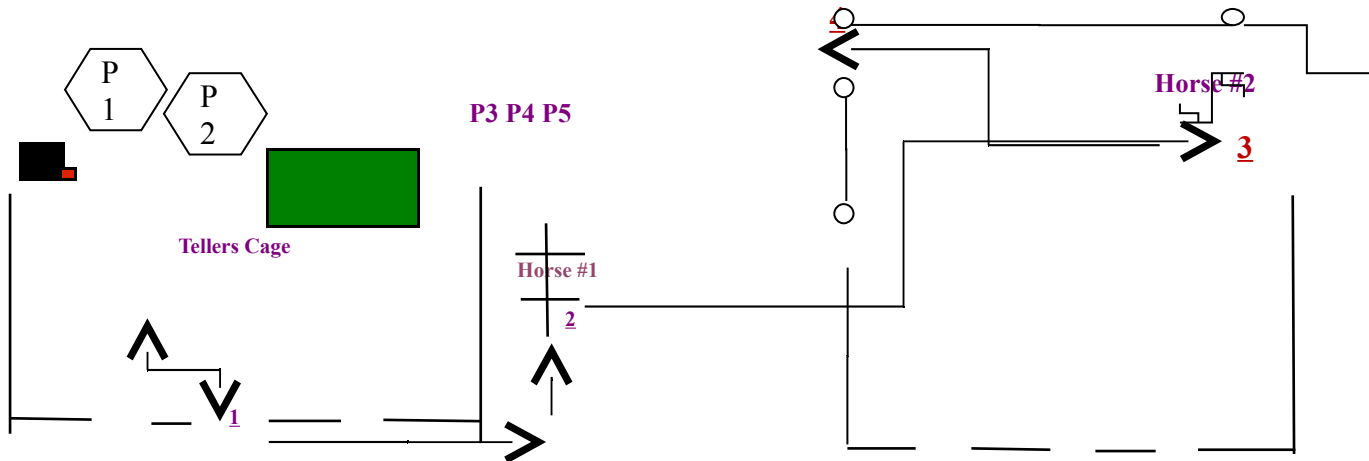
Stage 6 Bay 6

10 rounds rifle, staged on 1st horse
10 rounds pistol, holstered
6+ rounds shotgun, staged on 2nd horse

Props required: Safe, Tellers cage, 2 Dummies
Bag of Gold
Target required: 5 Pistol, 6 shotgun and 5 rifle



R1 R2 R3 R4 R5



- 1) Shooter starts in the doorway (position 1) with hands on his guns. When ready, shooter yells, **"JAKE, get that bag O Gold!"**
- 2) **AT THE BEEP**, shooter engages the 2 pistol targets with 5 shots, any order, engaging each target at least twice.
- 3) Shooter holsters revolver, goes to safe, grabs the bag of gold from inside the safe, goes back thru the doorway around to horse #1 (position 2) and engages the 3 pistol targets as follows: **P3 P3, P5 P5 and P4**.
- 4) Shooter holsters revolver, takes rifle from the horse, and sweeps the rifle targets twice starting from either direction with **NO DOUBLE TAPS**.
- 5) Shooter then restages rifle on horse #1, goes to horse #2 (position 3), gets the shotgun, goes to the corral opening (position 4) and engages the 6 shotgun targets any order.

(All shotgun targets must fall to count) (Any shotgun misses can be made up)

*******Note*******

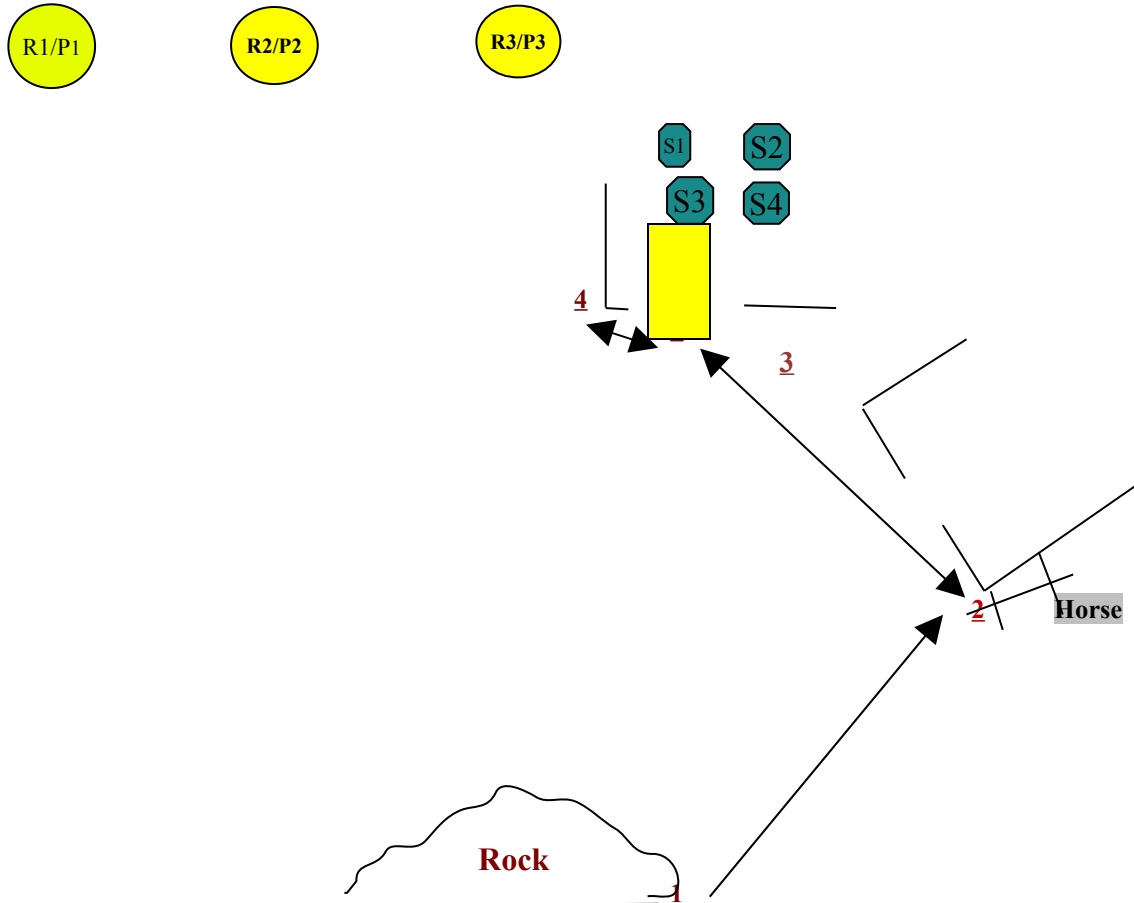
The bag of gold must be with you at all times. Leaving the gold behind is a procedural.

4/2/2010

Stage 7 Bay 1

10 rounds rifle, staged on the rock
10 rounds pistol, holstered
4+ rounds shotgun, staged on the horse

Props required: 1 horse, 1 Hay bale, Rock
Targets required: 3 rifle, 4 shotgun knockdowns



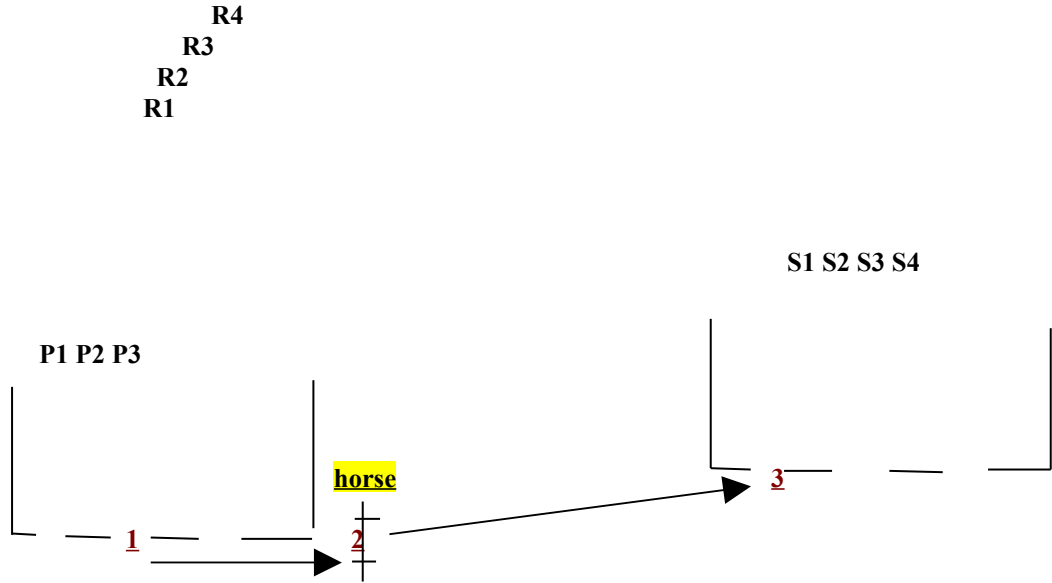
- 1) Shooter starts standing at the rock (position 1) with hands on hips.
- 2) At the beep, the shooter picks up the rifle, engages the 3 rifle targets with three left to right sweeps, and places the 10th shot on the middle target. (R1 R2 R3, R1 R2 R3, R1 R2 R3, R2)
- 3) Shooter takes the open/empty rifle to the horse at (position 2) and restages it.
- 4) Shooter picks up the shotgun, proceeds to the doorway of the furthest building (position 3) and engages the 4 shotgun targets any order. (all must fall to count) (May make up misses).
- 5) Shooter stages the open/empty shot gun on the hay bale, proceeds to the left corner of the building (position 4) and engages the rifle/pistol targets with revolvers using a double tap Nevada Sweep beginning on the left. (P1 P1, P2 P2, P3 P3, P2 P2, P1 P1)

Stage #8

Bay #2

10 rounds rifle, staged on the Horse
 10 rounds pistol, holstered
 4+ rounds shotgun, staged on the horse

Props needed: 1 horse
Targets needed: 4 rifle, 3 pistol & 4 shotgun

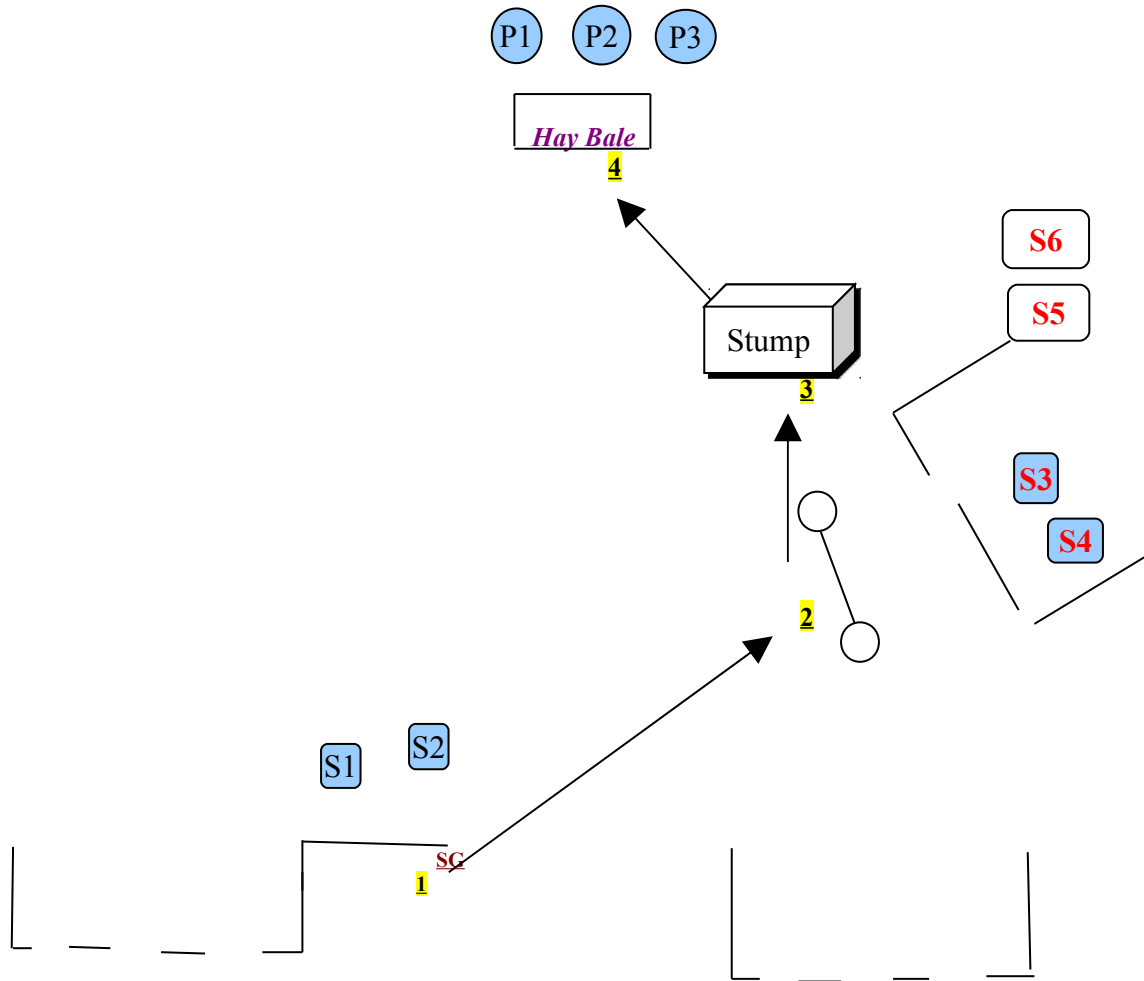


- 1) Shooter Starts at the door (position 1) with hands on guns. At the beep draws pistols and engages the pistol targets with a left to right double tap Nevada Sweep (P1 P1, P2 P2, P3 P3, P2 P2, P1 P1).
- 2) Shooter holsters pistols, proceeds to the horse (position 2), retrieves the rifle, and shoots the rifle targets with a continuous Nevada sweep starting from the left (R1 R2 R3 R4 R3 R2 R1 R2 R3 R4).
- 3) Shooter replaces rifle on the horse, retrieves shotgun, goes to the East building doorway (position 3) and engages the 4 shotgun targets any order. All must fall to count. Shotgun misses can be made up!

Stage 9 Bay 3

6 rounds shotgun, at port arms
10 rounds pistol, holstered
NO RIFLE ON THIS STAGE

Targets required 3 pistol & 6 shotgun
Props required2 hay bales Hitching rack 1 Stump



- 1) Shooter starts at the end of the fence (position 1) facing downrange with the shotgun at port arms. When ready shooter says, “**Newt, ain’t this a crock ah horse dung?**”
- 2) At the beep shooter engages **S1 & S2**, then proceeds straight to the hitching rack (position 2) and engages **S3 & S4**, then proceeds to the stump (position 3) and engages **S5 & S6**.
- 3) Shooter then goes to (position 4), restages the shotgun on the hay bale, draws pistols and double taps the targets left to right in a Law Dawg Sweep. (**P1 P1, P2 P2, P3 P3, P1 P1, P2 P2**)

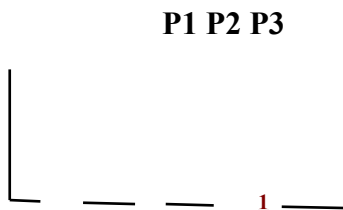
4/2/2010

Stage 10
Bay 4

10 rounds pistol, holstered
10 rounds rifle, staged at the window
NO SHOTGUN ON THIS STAGE

Targets required: 3 Rifle and 3 pistol

R1 R2 R3



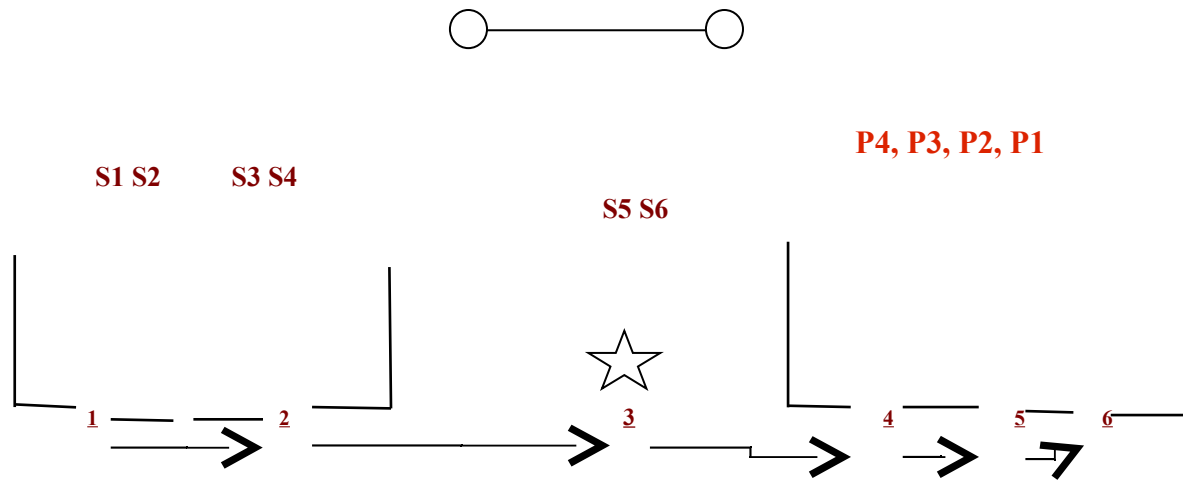
-
- 1) Shooter starts at the right window of the West building (position 1) with palms of hands leaning against the window frame, **shoulder height..**
 - 2) At the beep, shooter picks up rifle and sweeps the 3 rifle targets two times left to right, (R1 R2 R3, R1 R2 R3), then shoots R1 twice and R3 twice (R1 R1, R3 R3)
 - 3) Shooter places rifle back on table and engages the 3 pistol targets the same as the rifle targets. (P1 P2 P3, P1 P2 P3, P1 P1, P3 P3)

Stage 11 Bay 5

6+ rounds shotgun held at port arms
 10 rounds pistol, holstered
 10 rounds rifle, staged at East building's left window.

Targets required: 6 shotgun, 4 rifle, 4 pistol

R1 R2 R3 R4



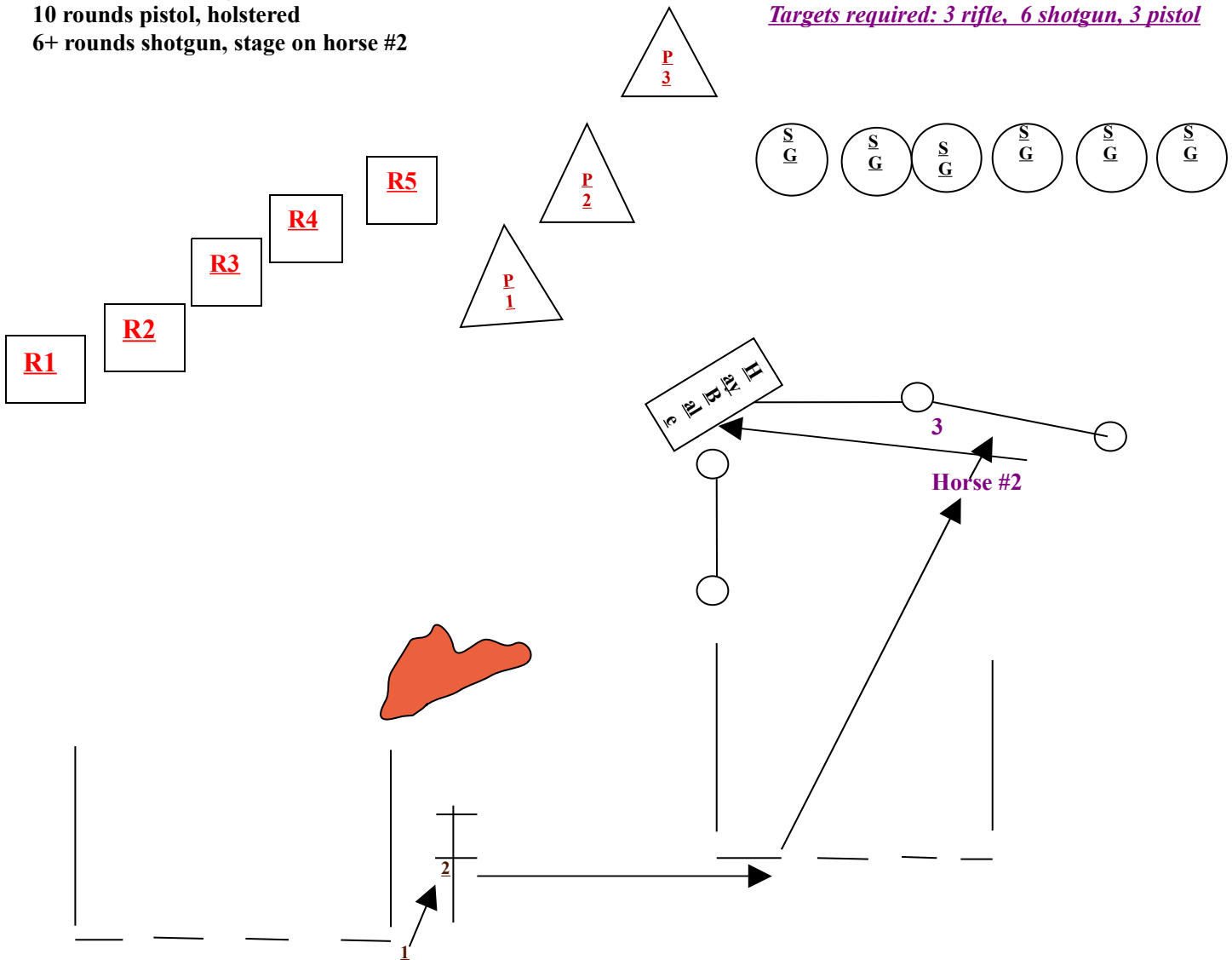
- 1) Shooter starts at doorway of West building (position 1) with shotgun at port arms.
- 2) When ready, shooter says' **“ Pea Eye, here comes blue Duck and his murdrin bunch!**
- 3) At the beep shooter engages S1 and S2 in any order.
- 4) Shooter then moves to the right window (position 2) and engages S3 and S4 in any order.
- 5) Shooter then proceeds half way to East building (position 3) and engages S5 and S6 in any order.
(Shotgun targets must fall to count) (May make up misses on all shotgun targets.)
- 6) Shooter moves to first window of the East building (position 4), restages shotgun, retrieves rifle, moves to the doorway (position 5) and engages the 4 rifle targets with a Nevada sweep starting on the right. (R4 R3 R2 R1 R2 R3 R4 R3 R2 R1).
- 7) Shooter moves to the right window (position 6), restages the rifle and shoots the pistol targets with a continuous Nevada sweep starting on the right (P4 P3 P2 P1 P2 P3 P4 P3 P2 P1)

5/21/2010

Stage 12 Bay 6

10 rounds rifle, staged on horse #1
10 rounds pistol, holstered
6+ rounds shotgun, stage on horse #2

Props required: 2 horses, rock, 2 hay bales
Targets required: 3 rifle, 6 shotgun, 3 pistol



- 1) Shooter starts at the right corner of the West building (position 1) with arms folded across chest. When ready says, "Deets, Gus, here come them thieving, murdin varmint again!"
- 2) At the beep, shooter goes to horse #1 (position 2), retrieves rifle and engages the 5 rifle targets with 2 sweeps right to left OR two sweeps left to right with NO double taps. (example: R1 R2 R3 R4 R5 twice)
- 3) Shooter restages rifle on horse, proceeds through the door to horse #2, retrieves the shotgun, and engages 6 shotgun targets from the rail (position 3) in any order. (misses can be made up).
- 4) Shooter takes shotgun to the hay bale (position 4), restages the shotgun on the hay bale, then shoots the 3 pistol targets (P1 P1 P2 P3 P3) two times in that order.