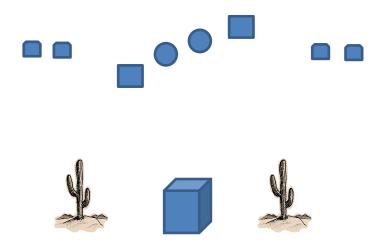
2 Pistols 5 rds each holstered Rifle 10 Rds – Staged and re-staged on box Shotgun 4 Rds – Staged and re-staged on box



Shooter starts Behind Box, any gun at any time, both hands on box (not touching guns)

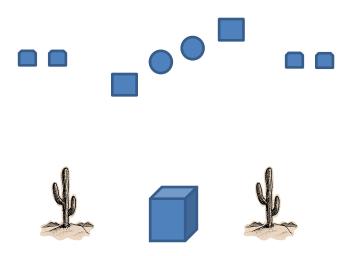
Rifle and Pistols: From Behind or beside box (Muzzle of each firearm must be at firing line), Shoot the 1<sup>st</sup> target 2 times, the 2 target 4 times, the 3<sup>rd</sup> target 6 times, and the 4<sup>th</sup> target 8 times.

Re-holster pistols and re-stage rifle safely

Shotgun: Shoot 2 poppers from left of left cactus, and 2 poppers from the right of the right cactus. PMF

Re-stage shotgun safely.

2 Pistols 5 rds each holstered Rifle 10 Rds – Staged and re-staged on box Shotgun 4 Rds – Staged and re-staged on box



Shooter starts Behind or beside Box, any gun at any time, gun of choice in hand not aimed.

Rifle: From Behind or beside box (Muzzle of each firearm must be at firing line). Do a "Sunny Boy" sweep. 3 rounds on each square, 2 rounds on each round target.

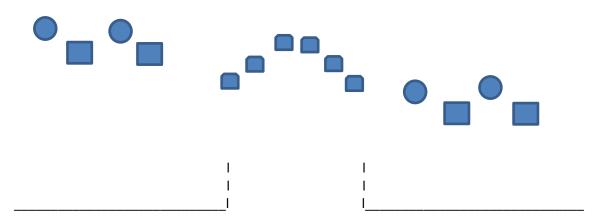
Pistols: From Behind or beside box (Muzzle of each firearm must be at firing line), Do a "Sunny Boy" sweep. 3 rounds on each square, 2 rounds on each round target. Re-holster pistols and re-stage rifle safely

Shotgun: From Box Shoot 4 poppers. PMF Re-stage shotgun safely.

Re-stage shotgun safely.

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STAGE 3
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2 Pistols 5 rds each holstered Rifle 10 Rds – Staged and re-staged safely Shotgun 6 Rds – Staged and re-staged safely



Shooter starts at Left Window with rifle in hand

With rifle from left opening, starting on either side, do a modified pendulum sweep, 1 on  $1^{st}$  target, 2 on  $2^{nd}$  target, 1 on  $3^{rd}$  target, 2 on  $4^{th}$  target, 1 on  $3^{rd}$  target, 2 on  $2^{nd}$  target, 1 on first target.

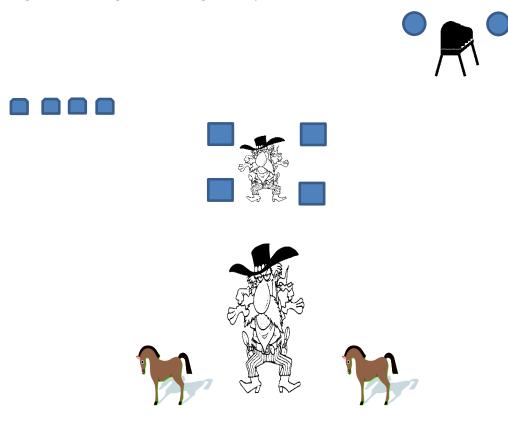
(IE if starting on left; R1,R2,R2,R3,R4,R4,R3,R2,R2,R1) Re-stage rifle safely.

Then move to shotgun and from center position shoot poppers, PMF, Re-stage shotgun safely.

Pistols: From right opening, starting on either side, do a modified pendulum sweep 1 on  $1^{st}$  target, 2 on  $2^{nd}$  target, 1 on  $3^{rd}$  target, 2 on  $4^{th}$  target, 1 on  $3^{rd}$  target, 2 on  $2^{nd}$  target, 1 on first target.

(IE if starting on left; P1,P2,P2,P3,P4,P4,P3,P2,P2,P1)

2 Pistols 5 rds each holstered Rifle 10 Rds – Staged and re-staged safely Shotgun 4 Rds – Staged and re-staged safely



Shooter starts behind the cowboy, not touching guns, ammo or cowboy. ATB Knockdown the cowboy

Starting with Pistols, on 4 circle Sam (except Sam is a square today!). Double tap all targets in any order.

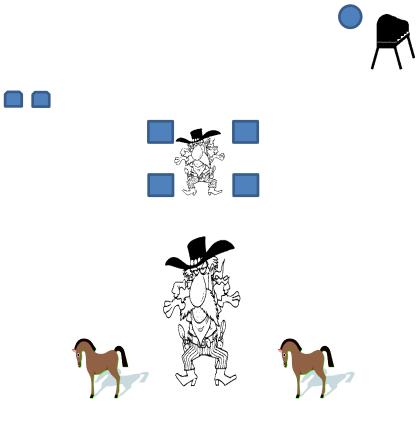
Re-holster

Then

Rifle: From the right side of the right horse, Nevada sweep stationary targets and plate rack (ending on plate rack). Plates must fall to count as hit. Misses on plate rack do not count and you may re-load to make up misses on plate rack. Misses on stationary targets count. Re-stage rifle safely.

Shotgun: From Left side of Left horse. Shoot poppers, PMF

2 Pistols 5 rds each holstered Rifle 10 Rds – Staged and re-staged safely Shotgun 4 Rds – Staged and re-staged safely



Shooter starts right side of right horse with rifle cowboy port arms.

Rifle: From the right side of the right horse, in any order, shoot each target at least 1 time, all plates must fall to count as hit. Misses on plate rack do not count and you may re-load to make up misses on plate rack. Misses on stationary targets count. Re-stage rifle safely.

Then, proceed to either pistol or shotgun knocking down cowboy along the way and:

1<sup>ST</sup> Pistol, on 4 circle Sam. Beginning and ending with Sam; Alternate between Sam and each (2) of either the left side or right side targets Re-holster

2nd Pistol, on 4 circle Sam. Beginning and ending with Sam; Alternate between Sam and each (2) of opposite side targets (opposite as shot with 1<sup>st</sup> pistol) Re-holster

Shotgun: From Left side of Left horse. Shoot poppers, PMF

## Stage 1 & 2

Bases: 6 Uprights: 1 Red 2 White 1 Blue Targets: 2 18" Square 2 18" Round 4 poppers Scenario: 2 large cactus, 1 Box Stage 3 Bases: 8 Uprights: 4 white 2 Red 2 Blue Targets: 4 18" Round 4 18" Square 6 Poppers Scenario: Fence (fort) and 1 table

# Stage 4 & 5

Bases: 2 Uprights: 2 Blue 4 Circle Sam Targets: 2 18" Round 4 18" Square 4 Poppers Scenarios: Knockdown Cowboy, 2 horse