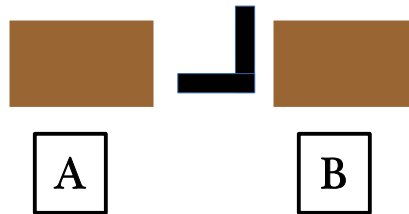
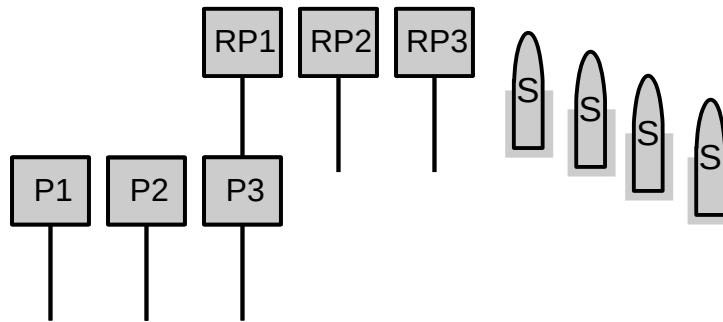
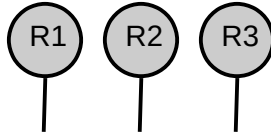


STAGE 1



START: At any position, at the ready.
Rifle loaded w/10 rds staged at position A.
Shotgun open and empty staged at any position.
Pistols loaded w/5 each and holstered.

LINE: “ Start a fire. “

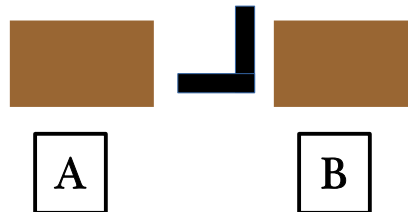
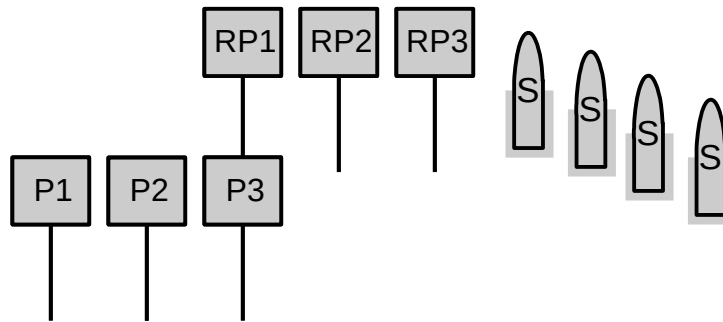
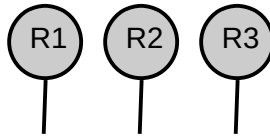
AT THE BEEP: (Guns may be shot in ANY order.)

At “A” With Rifle: Engage RP targets in a 2-1-2 sweep starting on either end THEN engage R1-R3 in a 2-1-2 sweep starting on either end.

At “A” With Pistols: Engage P targets in a 2-1-2 sweep starting on either end THEN engage RP targets in a 2-1-2 sweep starting on either end.

At “B” With Shotgun: Engage the four SG targets.

STAGE 2



START: At any position, at the ready.

Rifle loaded w/10 rds staged at any position.

Shotgun open and empty staged at any position.

Pistols loaded w/5 each and holstered.

LINE: “ It’s cold as ice. “

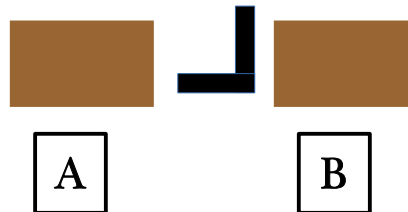
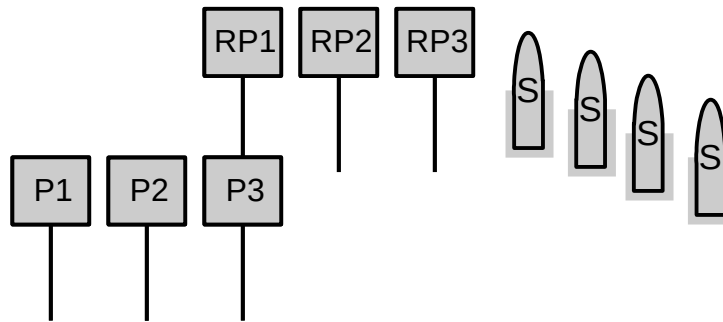
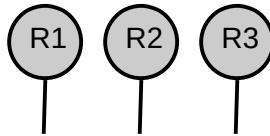
AT THE BEEP: (Guns may be shot in ANY order.)

At “A or B” With Rifle: Engage RP targets RP1, R1, RP2, R2, RP3, R3, RP2, R2, RP1, R1.

At “A” With Pistols: Place at least 3 rounds on each pistol target.

At “B” With Shotgun: Engage the four SG targets.

STAGE 3



START: At any position, at the ready.

Rifle loaded w/10 rds staged at any position.

Shotgun open and empty staged at any position.

Pistols loaded w/5 each and holstered.

LINE: “ Let’s just stay in camp. “

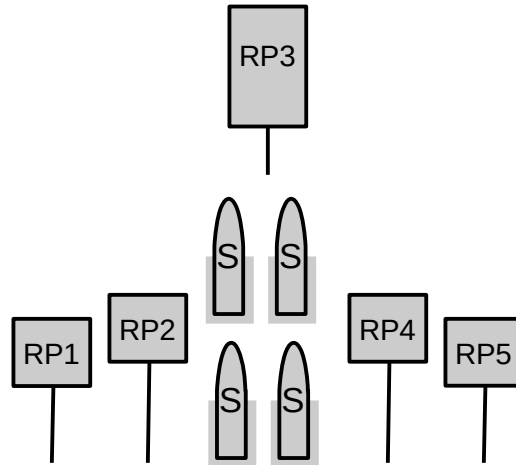
AT THE BEEP: (Guns may be shot in ANY order.)

At “A or B” With Rifle: Nevada sweep RP1-RP3 for 5 rounds starting on either end and nevada sweep R1-R3 for 5 rounds starting on either end.

At “A” With Pistols: Nevada sweep P1-P3 for 5 rounds starting on either end and nevada sweep RP1-RP3 for 5 rounds starting on either end.

At “B” With Shotgun: Engage the four SG targets.

STAGE 4



	10 RIFLE	10 PISTOL	2+ SHOTGUN	
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START: At position A, at the ready.
Rifle loaded w/10 rds staged at position A.
Shotgun staged at position A.
Pistols loaded w/5 each and holstered.

LINE: “ Is 32 a lucky number? “

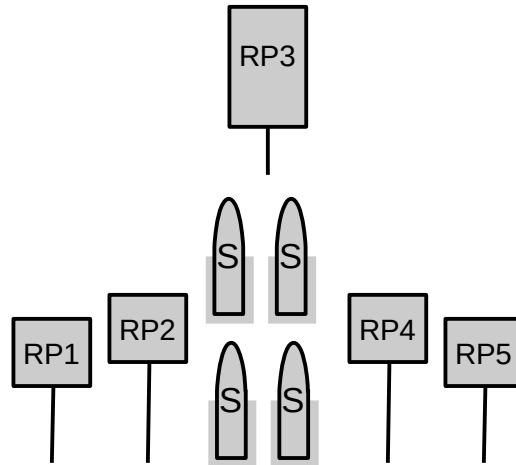
AT THE BEEP: (Guns may be shot in ANY order.)

At “A” With Pistols: Engage RP1 3 times and RP2 2 times and engage RP5 3 times and RP4 2 times. May begin on RP1 or RP5.

At “A” With Rifle: Engage RP2 3 times and RP3 2 times and engage RP4 3 times and RP3 2 times. May begin on RP2 or RP4

At “A” With Shotgun: Engage the four SG targets with as many rounds as necessary.

STAGE 5



	10 RIFLE	10 PISTOL	2+ SHOTGUN	
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START: At position A, at the ready.
Rifle loaded w/10 rds staged at position A.
Shotgun staged at position A.
Pistols loaded w/5 each and holstered.

LINE: “ Watch this. “

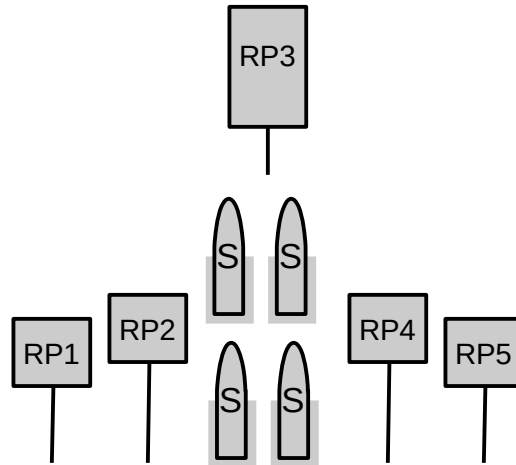
AT THE BEEP: (Guns may be shot in ANY order.)

At “A” With Pistols: Alternate between RP1 and RP2 for 4 rounds, place the 5th round on RP3 for a no miss 3 second bonus. Alternate between RP4 and RP5 for 4 rounds, place the 5th round on RP3 for another no miss 3 second bonus.

At “A” With Rifle: Engage RP targets same insructions as pistols, but RP3 is not a bonus with the rifle.

At “A” With Shotgun: Engage the four SG targets with as many rounds as necessary.

STAGE 6



	10 RIFLE	10 PISTOL	2+ SHOTGUN	
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START: At position A, at the ready.
Rifle loaded w/10 rds staged at position A.
Shotgun staged at position A.
Pistols loaded w/5 each and holstered.

LINE: “ Keep shooting. “

AT THE BEEP: (Guns may be shot in ANY order.)

At “A” With Rifle and Pistols: Engage RP1-RP5 at least 4 times each. This is a round count.

At “A” With Shotgun: Engage the four SG targets with as many rounds as necessary.