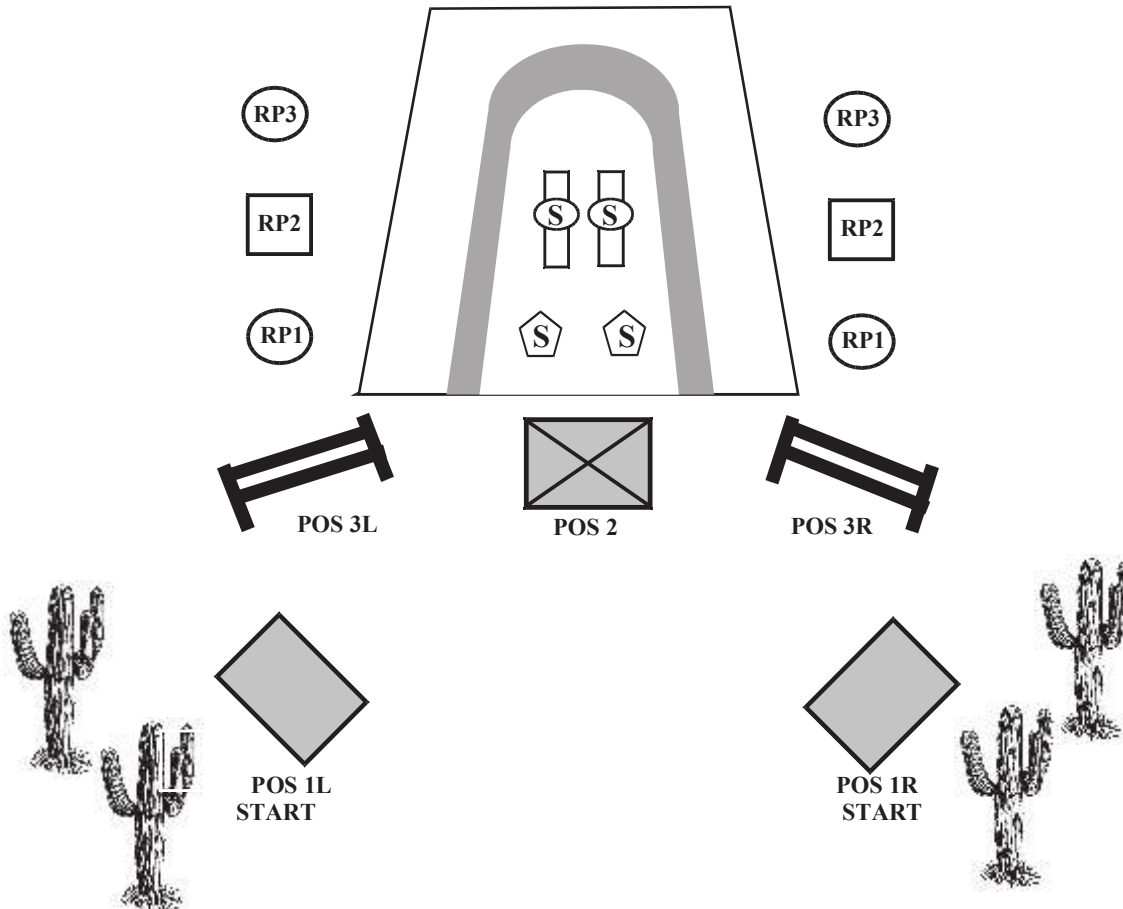


STAGE 2



10 REVOLVER

9 RIFLE

4+ SHOTGUN

START: At **POS 1L or 1R**, rifle loaded with 9 rds in hands. Open, empty shotgun staged at POS 1L or 1R with the shooter. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying ***"This is going to take a little longer."***

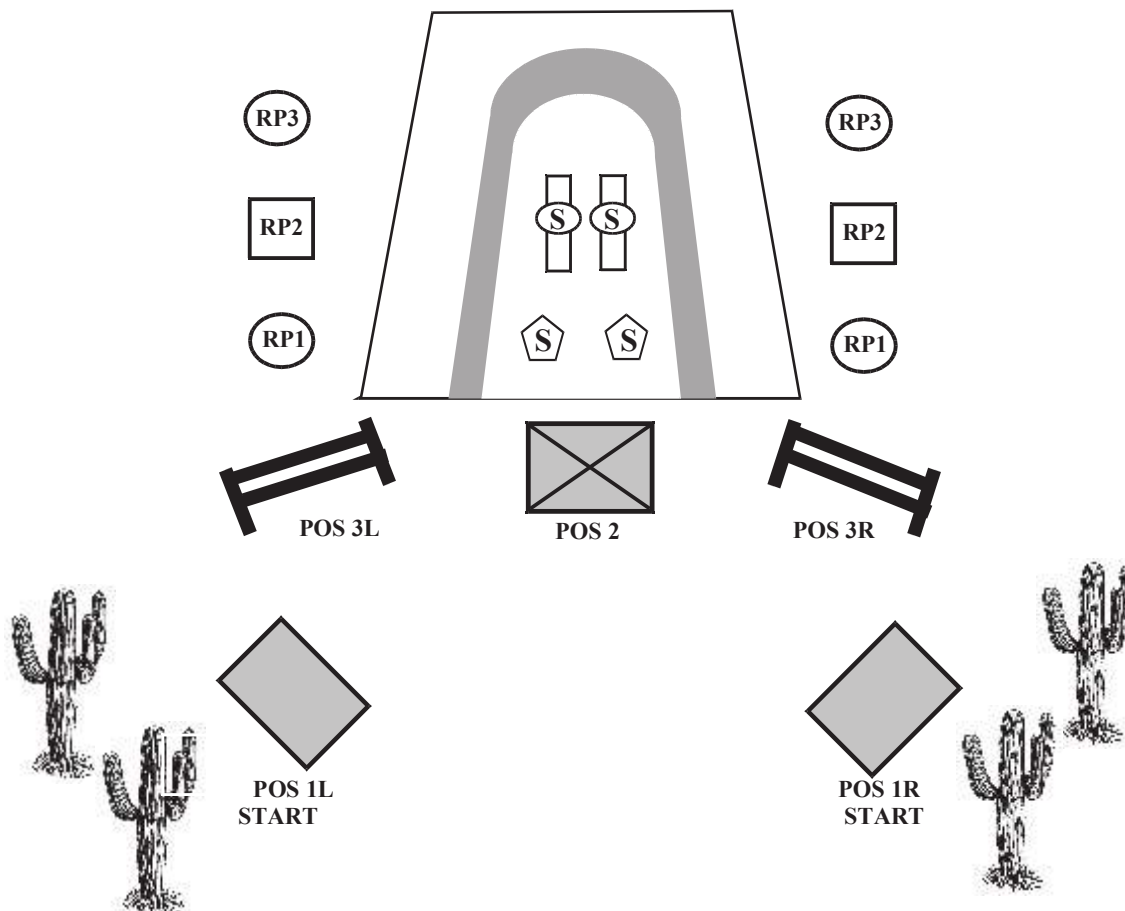
ON SIGNAL: With rifle sweep RP1- RP3 three times starting on the same end. Make **rifle safe into berm**. Retrieve the shotgun, move to position 2 and engage the four "S" targets. Make shotgun safe **on the table** at POS 2. Move to POS 3L or 3R (either side of window) and with revolvers engage RP1-RP3 as per the rifle instructions, the 10th round may be on any RP target.

NOTES:

Revolver targets may be engaged "when you see them".

Revolver 10th round may be a double tap.

STAGE 3 (WR Stage)



10 REVOLVER

10 RIFLE

4+ SHOTGUN

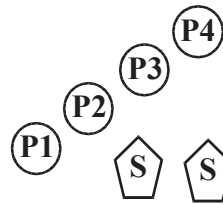
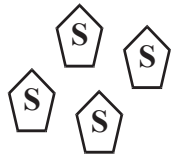
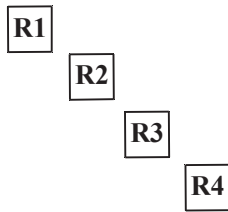
START: At **POS 1L or 1R**, rifle loaded with 10 rds in hands. Open, empty shotgun staged at POS 1L or 1R with the shooter. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying **"Time for the real deal."**

ON SIGNAL: With rifle engage RP1- RP3 with a "Junior Bravo Bounce" in either direction for 5 rds, **then** repeat the instruction. Make **rifle safe into berm**. Retrieve the shotgun, move to position 2 and engage the four "S" targets. Make shotgun safe **on the table** at POS 2. Move to POS 3L or 3R (either side of window) and with revolvers engage RP1-RP3 as per the rifle instructions.

NOTES: "Junior Bravo Bounce" is RP2, RP2, RP1, RP3, RP2 **or** RP2, RP2, RP3, RP1, RP2 for 5 rds.

Revolvers targets may be engaged "when you see them".

STAGE 4



POS 1
START



POS 2

10 REVOLVER

10 RIFLE

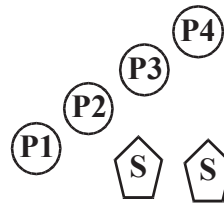
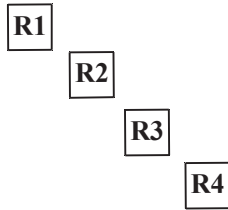
6+ SHOTGUN

START: At either POS at the ready, hands touching firearm(s) of choice. Rifle loaded with 10 rds, and open, empty shotgun staged at POS 1 or POS 2 safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying *"The train's not here yet."*

ON SIGNAL: From POS 1 with rifle engage R1-R4 in a **progressive sweep** for 10 rds starting on either end. With shotgun engage the four "S" targets from POS 1 **and** the 2 "S" targets from POS 2. Make shotgun safe **on the table** at POS 1 or 2. With revolvers from POS 2 engage P1-P4 as per the rifle instructions.

NOTES:
Firearms may be used in any order.

STAGE 5



POS 1
START



POS 2

10 REVOLVER

10 RIFLE

2+ SHOTGUN

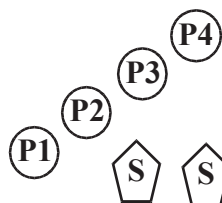
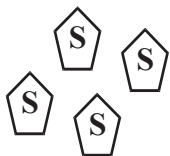
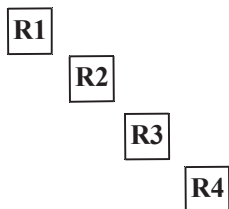
START: At either POS at the ready, hands on hat or top of head. Rifle loaded with 10 rds, and open, empty shotgun staged at POS 1 or POS 2 safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying *"It's still not here."*

ON SIGNAL: From POS 1 with rifle engage R1-R4 in a **2-3-3-2 sweep** starting on either end. With shotgun engage the 2 "S" targets from POS 2. Make shotgun safe **on the table** at POS 1 or 2. With revolvers from POS 2 engage P1-P4 as per the rifle instructions.

NOTES:

Firearms may be used in any order.

STAGE 6 (WR Stage)



POS 1
START



POS 2

10 REVOLVER

10 RIFLE

6+ SHOTGUN

START: At POS 1 at the ready, hands touching spike maul (spiking hammer). Rifle loaded with 10 rds, and open, empty shotgun staged at POS 1 or POS 2 safely.

Two revolvers loaded with 5 rds each, holstered.

Shooter may indicate ready by saying ***"Looks like we missed the 3:10 to Yuma."***

ON SIGNAL: From POS 1 with rifle engage R1-R4 in a **2-1-1-1 sweep** for 5 rds starting on either end. Repeat the sweep **from the opposite end**. With shotgun engage the four "S" targets, **then** from POS 2 engage the other two "S" targets. Make shotgun safe **on the table** at POS 2. With revolvers engage P1-P4 as per the rifle instructions.