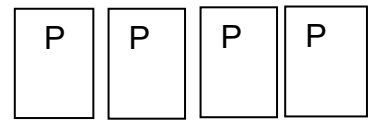
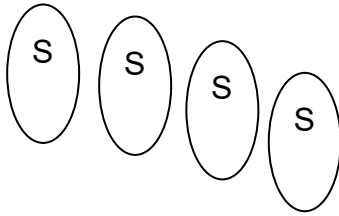
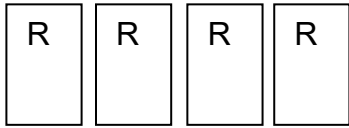


**Stage One**  
**10 Rifle 10 Pistol 4+ Shotgun**



Left Table

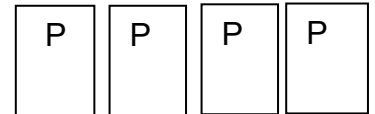
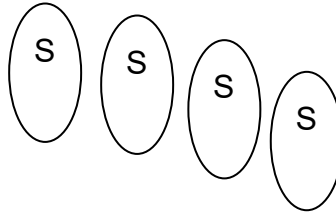
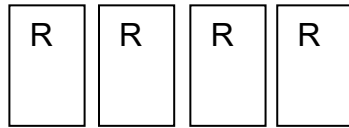
Right Table

**Staging:** Pistols holstered, Rifle staged on left table, shotgun in hand.

**Gun Order:** Shotgun, Rifle, Pistols

**Scenario:** Standing behind left table with shotgun in hand, when ready say, ***“fetch your guns”*** ATB with shotgun, knock down the shotgun targets, any order. Then with rifle engage rifle targets in a Nevada sweep double tapping every other target. Then move to the right table and with pistols engage pistol targets per rifle instructions.

**Stage Two**  
**10 Rifle 10 Pistol 4+ Shotgun**



Left Table

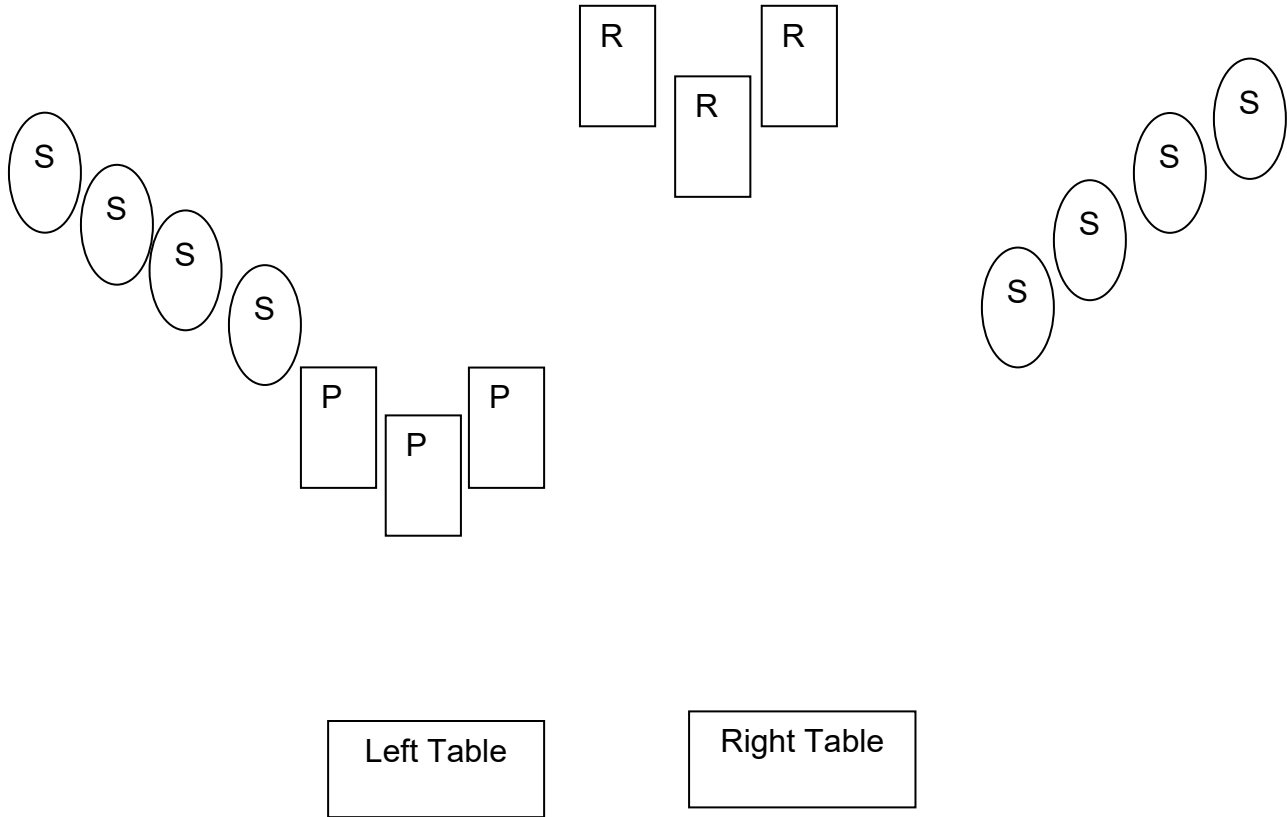
Right Table

**Staging:** Pistols holstered, rifle and shotgun staged on left table.

**Gun Order:** Pistols, Rifle, Shotgun

**Scenario:** Standing behind right table, hands on pistol or pistols, when ready say, ***“Don’t squat with your spurs on”*** ATB engage pistol targets by placing three rounds on an outside target and one round on each inside target, then place three rounds on the other outside target and one round on each inside target. Move to left table and engage rifle targets same instructions as pistols. Then with shotgun knock down the shotgun targets, any order.

**Stage Three**  
**10 Rifle 10 Pistol 8+ Shotgun**



**Staging:** Pistols holstered, Rifle staged on right table, Shotgun on table of choice

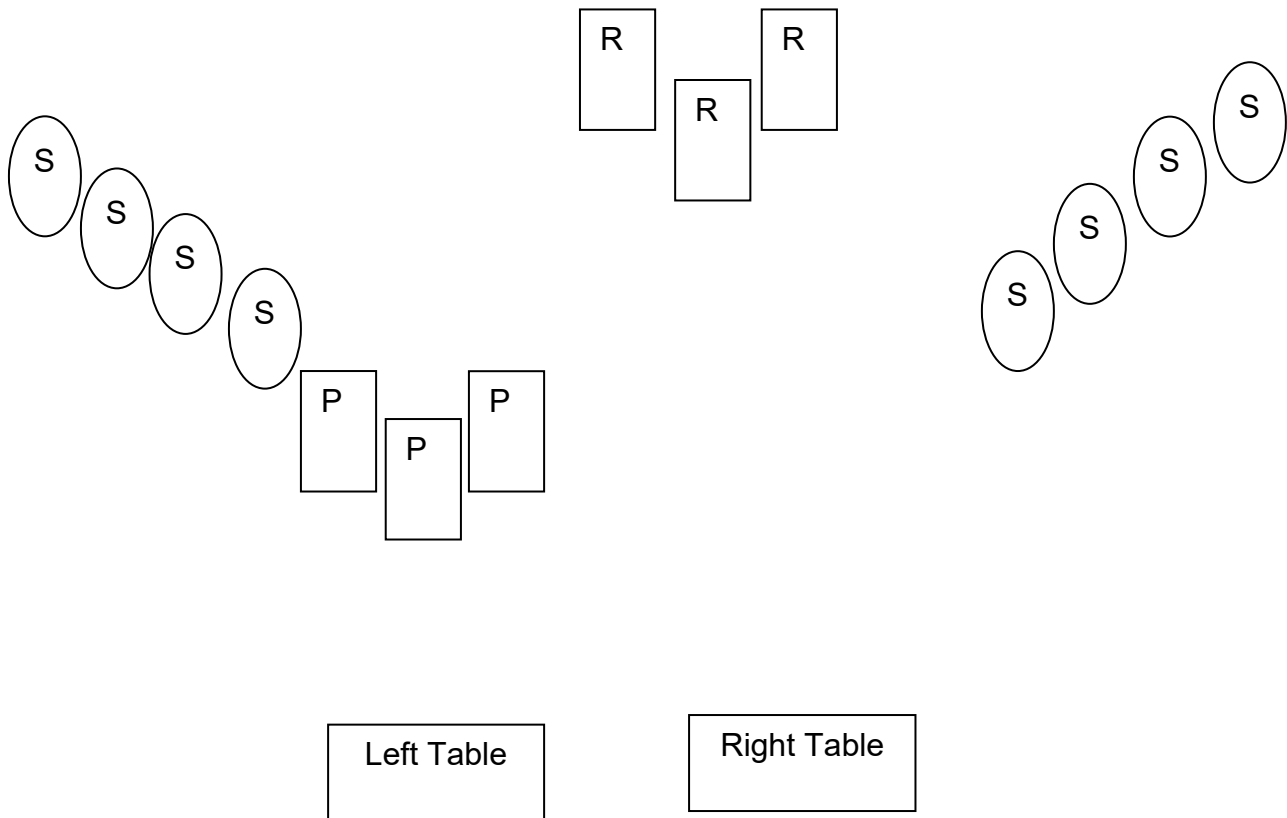
**Gun Order:** Rifle or pistols then shotgun

**Scenario:** starting behind table of choice, hands on hat, when ready say ***“We don’t rent pigs”*** ATB if starting at left table, with pistols, place four rounds on an outside target, then one round on the center target, then four rounds on the other outside target then one round on the center target. Move to the right table and with rifle engage rifle targets per pistol instructions. Then with shotgun from right table engage shotgun targets in any order until down. Move to the left table and with shotgun engage remaining shotgun targets in any order until down.

**Note:** The right four shotgun targets must be engaged from the right table and the left shotgun targets must be engage from the left table.

### Stage Four

10 Rifle 10 Pistol 4+ Shotgun

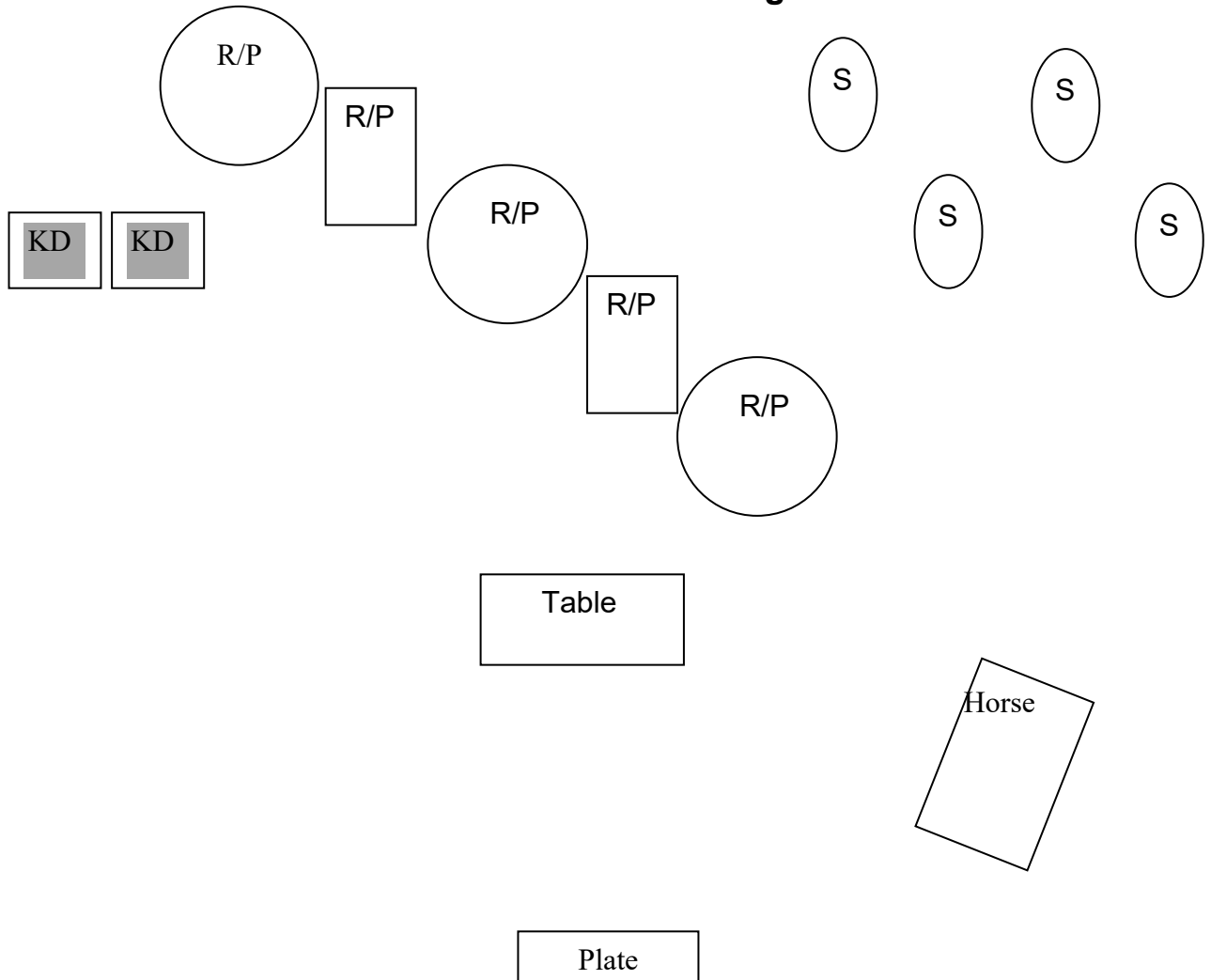


**Staging:** Pistols holstered. Rifle staged on right table, shotgun on table of choice.

**Gun Order:** Rifle not last

**Scenario:** starting behind table of choice, hands at low surrender, when ready say **“Saddle up”** ATB if starting with rifle engage rifle targets placing the first round on the center target then sweep the targets three times with one round each beginning on either end. Move to left table and with pistols engage pistol targets per rifle instructions. With shotgun engage shotgun targets in any order until down. Only one set of shotgun targets are to be used, shooters choice.

**Stage Five**  
**10 Rifle 10 Pistol 4+ Shotgun**



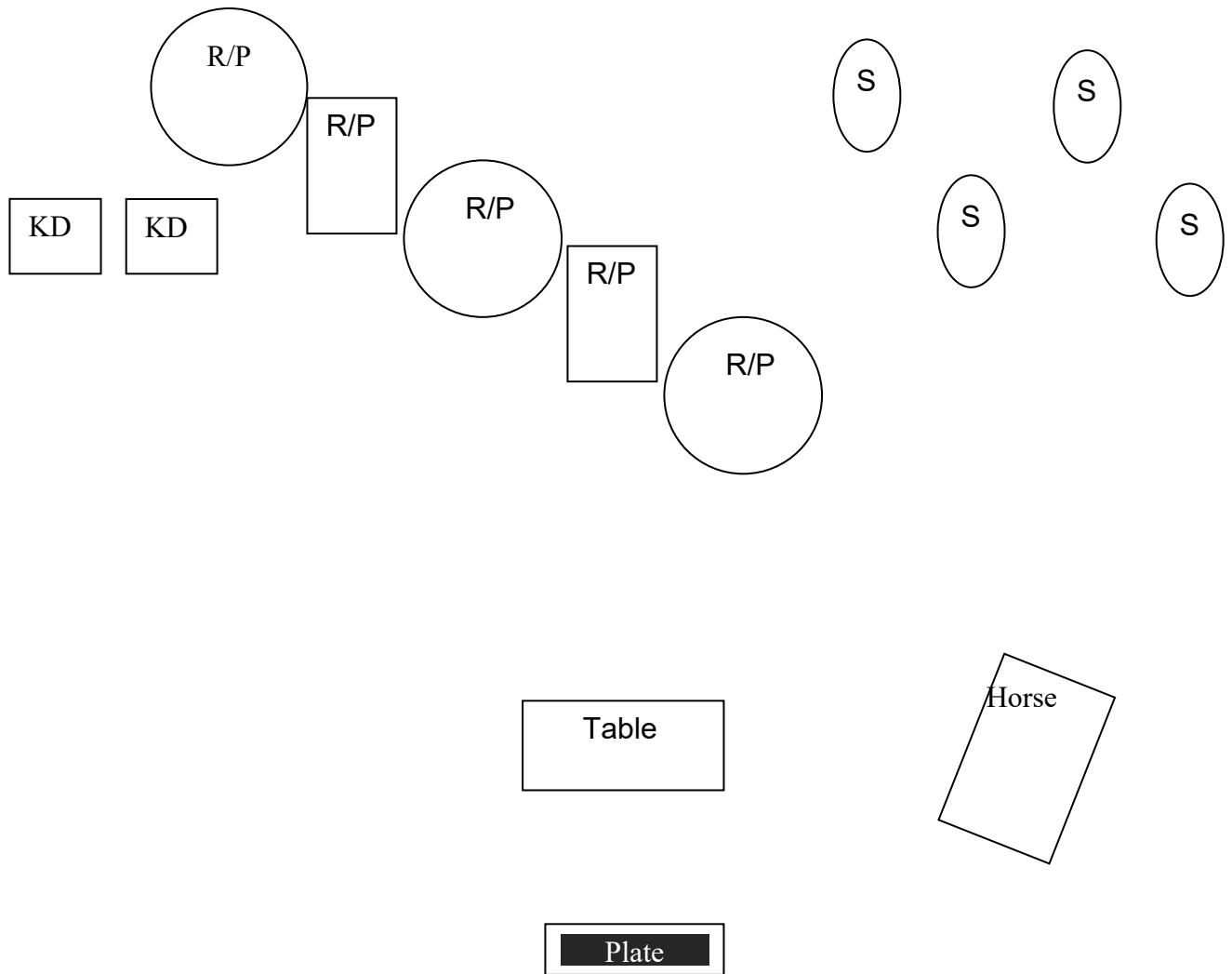
**Staging:** Pistols holstered, shotgun staged on horse, rifle in hand.

**Gun Order:** Rifle, shotgun, pistols

**Scenario:** Standing one foot on start plate, rifle in hands, when ready say ***“We’re burning day light”*** ATB with rifle, engage rifle targets in a 1-1-2-3-3 sweep beginning on either end. Then move to the horse and with shotgun engage shotgun targets in any order until down. Then move to table and engage pistol targets per rifle instructions.

**Note:** Gray targets are not used on this stage.

**Stage Six**  
**10 Rifle 10 Pistol 4+ Shotgun**



**Staging:** Pistols holstered. Shotgun staged on horse. Rifle staged on table.

**Gun Order:** Rifle not last.

**Scenario:** Standing behind table or horse, hands relaxed by your side, when ready say **“Let’s move out”** ATB if starting with rifle engage the targets with one round each in the following order (1, 2, 3, 2, 3, 4, 3, 4, 5) then engage the knock down. With pistols engage the targets per rifle instructions. Move to the horse and with shotgun engage shotgun targets until down, any order.

**Note:** The plate is not used on this stage. Knock downs are a three second bonus each if knocked down, knock downs are not a miss if left standing