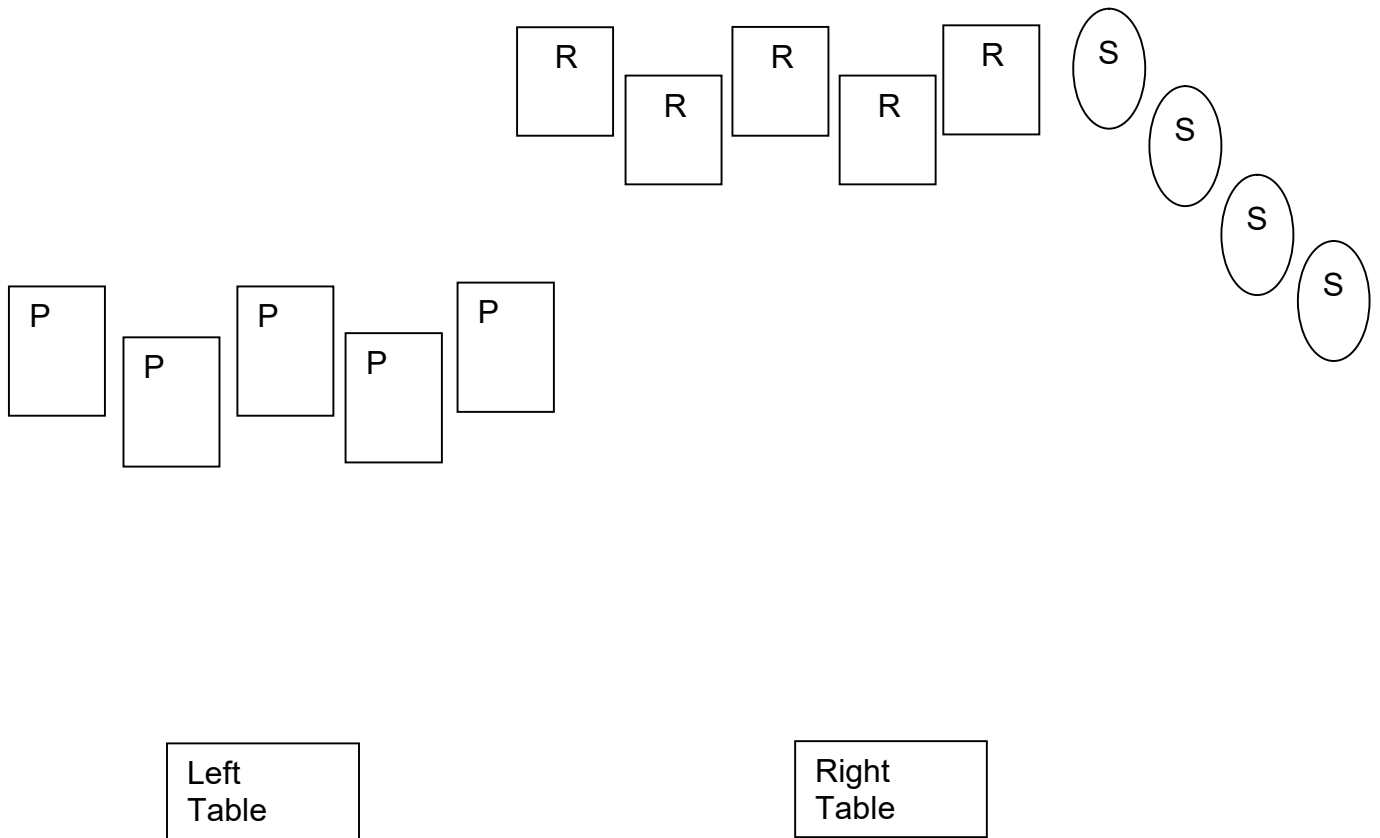


Stage One
10 Rifle 10 Pistol 4+ Shotgun

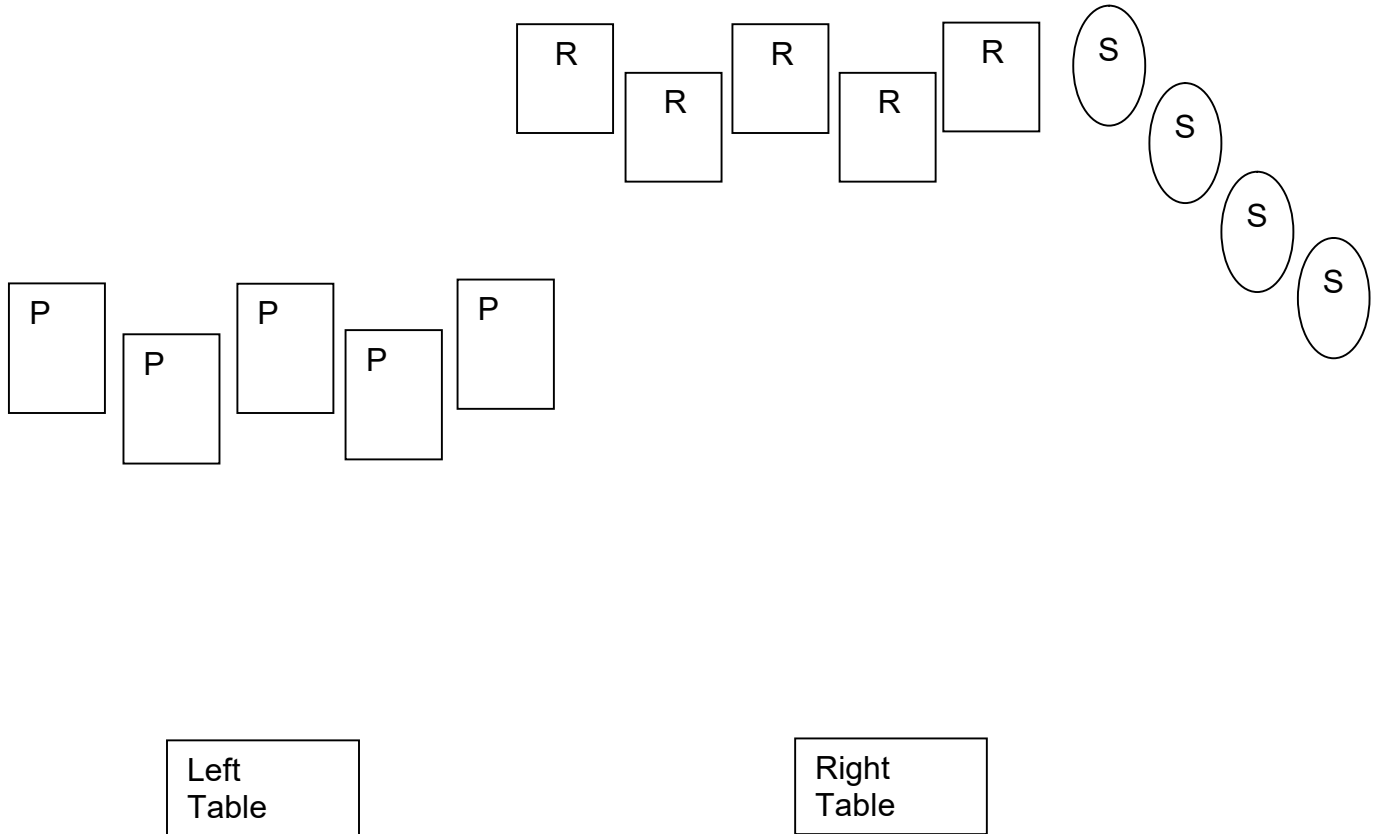


Staging: Pistols holstered, shotgun and rifle staged on the right table.

Gun Order: Pistols, rifle, shotgun.

Scenario: Standing behind the left table, hands relaxed by sides. Say "**LET'S MOVE OUT**". ATB, with pistols, double tap sweep the 5 pistol targets from either end. Move to the right table and with rifle engage rifle targets per pistol instructions. With shotgun knock down shotgun targets in any order.

Stage Two
10 Rifle 10 Pistol 4+ Shotgun

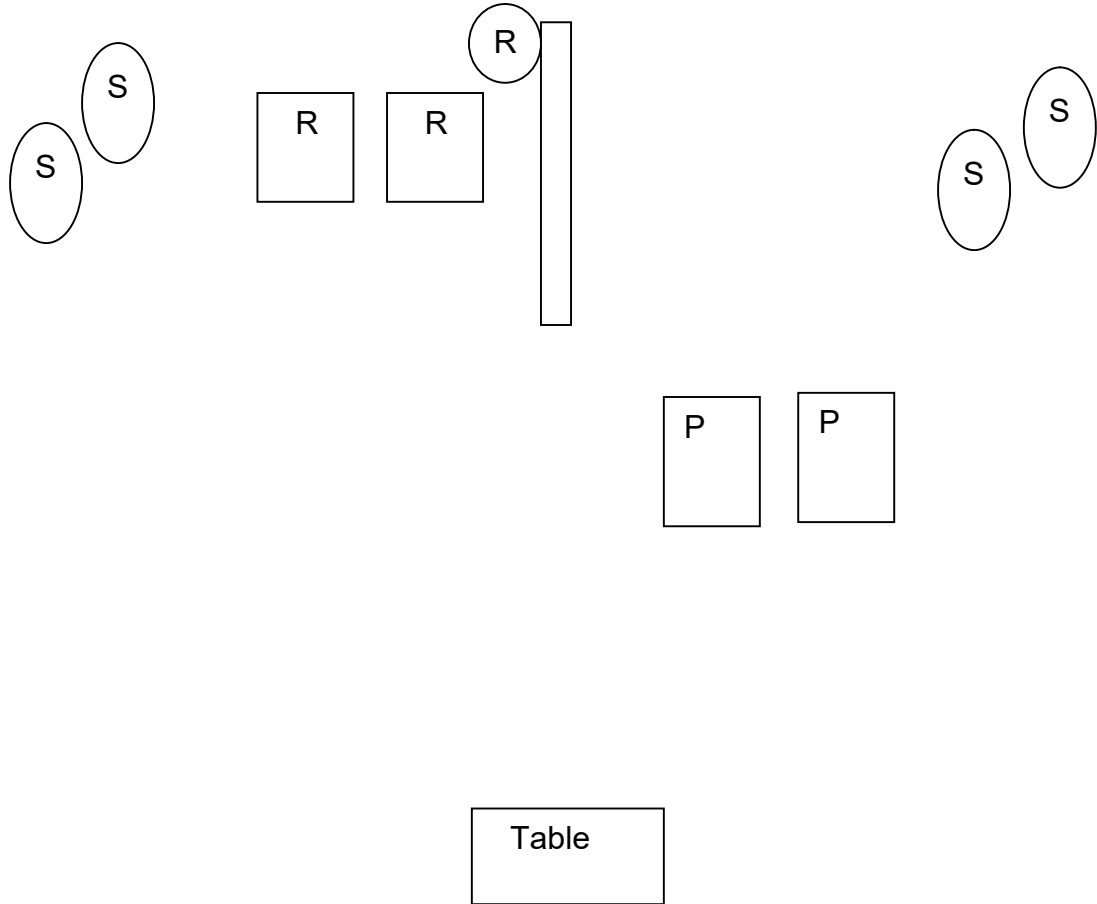


Staging: Pistols holstered, rifle and shotgun staged on the right table.

Gun Order: Rifle not last.

Scenario: Standing behind the table of choice hands on hips. When ready say ***“hang the kid!”*** ATB, if starting with pistols starting on either end, engage the targets in a 1-2-4-2-1 sweep. With rifle engage rifle targets per pistol instructions. With shotgun knock down the shotgun targets.

Stage Three
10 Rifle 10 Pistol 4+ Shotgun

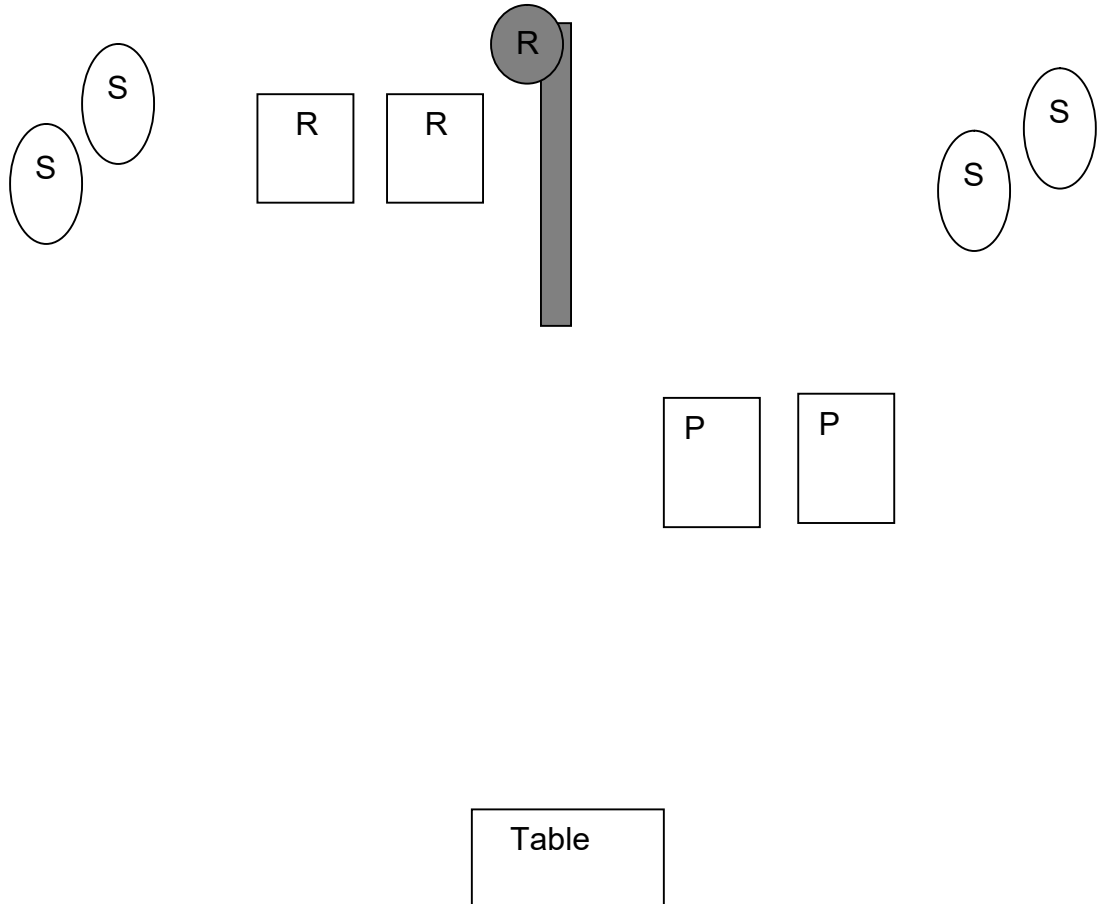


Staging: Pistols holstered, shotgun staged on table, rifle in hands.

Gun Order: Rifle, then shotgun or pistols.

Scenario: Standing behind the table with rifle in hands, when ready say, "***Drop Tree!***". ATB shoot the target on the drop tree, it takes 8 hits to make the target drop to the ground, any left over rounds go on a static rifle target. Misses do not count on the drop tree, however misses do count on the static target. Making the drop tree target fall to the ground will be a 10 second bonus. With shotgun knock down shotgun targets in any order. With pistols place 5 rounds on each pistol target.

Stage Four
10 Rifle 10 Pistol 4+ Shotgun



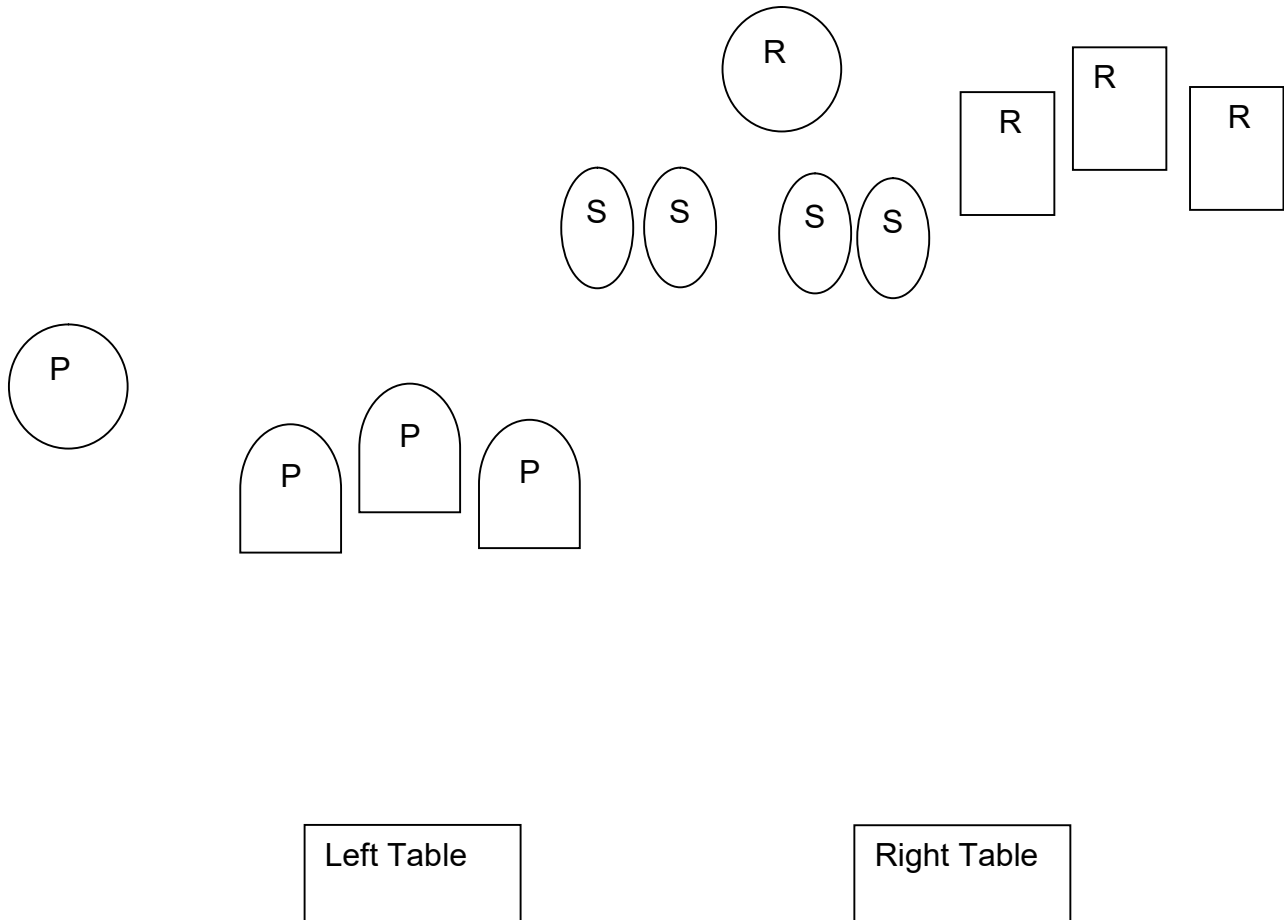
Staging: Pistols holstered, rifle and shotgun on table.

Gun Order: Rifle not last.

Scenario: Standing behind table with hands on hat, when ready say, “*burn-em*” ATB engage rifle targets by placing 4 rds on a target, then 4 rds on the other target, then 1 rd on the first target, then 1 rd on the second target. With pistols, engage pistol targets per rifle instructions, with shotgun knock down the shotgun targets in any order.

Note: Grey target not in play.

Stage Five
10 Rifle 10 Pistol 4+ Shotgun

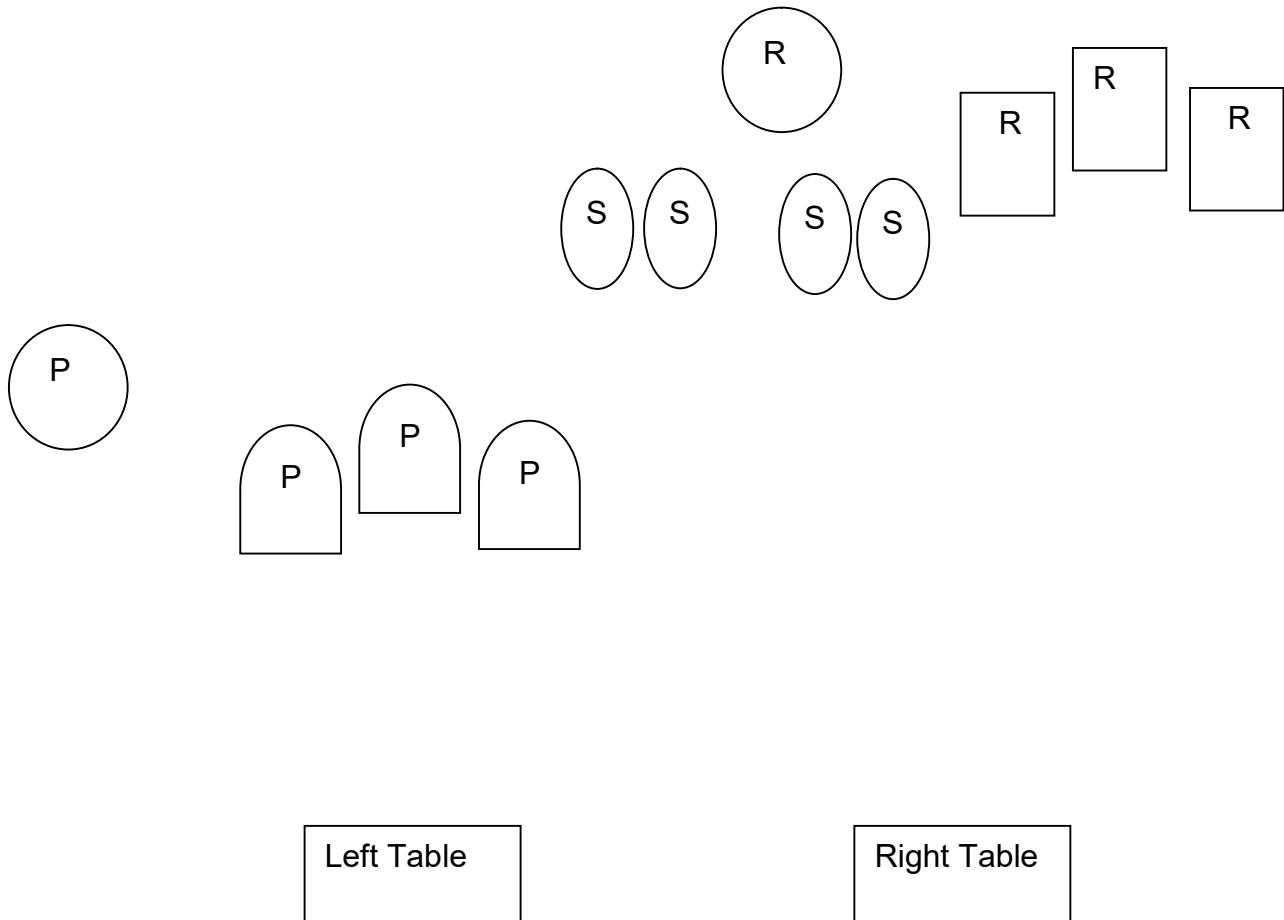


Staging: Pistols holstered, shotgun and rifle staged on right table.

Gun Order: Rifle not last.

Scenario: Standing behind table of choice with hand or hands on gun, long guns must remain flat on table. When ready say, **“Lets Go!”** ATB engage pistol targets in a Lawrence Welk sweep starting on either end. From the right table engage rifle targets same instruction as pistols. With shotgun, knock down the shotgun targets, in any order.

Stage Six
10 Rifle 10 Pistol 4+ Shotgun



Staging: Pistols holstered, rifle staged on the right table, shotgun in hands.

Gun Order: Shotgun, rifle, pistols.

Scenario: Standing behind the right table with shotgun in hands. When ready say ***“Nevada Sweep?”*** ATB with shotgun, knock down the shotgun targets, in any order. Next with rifle, engage the three rectangular rifle targets in a 9 shot Nevada sweep then place the 10th round on the circle. From the left table, with pistols same instruction as rifle.