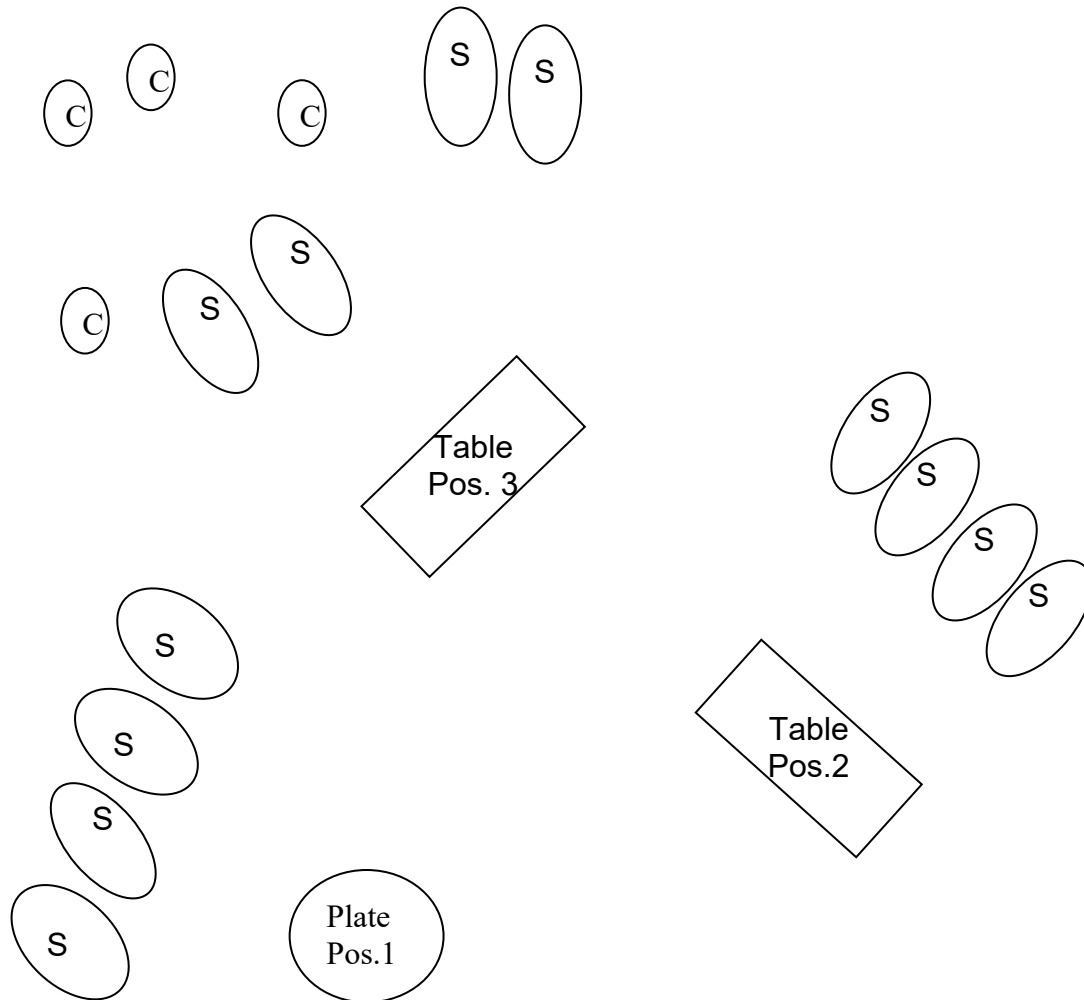


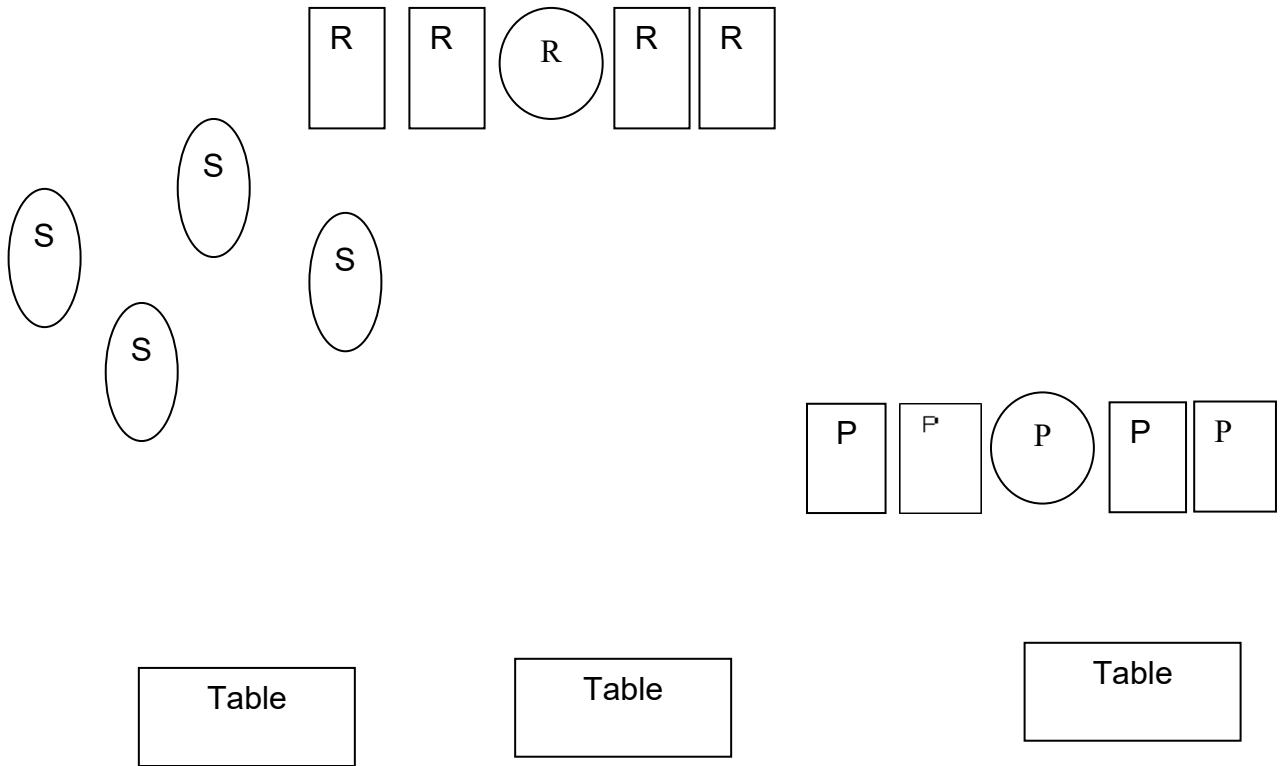
Stage One
0 Rifle 0 Pistol 14+ Shotgun



Staging: Shotgun in hand.

Scenario: Standing at position 1 with one foot touching start plate, shotgun in hand, when ready say, **“fetch your guns”** ATB with shotgun, knock down the shotgun targets at position 1, any order. Move to position 2 and engage shotgun targets any order until down. Move to position 3. Engage shotgun targets and clays any order until down. If flying clays are not broken they are to be made up by shooting static clay. Additional shells may be staged on the tables.

Stage Two
10 Rifle 10 Pistol 4+ Shotgun

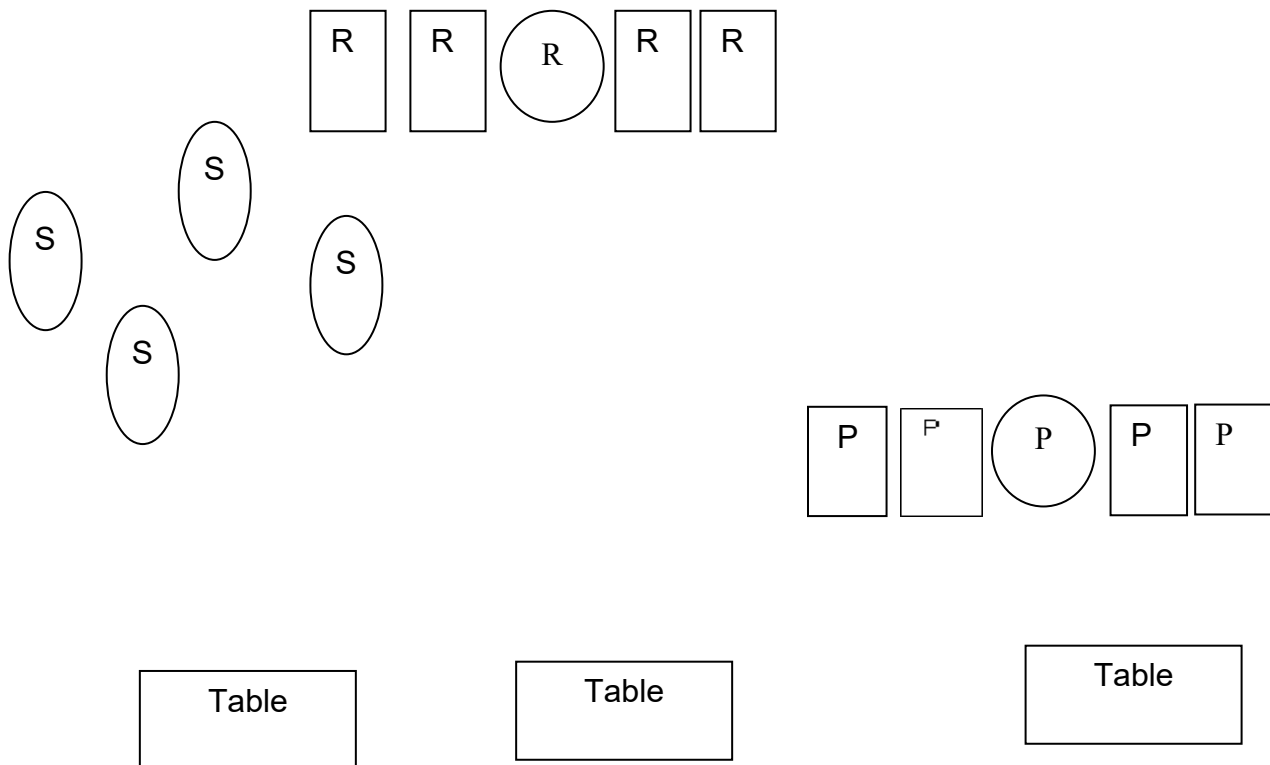


Staging: Pistols holstered, rifle center table and shotgun staged on left table.

Gun Order: Any order rifle not last.

Scenario: Standing behind table of choice, hands on pistol or pistols, when ready say, ***“Don’t squat with your spurs on”*** ATB engage pistol targets by engaging two rectangles and the circle in a five round Nevada sweep beginning on any target. Then engage the other two rectangles and the circle in a five round Nevada sweep beginning on any target. With rifle engage rifle targets same instructions as pistols. With shotgun knock down the shotgun targets, any order.

Stage Three
10 Rifle 10 Pistol 4+ Shotgun

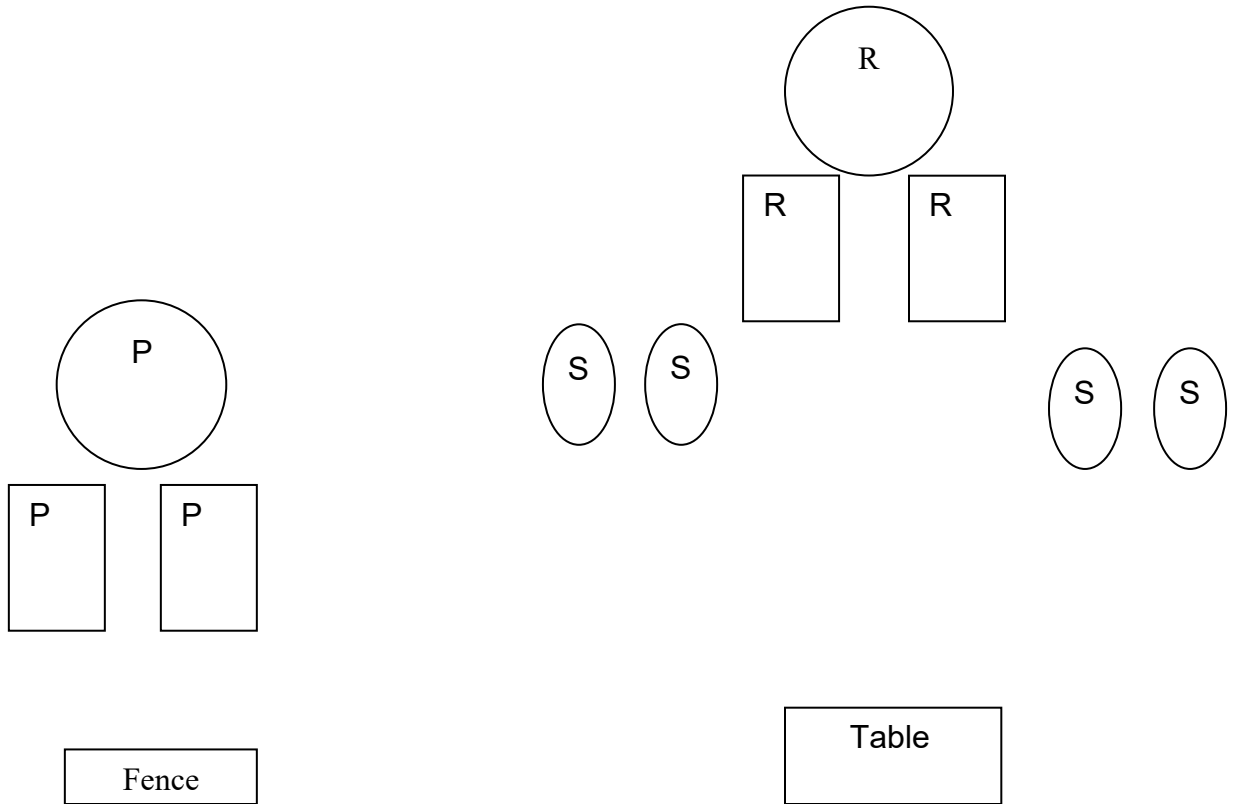


Staging: Pistols holstered. Shotgun staged on left table, rifle staged on center table.

Gun Order: Rifle, shotgun and pistols any order,

Scenario: starting behind center table, hands on hat, when ready say “**We don’t rent pigs**” ATB with rifle engage rifle targets in a 1-2-4-2-1 sweep. Then move to left or right table. With shotgun engage shotgun targets until down, any order. With pistols engage pistol targets per rifle instructions.

Stage Four
10 Rifle 10 Pistol 4+ Shotgun

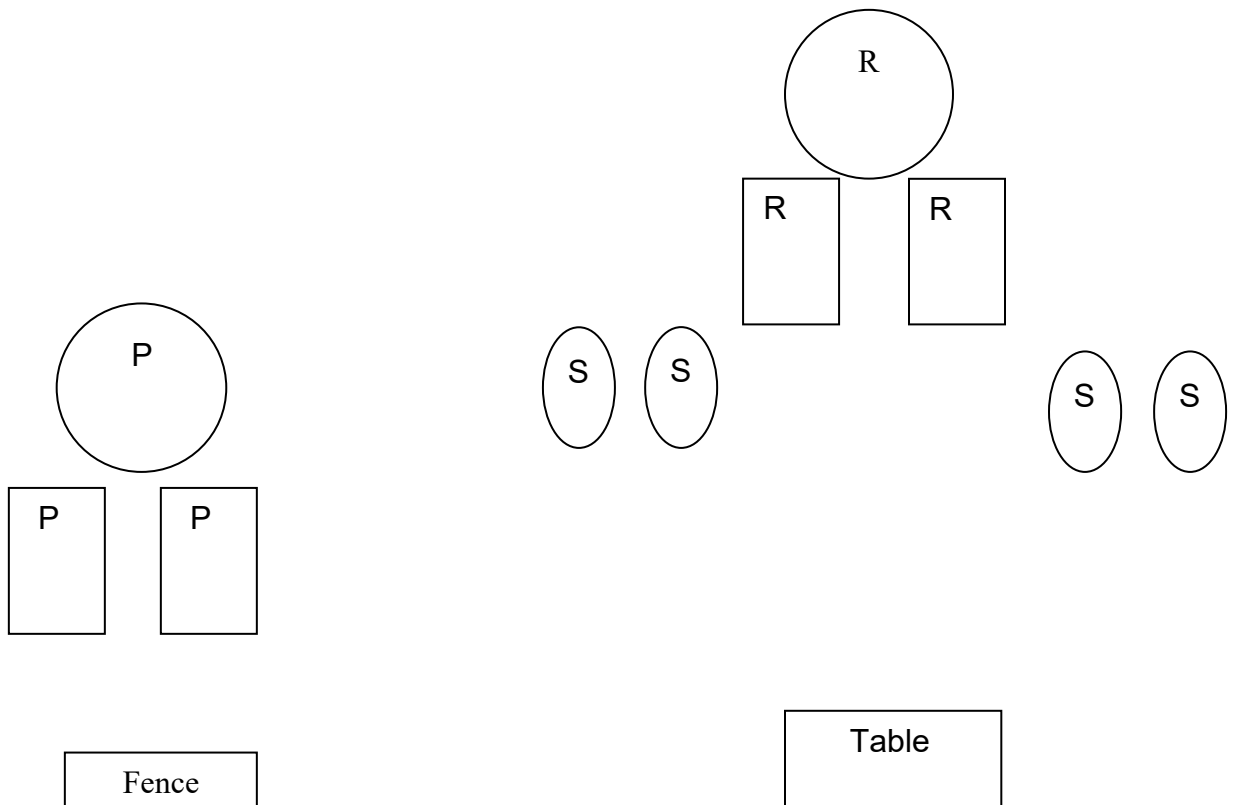


Staging: Pistols holstered. Rifle and shotgun staged on table.

Gun Order: Pistols, rifle, shotgun

Scenario: starting behind fence, hands at low surrender, when ready say “**Saddle up**” ATB with pistols, engage pistol targets with four rounds on a rectangle and one round on the circle beginning on any target. Then engage the other rectangle with four rounds and the circle with one round. Move to table and engage rifle targets per pistol instructions. Then engage shotgun targets in any order until down.

Stage Five
10 Rifle 10 Pistol 4+ Shotgun



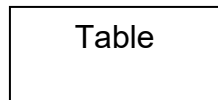
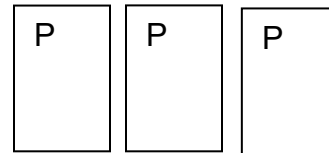
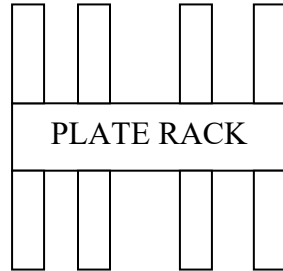
Staging: Pistols holstered shotgun and rifle staged on table.

Gun Order: Rifle, shotgun, pistols

Scenario: Standing behind table, hands held above head, when ready say " ***We're burning day light***" ATB with rifle, engage rifle targets by alternating between a rectangle and the circle for five rounds, then alternate between the other rectangle and the circle for five rounds. With shotgun engage shotgun targets in any order until down. Move to fence and engage pistol targets per rifle instructions.

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Stage Six
8 Rifle 10 Pistol 0+ Shotgun



Staging: Pistols holstered. Rifle in hand.

Gun Order: Rifle, pistols

Scenario: Standing behind table, rifle in hand, when ready say ***“Let’s move out”*** ATB With rifle engage plates on the plate rack for 8 rounds. Then with pistols engage pistol targets with at least 2 rounds each.

Plate rack plates knocked off are a 1second bonus. Plates left standing are not a miss.