

★	10 RIFLE	10 PISTOL	4+ SHOTGUN	★
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START: Any position, hands at sides.

Shotgun staged on any table.

Rifle staged on table at B.

Pistols holstered.

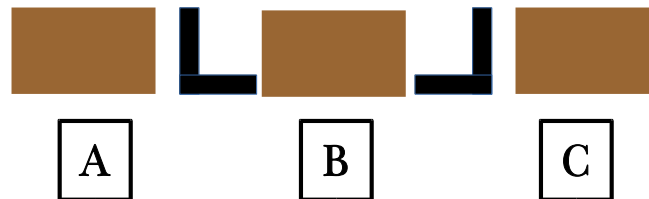
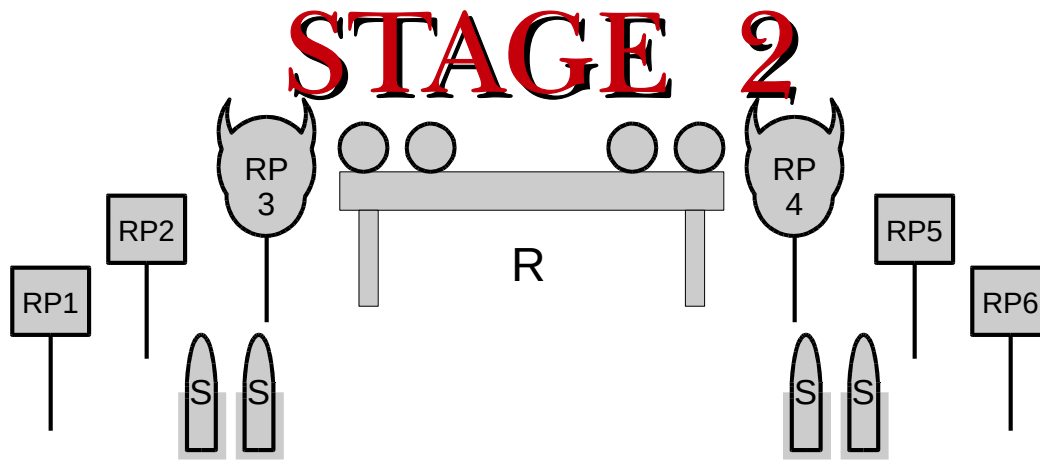
LINE: “ Get ‘em from both sides. “

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

At “A and C” With Shotgun: Engage 2 knock downs from each position.

At “B” With Rifle: Engage plate rack until down, placing remaining rounds on RP3 or RP4.

At “A or C” With Pistols: Place at least 3 shots on each of the 3 RP targets.



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START: Any position, hands at sides.

Shotgun staged on any table.

Rifle staged on table at B.

Pistols holstered.

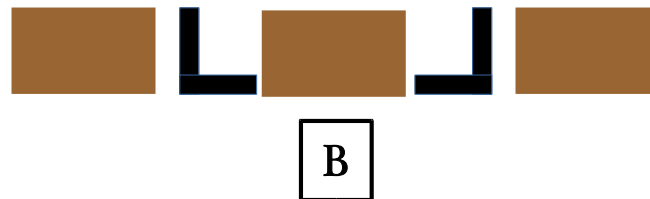
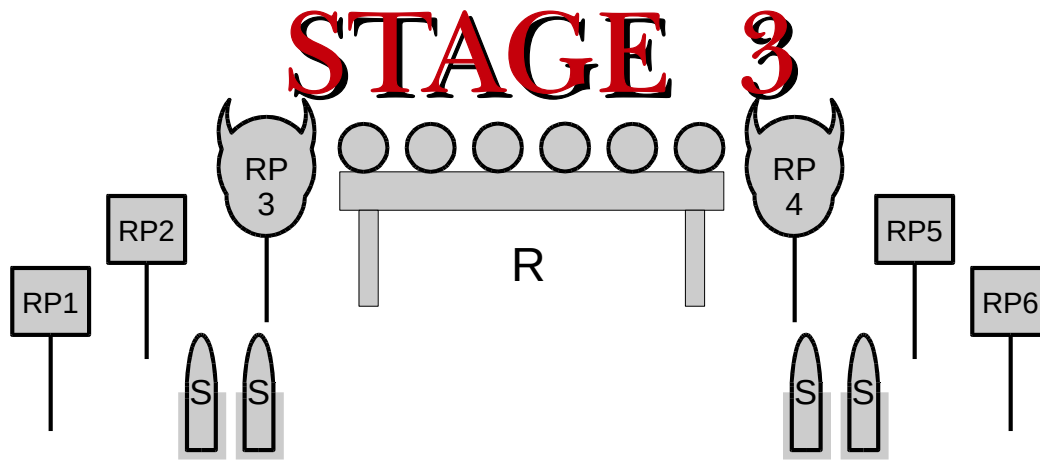
LINE: “ I have a gun for each of them. “

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

At “A and C” With Pistols: From each position engage the 3 RP targets with a 5 round nevada sweep.

At “B” With Rifle: Starting on RP1 or RP6 sweep all targets including plate rack for 10 rounds. (The 4 plates are no-miss 1 second BONUS each. Solid targets are a miss.)

At “B” With Shotgun: Engage the 4 knock downs.



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START: At B, firearm of choice in hands.

Shotgun staged on table at B.

Rifle staged on table at B.

Pistols holstered.

LINE: “ Just stand there and hold ‘em off. “

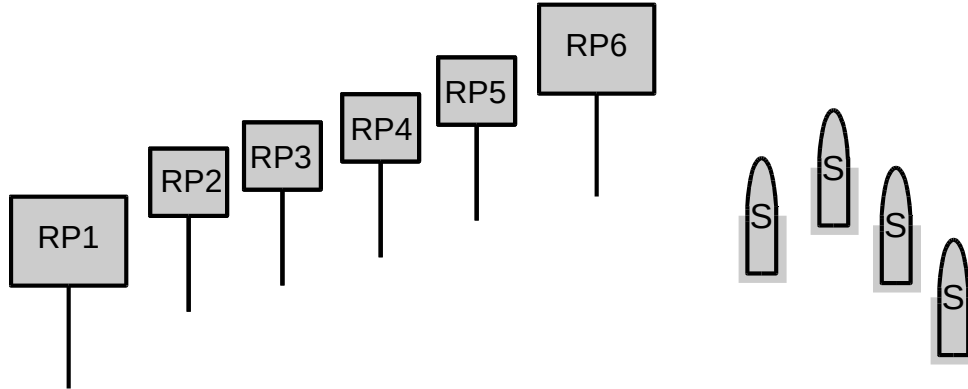
AT THE BEEP: (Guns may be shot in ANY order.)

At “B” With Pistols: 2-2-1 sweep the left RP targets starting on RP1 AND 2-2-1 sweep the right RP targets starting on RP6.

At “B” With Rifle: Engage plate rack until down, placing remaining rounds on RP3 or RP4.

At “B” With Shotgun: Engage the 4 knock downs.

STAGE 4



START: At A or B, firearm of choice in hands.

Shotgun staged on table at A or B.

Rifle staged on table at A.

Pistols holstered.

LINE: “ We’re running out of ammo. “

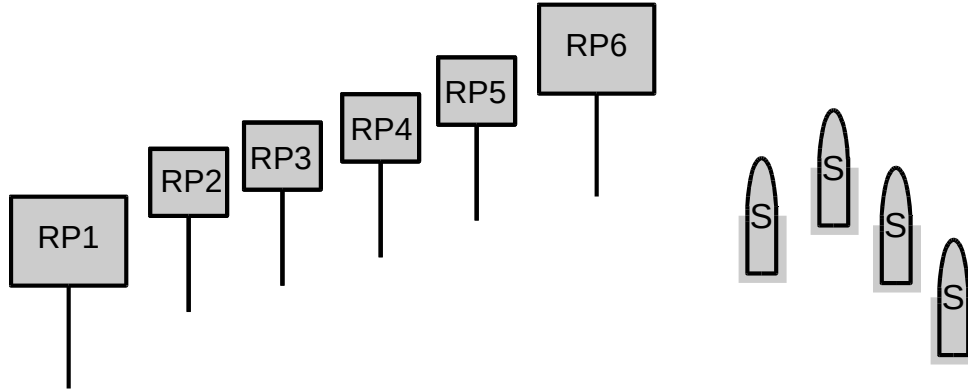
AT THE BEEP: (Guns may be shot in ANY order.)

At “A” With Pistols: Reverse IRS (progressive) sweep RP1-RP4.
(4 on RP1, 3 on RP2, 2 on RP3, 1 on RP4)

At “A” With Rifle: Reverse IRS (progressive) sweep RP6-RP3.
(4 on RP6, 3 on RP5, 2 on RP4, 1 on RP3)

At “B” With Shotgun: Engage the 4 knock-down targets.

STAGE 5



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START: At A or B, firearm of choice in hands.

Shotgun staged on table at A or B.

Rifle staged on table at A.

Pistols holstered.

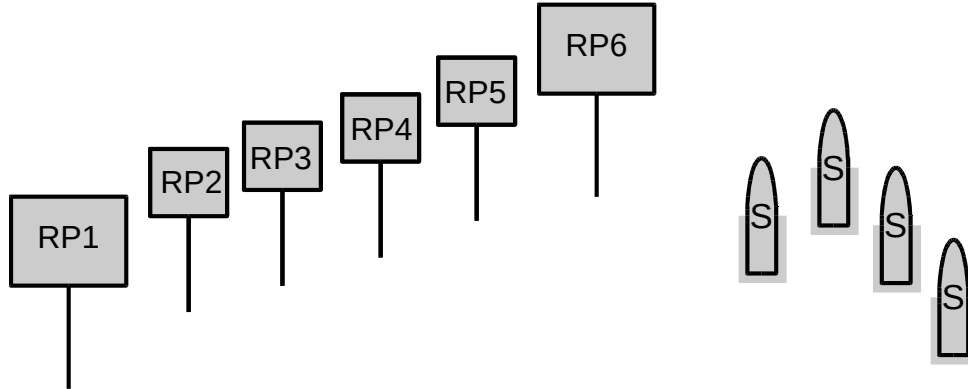
LINE: “ Just keep it simple. “

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

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

At “B” With Shotgun: Engage the 4 knock-down targets.

STAGE 6



START: At A or B, firearm of choice in hands.

Shotgun staged on table at A or B.

Rifle staged on table at A.

Pistols holstered.

LINE: “ I never learned my numbers. “

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

At “A” With Pistols and Rifle: With any combination of pistols and rifle place one round on RP1, 2 on RP2, 3 on RP3, 4 on RP4, 5 on RP5 and 6 on RP6. Rifle reload may be at any time after the beep.

At “B” With Shotgun: Engage the 4 knock-down targets.