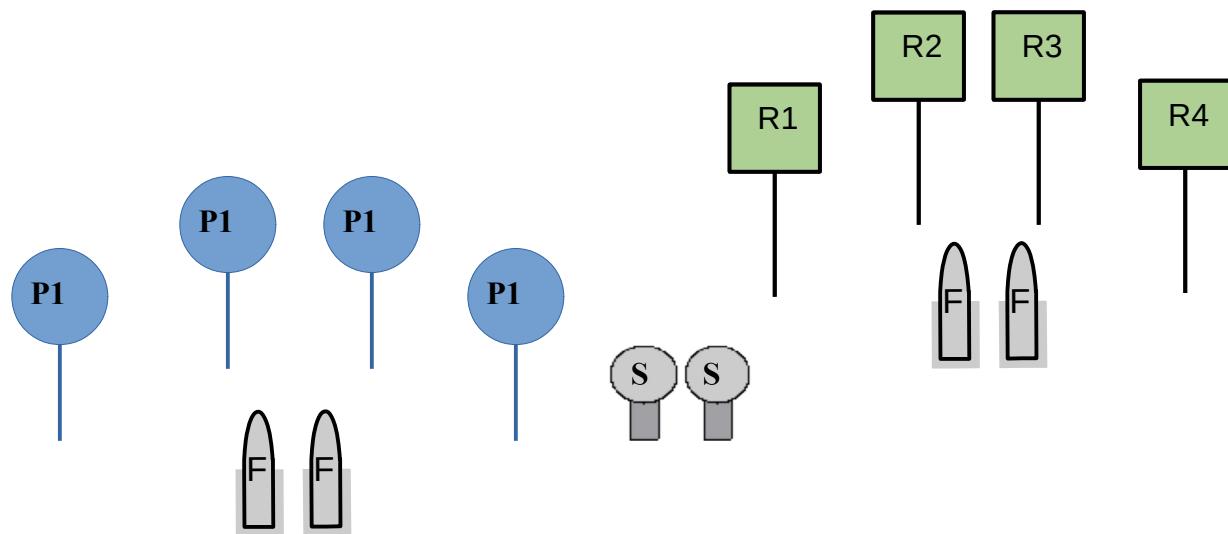


Stage 1

Fallers! (EOT)



10 RIFLE 10 PISTOL 2+ SHOTGUN

Staging: Rifle and shotgun staged safely on A, B or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands on hips not touching ammo or guns.

Line: "Fallers!"

Order: PSR or RSP

At the Beep:

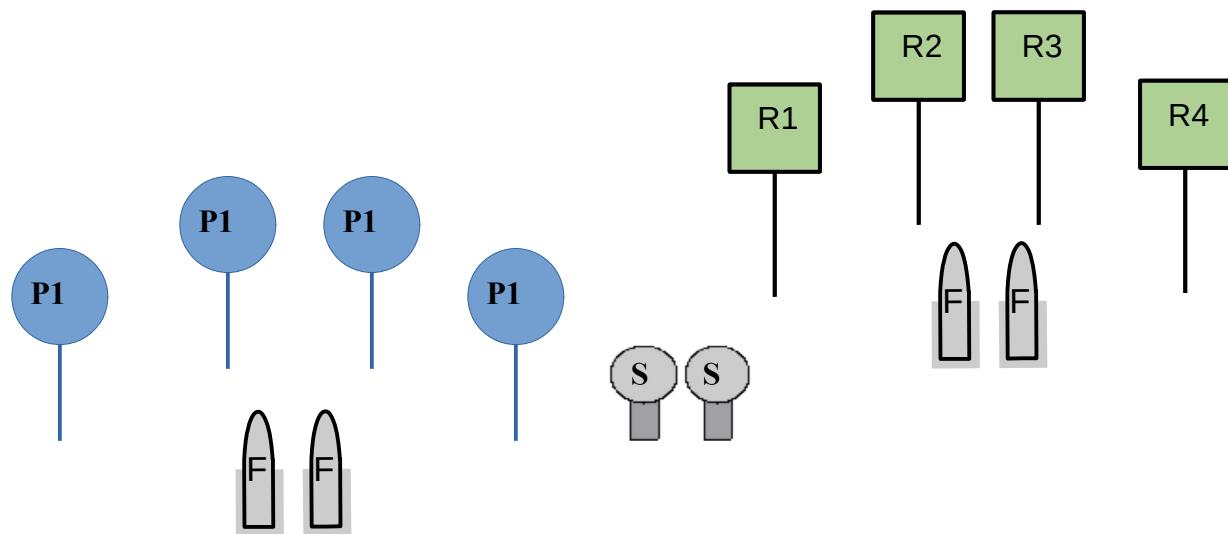
At A with the Pistols: Engage the four circles with two rounds each then engage the fallers once each.

At B Knock the two shotgun fallers down any order. You may make up any fallers that did not go down with the rifle or pistol at any time after you've shot that set of targets--no shooting the pistol or rifle fallers before you've engaged them with the primary arm.

At C with Rifle: Same as the pistol

Stage 2

Shotgun!



A

B

C



10 RIFLE 10 PISTOL 6+ SHOTGUN



Staging: Rifle and shotgun staged safely on A, B or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands at the ready (hovering but not touching).

Line: "Shotgun!" **Order:** P/S,S,S/R or R/S,S, S/P

At the Beep:

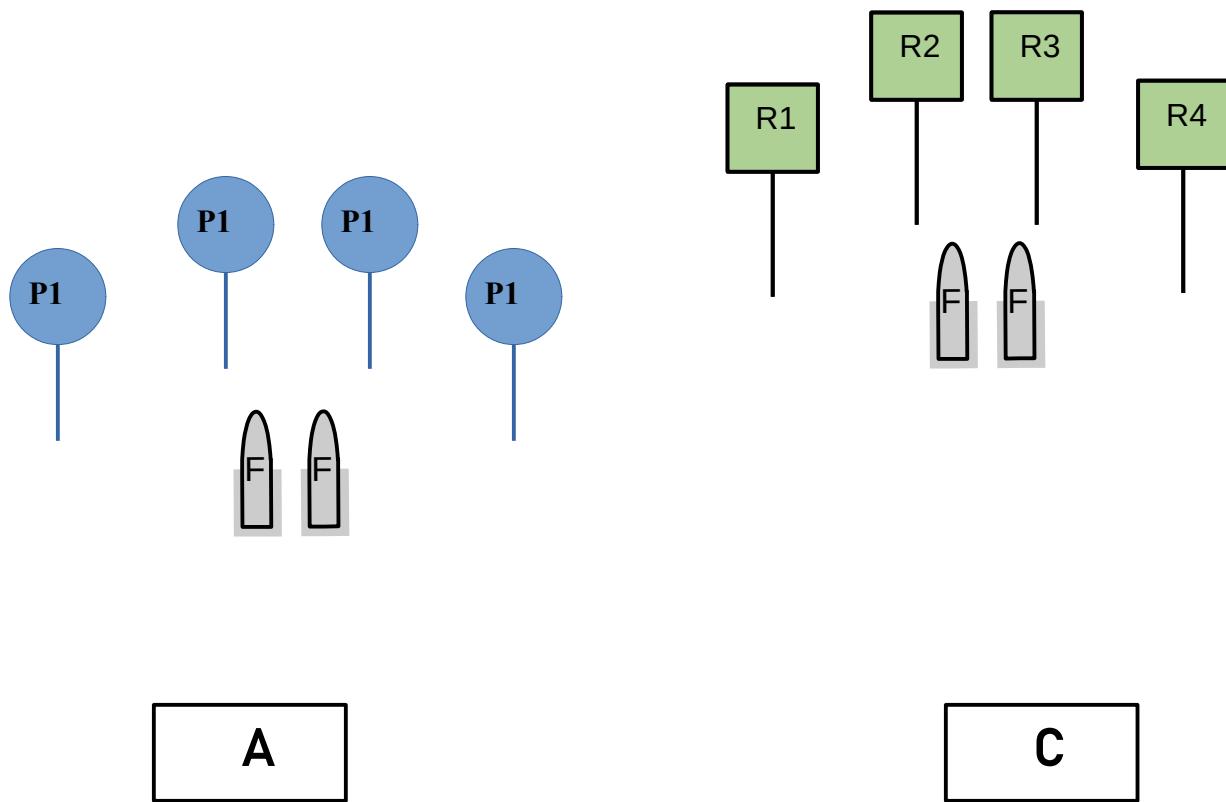
At A with the Pistols: Engage the four circles in a continuous 10 shot Nevada Sweep starting from either end.

At A, B, and C Knock the two fallers down at each position

At C with Rifle: Same as the pistol

Stage 3

Splits hurt



10 RIFLE 10 PISTOL 4+ SHOTGUN

Staging: Rifle and shotgun staged safely on A or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands at the ready (hovering but not touching).

Line: "Splits!" **Order:** PSR or RSP

At the Beep:

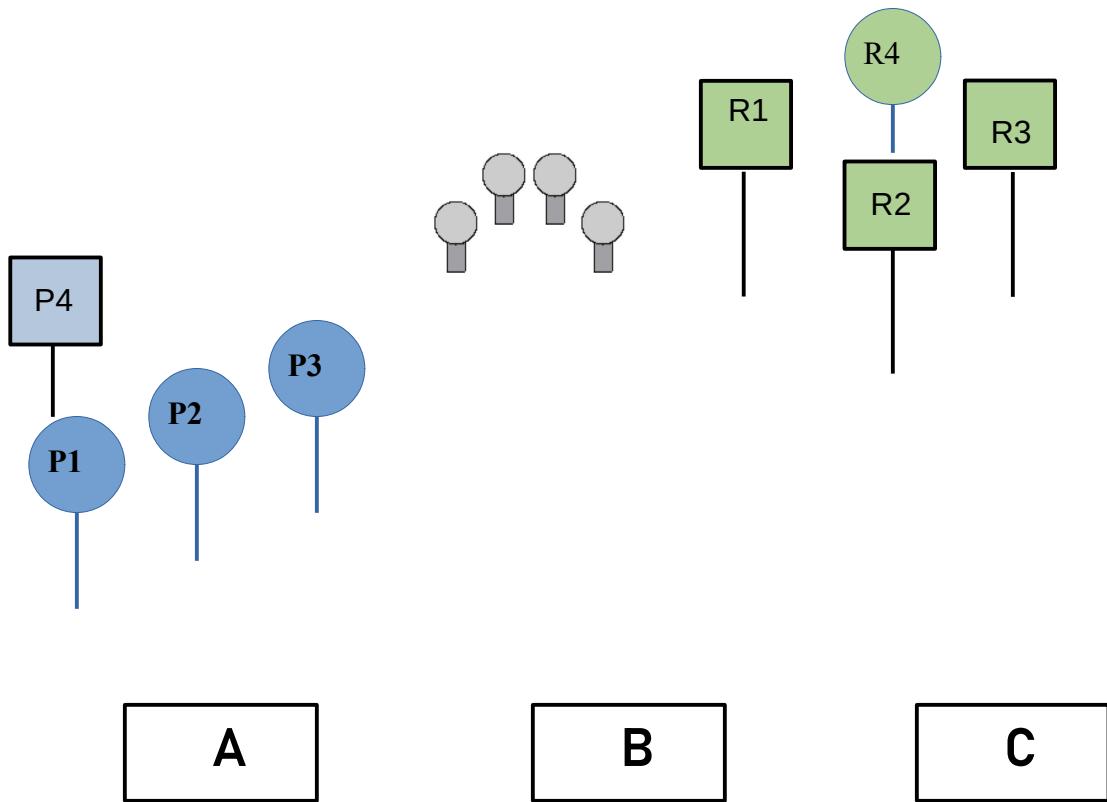
At A with the Pistols: Engage the four circles in an IRS sweep from either end (1,2,2,3,3,3,4,4,4 or 4,3,3,2,2,2,1,1,1).

At With shotgun knock two fallers down at A and two fallers down at C. May be shot in any order, but two must be shot from A and two must be shot from C

At C with Rifle: Same as the pistol

Stage 4

Three and One (EOT)



10 RIFLE 10 PISTOL 4+ SHOTGUN

Staging: Rifle and shotgun staged safely on A, B or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands touching hat or head.

Line: "three and one!" **Order:** PSR or RSP

At the Beep:

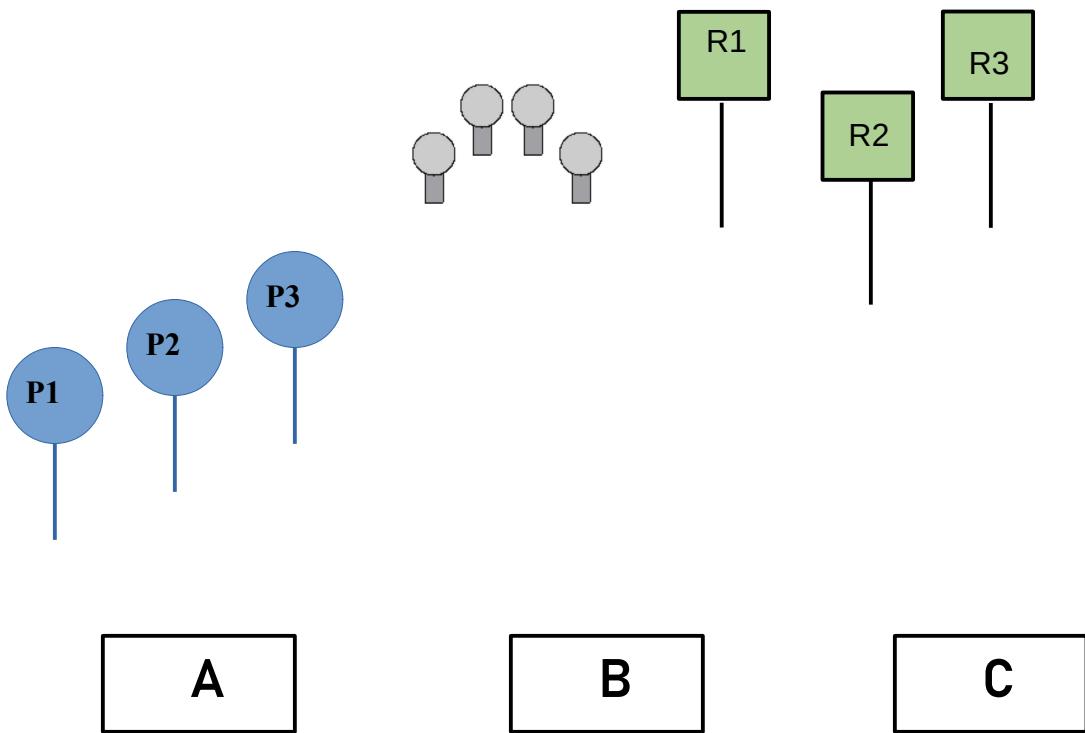
At A with the Pistols: Engage the three circles each with a triple tap and then place the last round on the square.

At B with shotgun knock four fallers down any order.

At C with Rifle: Same as the pistol triple tapping each square then placing the last round on the circle.

Stage 5

Double tap



10 RIFLE 10 PISTOL 4+ SHOTGUN

Staging: Rifle and shotgun staged safely on A, B or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands at SASS ready (hovering but not touching).

Line: "double up" **Order:** PSR or RSP

At the Beep:

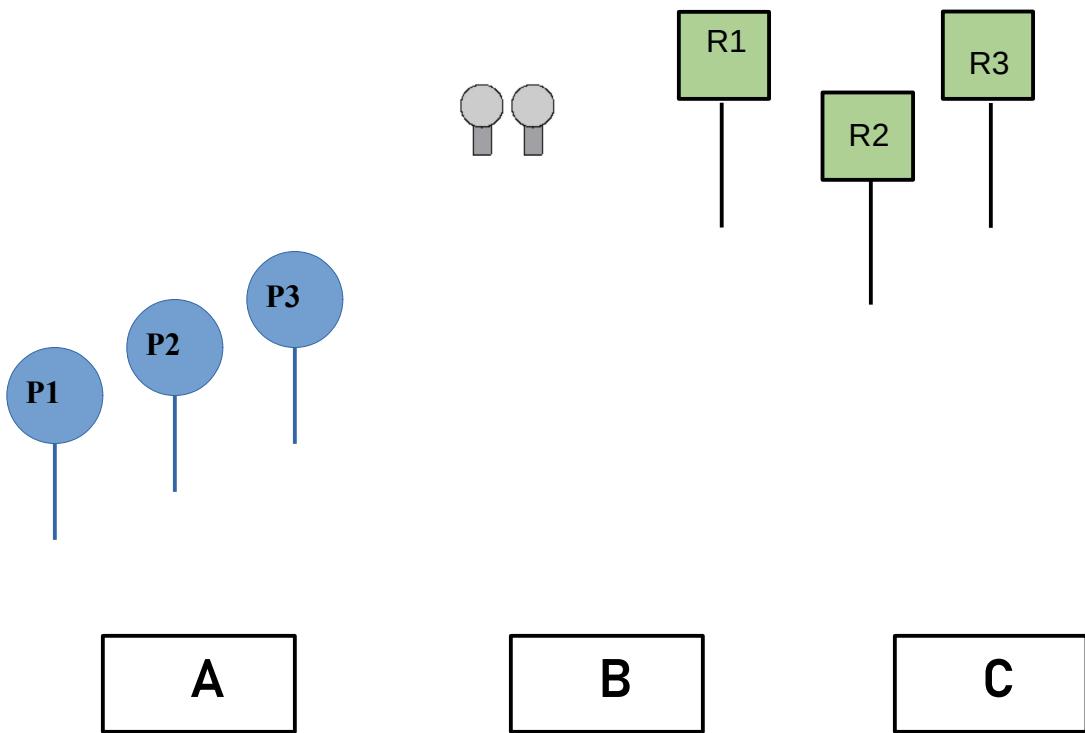
At A with the Pistols: Engage the three circles each with a continuous double tap Nevada sweep.

At B with shotgun knock four fallers down any order.

At C with Rifle: Same instructions as the pistol.

Stage 6

Alternate & Dump



10 RIFLE 10 PISTOL 2+ SHOTGUN

Staging: Rifle and shotgun staged safely on A, B or C. Pistols holstered. Stage may be shot from either direction starting at either A or C.

Starting Position: Hands with all ten fingers touching the table (hand spiders good).

Line: “alternate” **Order:** PSR or RSP

At the Beep:

At A with the Pistols: Alternate for 4 shots between P1 and P3, starting from either side, then engage P2 with 6 shots.

At B with shotgun knock two fallers down any order.

At C with Rifle: Same instructions as the pistol.