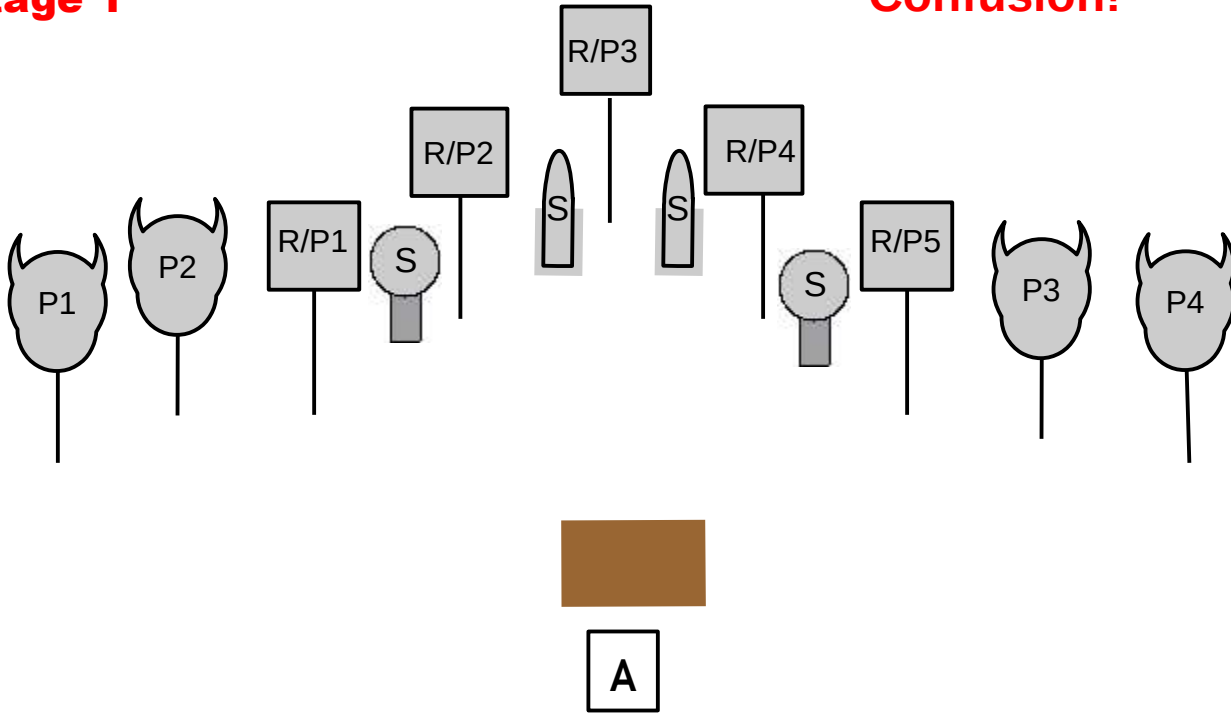


Stage 1

Confusion!



Start: Rifle loaded with 10, Shotgun empty both staged on table, Pistols holstered with 5 rounds each, start behind table.

Position: Hands with 10 fingertips touching the ????

Line: Confusion! **Order:** Firearms may be shot in any order

At the Beep:

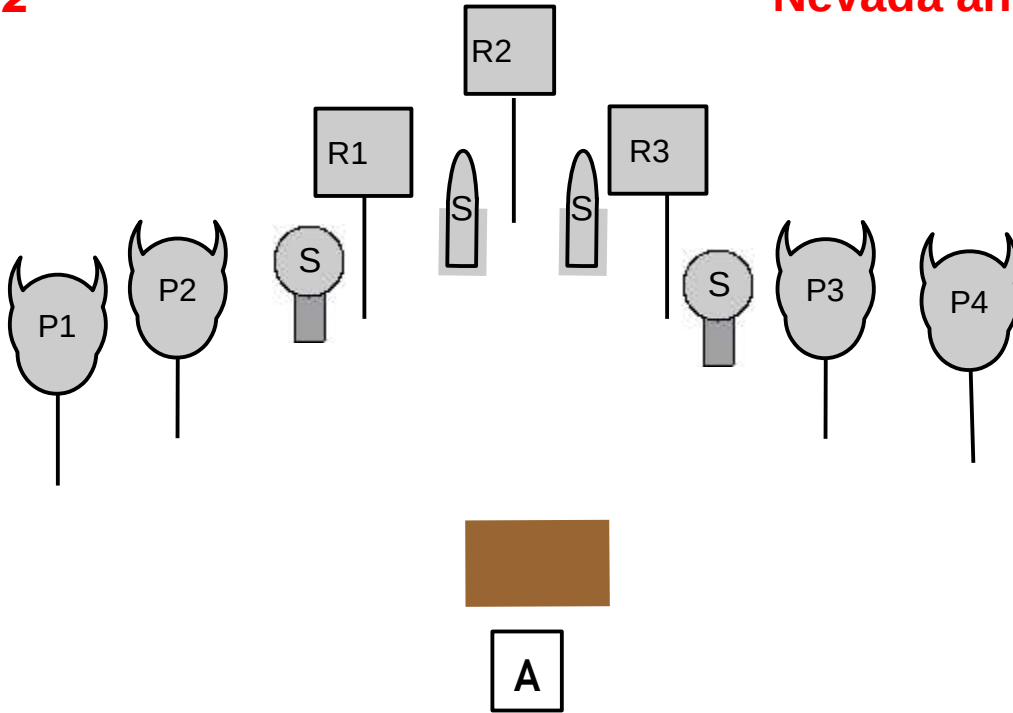
At A with the Rifle and Pistol: Engage the buffalo and square targets twice each and THEN place the last two rounds on target of choice.

At A with Shotgun: Engage 4 fallers until down, any order.

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Stage 2

Nevada and IRS!



Start: Rifle with 10 loaded, Shotgun empty and open both staged on table, Pistols holstered with 5 rounds each, start behind table.

Position: Hands touching hat or head if hatless

Line: IRS! **Order:** Firearms may be shot in any order

At the Beep:

At A with the Rifle: Engage the three rifle targets in a double tap Nevada Sweep from either end. (R1,R1,R2,R2,R3,R3,R2,R2,R1,R1 or R3,R3,R2,R2,R1,R1,R2,R2,R3,R3)

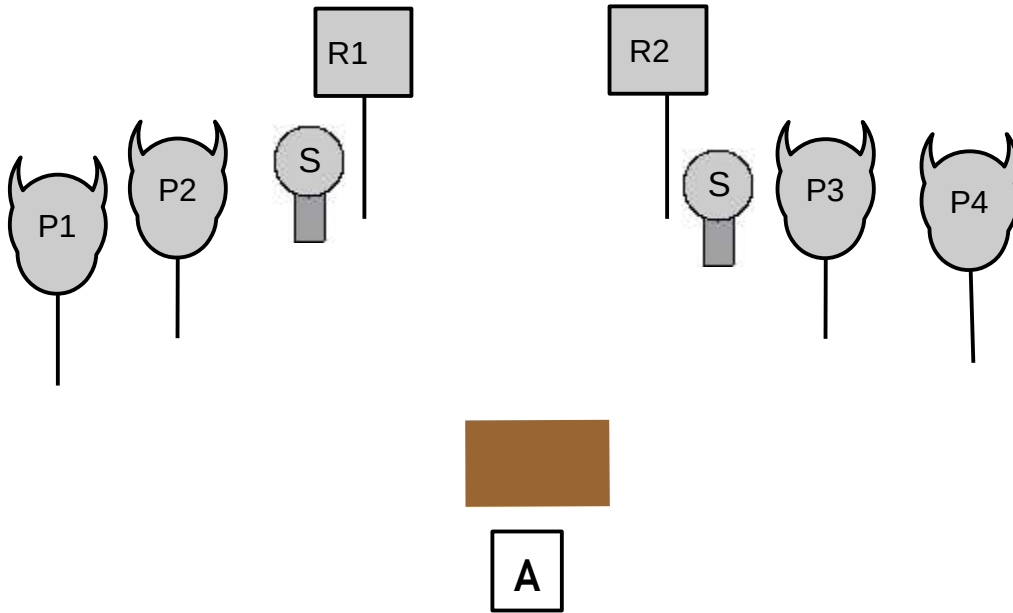
At A with the Pistol: Engage the buffalo in a continuous IRS Sweep from either side (P1P2P2P3P3P4P4P4P4 or P4P3P3P2P2P2P1P1P1).

At A with Shotgun: Engage 4 fallers until down, any order.

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Stage 3

55 and still alive!



Start: Rifle with 10 loaded, Shotgun empty and open both staged on table, Pistols holstered with 5 rounds each, start behind table.

Position: SASS ready

Line: 55! **Order:** Firearms may be shot in any order

At the Beep:

At A with the Rifle: Engage the two rifle targets five times each, round count.

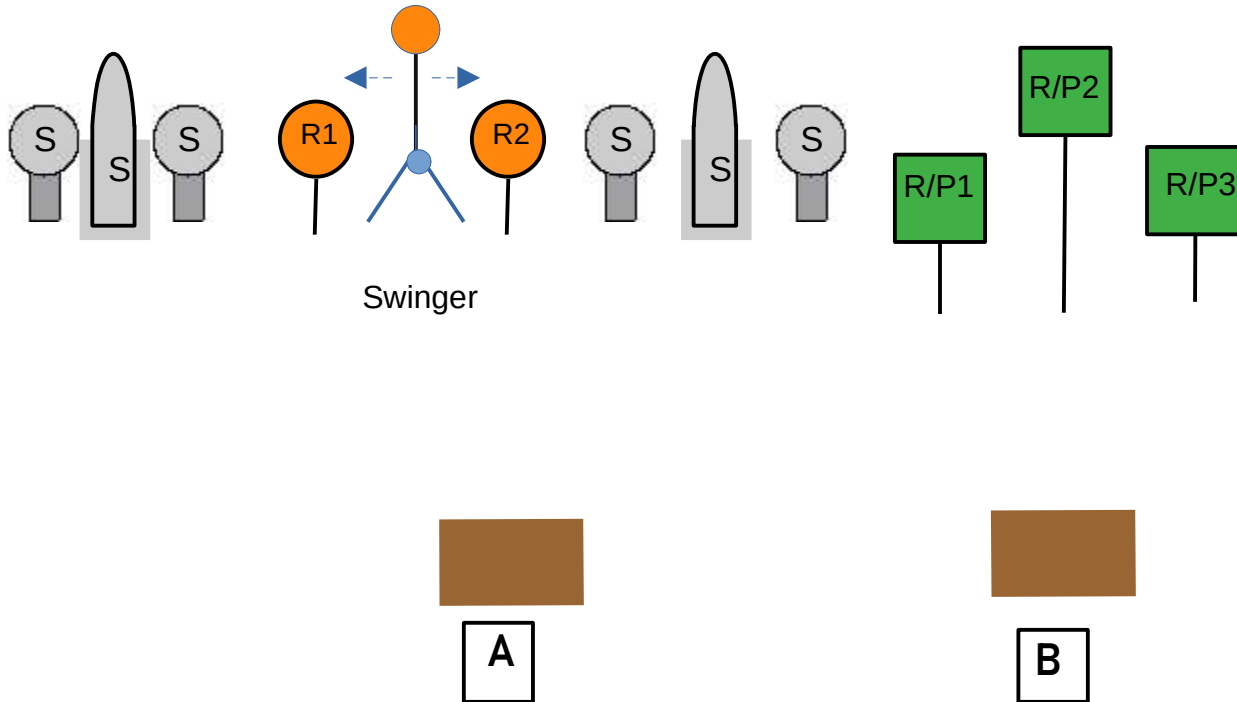
At A with the Pistol: Engage the buffalo targets one and four once each and buffalo targets two and three four times each. Round count.

At A with Shotgun: Engage 2 fallers until down, any order.

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Stage 4

Swinging Nevada Sweep



**10 RIFLE 10 PISTOL 6+ SHOTGUN**

Start: Rifle with 10 loaded and empty Shotgun staged on either table, Pistols holstered with 5 rounds each.

Position: Touching hat or head if hatless.

Line: Nevada Swings! **Order:** Rifle and shotgun shot from A, Pistols from B any order

At the Beep:

At A with the Rifle: Engage the activator on the swinger and THEN engage the the targets in a Swinging Single Tap Nevada Sweep for 9 rounds. The activator and the side targets are miss targets, the four swinger shots are no-miss 3 second bonuses. (e.g. act-R1-sw-R2-sw-R1-sw-R2-sw-R1) If it takes more than one shot on the activator each additional is a miss or loss of a bonus chance. Running short on ammo due to needing more rounds on the activator is not a P.

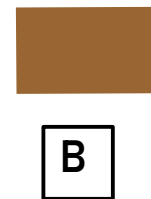
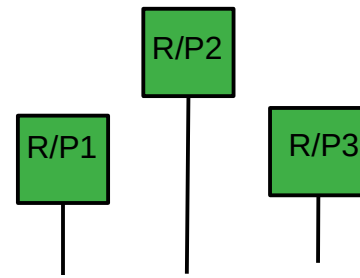
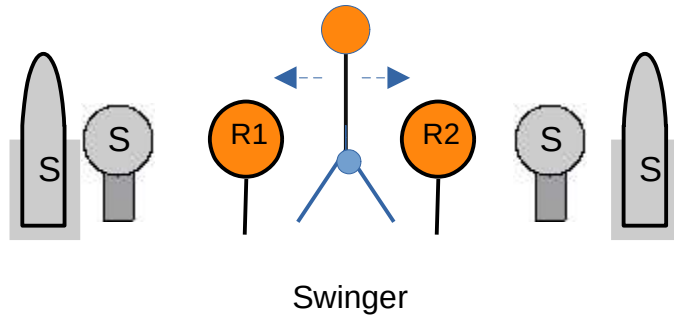
At A with Shotgun: Engage the targets till down.

At B with the Pistol: Engage the three P targets in a 2-1-2 sweep starting on either end and repeat instructions—may be shot dirty. (P1-P1-P2-P3-P3 or P3-P3-P2-P1-P1)

Paint swinger after each shooter please.

Stage 5

1225 1333



Start: Rifle with 10 loaded and empty Shotgun staged on either table, Pistols holstered with 5 rounds each.

Position: Ten finger tips touching the ??? on the table.

Line: 1225! **Order:** Rifle and shotgun shot from A, Pistols from B any order

At the Beep:

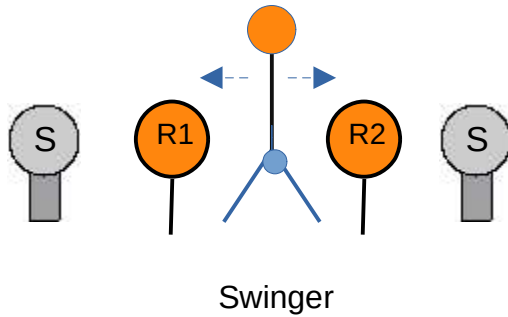
At B with the Pistol: Engage large faller once and each target three times.

At A with the Rifle: Engage the faller once and shoot the activator, THEN engage R1 and R2 twice each and THEN quad-tap the swinger for 4 no miss 2 second bonuses. Additional shots needed for the activator decrease bonus opportunities but does not result in a P.

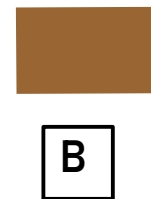
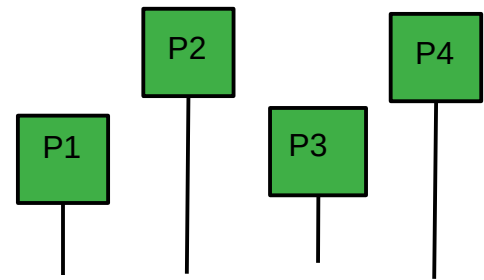
At A with Shotgun: Engage the targets till down—may make up the large fallers.

Paint swinger after each shooter please.

Stage 6



Bring it Home



Start: Rifle with 10 loaded and empty Shotgun staged on either table, Pistols holstered with 5 rounds each.

Position: At SASS ready.

Line: Bring it on home! **Order:** Rifle and shotgun shot from A, Pistols from B any order

At the Beep:

At B with the Pistol: Engage the targets in a continuous single tap Nevada Sweep.

At A with the Rifle: Engage the bottom five targets in a sweep from either side (S1, R1, Act, R2, S2 or S2, R2, Act, R1, S1) THEN engage the swinger for five no miss 2 second bonuses. Additional shots needed for the activator decrease bonus opportunities but does not result in a P.

At A with Shotgun: Engage any fallers not down.

Paint swinger after each shooter please.