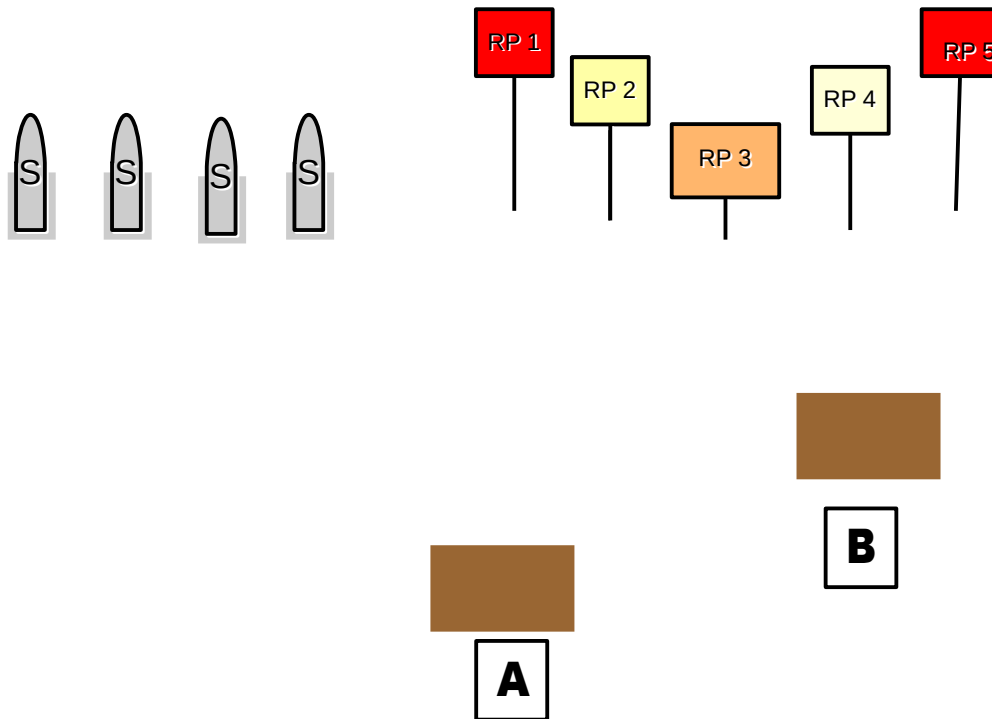


STAGE 1

Twin V



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A with Long Arm of choice in hand
Rifle and Shotgun staged at position A. Pistols holstered

LINE: “You tell ‘em I’m comin’, and Hell’s comin’ with me.” Wyatt Earp (K. Russell)

AT THE BEEP: Starting with either the rifle or shotgun in hands, your choice.

At A with the shotgun: Knock the four fallers down, any order. Make shotgun safe on table for down range travel with muzzle pointing at the left hand berm.

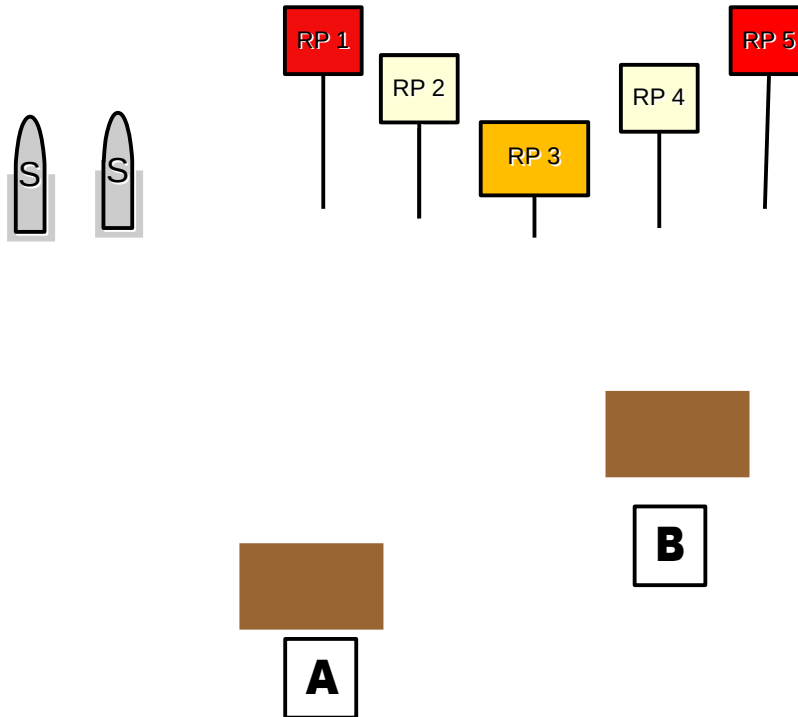
At A with the rifle: Engage the RP targets in a V-Twin sweep, which is two single tap 5 round sweeps starting from either end, RP1-RP5 or RP5-RP1. May be shot dirty. Make rifle safe on table for down range travel with muzzle pointing at the left hand berm.

At B with Pistols: Move downrange to B and use same instructions as rifle

Note: The rifle or shotgun may be carried forward to B and made safe instead of at A.

Victory V

Victory V



START: Standing at position A with Long Arm of choice in hand
Rifle and Shotgun staged at position A. Pistols holstered

LINE: “Slap some bacon on a biscuit and lets go!” The Cowboys (J. Wayne)

AT THE BEEP: Starting with either the rifle or shotgun in hands

At A with the shotgun: Knock the two fallers down, any order. Make shotgun safe on table for down range travel with muzzle pointing at the left hand berm.

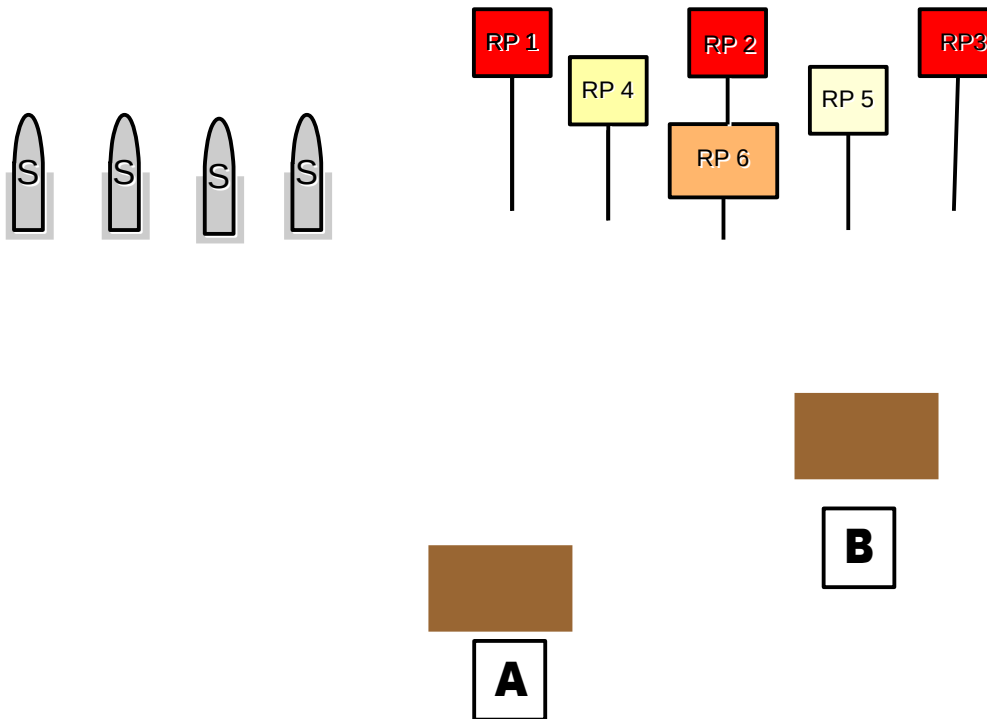
At A with the rifle: Engage the RP targets in a Victory sweep, which starts on either outside upper targets (RP1 or RP 5) R1, R5, R2, R4, R3, R3, R3, R3, R3 or R5, R1, R4, R2, R3, R3, R3, R3, R3, R3. Make rifle safe on table for down range travel with muzzle pointing at the left hand berm.

At B with Pistols: Same instructions as rifle

Note: The rifle or shotgun may be carried forward to B and made safe instead of at A.

STAGE 3

Layers



START: Standing at position A with Long Arm of choice in hand
Rifle and Shotgun staged at position A. Pistols holstered

LINE: “You’d be surprised at the things you can solve with a gun.” Wyatt Earp (H. Yulin)

AT THE BEEP: Starting with either the rifle or shotgun in hands

At A with the shotgun: Knock the four fallers down, any order. Make shotgun safe on table for down range travel with muzzle pointing at the left hand berm.

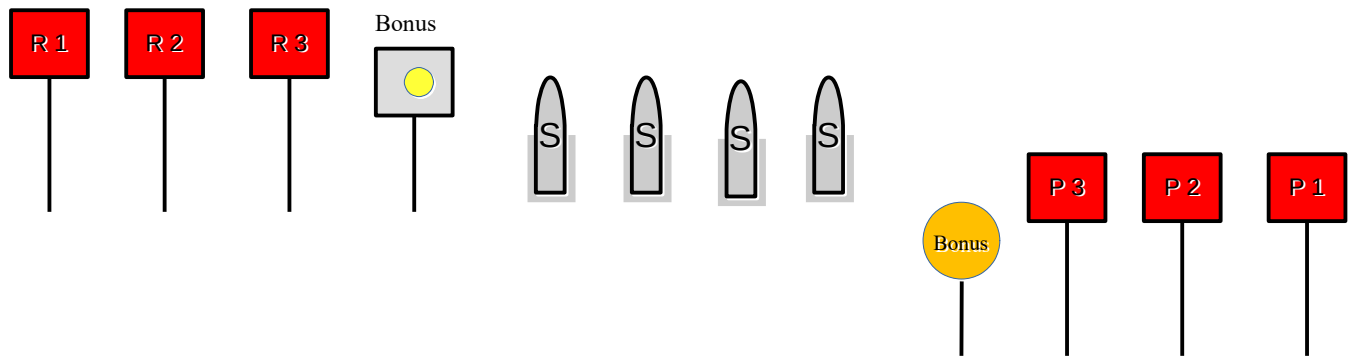
At A with the rifle: Engage the RP targets first placing two rounds on each R1, R2, R3 (round count) then place one round on each R4 and R5, then double tap R6. Make rifle safe on table for down range travel with muzzle pointing at the left hand berm.

At B with Pistols: Same instructions as rifle

Note: The rifle or shotgun may be carried forward to B and made safe instead of at A.

STAGE 4

Bonus!



START: Standing at position A or B at the ready (hands hovering, but not touching)
Rifle staged at A and Shotgun staged at position A or B. Pistols holstered

LINE: **Please may I have a bonus.** A note, we are looking for a good audible “please”

AT THE BEEP: Firearms may be shot in any order, rifle must be shot from A and pistols must be shot from B, shotgun may be shot at either A or B

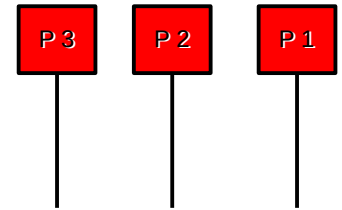
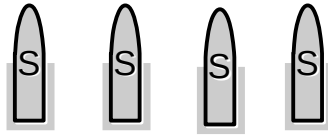
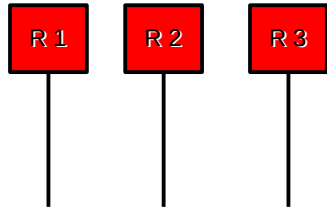
At A with the shotgun: Knock the four fallers down, any order.

At A with the rifle: Engage the R targets in a 4,3,2 sweep starting on the outside (R1,R1,R1,R1,R2,R2,R2,R3,R3) after the sweep shoot the center circle on the knock out bonus target for a 3 second no miss bonus Note: The circle in the knock out must be knocked down to count.

At B with Pistols: Same instructions as rifle and place the last round on the circular target for a 3 second no miss bonus . Note that P1 is on the right instead of the left, unlike R1, shoot both from the outside in.

STAGE 5

Seriously?



START: Standing at position A or B at the ready (hands hovering, but not touching)
Rifle staged at position A and shotgun may be shot at either A or B. Pistols holstered

LINE: "You gotta want it more than you're afraid of it." JB Mauney world bull riding champion.

AT THE BEEP: Firearms may be shot in any order, rifle must be shot from A and pistols must be shot from B, shotgun may be shot from either A or B

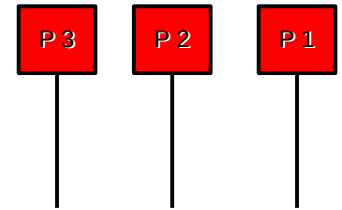
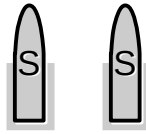
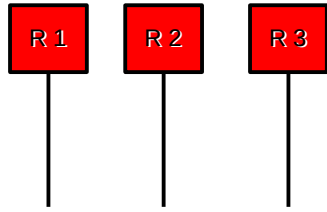
At A with the shotgun: Knock the four fallers down, any order.

At A with the rifle: Engage the R targets from either direction in a R1,R3,R2 sweep or a R3,R1,R2 sweep and repeat 3 times (all three must be from the same side), placing the last round on R2 (yes double tap on the *last* R2)

At B with Pistols: Same instructions as rifle.

STAGE 6

Fast & Accurate



START: Standing at position A or B at the ready (hands hovering, but not touching)
Rifle staged at position A and shotgun at either A or B. Pistols holstered

LINE: "Fast is fine, but accuracy is final. You must learn to be slow in a hurry." Wyatt Earp

AT THE BEEP: Firearms may be shot in any order, rifle must be shot from A and pistols must be shot from B, shotgun may be shot from either A or B

At A with the shotgun: Knock the two fallers down, any order.

At A with the rifle: Engage the R targets from either direction in a 10 shot double tap Nevada Sweep. R1,R1,R2,R2,R3,R3,R2,R2,R1,R1 or R3,R3,R2,R2,R1,R1,R2,R2,R3,R3

At B with Pistols: Same instructions as rifle.