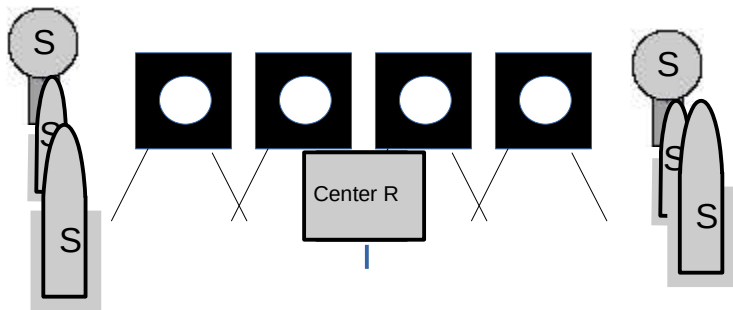
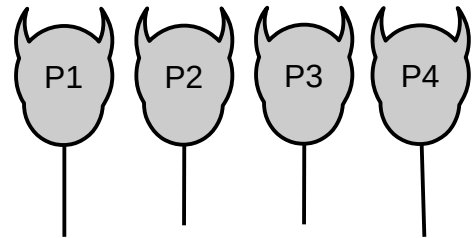


Stage 1



Bonus!



A



B



Start: Rifle (10 loaded) staged at A, Shotgun staged empty at A or B, Pistols holstered with 5 rounds each, start behind table of choice.

Rifle and shotgun must be shot from table A, pistols must be shot from table B

Position: Hands with 10 fingertips touching the table—may not be touching firearm

Line: Bonus! **Order:** Firearms may be shot in any order, but rifle and shotgun from A and Pistols from B

At the Beep:

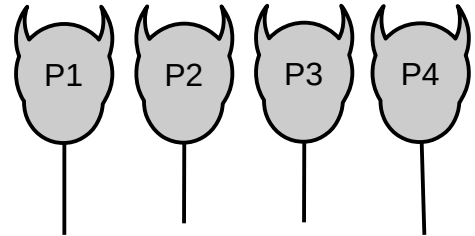
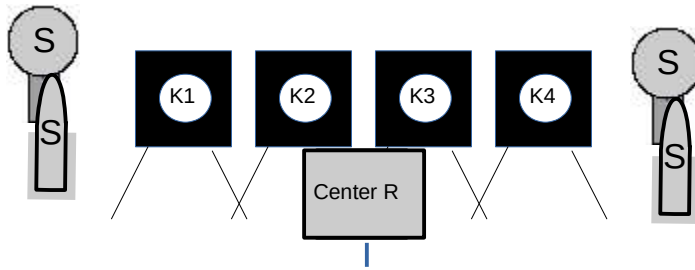
At A with the Rifle: Engage the four knockout targets once each for a two second no-miss bonus (knockouts must fall to count) THEN put six rounds on the center target—any misses on the center target are misses.

At A with Shotgun: Engage 6 fallers until down, any order.

At B with pistols: Engage the 4 targets in a continuous single tap Nevada sweep starting on either end (P1,P2,P3,P4,P3,P2,P1,P2,P3,P4 or P4,P3,P2,P1,P2,P3,P4, P3,P2,P1).

Stage 2

Bbbager?



A



B



Start: Rifle (10 loaded) staged at A, Shotgun staged empty at A or B, Pistols holstered with 5 rounds each, start behind table of choice.

Rifle and shotgun must be shot from table A, pistols must be shot from table B

Position: Hands touching hat (or head if hatless)

Line: Bbbager! **Order:** Firearms may be shot in any order, but rifle and shotgun from A and Pistols from B

At the Beep:

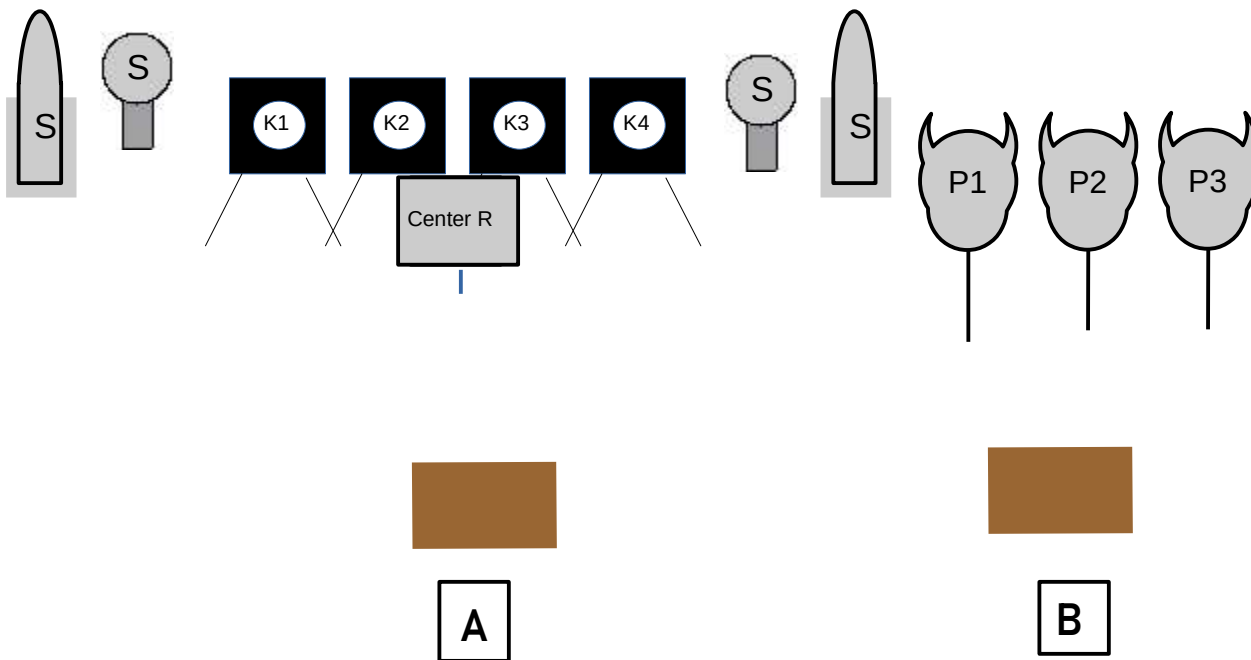
At A with the Rifle: Starting on the center target alternate between the center target and the 2 second no-miss bonus knockouts for 8 rounds (e.g. Center, K1, Center, K2, Center, K3, Center, K4) THEN engage any two fallers once each.

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

At B with pistols: Engage the 4 targets in a Badger Sweep starting from either end (P1 P1 P2 P1 P2 P3 P1 P2 P3 P4 or P4 P4 P3 P4 P3 P2 P4 P3 P2 P1)

Stage 3

No Bonus!



 **10 RIFLE 10 PISTOL 4+ SHOTGUN** 

Start: Rifle (10 loaded) staged at A, Shotgun staged empty at A or B, Pistols holstered with 5 rounds each, start behind table of choice.

Rifle and shotgun must be shot from table A, pistols must be shot from table B

Position: Hands at SASS ready—hovering but over but not touching firearm.

Line: No Bonus! **Order:** Firearms may be shot in any order, but rifle and shotgun from A and Pistols from B

At the Beep:

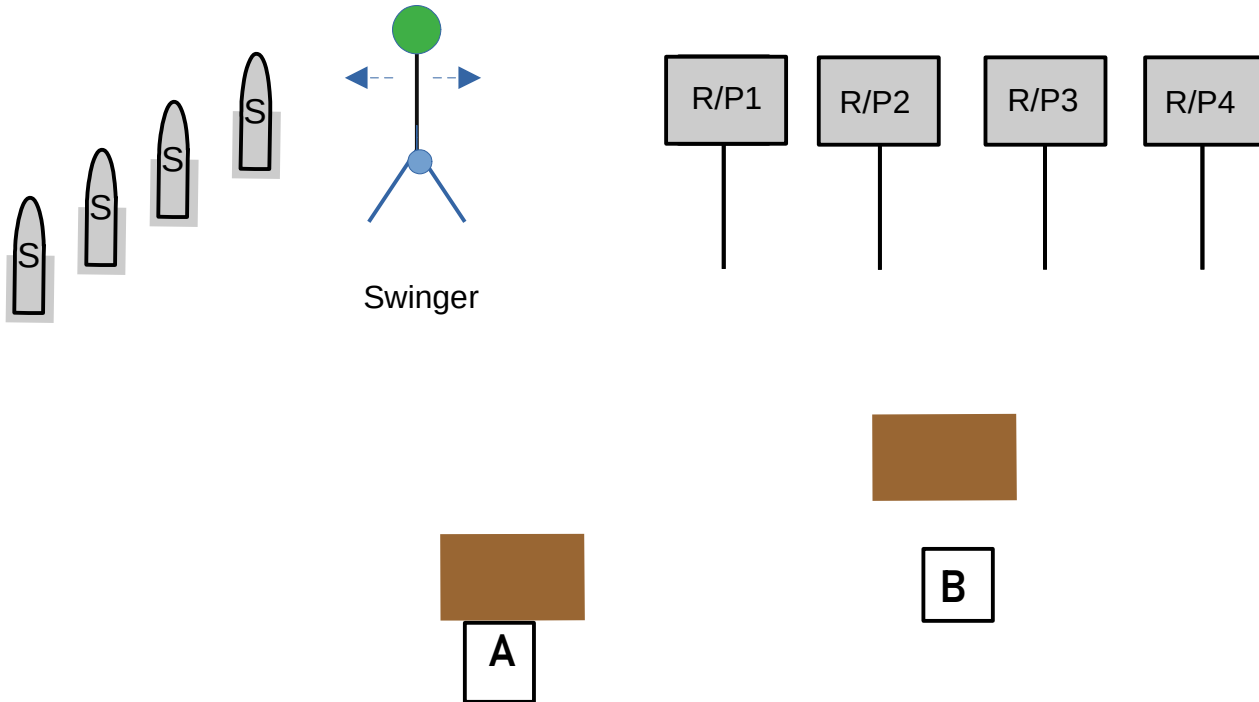
At A with the Rifle: Engage the center target with three rounds, then sweep the top four targets (anywhere on the targets, knockouts are just part of the target) in either direction with a single tap sweep then engage the center target with the last 3 rounds. Any misses are misses and no bonuses. (C C C K1 K2 K3 K4 C C C or C C C K4 K3 K2 K1 C C C)

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

At B with pistols: Engage the 3 targets in a continuous double tap Nevada sweep starting on either end (P1 P1 P2 P2 P3 P3 P2 P2 P1 P1 or P3 P3 P2 P2 P1 P1 P2 P2 P3 P3).

Stage 4

Rockin!



**10 RIFLE 10 PISTOL 4+ SHOTGUN**

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

Position: Ten finger tips touching the table.

Line: Let her rock! **Order:** Rifle and shotgun first from A, Pistols last from B

At the Beep:

At A with the Rifle: Engage the activator on the swinger and THEN engage the swinger four times for 4 two second no-miss bonuses THEN engage R/P1 for 5 rounds. **Make rifle safe for downrange travel*.**

At A with Shotgun: Engage 4 fallers till down, any order. **Make shotgun safe for downrange travel***

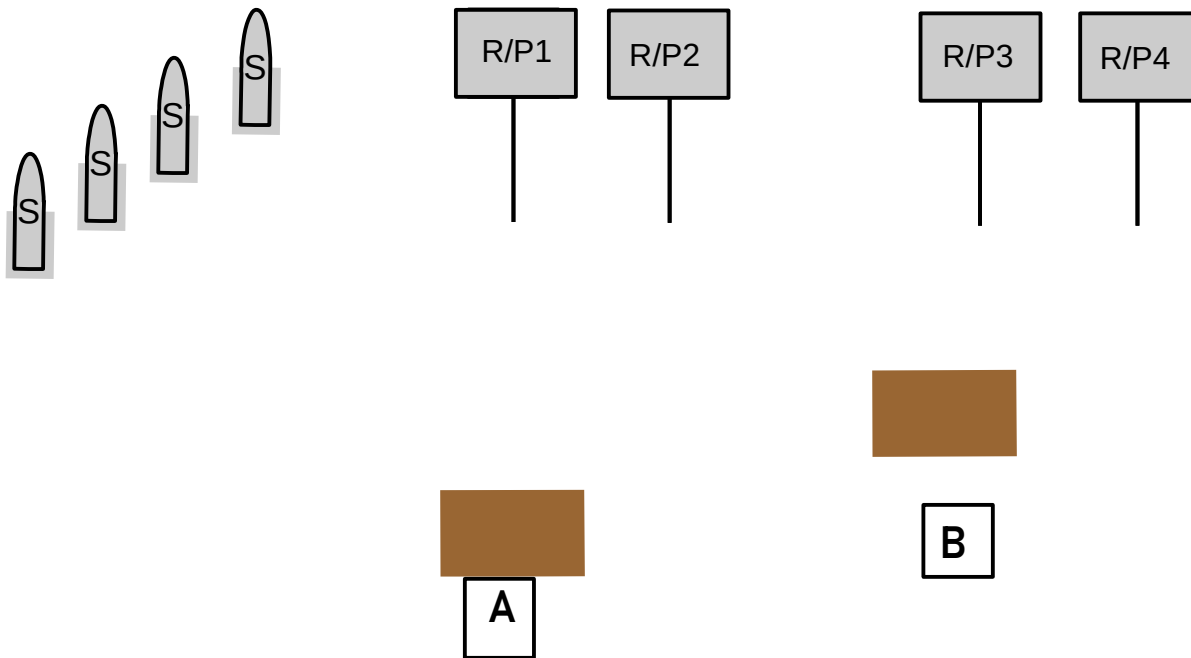
At B with the Pistol: Engage the four R/P targets in a 1-4-4-1 sweep from either end.

*shotgun or rifle may be carried forward to B if desired.

Paint swinger after each shooter please.

Stage 5

Dbt Taps Plus 2!



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

Position: Both hands touching pistol belt—may not touch ammo or guns.

Line: Double tap plus 2! **Order:** Rifle and shotgun first from A, Pistols last from B

At the Beep:

At A with the Rifle: Engage the RP targets in an 8 round double tap sweep in either direction and THEN engage the two center targets once each. (e.g. R1 R1 R2 R2 R3 R3 R4 R4 R3 R2 or R4 R4 R3 R3 R2 R2 R1 R1 R2 R3)

Make rifle safe for downrange travel*.

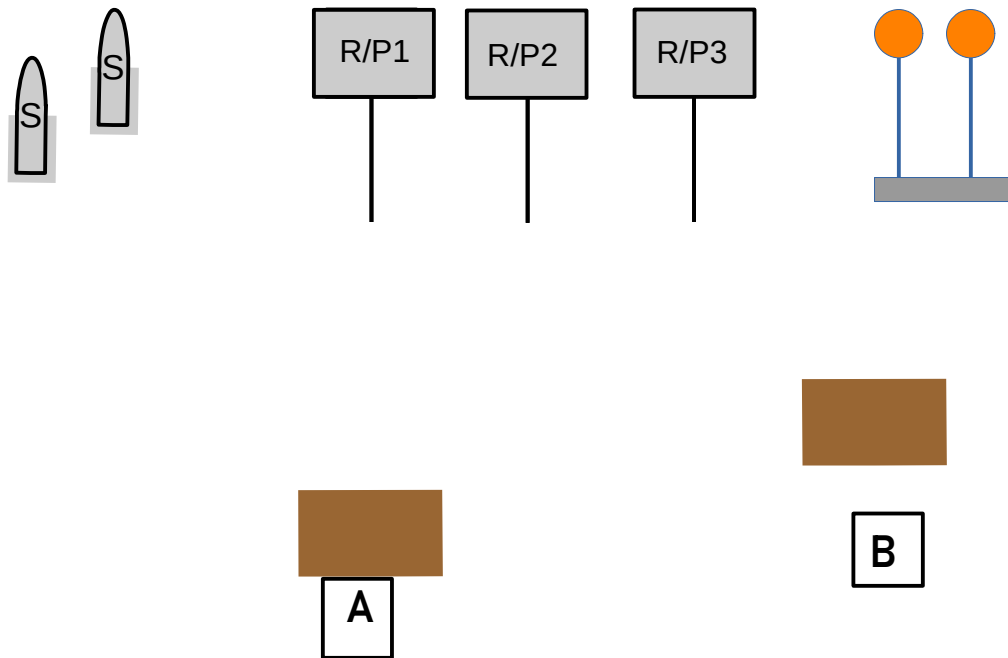
At A with Shotgun: Engage 4 fallers till down, any order. **Make shotgun safe for downrange travel***

At B with the Pistol: Engage the four R/P targets same instructions as rifle.

*shotgun or rifle may be carried forward to B if desired.

Stage 6

Three 3's and a bonus!



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

Position: Ten finger tips touching the table.

Line: Three Threes! **Order:** Rifle and shotgun first from A, Pistols last from B

At the Beep:

At A with the Rifle: Engage the RP targets in a triple tap sweep in either direction and THEN engage one orange faller for a no-miss 3 second bonus. **Make rifle safe for downrange travel*.**

At A with Shotgun: Engage 2 fallers till down, any order. **Make shotgun safe for downrange travel***

At B with the Pistol: Engage the RP targets in a triple tap sweep in either direction and THEN engage the other orange faller for a no-miss 3 second bonus.

*shotgun or rifle may be carried forward to B if desired.