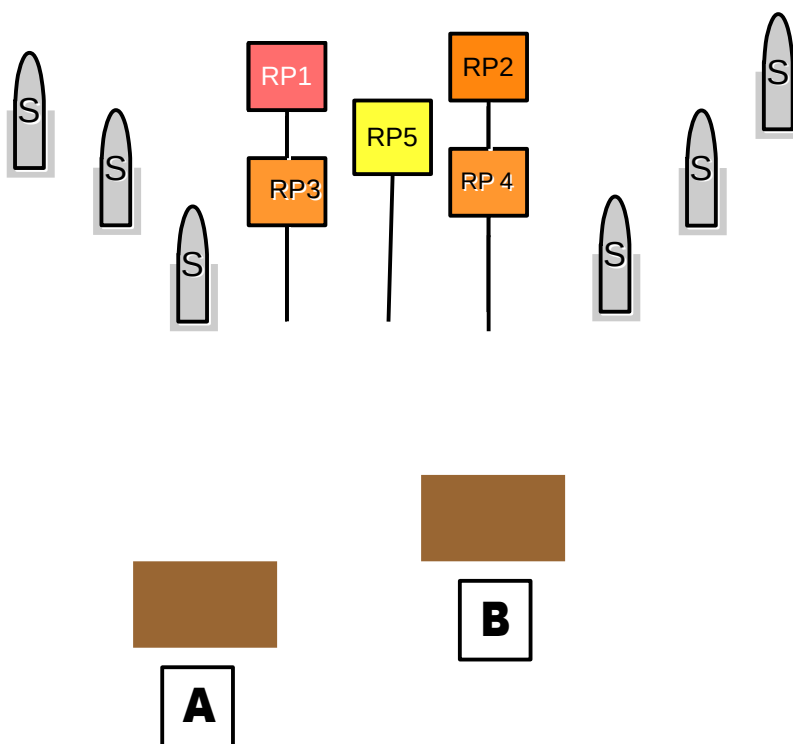


STAGE 1 Sunshine Makes Me Happy



Thanks to our Uber Kraftmetalwerkmeister Drifn' for the awesome new dual target stands!

	10 RIFLE 10 PISTOL 6+ SHOTGUN	
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START: Standing at position A at SASS ready (hovering but not touching, oh yes!) Rifle and shotgun staged at A and, shooters choice, must be shot from A. Pistols holstered and must be shot from B.

LINE: **I love sunshine!**

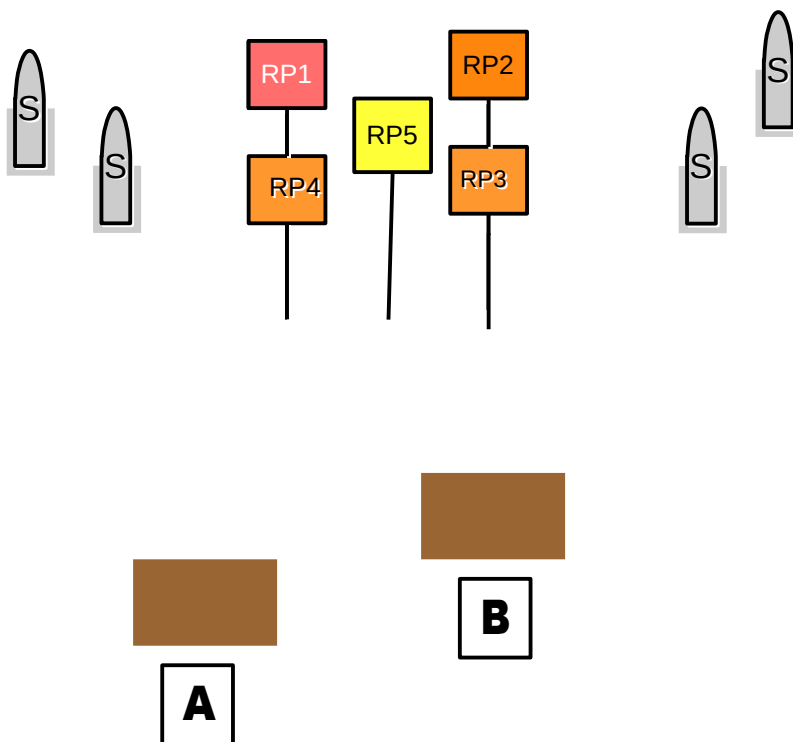
AT THE BEEP:

At **A with the rifle:** Engage the targets in two five shot diagonal Nevada Sweeps one from RP 1 (RP1, RP 5, RP4, RP5, RP1) and one from RP2 (RP2, RP5, RP3, RP5, RP2). Must be shot in this specific order. **Must return the rifle and shotgun pointing into the LEFT berm or carry to position B and made safe.**

At **A with the shotgun:** Mow them down, any order. Kick some serious shotgun behind. **Must return the rifle and shotgun pointing into the LEFT berm or carry to position B.**

At **B with Pistols:** Use same instructions as rifle and rock it!

STAGE 2 Mr. Welk's Mirror Dance



	10 RIFLE 10 PISTOL 4+ SHOTGUN	
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START: Standing at position A with hands flat as possible on table (no finger spiders). Rifle and shotgun staged at A and, shooter's choice, must be shot from A. Pistols holstered and must be shot from B

Line: Let's Dance!

At the BEEP:

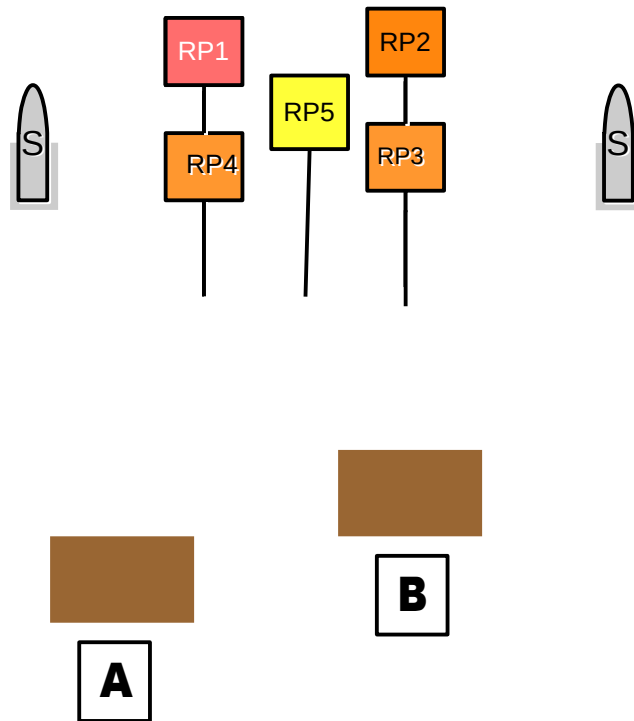
At A with the rifle: Engage the targets in a clockwise Lawrence Welk (IRS) Progressive Sweep starting on RP1 (RP1, RP2, RP2, RP3, RP3, RP3, RP4, RP4, RP4, RP4) **Either shotgun or rifle may be carried to "B" and made safe there or made safe into the LEFT BERM.**

At A with the shotgun: Shoot the fallers, outside-outside-inside-inside. Okay to shoot dirty. **Make safe into LEFT BERM, or take to "B"**

At B with Pistols: Engage the targets in a counter-clockwise Lawrence Welk (IRS) Progressive Sweep starting on RP1 (RP1, RP4, RP4, RP3, RP3, RP3, RP2, RP2, RP2, RP2)

STAGE 3

Vortex!



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: Standing at position A holding the giant spider in both hands (it came out of the vortex). Rifle and shotgun staged at A and, shooters choice, must be shot from A. Pistols holstered and must be shot from B

Line: Let's Dance!

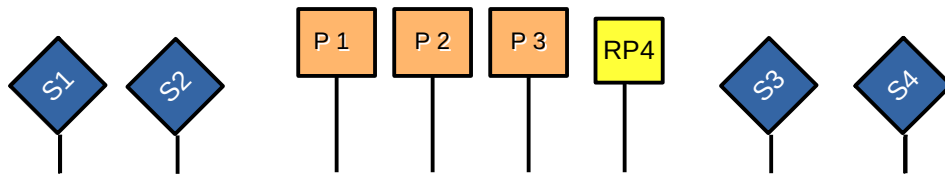
AT THE BEEP:

At **A with the rifle:** Engage the targets in a clockwise 4 shot sweep RP1, RP2, RP3, RP4, THEN engage RP5 six times. How fast can you shoot? **Make safe into LEFT BERM, or take to "B"**

At **A with the shotgun:** Knock them down any order. **Make safe into LEFT BERM, or take to "B"**

At **B with Pistols:** Same instructions as rifle.

STAGE 4 Three Deuces and a 4 Speed



START: Standing at position A with hands on hat or head.

Rifle and shotgun staged at A and, shooters choice, must be shot from A. Pistols holstered and must be shot from B

LINE: "Three Deuces and a 4 Speed!"

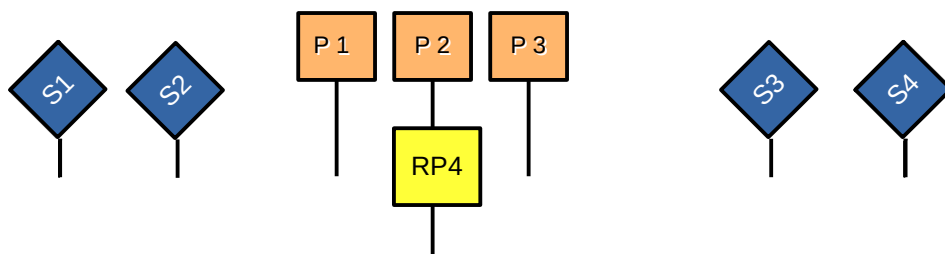
AT THE BEEP:

At **A with the rifle:** Engage the rifle targets in a 3 Deuces Sweep, (RP4, RP1, RP1, RP4, RP2, RP2, RP4, RP3, RP3, RP4). **Make safe into RIGHT BERM, or take to "B"**

At **A with the shotgun:** Knock the four fallers down, any order. **Make safe into RIGHT BERM, or take to "B"**

At **B with Pistols:** Use same instructions as rifle

STAGE 5 Three Times Three Plus One



	10 RIFLE 10 PISTOL 4+ SHOTGUN	
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START: Standing at position A hands flat on table (no finger spiders)
Rifle and shotgun staged at A and, shooters choice, must be shot from A. Pistols holstered and must be shot from B

LINE: “Three Times Three!”

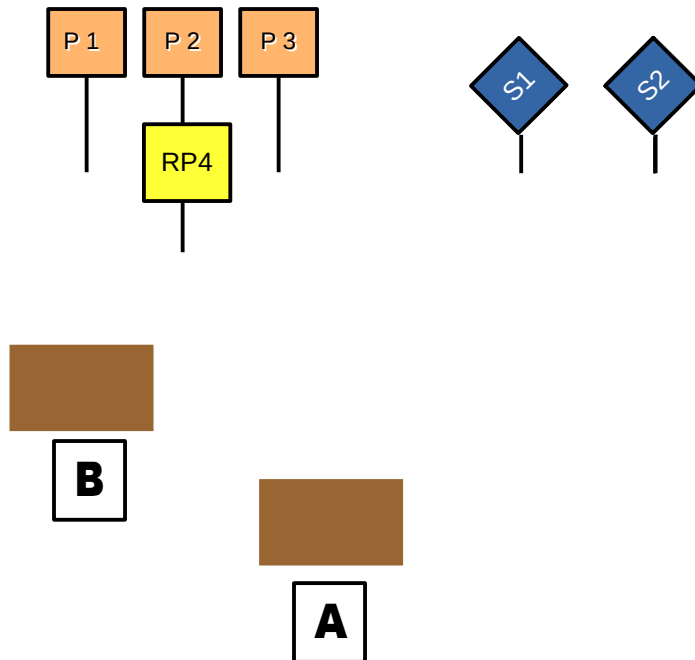
AT THE BEEP:

At A with the rifle: Engage the rifle targets in a tripple tap sweep RP1-RP3 and single engage RP4 once. **Make safe into RIGHT BERM, or take to “B”**

At A with the shotgun: Knock the four fallers down, any order. **Make safe into RIGHT BERM, or take to “B”**

At B with Pistols: Use same instructions as rifle

STAGE 6 Three steps and a jump!



START: Standing at position A at SASS ready (hovering but not touching) either shotgun or rifle

Rifle and shotgun staged at A and, shooters choice, must be shot from A. Pistols holstered and must be shot from B

LINE: “Jump!”

AT THE BEEP: Starting at SASS ready (hands hovering but not touching).

At **A with the rifle:** Engage the rifle targets in a three shot single tap sweep on the top row starting with RP1, (RP1, RP 2, RP3). THEN engage RP 4 seven times.

Make safe into RIGHT BERM, or take to “B” Seven is a very lucky number!

At **A or B with the shotgun:** Knock the two fallers down, any order. **Make safe into RIGHT BERM, or take to “B”**

At **B with Pistols:** Use same instructions as rifle, only faster!!!!