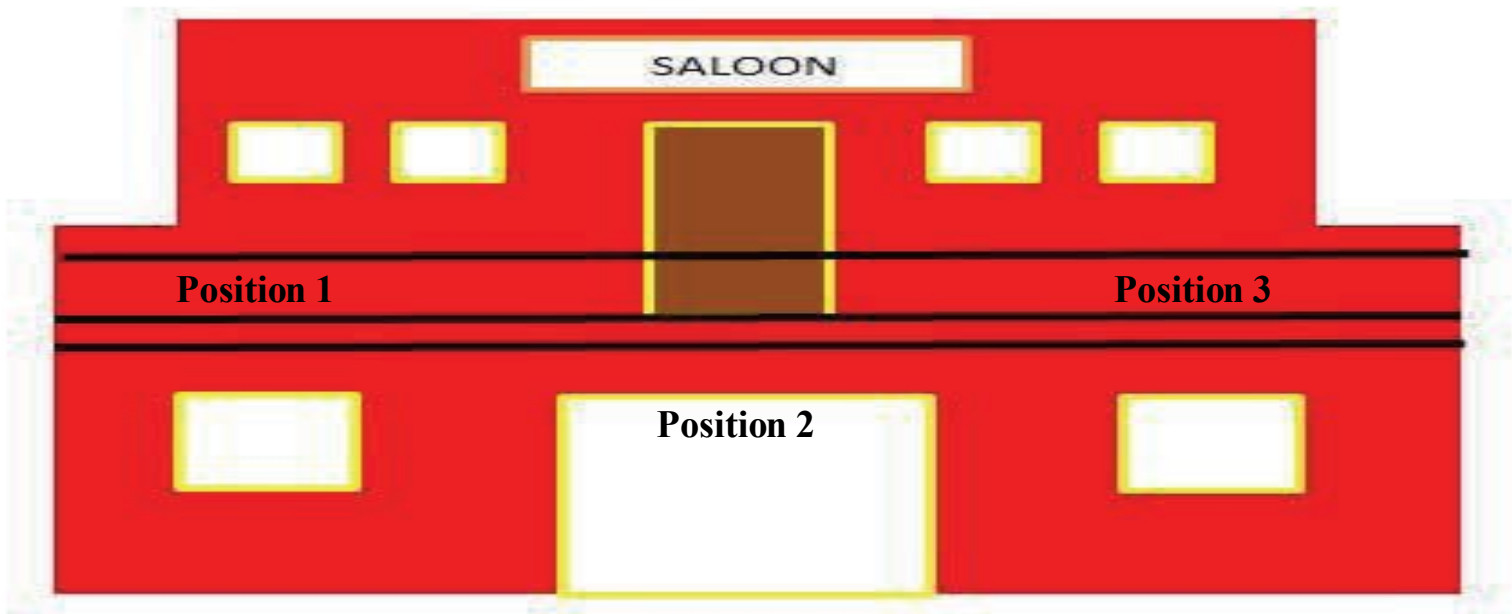
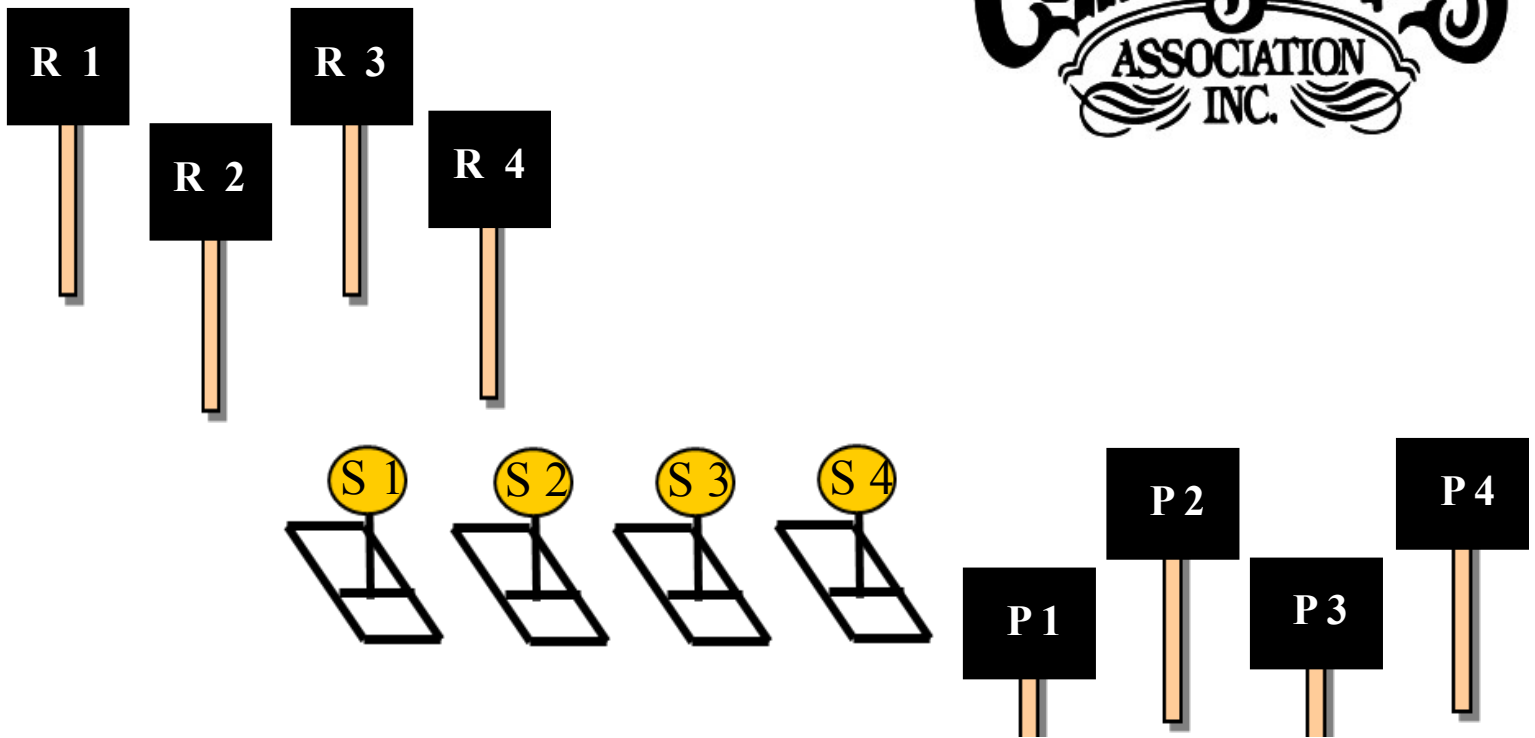


STAGE 1 MARCH 2014

10 Revolver, 10 Rifle, 4 +Shotgun

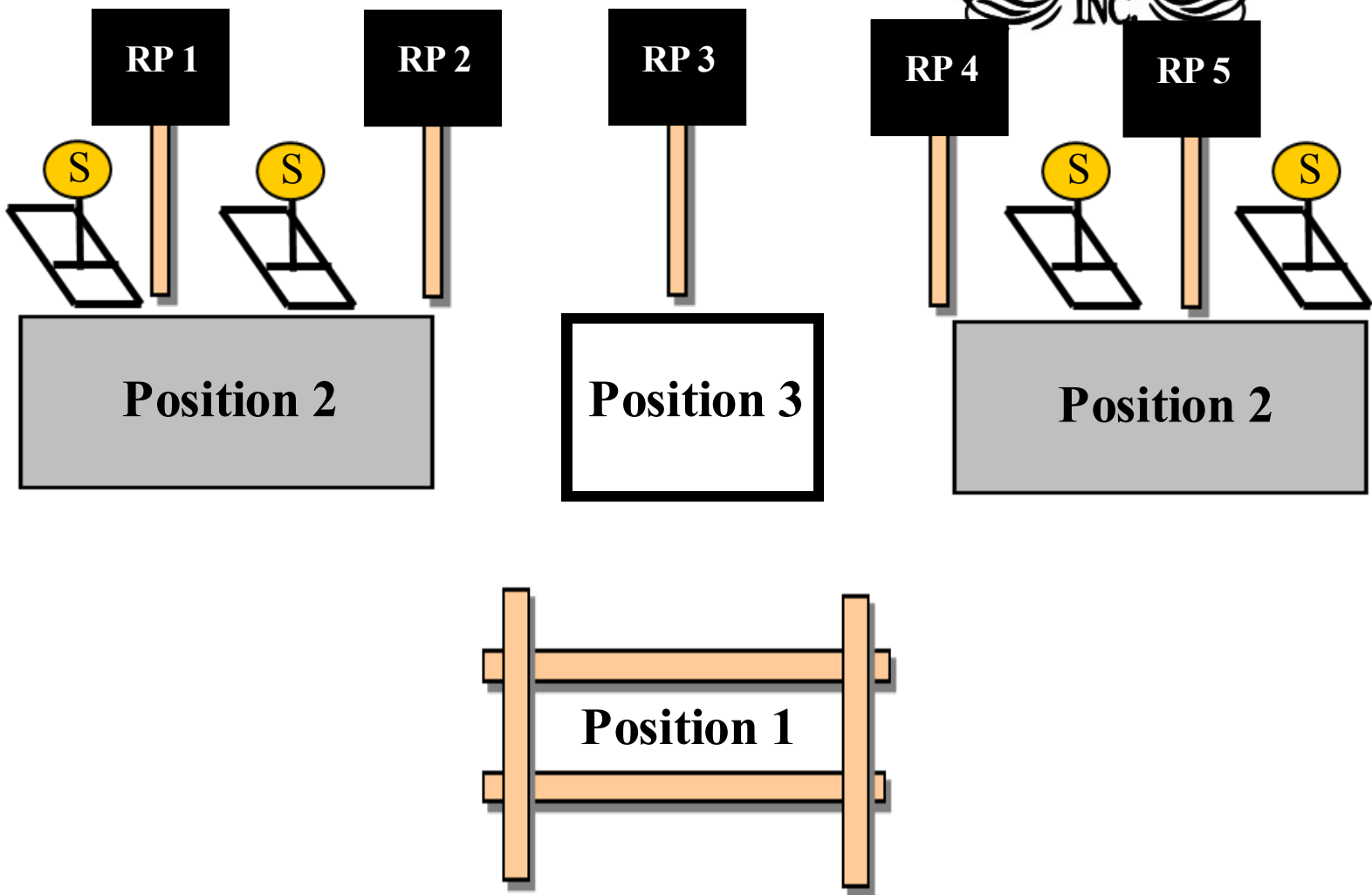


Start at position 1 rifle loaded with 10 rounds staged “in hand”. Open empty shotgun staged on shelf at position 2. Two revolvers loaded with 5 rounds each, holstered. To signify ready shooter says: “It’s IN HAND this month Gary”!!!

At buzzer with rifle engage R1 thru R4 in a progressive sweep starting on either end for a total of 10 rounds, make rifle safe. Move to position 2 retrieve shotgun and engage S1 thru S4 in any order, make shotgun safe. Move to position 3 and with revolvers engage P1 thru P4 in a progressive sweep starting on either end for a total of 10 rounds, holster and move to the unloading table.

STAGE 2 MARCH 2014

10 Revolver, 10 Rifle, 2 +Shotgun

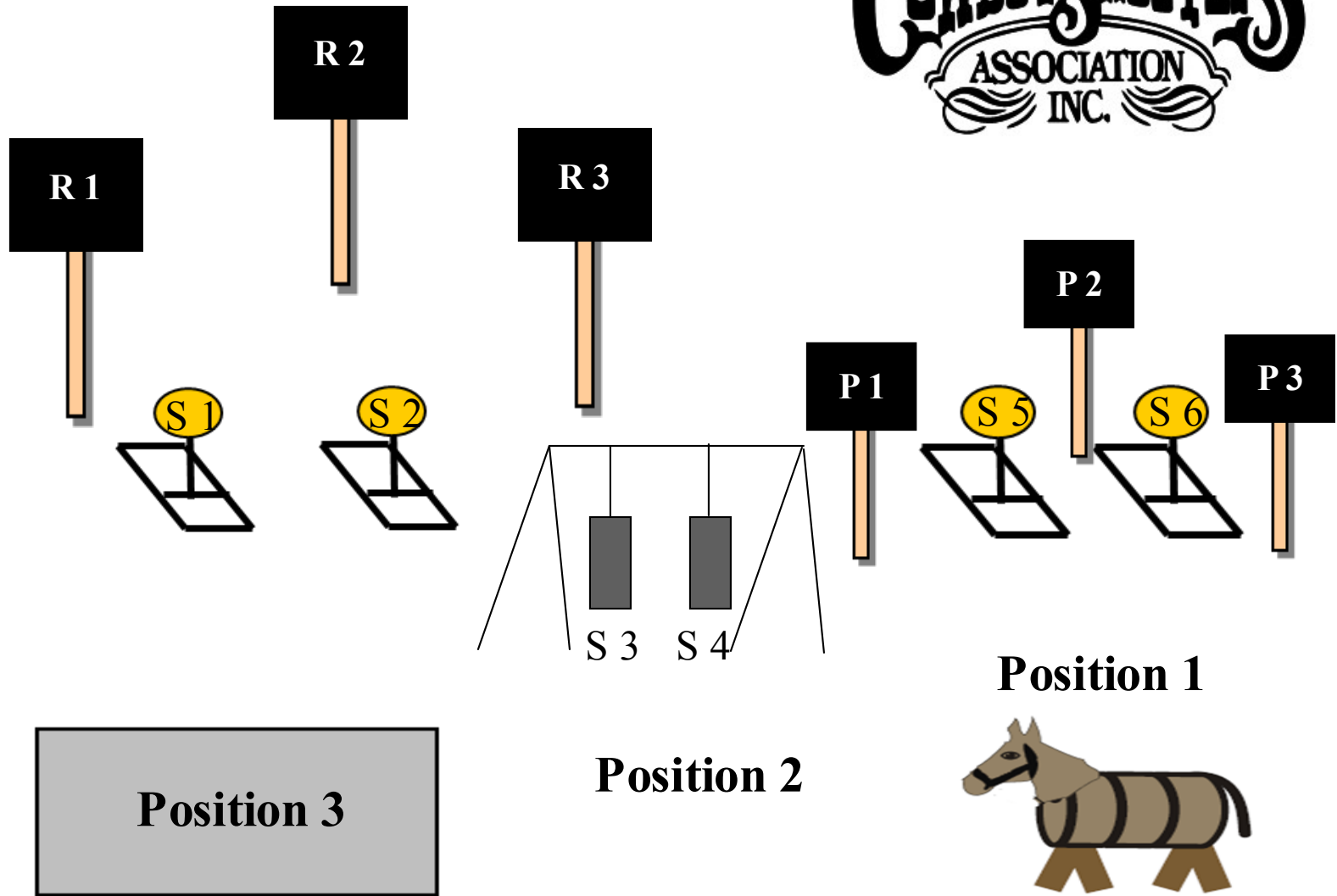


Start at position 1 (center of fence) rifle loaded with 10 rounds muzzle touching top rail. Open empty shotgun staged at either position 2. Two revolvers loaded with 5 rounds each, holstered. To signify ready shooters says: "You go left and I'll go right"!!!

At buzzer with rifle engage RP1 thru RP5 in 2 sweeps starting on either end (no double taps) for a total of 10 rounds, take rifle to either position 2 and make safe. With pistols engage any RP target with 5 rounds, repeat instructions (on a different target), holster. Retrieve shotgun and engage the 2 shotgun targets in front of you, move to the unloading table.

STAGE 3 MARCH 2014

10 Revolver, 10 Rifle, 6 +Shotgun

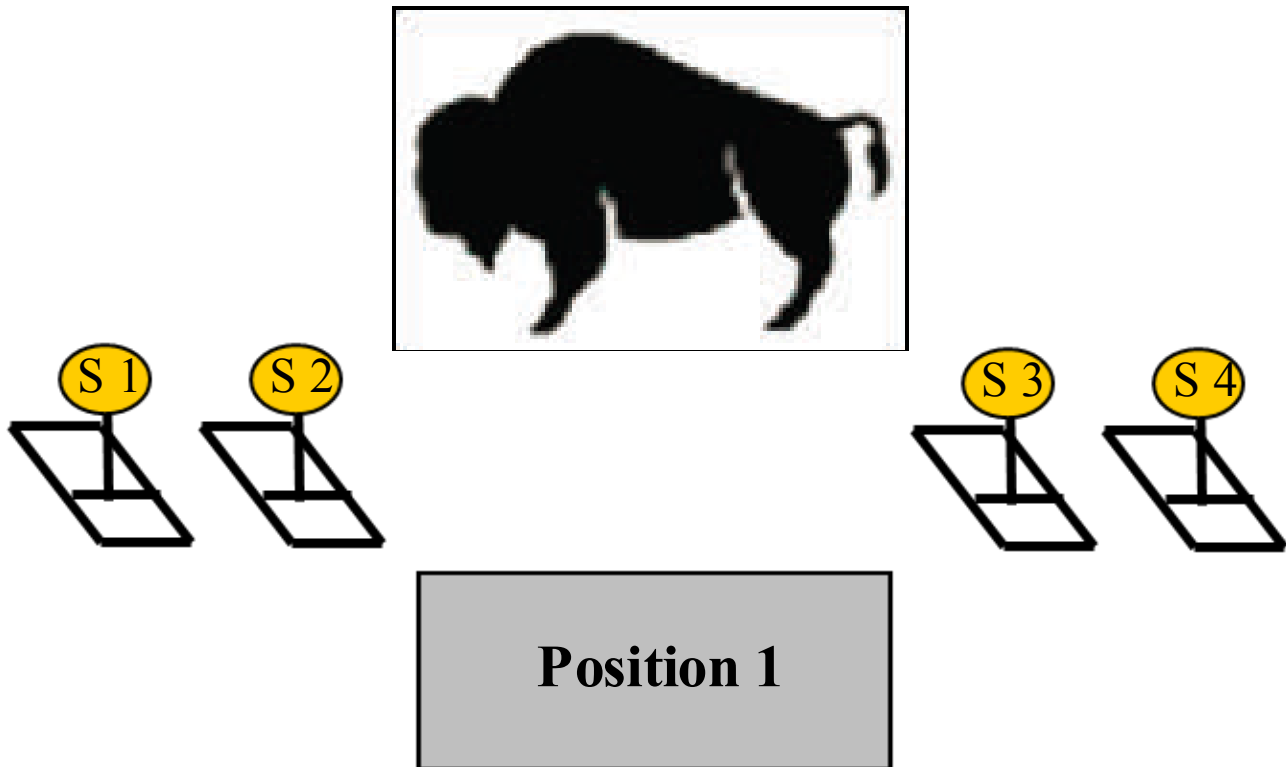


Start at position 1 facing up range. Open empty shotgun staged on the horse. Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 10 rounds staged on table at position 3. To signify ready shooter says: “Run & Gun Curley”!!!

At buzzer, turn and engage P1 thru P3 with at least one round each, repeat instructions for a total of 10 rounds, holster and retrieve shotgun and engage S5 & S6. Safely move to position 2 and engage S3 & S4, safely move to position 3 and make shotgun safe. With rifle engage R1 thru R3 with at least two rounds each for a total of 10 rounds, make rifle safe and retrieve shotgun and engage S1 & S2, move to unloading table.

STAGE 4 MARCH 2014

10 Revolver, 10 Rifle, ??? Shotgun



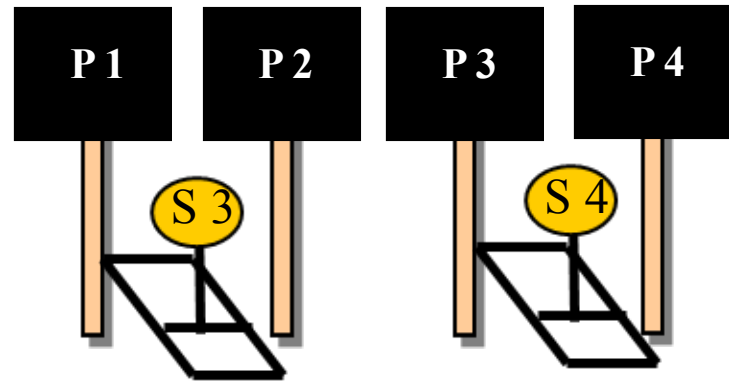
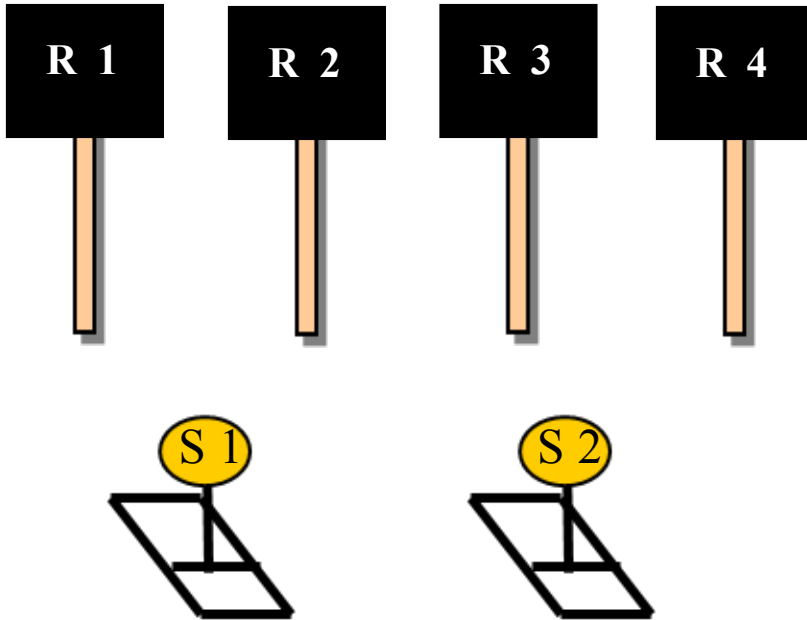
Start with both feet one either side of the table at position 1, hands on hat. Rifle loaded with 10 rounds and open empty shotgun staged on table at position 1. Two revolvers loaded with 5 rounds each, holstered. To signify ready shooter says: "I shot it clean"!!!

At buzzer with revolver engage the two shotgun targets in front of you (once down place remaining rounds on the buffalo), holster. Move to table and retrieve rifle and engage the buffalo 10 times, make rifle safe. Move to opposite side of the table and repeat 1st pistol instructions. If any shotgun targets remain up they made up with the shotgun as well as any misses on the buffalo.

Note: all shots fired are counted... however any misses can be made up on the buffalo

STAGE 5 MARCH 2014

10 Revolver, 10 Rifle, 4 +Shotgun



Position 1

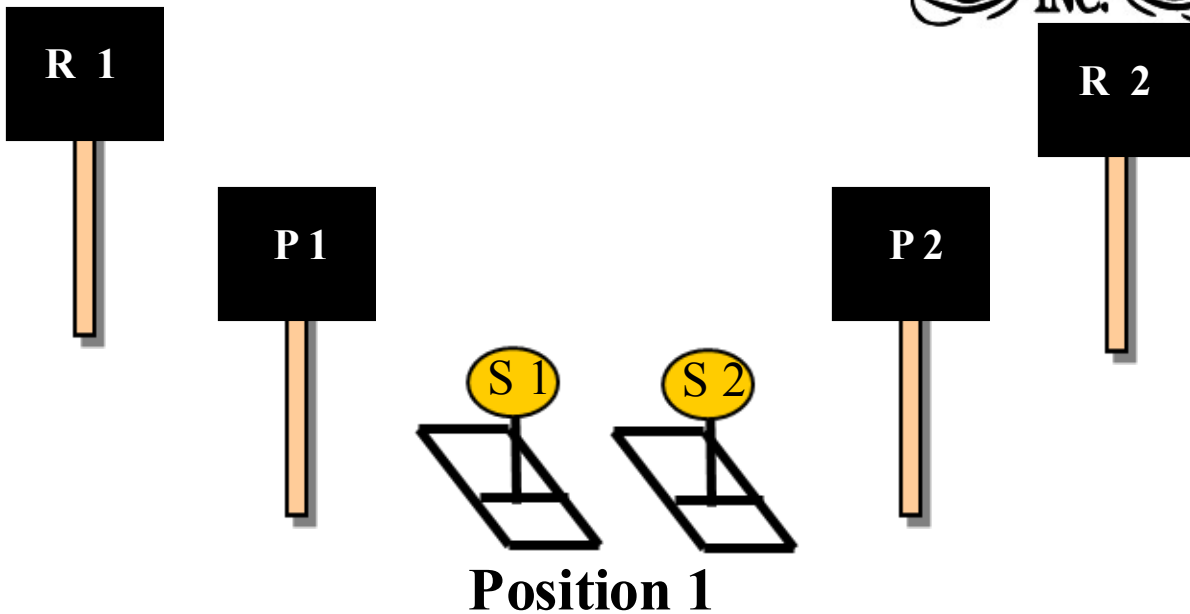
Position 2

Start at position 1 open empty shotgun in hand. Rifle loaded with 10 rounds staged on table at position 1. Two revolvers loaded with 5 rounds each, holstered. To signify ready shooter says:
"Shoot'em all Buffler"!!!

At buzzer engage S1 & S2, make shotgun safe. Retrieve rifle and engage R1 thru R4 in a 3-2-2-3 sweep starting on either end for a total of 10 rounds, make rifle safe. Take shotgun with you to position 2 and make safe. With revolvers engage P1 thru P4 in a 3-2-2-3 sweep starting on either end for a total of 10 rounds, holster. Retrieve shotgun and engage S3 & S4, move to the unloading table.

STAGE 6 MARCH 2014

10 Revolver, 10 Rifle, 2 +Shotgun



Start at position 1 Hands behind back. Open empty shotgun and rifle loaded with 10 rounds staged on the Horse. Two revolvers loaded with 5 rounds each, holstered. To signify ready shooters says: “damn decisions”!!!

At buzzer its shooters choice, however rifle can not be last!

Shotgun: Engage S1 & S2

Rifle: Alternate R1 & R2 for 10 rounds

Pistol: Alternate P1 & P2 for a total of 10 rounds