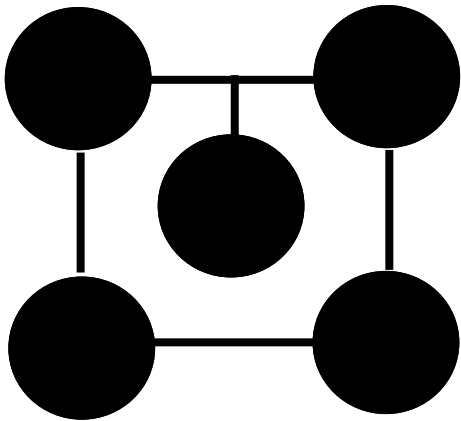
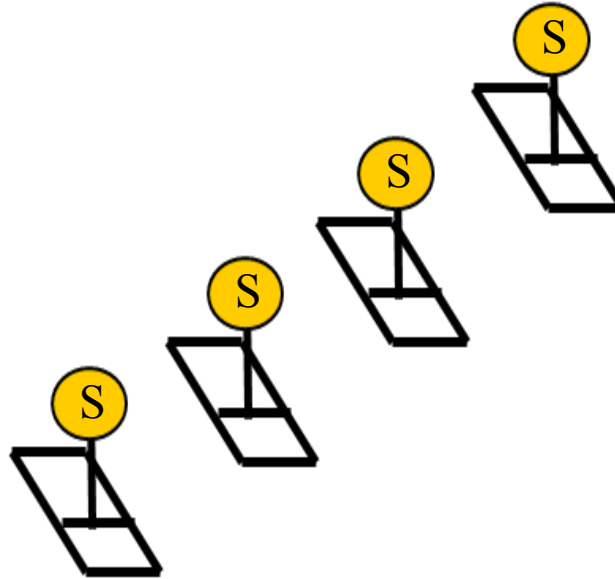


STAGE 1 APRIL 2014

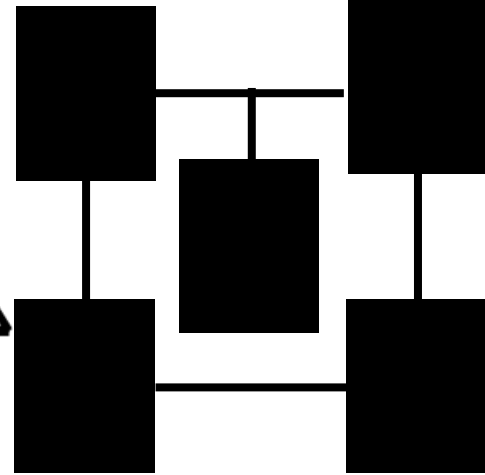
10 Revolver, 10 Rifle, 4 + Shotgun



Position 3



Position 2



Position 1



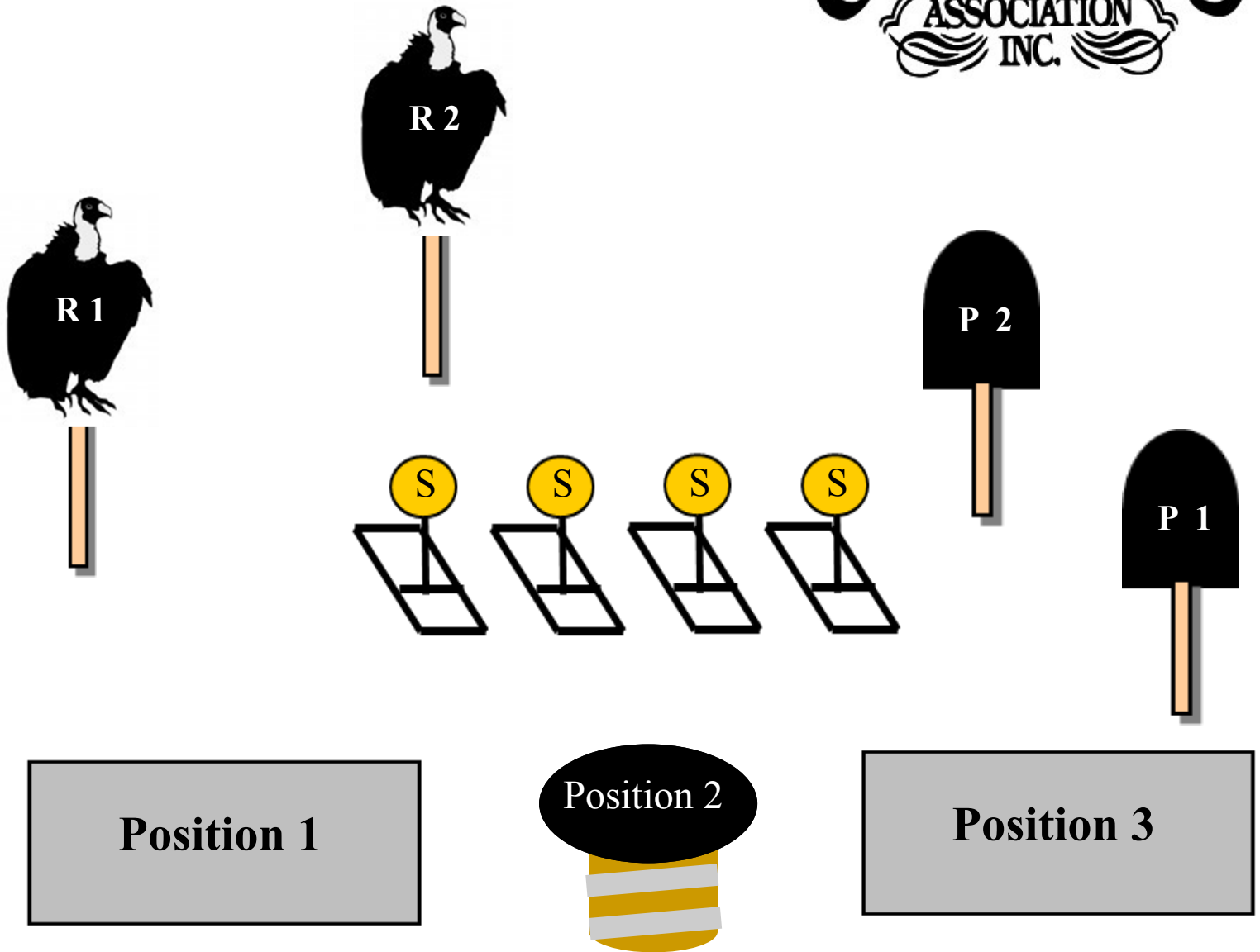
Start at position 1 hands on hat, rifle loaded with 10 rounds and open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each holstered. To signify ready shooter says:” You gotta pick two”!!!

At buzzer: with rifle engage any of the top, bottom, left or right targets twice each place the 5th round on the center target, repeat instructions with the opposite targets for a total of 10 rounds, make rifle safe. At position 2 with shotgun engage the S targets until they’re down, make shotgun safe on the horse. At position 3 with revolvers repeat the rifle instructions. Move to the unloading table...

Please leave timer and spotting flags...

STAGE 2 APRIL 2014

10 Revolver, 10 Rifle, 4 + Shotgun



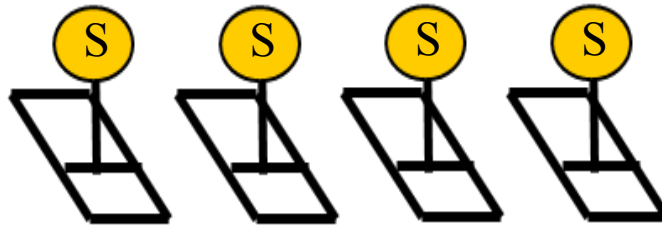
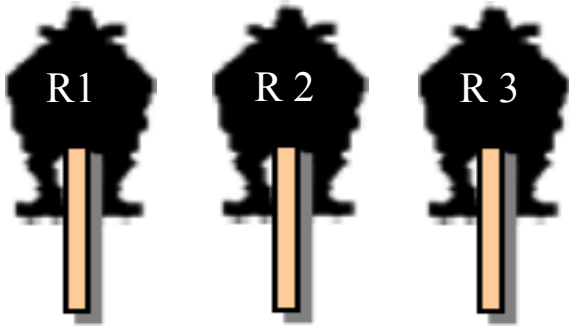
Start at position 1 facing up range. Rifle loaded with 10 rounds, revolvers loaded with 5 rounds each and open empty shotgun staged anywhere. To signify ready shooter says: "Put the buzzard's in they're grave"!!!

At buzzer: with rifle engage R1 and R2 in a progressive sweep starting on either end for a total of 10 rounds, make rifle safe. At position 2 with shotgun engage the S targets until they're down, make shotgun safe. At position 3 with revolvers engage P1 and P2 with the same instructions as the rifle. Move to the unloading table...

Please leave timer and spotting flags...

STAGE 3 APRIL 2014

10 Revolver, 9 Rifle, 4 + Shotgun



Position 1



Position 3



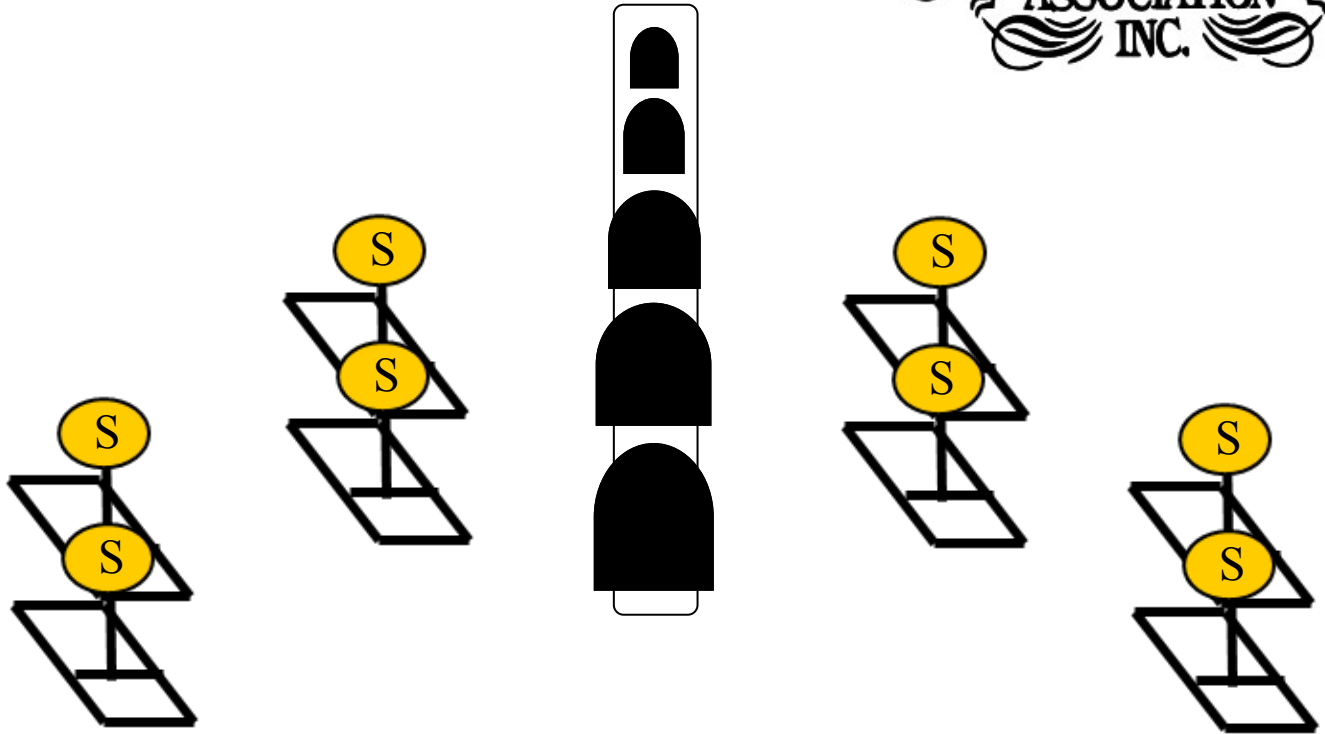
Start at position 1 rifle loaded with 9 rounds at port arms. Open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each, holstered. To signify ready shooter says: "Don't shoot thru Bogangle's"!!!

At buzzer: with rifle engage R1 thru R3 with 3 rounds each in any order, make rifle safe. At position 2 with shotgun engage all the S targets until their down, make shotgun safe. At position 3 with revolvers engage Bogangle's with 10 rounds using second revolver as needed, holster. Move to the unloading table...

Please leave timer and spotting flags...

STAGE 4 APRIL 2014

13+ Shotgun



Position 1

Start on anywhere behind the table. Shotgun loaded with 2 rounds in hand. To signify ready shooter Yells: "Shotgun"!!!

At buzzer: with shotgun engage all the targets in front of you until they're down.

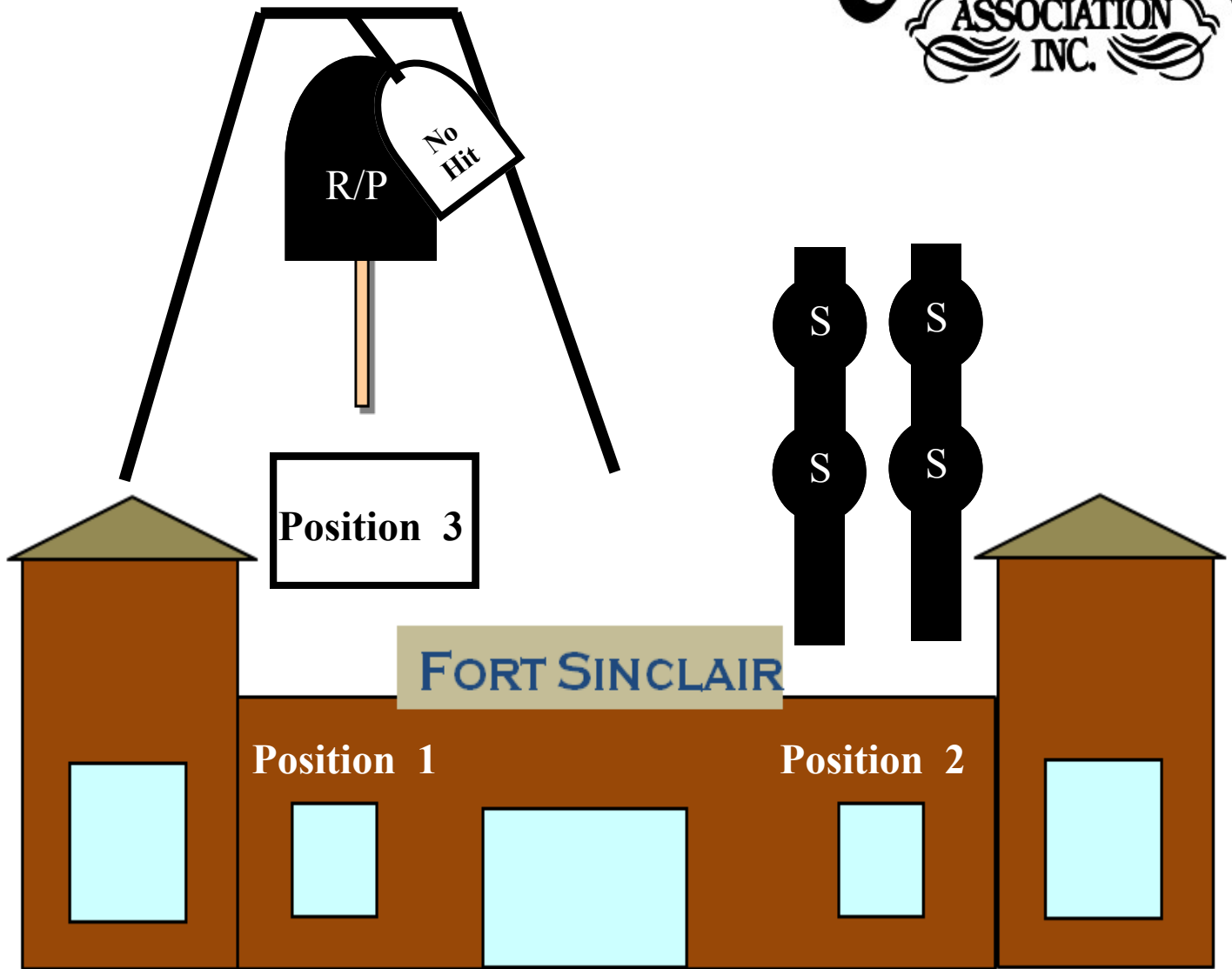
Move to the unloading table...

Shooter may stage as much additional ammo as they feel they will need on the table... Shooter will load the shotgun when instructed by the T.O...

Please leave timer and spotting flags...

STAGE 5 APRIL 2014

10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1 hands behind your back. Revolvers loaded with 5 rounds each, holstered. Open empty shotgun staged anywhere. Rifle loaded with 10 rounds staged anywhere. To signify ready shooter says: "Don't shoot the white one"!!!

At buzzer from:

Pos.1 Activate the swinger and with rifle engage the R/P (black) target with 10 rounds, make rifle safe Vertical in the rack. (misses on the black target or hits on the white target are scored as a "Miss"!)

Pos.2 with shotgun engage the S targets until they're down, make shotgun safe Vertical in the rack.

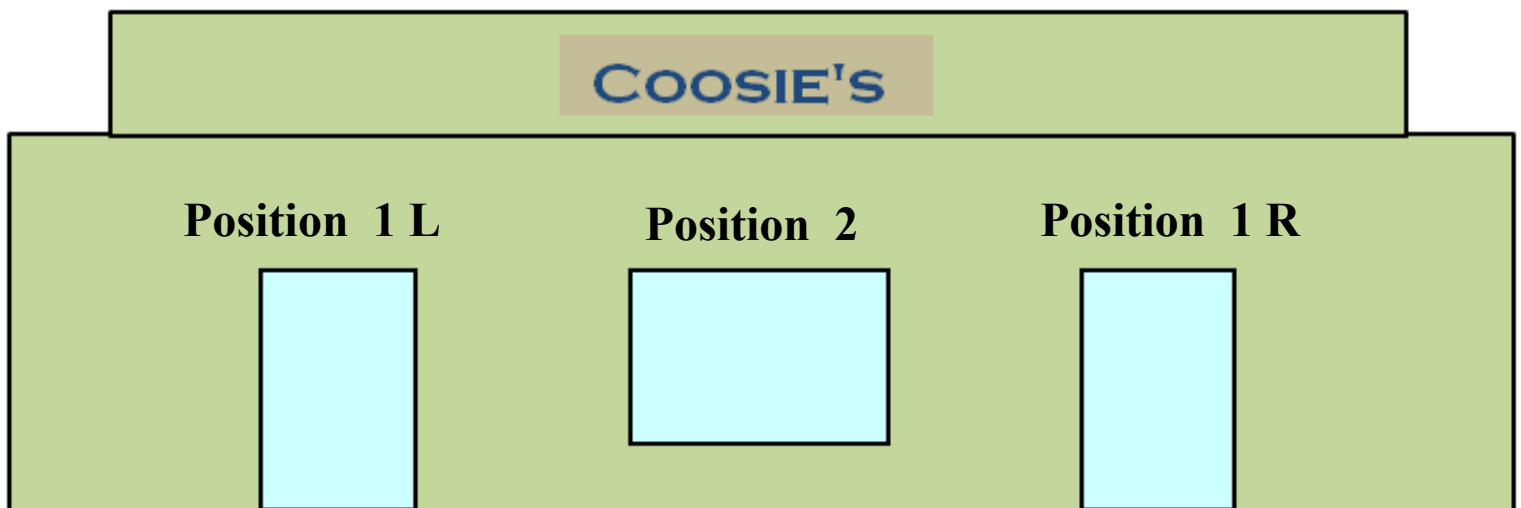
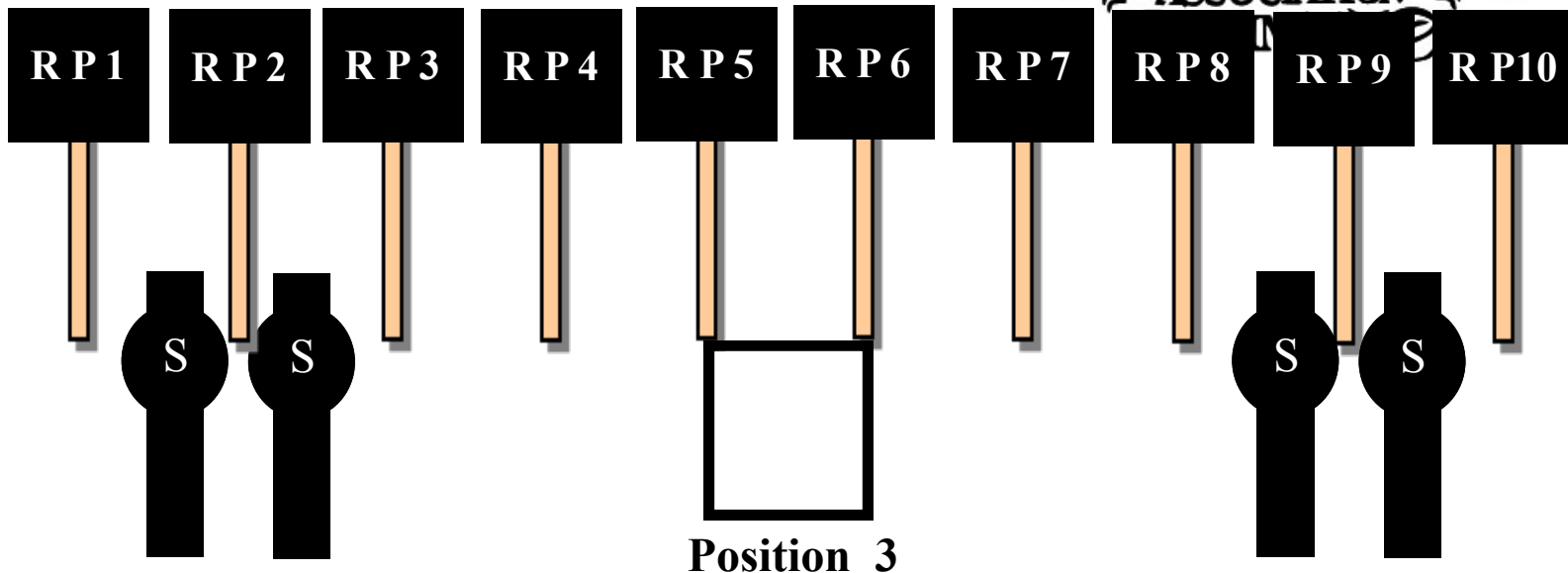
Pos.3 with revolvers engage the R/P target with 10 rounds, holster.

Move to the unloading table...

Please leave timer and spotting flags...

STAGE 6 APRIL 2014

10 Revolver, 10 Rifle, 2 + Shotgun



Start at position 1 L or 1R open empty shotgun in hand. Rifle loaded with 10 rounds staged anywhere. Revolvers loaded with 5 rounds each holstered. To signify ready shooter says: "Back-N-Forth"!!!

At buzzer, with shotgun engage the 2 targets in front of you until they're down, make shotgun safe vertical in the rack. From position 2 with rifle engage RP1 thru RP10 alternating from the "outside in" starting on either end for a total of 10 rounds, make rifle safe vertical in the rack.. (1,10,2,9,3,8,4,7,5,6). Move to position 3 and with revolvers repeat the same instructions as the rifle. Move to the unloading table...

Please leave timer and spotting flags...