



**Round Count**

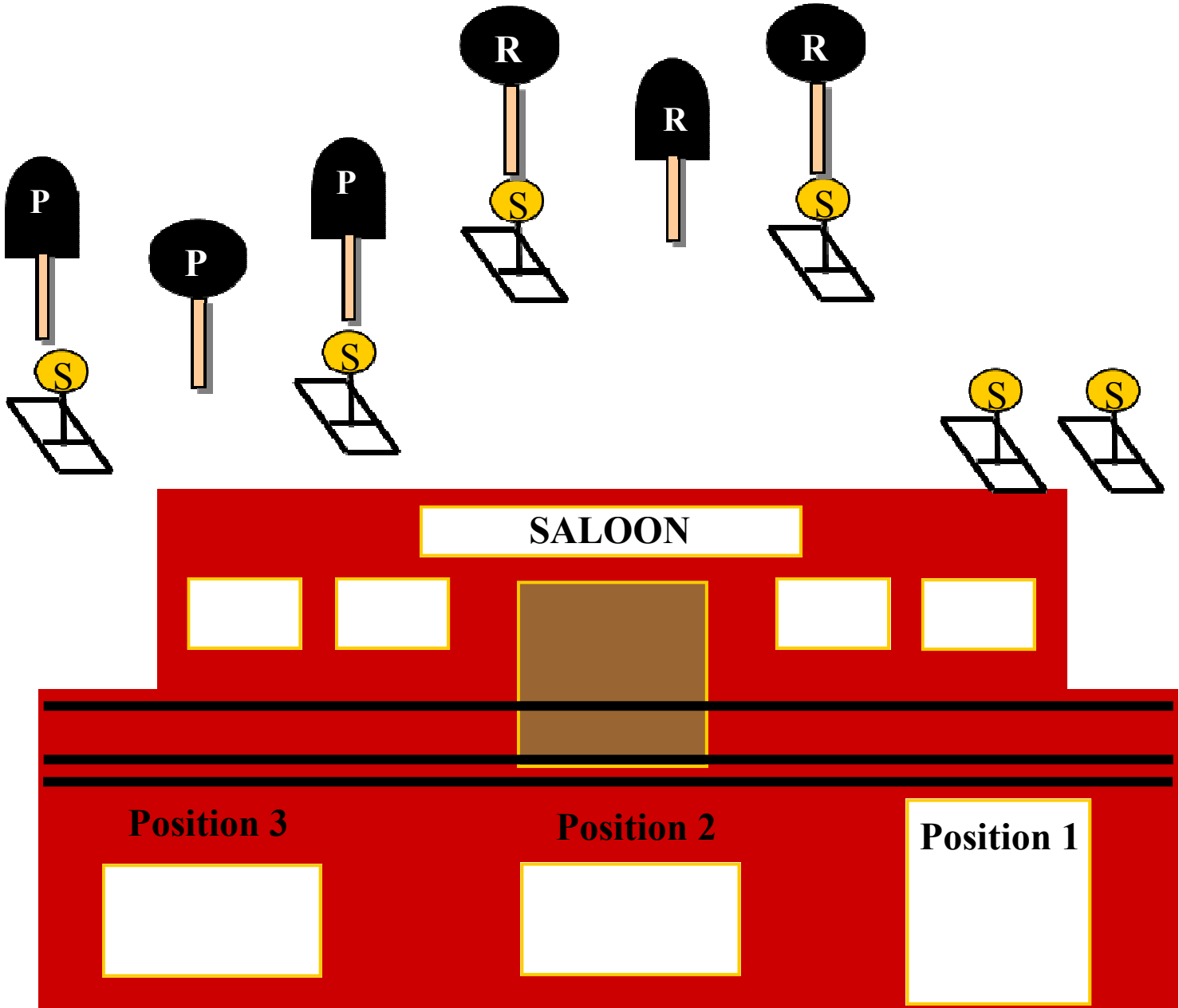
**Rifle 61+**  
**Revolver 60**  
**Shotgun 15- 30+**



**MARCH**  
**2015**

# STAGE 1 MARCH 2015

10 Revolver, 10 Rifle, 2+ Shotgun



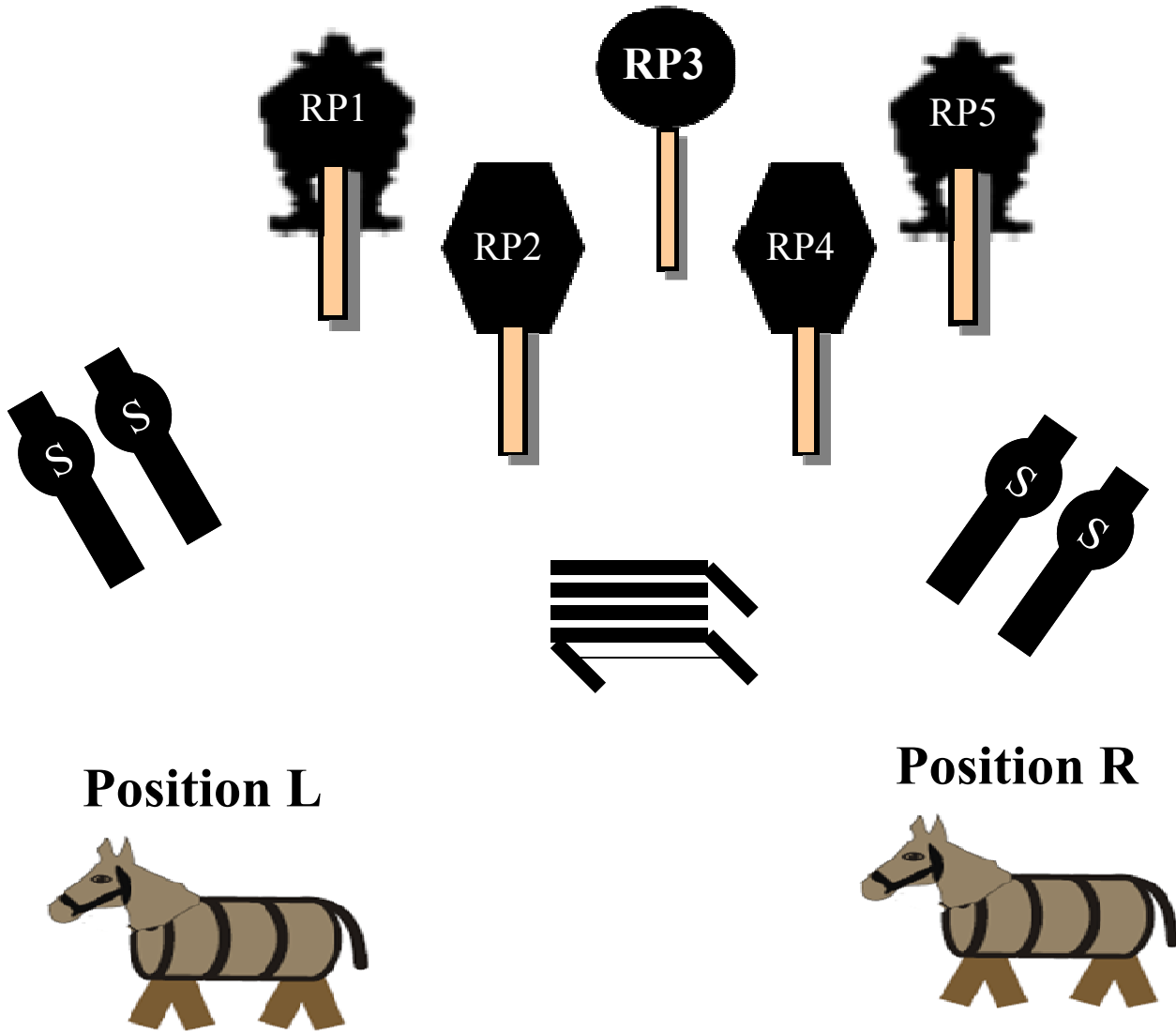
Start at position 1 shotgun loaded with 2 rounds and in hand **SHOTGUN LOADED UNDER RO SUPERVISION, AT RO COMAND!!!!!!** Rifle loaded with 10 rounds staged anywhere. Revolvers loaded with 5 rounds each staged on the shelf at position 3. When ready say: "Who'll take the mail to Redrock???"

At the beep engage the "S" targets in front of you, take shotgun to position 2 and make safe. With rifle engage the "S" targets in front of you with 1 round each, THEN place at least 2 rounds on each "R" target any order. With shotgun makeup any "S" targets that didn't fall. Take shotgun to position 3 and make safe. With revolvers and shotgun repeat rifle instructions.

**PLEASE LEAVE TIMER AND FLAGS!!!!!!**

# STAGE 2 MARCH 2015

10 Revolver, 10 Rifle, 4+ Shotgun



Start standing at either horse hands on hat. Revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds, and open empty shotgun staged on the horse. When ready shooter says "let her buck"

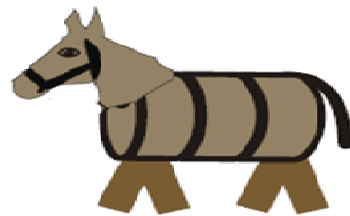
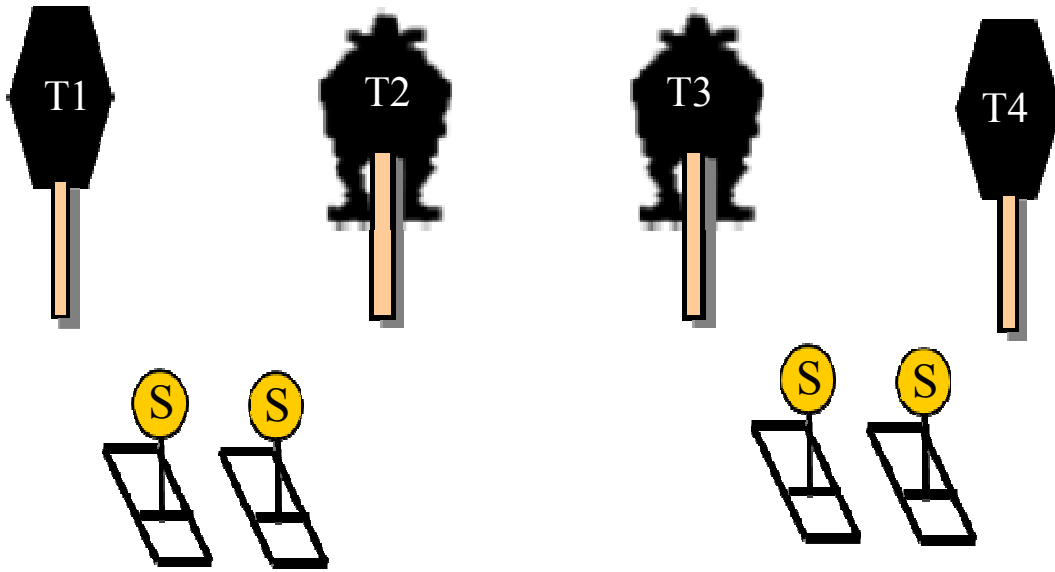
At the beep, with rifle single tap RP1 and RP5 starting on either end, then double tap SWEEP RP2 RP3 RP4, then single tap RP1 and RP 5 again starting on either end, make rifle safe. Sweeps can go in either direction. With shotgun engage shotgun fallers, make shotgun safe. Move to the bench, and repeat rifle instructions with revolvers.

**PLEASE LEAVE TIMER AND FLAGS!!!!!!**

# STAGE 3 MARCH 2015



10 Revolver, 10+1 Rifle, 4+ Shotgun



Start with both hands touching horse. Rifle loaded with 10 rounds and empty shotgun on horse. Revolvers loaded with 5 rounds each and holstered. When ready say "1776!!!!"

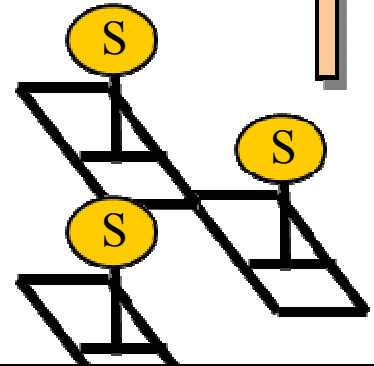
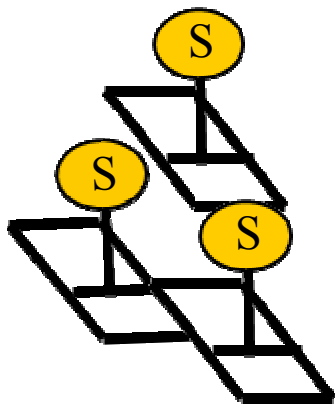
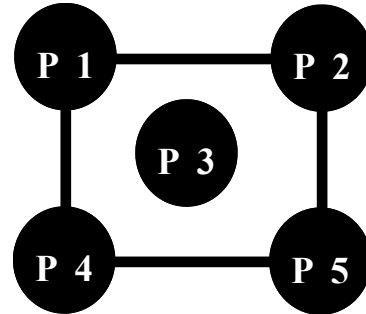
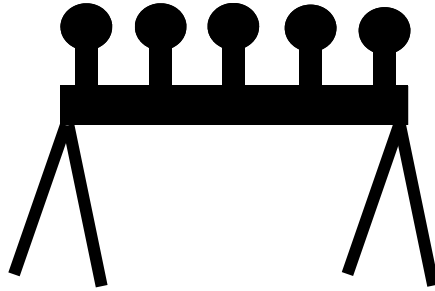
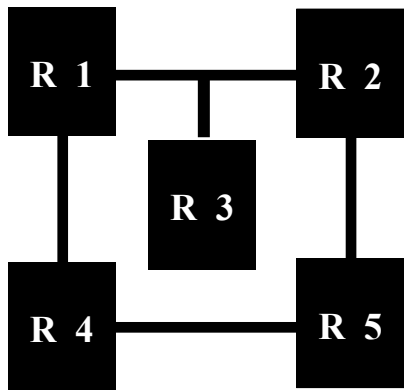
Shooter's choice, however rifle cannot be last.

with shotgun engage shotgun fallers, using revolvers and rifle as necessary engage , Target 1 with 1 round, Target 2 with 7 rounds, Target 3 with 7 rounds, Target 4 with 6 rounds. Rifle reload may be done anytime after first rifle shot,

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# STAGE 4 MARCH 2015

10 Revolver, 10+? Rifle, ? Shotgun



Position 1

Position 2

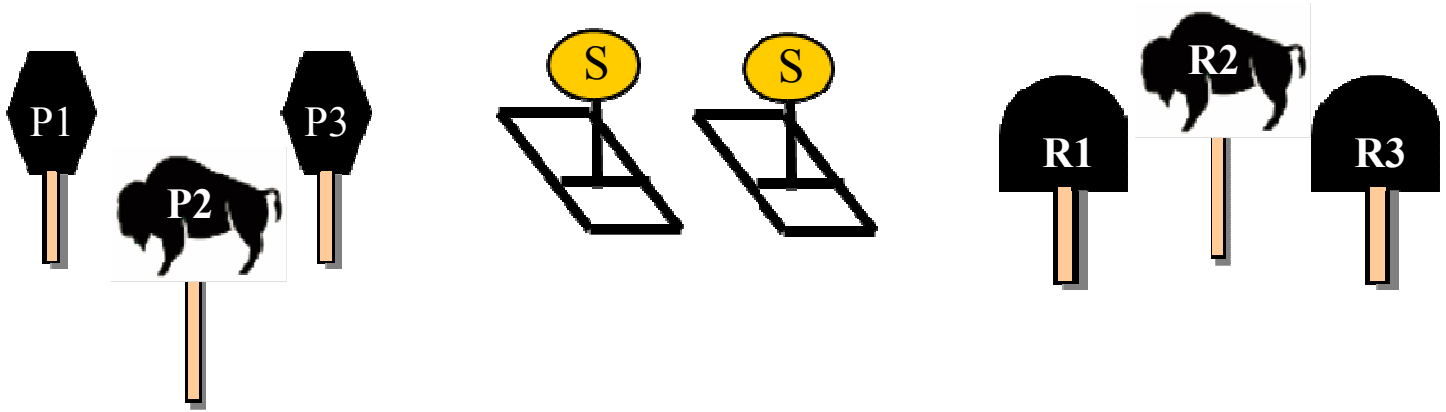
Start at position 1 rifle loaded with 10 rounds in hand, muzzle touching table top. Revolvers loaded with 5 rounds each and holstered. Open and empty shotgun staged anywhere. When ready shooters says "hurry up, I gotta pee"

At the beep, with rifle, engage R1 thru R5 once each any order, then engage the plate rack with remaining 5 rounds. Any misses on the plate rack can be made up by reloading the rifle and re-engaging it till down. With shotgun engage shotgun fallers in front of you, with as many rounds as necessary, take shotgun to position 2 and make safe. With revolvers, engage P1 thru P5 once each any order, then place remaining rounds on buzzard, then with shotgun engage fallers with as many rounds as necessary

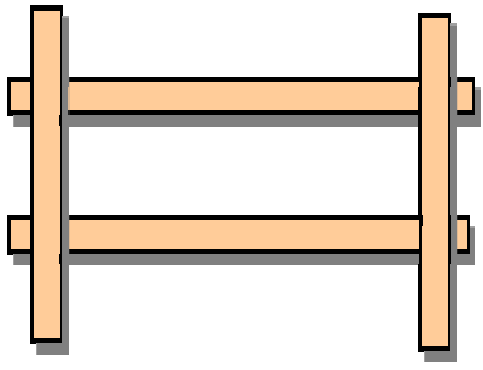
**PLEASE LEAVE TIMER AND FLAGS!!!!!!**

# STAGE 5 MARCH 2015

10 Revolver, 10 Rifle, 2+ Shotgun



**Position 3**



**Position 1**

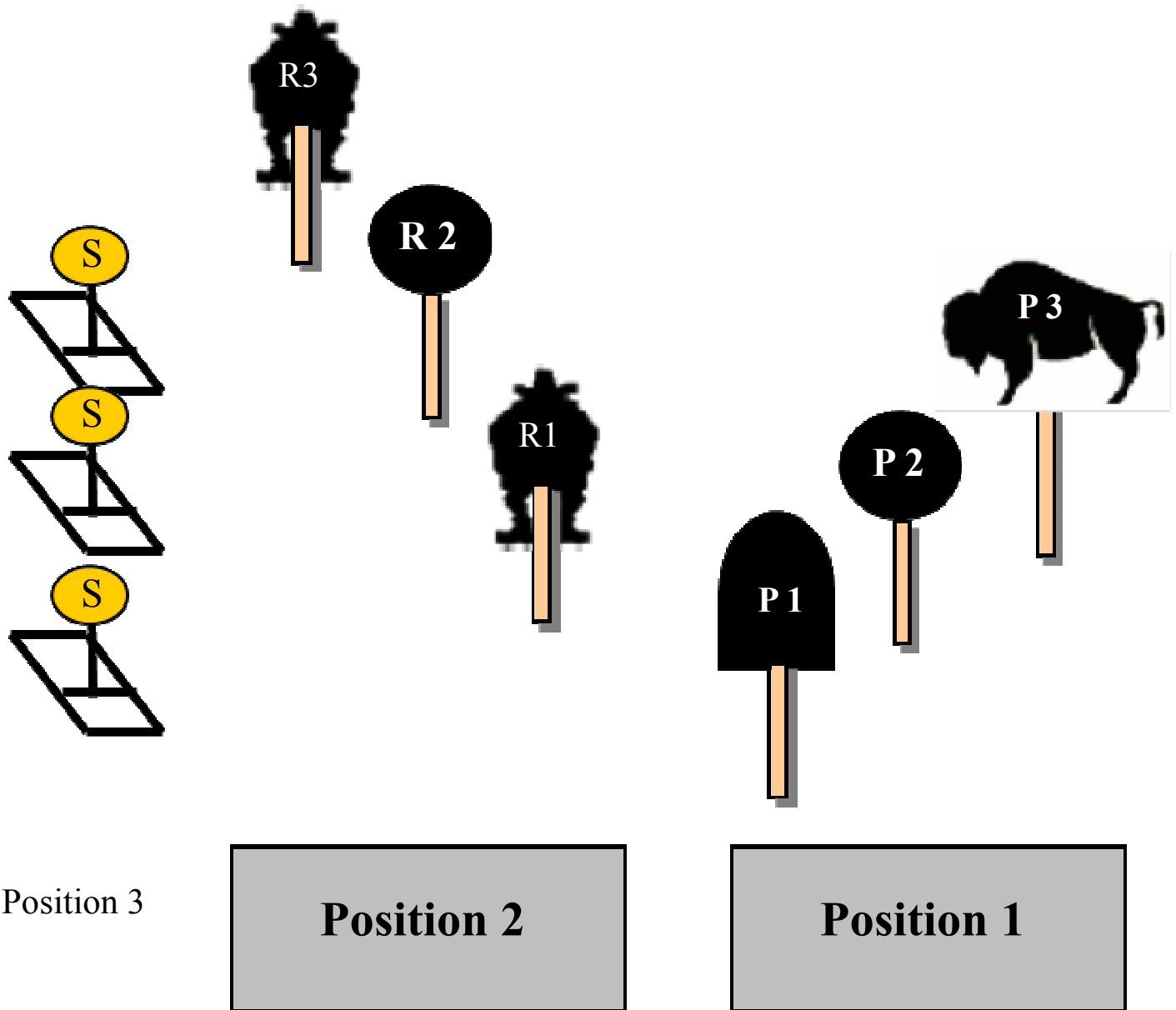
Start standing at center of fence, hands on top rail. Revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and open and empty shotgun staged anywhere. When ready say "shooter ready"

At the beep, shooter's choice, however shotgun MUST BE LAST!!!! From position 1, with rifle engage R2 three times, THEN R1 and R3 once each any order, repeat instructions. From position 3 engage P1 thru P3 with same instructions as rifle. From behind the fence engage the shotgun fallers.

**PLEASE LEAVE TIMER AND FLAGS!!!!!!**

# STAGE 6 MARCH 2015

10 Revolver, 10 Rifle, ?Shotgun



Start at position 1 revolver(s) in hand , rifle loaded with 8 rounds, and open and empty shotgun staged anywhere. When ready say “let’s do this”

At the beep with revolvers, engage P1 thru P3 with at least 3 rounds each no double taps. From position 2 engage R1 thru R3 with at least 3 rounds each no double taps. From position 3 (defined as anywhere past the end of the table) with shotgun engage S targets with as many rounds as necessary.

**PLEASE LEAVE TIMER AND FLAGS!!!!!!**