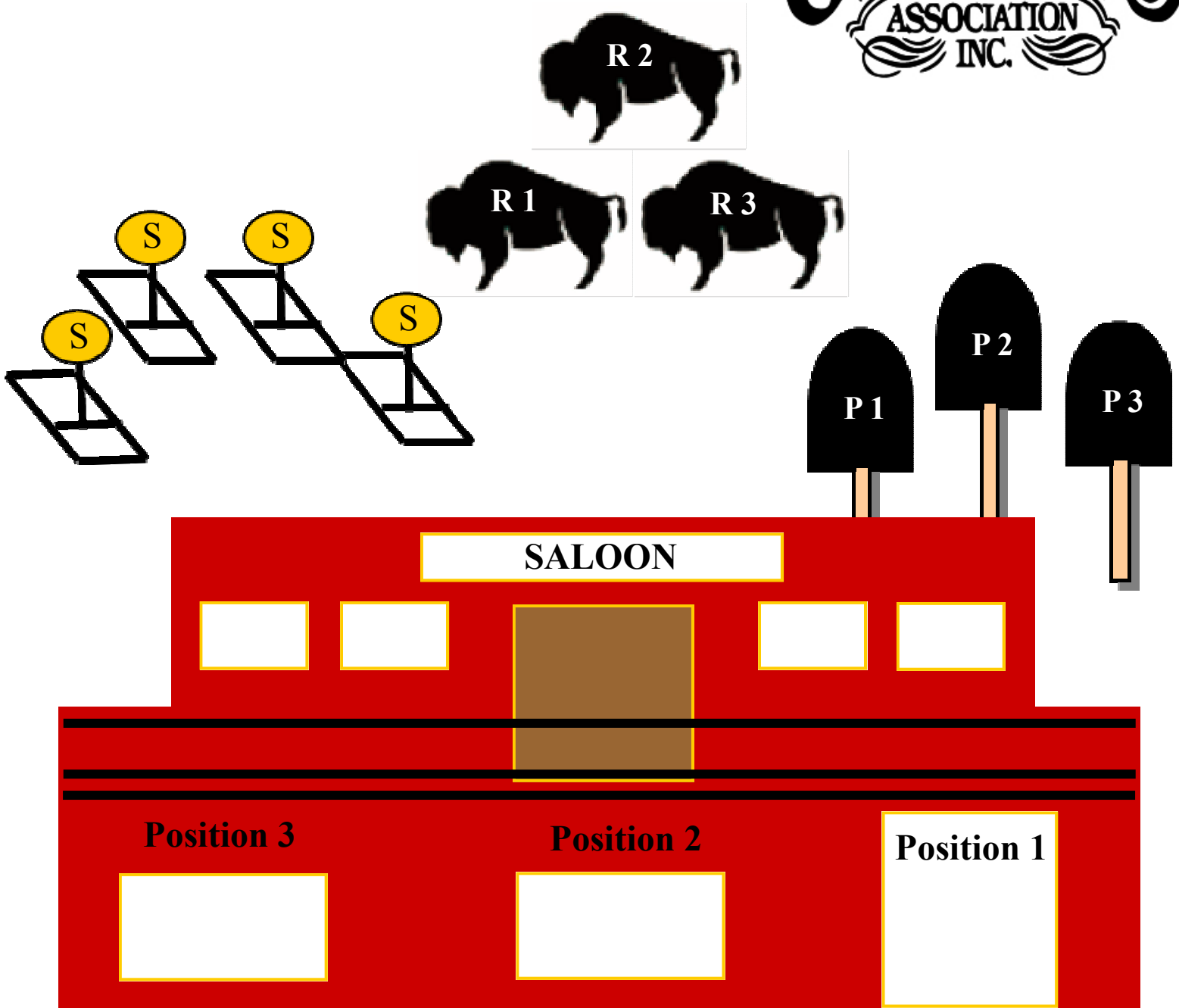


Stage 1 July 2015

10 Revolver, 10 Rifle, 4 + Shotgun



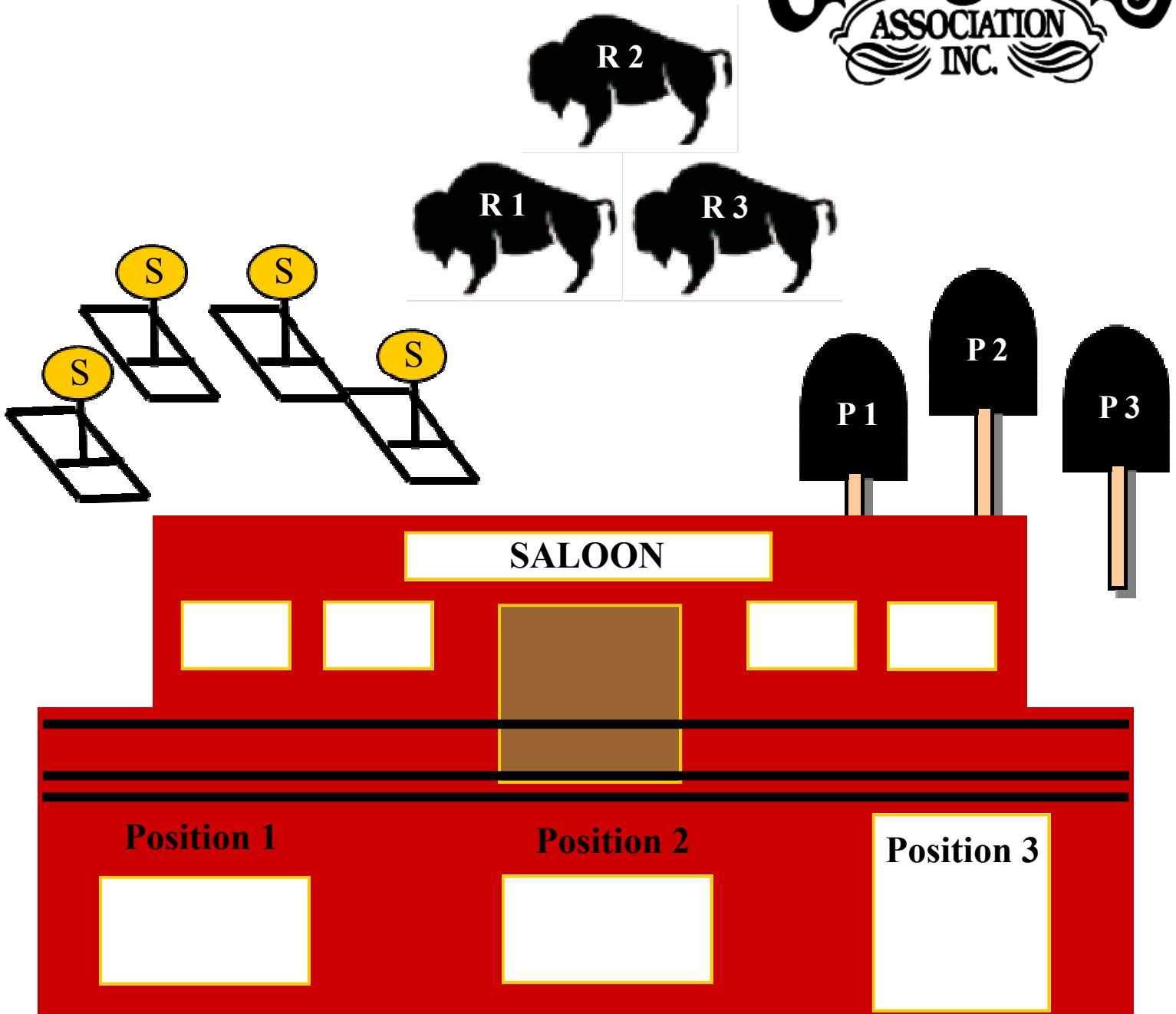
Start at position 1 or 3, hands at shooters preference. Rifle loaded with 10 rounds and open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each holstered, or in hand. To signify ready shooter says: "What do I want to do?"

At buzzer stage may be shot left to right, or right to left. With revolvers engage P1 thru P3 in a 2-1-2 sweep starting on either end, repeat instructions for a total of 10 rounds, holster. At position 2 with rifle engage R1 thru R3 with the same instructions as the revolvers. At position 3 with shotgun engage the 4 shotgun targets any order.

Please leave timer and spotting flags...

Stage 2 July 2015

10 Revolver, 9 Rifle, 4 + Shotgun



Start at position 1 or 3, hands on hat. Rifle loaded with 9 rounds and open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each holstered.

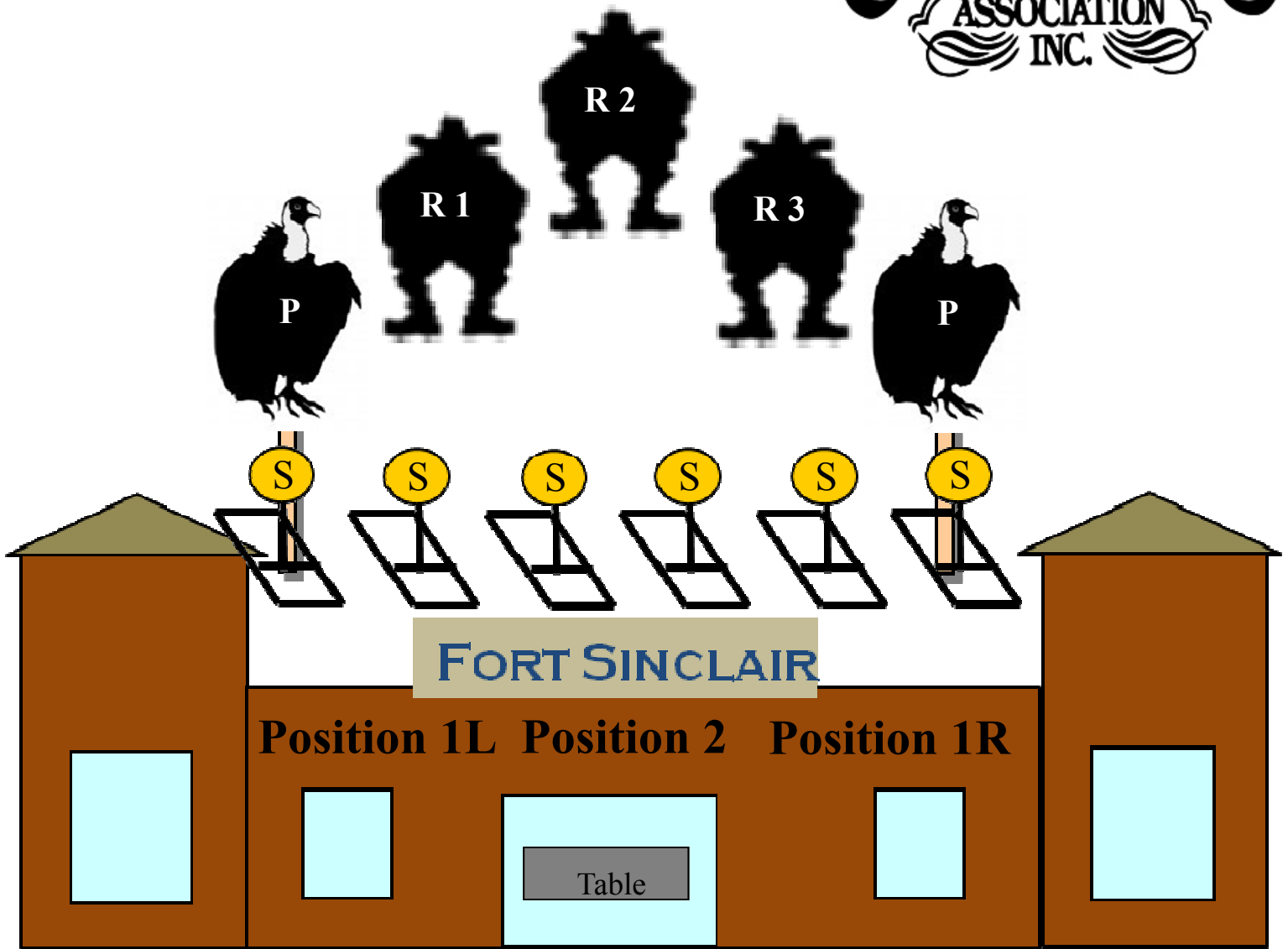
To signify ready shooter says: "This is backwards."

At buzzer shooter must shoot this stage from the opposite side as stage 1 (if you shot stage 1 left to right, you must shoot stage 2 right to left). At position 1 with shotgun engage the 4 shotgun targets. At position 2 with the rifle triple tap R1 R2 R3 in any order for a total of 9 rounds. At position 3 with revolvers triple tap P1 P2 P3 in any order placing the 10th round anywhere.

Please leave timer and spotting flags...

Stage 3 July 2015

10 Revolver, 9 Rifle, 4 + Shotgun



Start at position 1L or 1R, hands behind your back. Rifle loaded with 9 rounds and open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each, holstered.

To signify ready shooter says: "Dang buzzards!!!"

At buzzer: Shooter's choice, however rifle can not be last!

Revolvers: From Position 1L and 1R engage the P target with 3 rounds and any R target with 2 rounds in any order, holster.

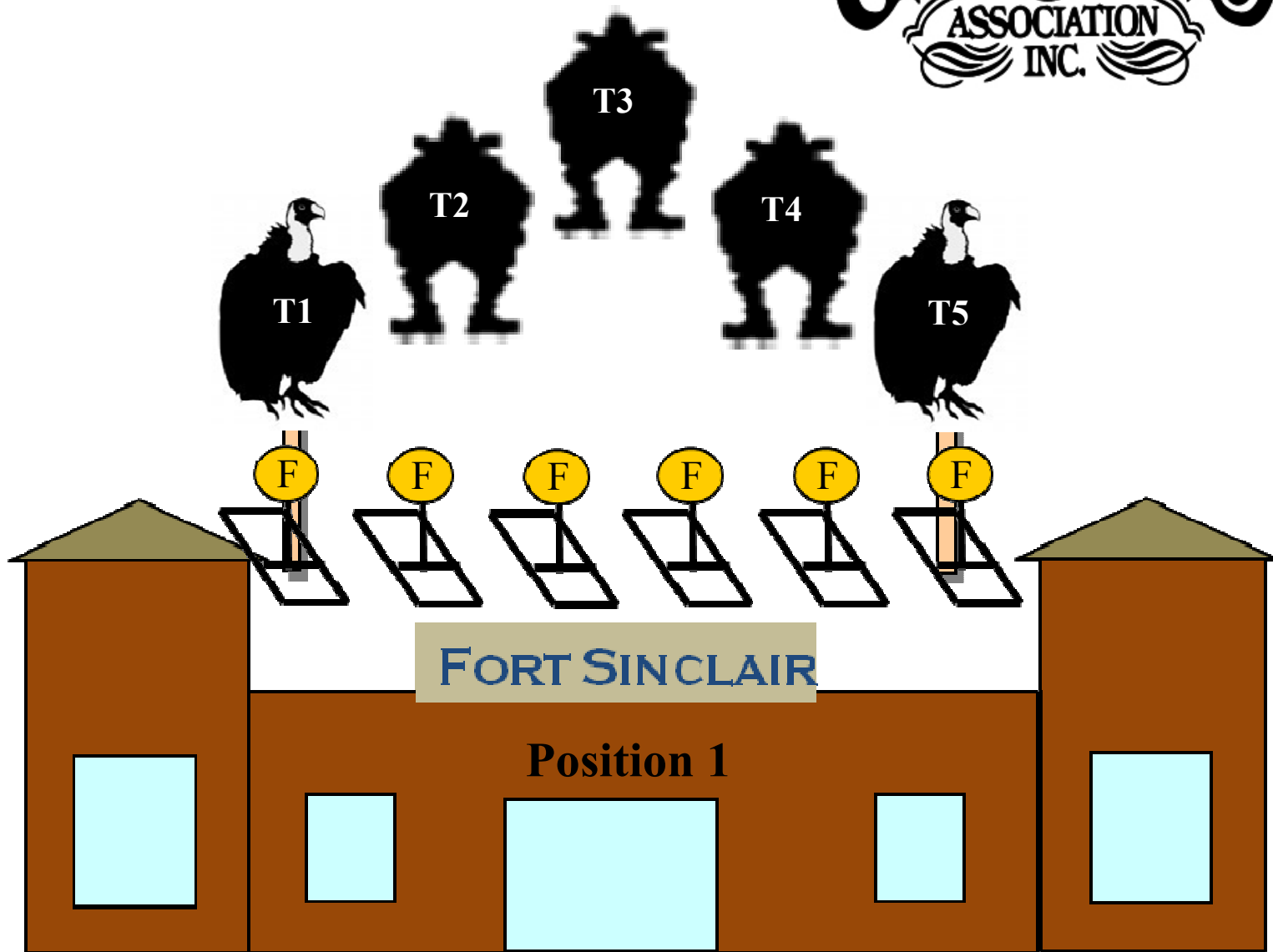
Rifle: Engage R1 thru R3 from either end with 3 sweeps (no double taps), for a total of 9 rounds, make rifle safe.

Shotgun: From any two positions engage 2 shotgun targets for a total of 4.

Please leave timer and spotting flags...

Stage 4 July 2015

10 Revolver, 10 Rifle, ? + Shotgun



Start at position 1, hands at high surrender. Rifle loaded with 10 rounds and open empty shotgun staged at position 1. Revolvers loaded with 5 rounds each, holstered.

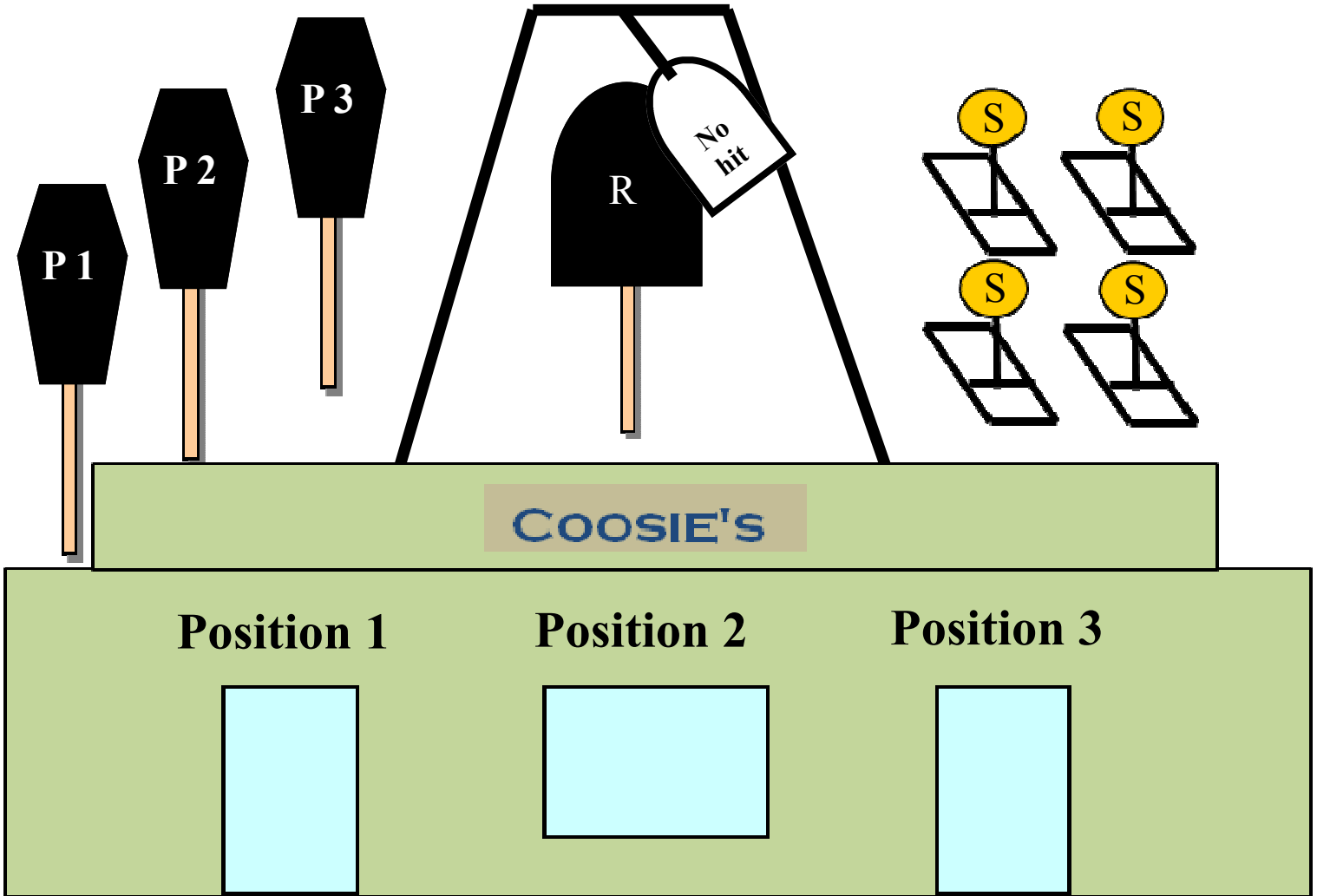
To signify ready shooter says: "Shoot those outlaws!!!"

At the buzzer: With rifle engage T1 thru T5 twice each, any order with NO DOUBLE TAPS. With revolvers engage the 6 fallers for 10 rounds or until down, place any remaining revolver rounds on any "T" targets NO DOUBLE TAPS. Use shotgun for any remaining fallers. Revolver rounds that Miss the faller targets are not misses, revolver rounds that miss the "T" targets are misses.

Please leave timer and spotting flags...

Stage 5 July 2015

10 Revolver, 10 Rifle, ? Shotgun



Start at position 1 revolver(s) loaded with 5 rounds each in hand. Open empty shotgun and rifle loaded with 10 rounds staged anywhere.

To signify ready shooter says: "Don't hit the swinger!!!"

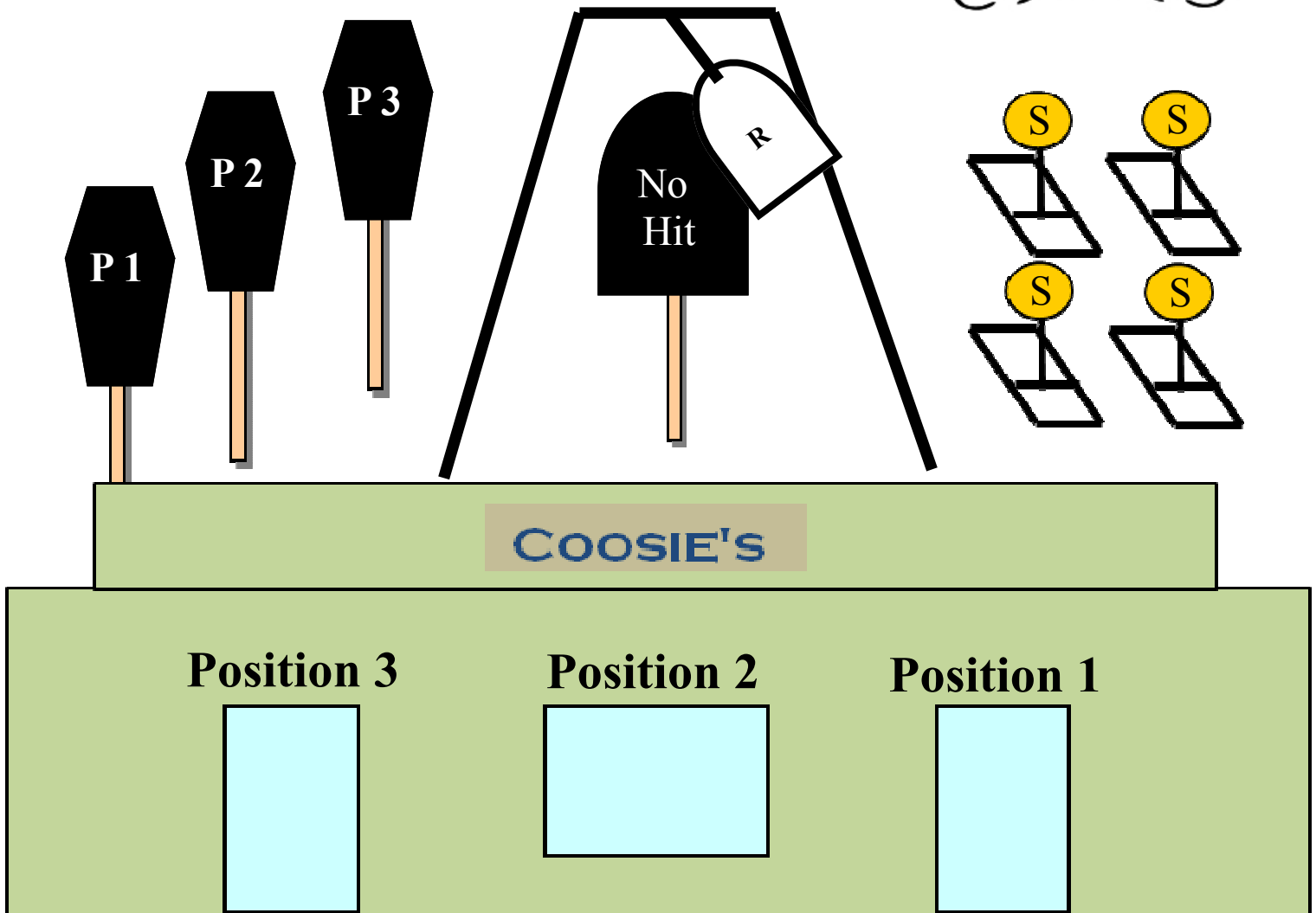
At buzzer with revolvers engage P1 thru P3 1-3-1 sweep starting on either end repeat instructions for a total of 10 rounds, holster. At position 2 with rifle engage the stationary target with 10 rounds. At position 3 with shotgun engage the shotgun targets.

Note: rifle misses would be rounds that miss the stationary target or rounds that hit the moving target!!!

Please leave timer and spotting flags...

Stage 6 July 2015

10 Revolver, 10 Rifle, ? Shotgun



Start at position 1 open empty shotgun in hand. Rifle loaded with 10 rounds staged anywhere. Revolvers loaded with 5 rounds each, holstered. To signify ready shooter says: "Hit the swinger!!!"

At buzzer with shotgun engage the S targets until they're down. At position 2 with rifle engage swinging target for a total of 10 rounds. At position 1 with revolvers engage the P targets with at least 2 rounds each in any order for a total of 10 rounds, holster. Note: rifle misses would be rounds that miss the moving target!!!

Please leave timer and spotting flags...