

STAGE 1

STAGING: Rifle loaded with 10 rounds, staged at POS 1. Shotgun open and empty, staged at POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Rifle ♠ Shooter's Choice

SCENARIO: Shooter starts at POS 1, with hands across chest. ATB engage the 8 **rifle** targets in a 2-1-1-1-1-1-2 sweep from either direction, make rifle safe. Then it's shooter's choice. From POS 2 knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe. From POS 3 engage the 3 **revolver** targets in two separate 2-1-2 sweeps from either direction.

STAGE 1

10 Revolver

10 Rifle

4+ Shotgun



POS 2 - Shotgun

POS 1 - Rifle

POS 3 - Revolver

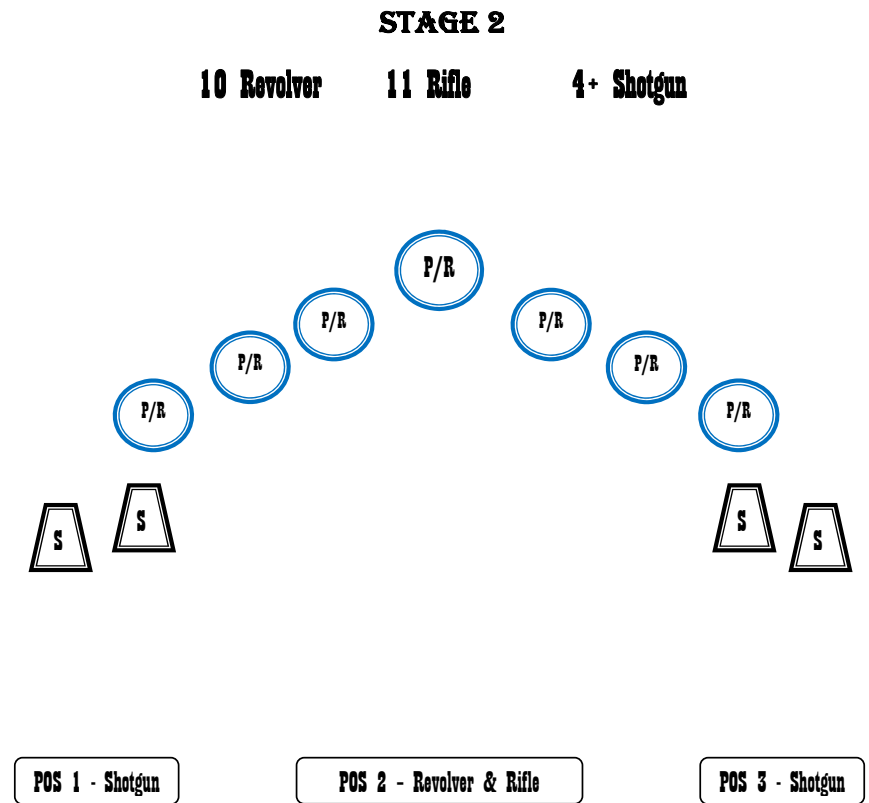
STAGE 2

STAGING: Rifle loaded with 10 rounds, staged at POS 2 (will need 11th round* to be loaded after 10th round has been shot). Shotgun open and empty, in hands at POS 1 or POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Shotgun ♠ Shooter's Choice ♠ Shotgun

SCENARIO: Shooter starts at either POS 1 or POS 3, with shotgun in hands. ATB knockdown the 2 **shotgun** targets, any order, poppers must fall before moving to the next POS. Bring shotgun with you and move to POS 2, make shotgun safe for further use. With revolvers and rifle as wanted, starting on any target, engage the 7 **revolver\rifle** targets 3 times each. The 11th rifle round must be reloaded after the 10th round has been fired, make rifle safe. Pick up shotgun and move to either POS 3 or POS 1 and knockdown the 2 remaining **shotgun** targets, any order.

* The rifle reloads can either be staged on the prop or drawn from the body.



STAGE 3

STAGING: Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Revolver ♠ Rifle ♠ Shotgun

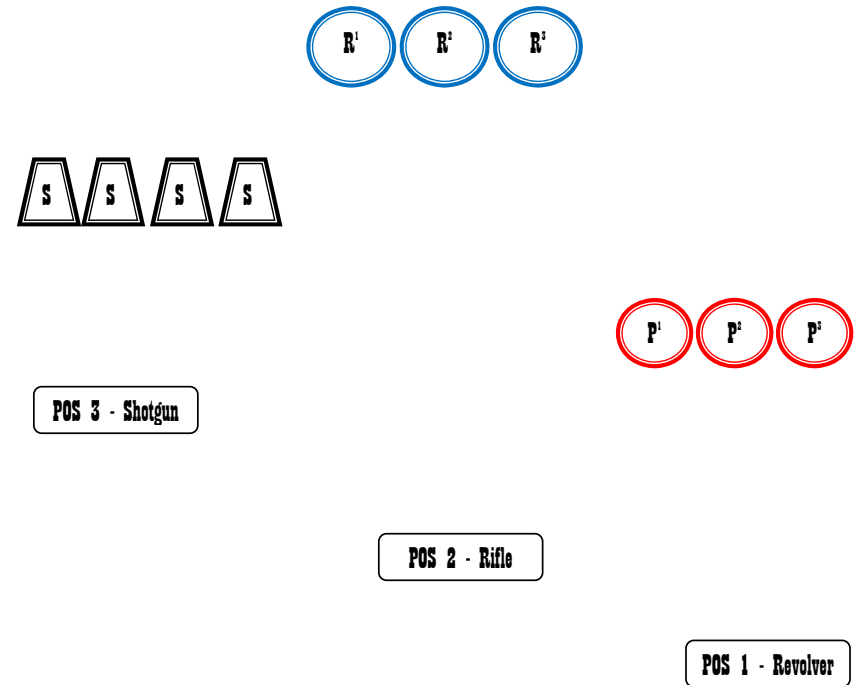
SCENARIO: Shooter starts at POS 1, in Texas surrender. ATB engage the 3 **revolver** targets in a Progressive Nevada sweep (i.e., 1st revolver 1,2,3,2,2; 2nd revolver 1,1,2,2,2) from either direction. Move to POS 2 and engage the 3 **rifle** targets in a Progressive Nevada sweep (i.e., 1,2,3,2,2,1,1,2,2,2) from either direction, make rifle safe pointing safely into the berm. Move to POS 3 and knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime.

STAGE 3

10 Revolver

10 Rifle

4+ Shotgun

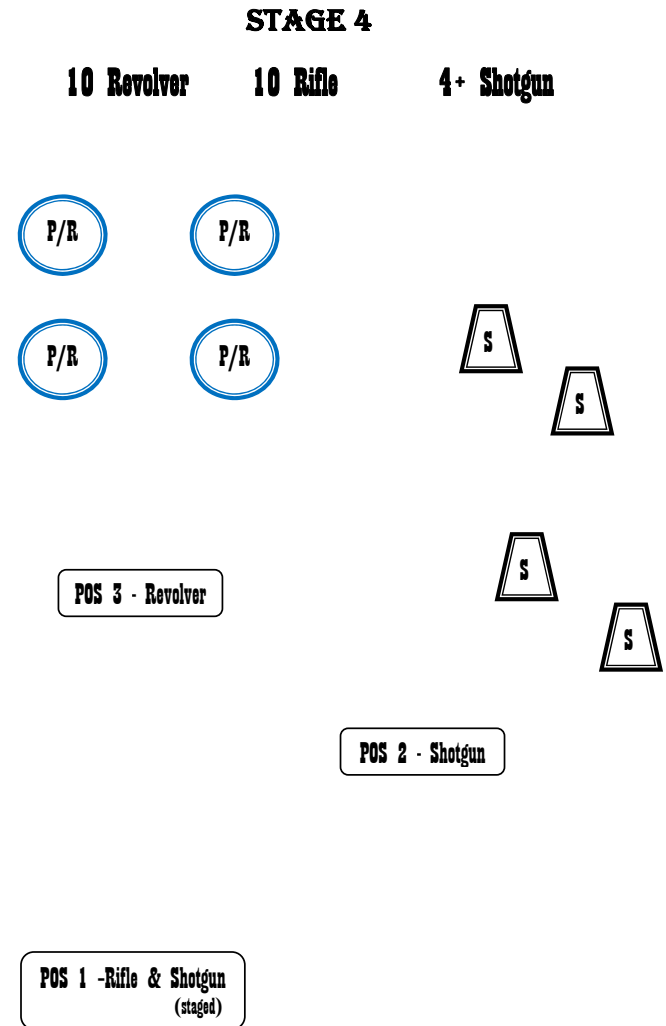


STAGE 4

STAGING: Rifle loaded with 10 rounds, held in the “Duke” position at POS 1. Shotgun open and empty, staged at POS 1. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Rifle ♠ Shotgun ♠ Revolver

SCENARIO: Shooter starts at POS 1, with rifle in the “Duke” position. ATB starting on any target, engage the 4 **rifle** targets in a Progressive sweep (1 on 1, 2 on 2, 3 on 3, 4 on 4) in either a clockwise or counter clockwise direction; make rifle safe pointing safely into the berm. Pick up shotgun and from doorway to POS 2 knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe. Move to POS 3 engage the 4 **revolver** targets in a Progressive sweep in the same manner as rifle.

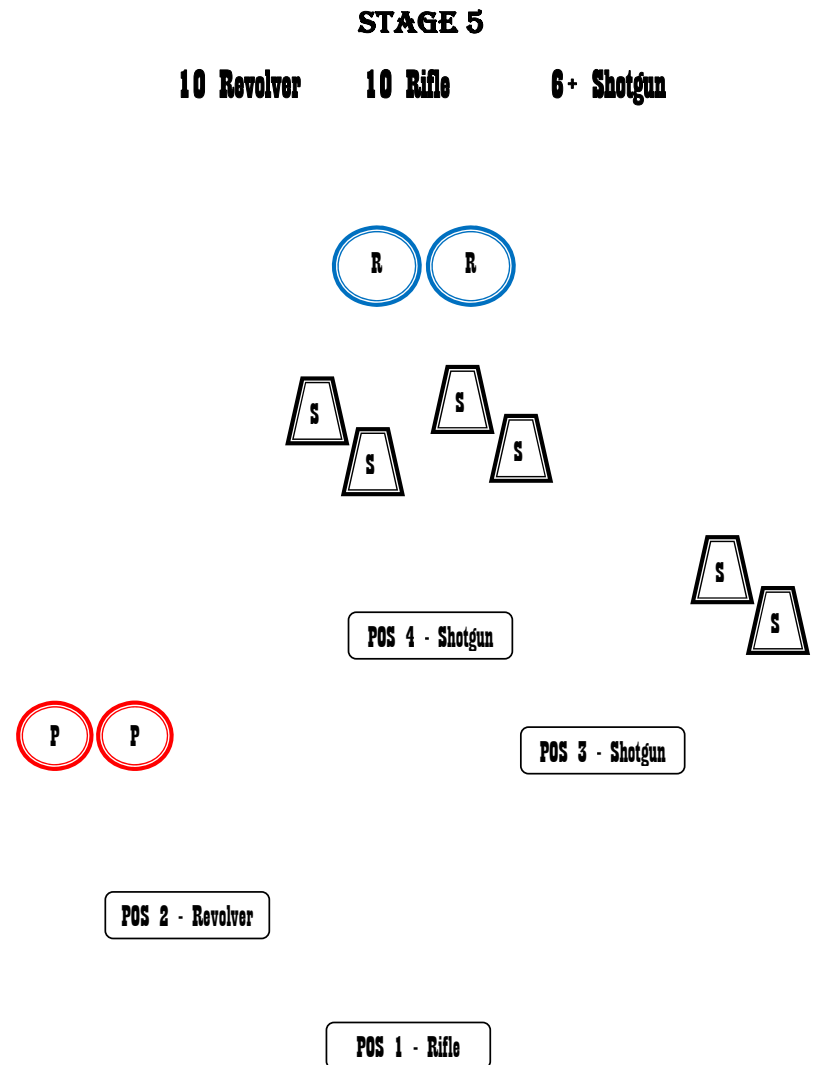


STAGE 5

STAGING: Rifle loaded with 10 rounds, in hands at POS 1. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Rifle ♠ Revolver ♠ Shotgun ♠ Shotgun

SCENARIO: Shooter starts at POS 1, with rifle in hands. ATB engage the 2 **rifle** targets in a 3-4-3 sweep from either direction. Move to POS 2 and make rifle safe pointing safely into the berm. With revolvers, engage the 2 **revolver** targets in a 3-4-3 sweep from either direction. Move to POS 3 and knockdown the 2 **shotgun** targets, any order, must fall before moving to the next POS. Move to POS 4 and knockdown the 4 remaining **shotgun** targets, any order.

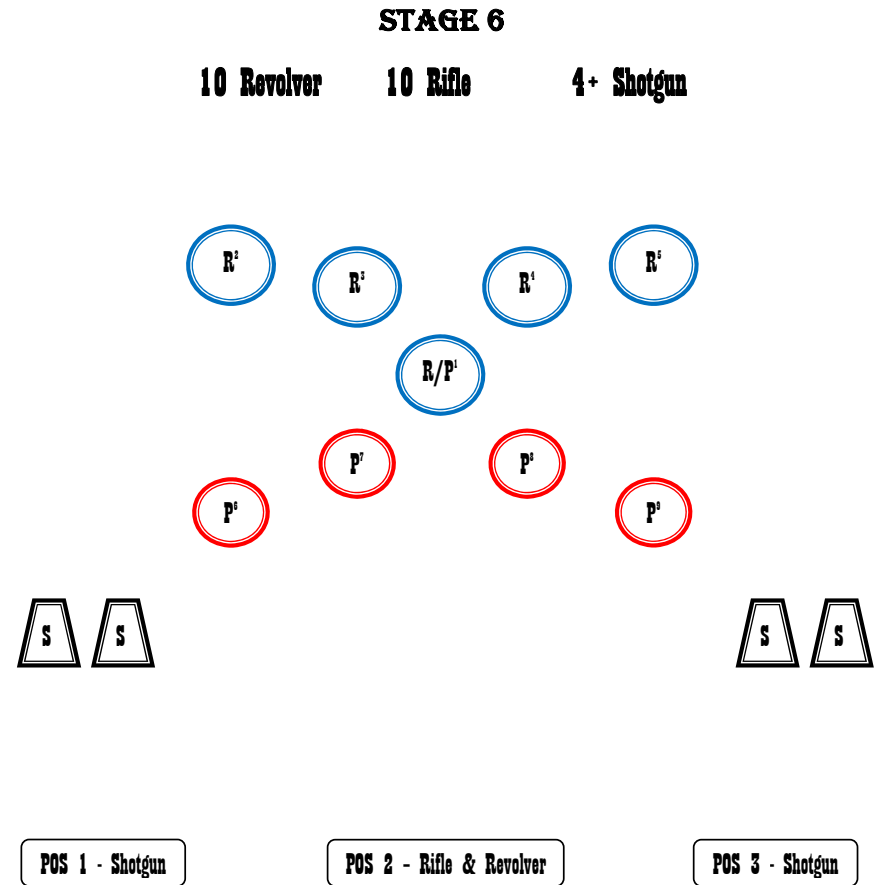


STAGE 6

STAGING: Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, in hands at either POS 1 or POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Shotgun ♠ Shooter's Choice ♠ Shotgun

SCENARIO: Shooter starts at either POS 1 or POS 3, with shotgun in hands. ATB knockdown the 2 **shotgun** targets, any order, must fall before moving to the next POS. Bring shotgun with you and move to POS 2, make shotgun safe for further use. Then shooter's choice, may start with rifle or revolvers. With rifle, engage the 5 **rifle** targets, center target 3 times, 4 top targets once each, then center target 3 times (i.e., (1,1,1,2,3,4,5,1,1,1)), make rifle safe. With revolvers, engage the 5 **revolver** targets, center target 3 times, 4 bottom targets once each, then center target 3 times (i.e., 1st revolver 1,1,1,7,6; 2nd revolver 9,8,1,1,1). Pick up shotgun and move to either POS 3 or POS 1 and knockdown the 2 remaining **shotgun** targets, any order.



STAGE 7

STAGING: Rifle loaded with 10 rounds, staged at POS 1. Shotgun open and empty, staged at either POS 1 or POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Rifle ♠ Shotgun ♠ Revolver ♠ Revolver

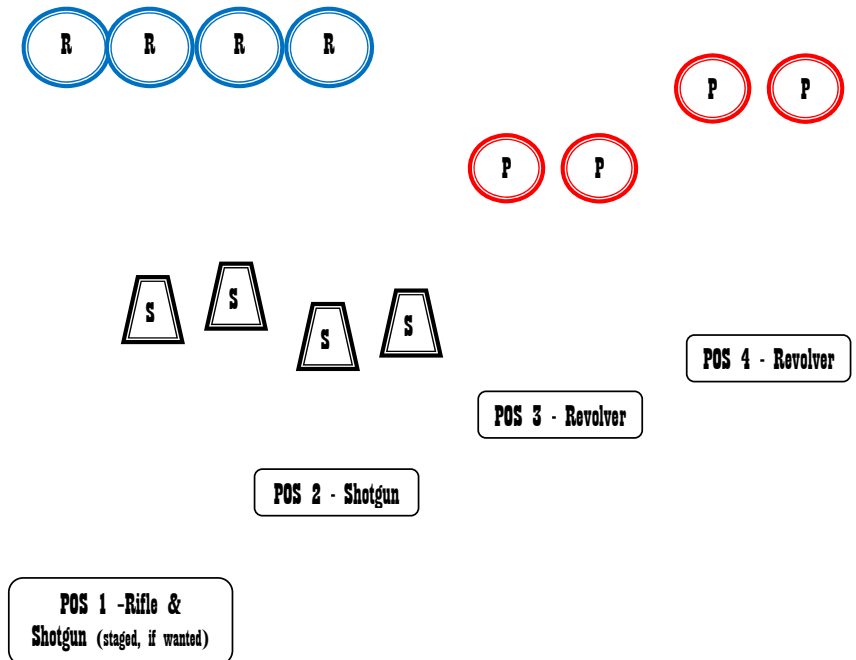
SCENARIO: Shooter starts at POS 1, with both hands on staged rifle; rifle remaining flat. ATB engage the 4 **rifle** targets in a 2-3-2-3 sweep from either end, make rifle safe pointing safely into the berm. If shooter choose to stage shotgun at POS 1, pick up shotgun and move to POS 2, otherwise, move to POS 2 and pick up shotgun, knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe pointing safely into the berm at POS 2. Move to POS 3 and engage the 2 **revolver** targets in and 2-3 sweep starting on either target. Move to POS 4 and engage the 2 **revolver** targets in and 2-3 sweep starting on either target.

STAGE 7

10 Revolver

10 Rifle

4+ Shotgun



STAGE 8

STAGING: Rifle loaded with 10 rounds, in hands at POS 1. Shotgun open and empty, staged at POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Rifle ♠ Shotgun ♠ Revolver

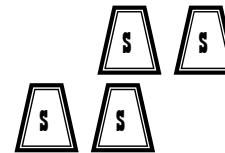
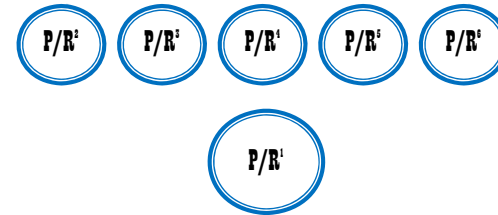
SCENARIO: Shooter starts at POS 1, with rifle in hands. ATB engage the 6 **rifle** targets in a 1,2,1,3,1,4,1,5,1,6 sweep, make rifle safe on cactus. Move to POS 2 and knockdown 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe pointing safely into the berm. Move to POS 3 and with revolvers engage the 6 **revolver** targets in a 1,2,1,3,1,4,1,5,1,6 sweep (i.e., 1st revolver 1,2,1,3,1; 2nd revolver 4,1,5,1,6).

STAGE 8

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Revolver

POS 2 - Shotgun

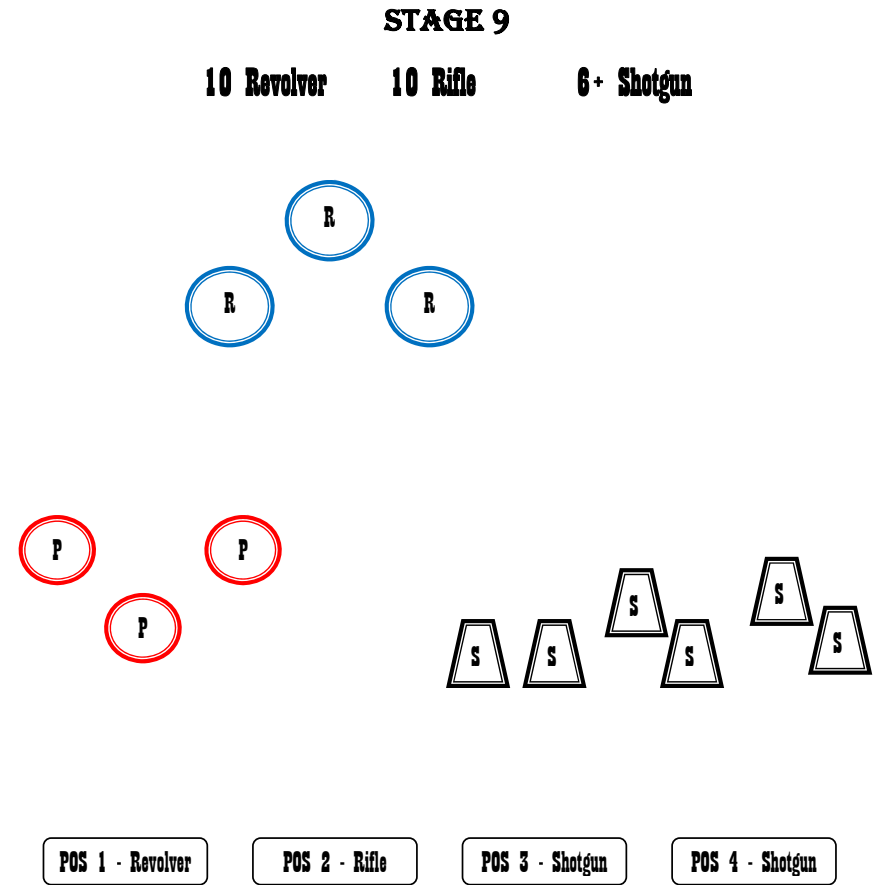
POS 1 - Rifle

STAGE 9

STAGING: Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE: Revolver ♠ Rifle ♠ Shotgun ♠ Shotgun

SCENARIO: Shooter starts at POS 1, with hands on hat. ATB engage the 3 **revolver** targets in a 4-2-4 sweep from either direction. Move to POS 2 and engage the 3 **rifle** targets in a 4-2-4 sweep from either direction, make rifle safe. Move to POS 3 and knockdown 2 **shotgun** targets, any order. Move to POS 4 and knockdown the 4 remaining **shotgun** targets, any order, poppers may be made up at anytime.



STAGE 10

STAGING: Rifle loaded with 10 rounds, staged at POS 3. Shotgun open and empty, staged at either POS 2 or POS 4. Revolvers loaded with 5 rounds each, staged at either POS 2 or POS 4 (can be the same as shotgun).

GUN SEQUENCE: Shooter's Choice (cannot end with rifle)

SCENARIO: Shooter starts POS 1, holding the rope. ATB its shooter's choice, don't end with rifle. With revolvers, engage the 1 **revolver** target 10 times from either POS 2 or POS 4, make revolvers safe*. With rifle, engage the 10 **rifle** targets once each from POS 3, make rifle safe. With shotgun knockdown 2 **shotgun** targets from POS 2 and knockdown 2 **shotgun** targets from POS 4, make shotgun safe. Poppers must be made up at their respective POS.

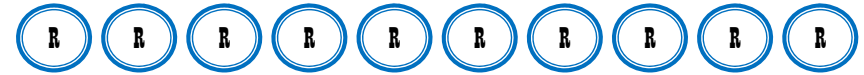
* *Revolvers starting position is staged; however, they can either be holstered or restaged after being shot.*

STAGE 10

10 Revolver

10 Rifle

4+ Shotgun



POS 2 - Shotgun & Revolver
(staged)

POS 3 - Rifle

POS 4 - Shotgun & Revolver
(staged)

POS 1 - Start