

Stage 1 – Iowa Sweep

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged left window.

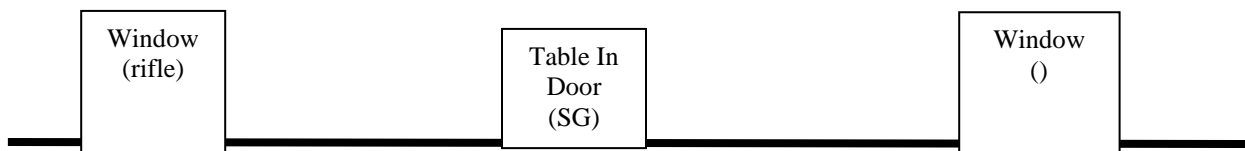
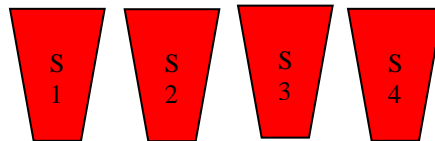
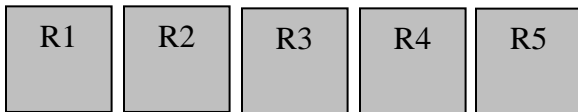
4+ Shotgun – Empty, action open, rounds on person, held port arms in doorway.

Shooting Order: Shotgun, Rifle, Pistol, Pistol

Starting Position: Standing in doorway, SG held port arms

Course of Fire: Timer will start when the shooter says “*For Our Iowa Friends*”

- At the beep, from the doorway, engage SG targets outside, outside, inside, inside.
- From the left window, engage rifle targets in an outside Iowa sweep starting from either end for five (5) rounds. Then, engage the rifle targets in an inside Iowa sweep for five (5) rounds. Example starting on the left: R1, R5, R2, R4, R3, R3, R4, R2, R5, R1.
- From the right window, engage pistol targets same instructions as for the rifle.



Bay 1

Stage 2 – Badger Sweep

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in left window.

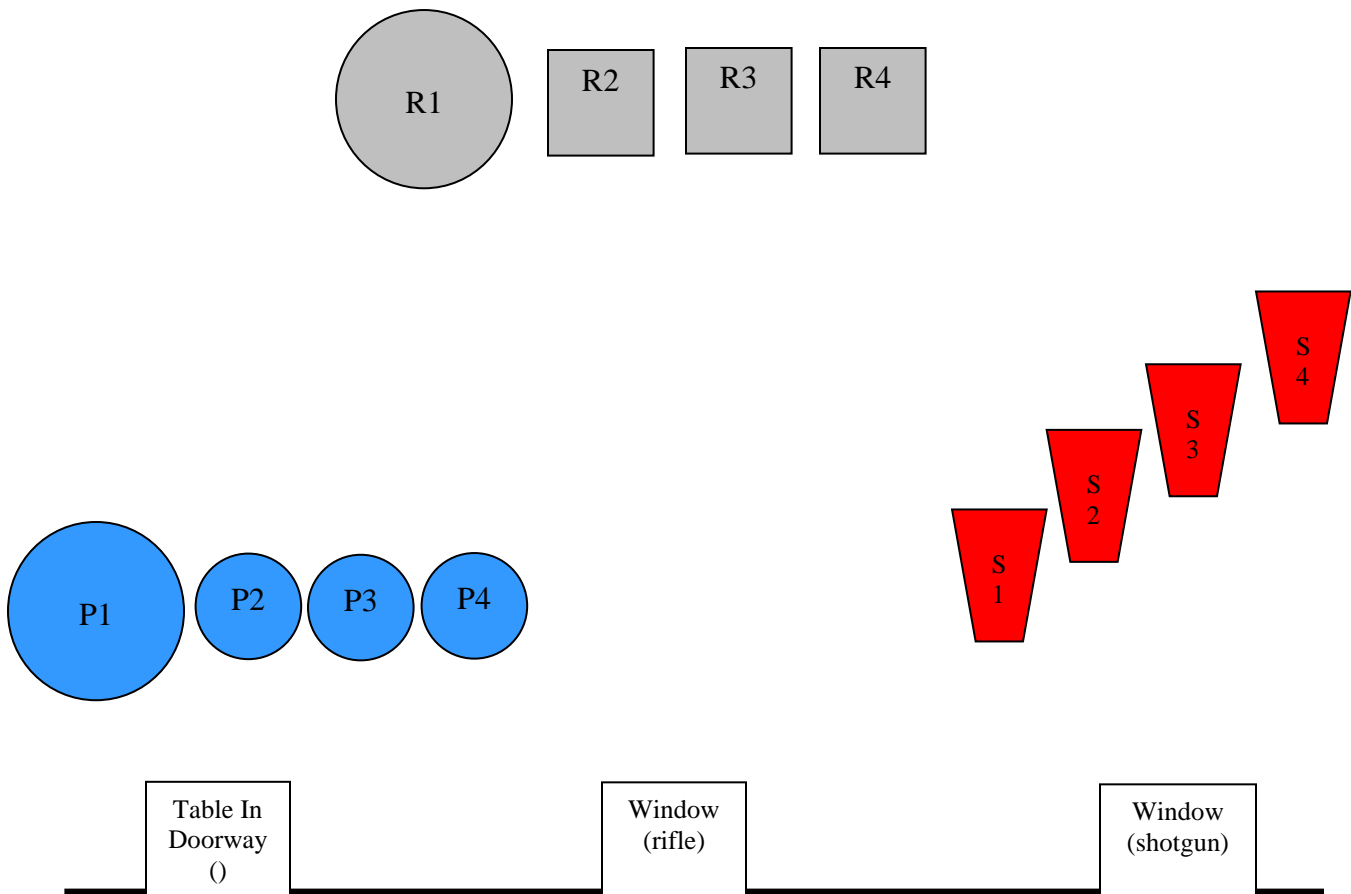
4+ Shotgun – Empty, action open, rounds on person, staged in right window.

Shooting Order: Pistol, Pistol, Rifle, Shotgun

Starting Position: Standing in doorway, hands on pistols.

Course of Fire: Timer will start when the shooter says “Back To One”

- At the beep, engage pistol targets from the doorway in a Badger sweep starting on the left - P1, P1, P2, P1, P2, P3, P1, P2, P3, P4.
- Engage the rifle targets from the left window in a Badger sweep starting on the left – R1, R1, R2, R1, R2, R3, R1, R2, R3, R4.
- From the right window, engage shotgun targets left to right



Stage 3 – Lawrence Welk Sweep

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged left side of window.

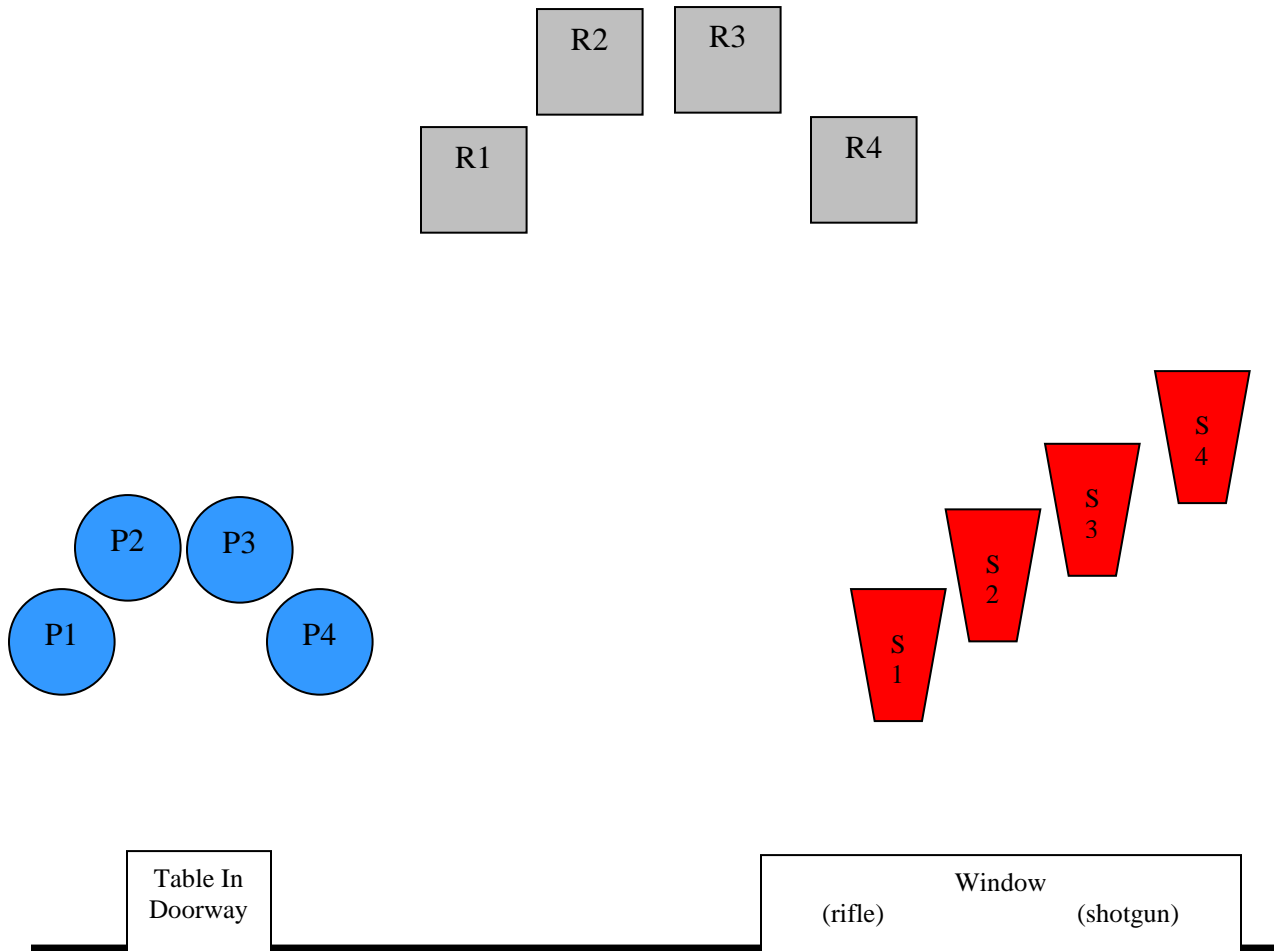
4+ Shotgun – Empty, action open, rounds on person, staged right side of window.

Shooting Order: Rifle, Shotgun, Pistol, Pistol

Starting Position: Standing left side of window, hands flat on table

Course of Fire: Timer will start when the shooter says “*I Had To Watch Him*”

- At the beep, engage rifle targets from the window in a Lawrence Welk sweep from either direction (Example starting from the left: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4)
- Engage shotgun targets from the window, any order
- Engage pistol targets from the doorway in a Lawrence Welk sweep from either direction (Example starting from the left: P1, P2, P2, P3, P3, P3, P4, P4, P4, P4)



Stage 4 – Simpleton

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in left window.

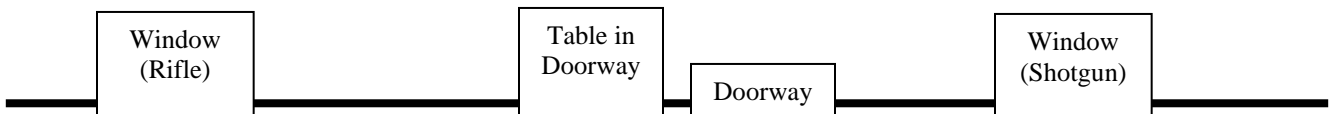
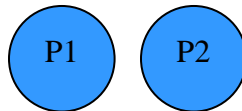
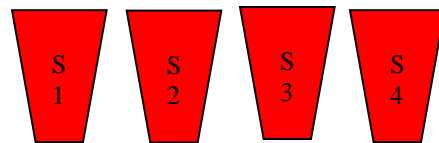
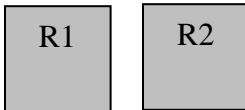
4+ Shotgun – Empty, action open, rounds on person, staged in right window.

Shooting Order: Pistol, Pistol, Rifle, Shotgun

Starting Position: Standing behind table in doorway, SASS default

Course of Fire: Timer will start when the shooter says “*This Is Simple*”

- At the beep, engage pistol targets from doorway with at least one (1) round each.
- Engage rifle targets from left window with at least one (1) round each.
- Engage shotgun targets from right window with at least one (1) round each.



Stage 5 – Middling Sweep

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged in window.

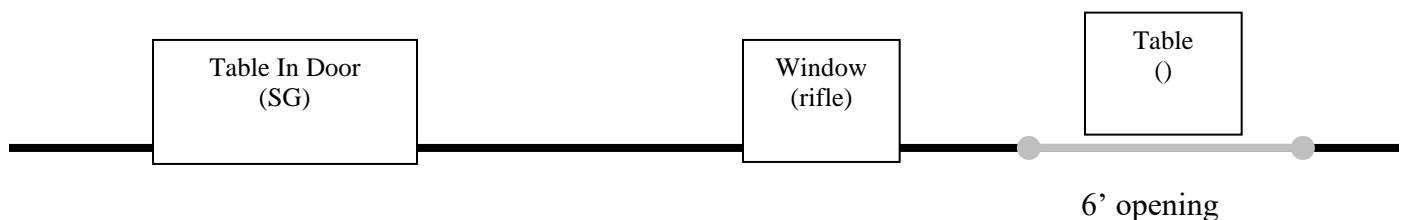
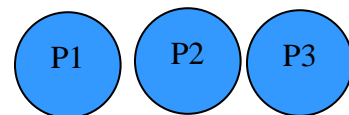
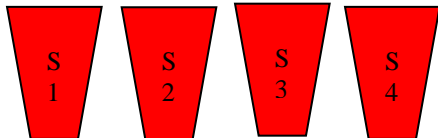
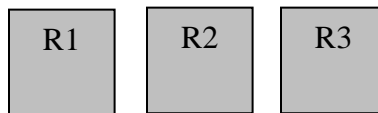
4+ Shotgun – Empty, action open, rounds on person, staged on table in doorway.

Shooting Order: Pistol, Pistol, Rifle, Shotgun

Starting Position: Standing in opening, SASS default

Course of Fire: Timer will start when the shooter says “*Start In The Middle*”

- At the beep, engage pistol targets from the opening as follows: P2, P2, P1, P2, P3, P2, P2, P1, P2, P3.
- Engage rifle targets from the window as follows: R2, R2, R1, R2, R3, R2, R2, R1, R2, R3
- Engage shotgun targets from the doorway inside, inside, outside, outside.



Stage 6 – Nevada Sweep

Ammo requirements:

10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.

10 Rifle – Loaded, hammer down on empty chamber, staged on table in doorway

4+ Shotgun – Empty, action open, rounds on person, staged in left window

Shooting Order: Rifle, Shotgun, Pistol, Pistol

Starting Position: Standing at table in doorway, SASS default.

Course of Fire: Timer will start when the shooter says “*Too Easy*”

- Engage rifle targets from the doorway in a continuous Nevada sweep starting from either end. Example starting from the right: R4, R3, R2, R1, R2, R3, R4, R3, R2, R1.
- Engage shotgun targets from left window in a sweep, starting on either end.
- Engage pistol targets from the right window in 2 separate 5-round Nevada sweep starting from either end. Example starting from the right both times: P3, P2, P1, P2, P3, P3, P2, P1, P2, P3

