

Stage 1 – Bay 1

Ammo requirements:

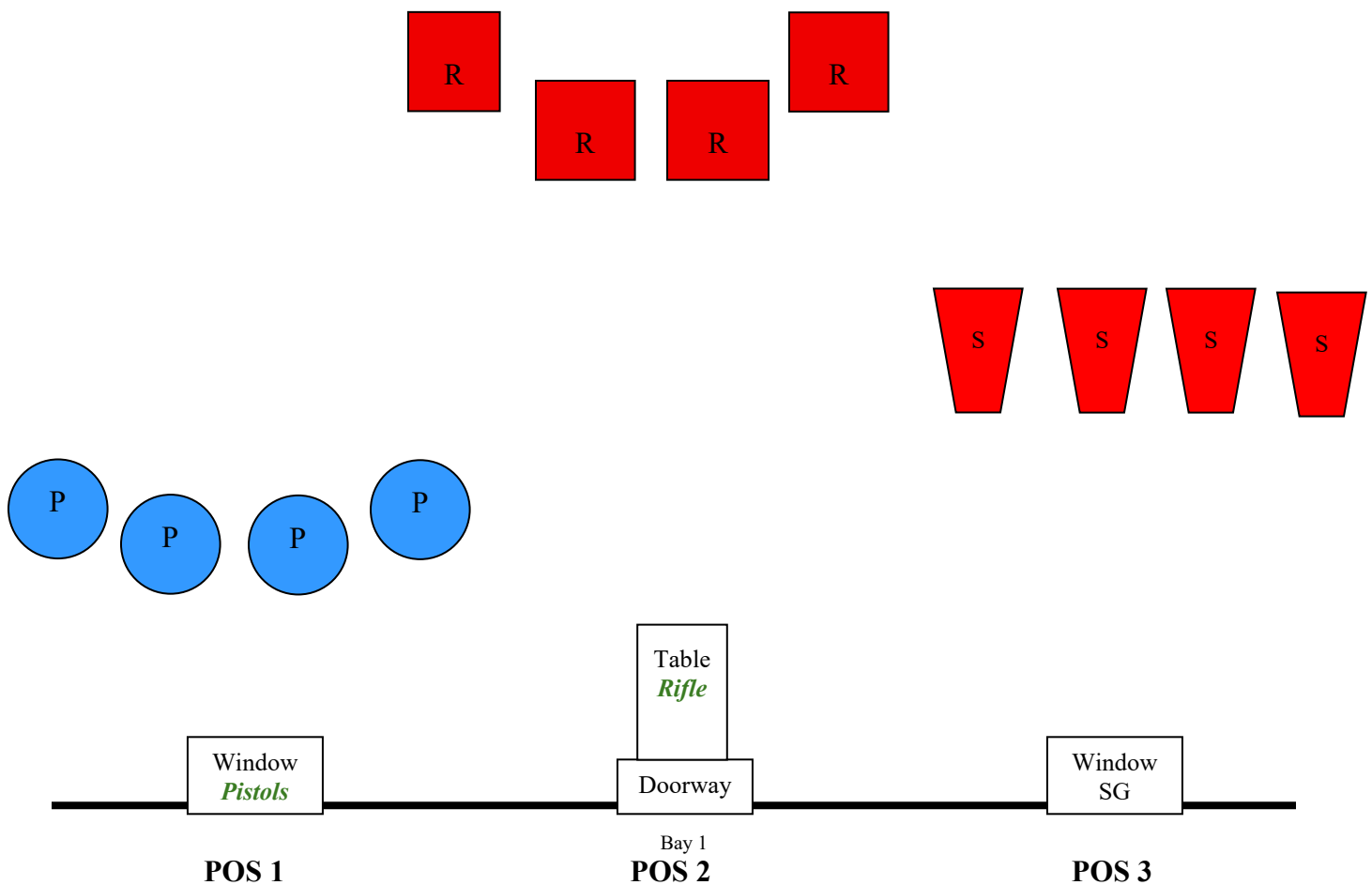
- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged on center table
- 4+ Shotgun – Empty, action open, rounds on person, staged safely

Shooting Order: Pistol, Rifle, Shotgun or Shotgun, Rifle, Pistol

Starting Position: Hands on Hat at Position of Choice

Course of Fire: Timer will start when the shooter says “Head ‘em up, move ‘em out”

- From POS 1, Engage Pistol targets in a Roundup Sweep.
- From POS 2 With Rifle repeat pistol instructions
- From POS 3 Engage SG targets any order
- **NOTE: A Roundup Sweep is 3 shots on each outside target (Round Count), THEN 2 shots on each inside target (Round Count)**



Stage 2 – Bay 1

Ammo requirements:

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

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

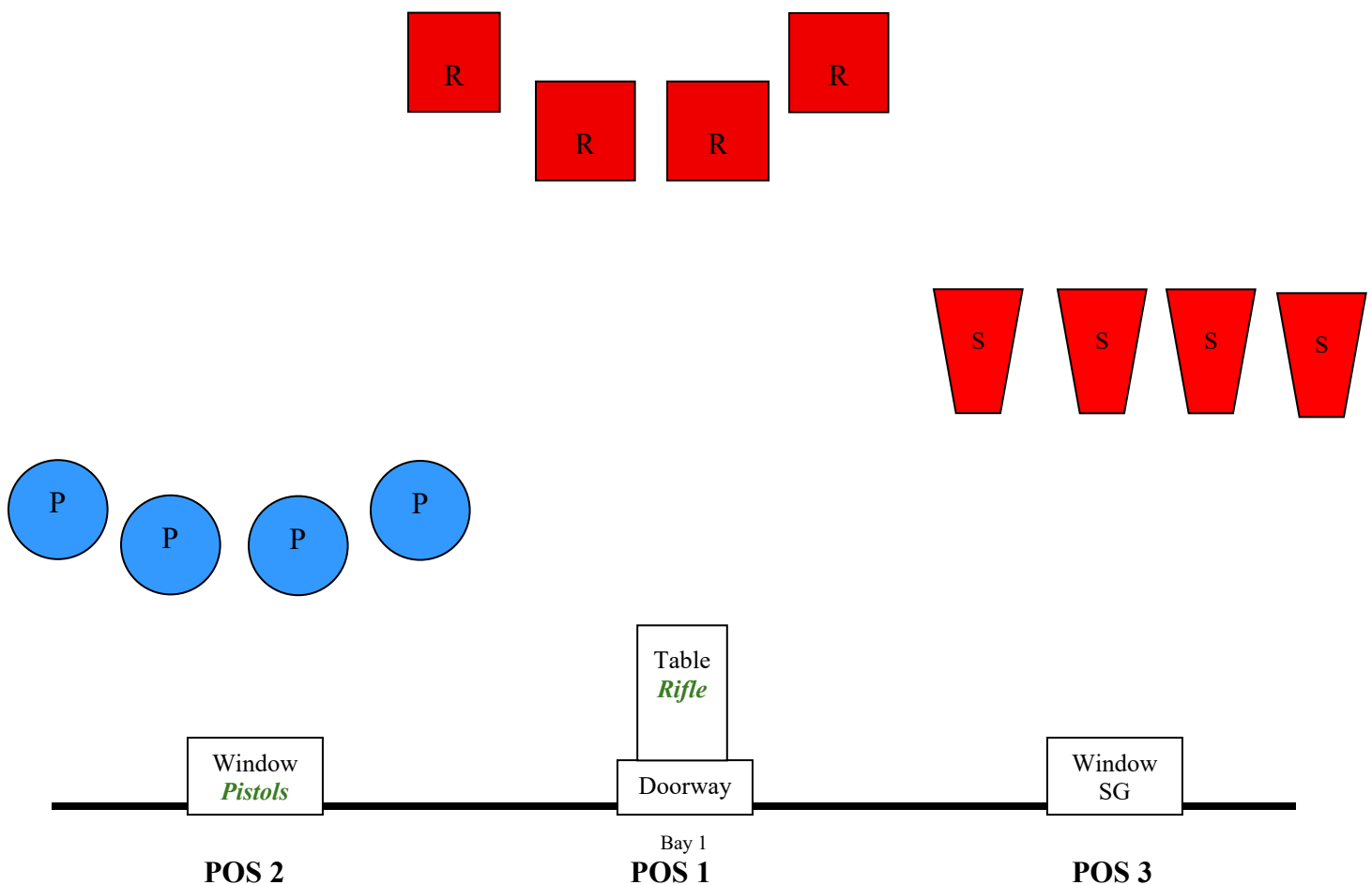
4+ Shotgun – Empty, action open, rounds on person, staged safely

Shooting Order: Rifle, Pistol, Shotgun or Rifle, Shotgun, Pistol

Starting Position: Rifle in hands at Pos 1

Course of Fire: Timer will start when the shooter says “My mistake, make it four”

- From POS 1: Engage Rifle targets in a progressive sweep from either end
- From POS 2: With Pistol repeat Rifle instructions
- From POS 3 Engage SG targets any order
- **NOTE: A Progressive Sweep is 1 on #1, 2 on #2, 3 on #3, & 4 on #4**



Stage 3 - Bay 2

Ammo requirements:

- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in center window
- 4+ Shotgun – Empty, action open, rounds on person, staged in right window

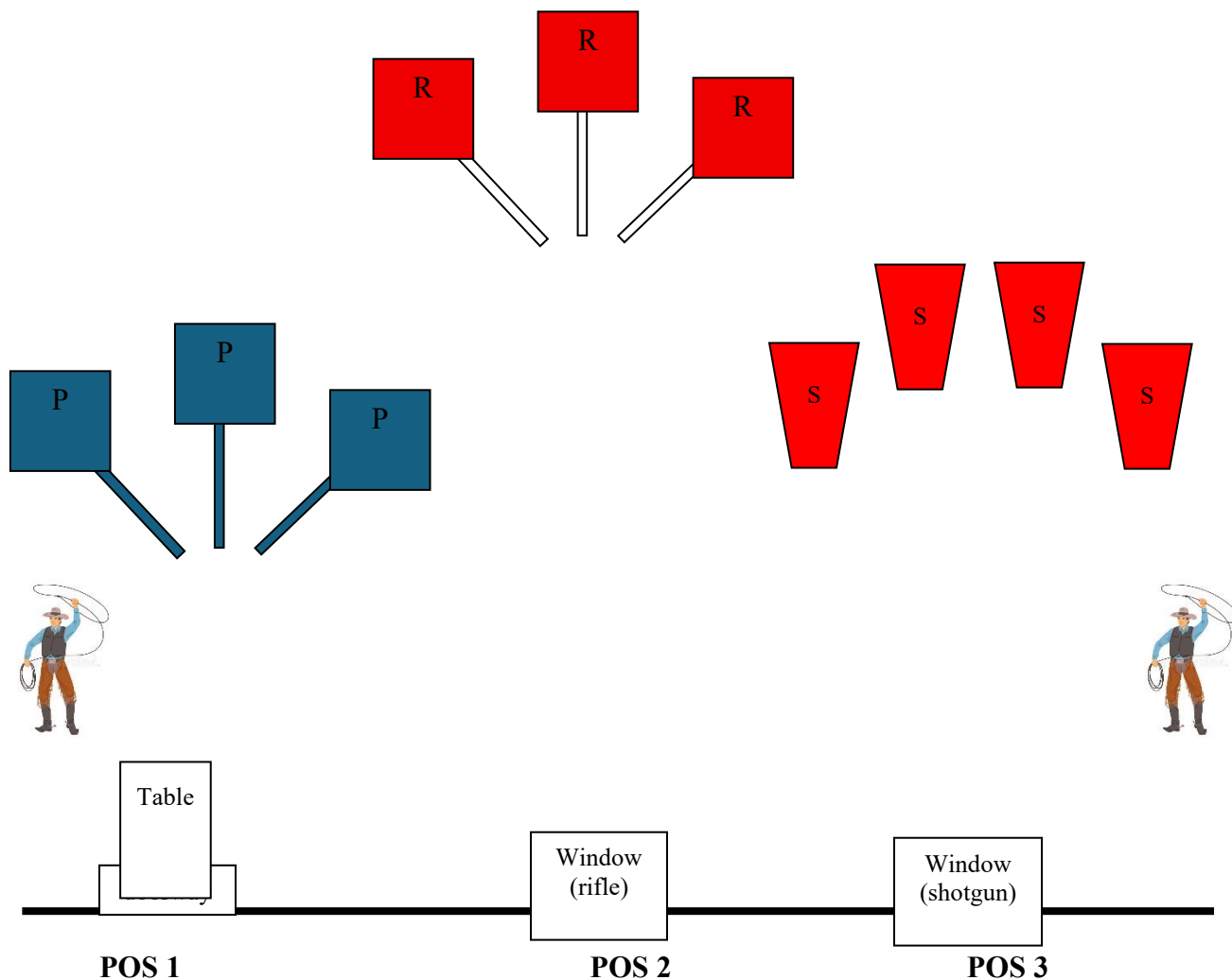
Shooting Order: Pistol, Rifle, SG

Starting Position: At position 1, Texas surrender

Course of Fire: Timer will start when the shooter says “It’s a great day for makin’ things right”

- At POS 1 With Pistols: Engage targets in a 2-1-2 from either end and repeat
- At POS 2 With Rifle: Engage rifle targets same instructions as pistols
- At POS 3 With Shotgun: Engage shotgun targets ‘til down

Note: Repeat means repeat the instructions



Stage 4 - Bay 2

Ammo requirements:

- 10 Pistol – 5 rounds each, hammer down on empty chamber, holstered.
- 10 Rifle – Loaded, hammer down on empty chamber, staged in center window
- 4+ Shotgun – Empty, action open, rounds on person, staged in right window

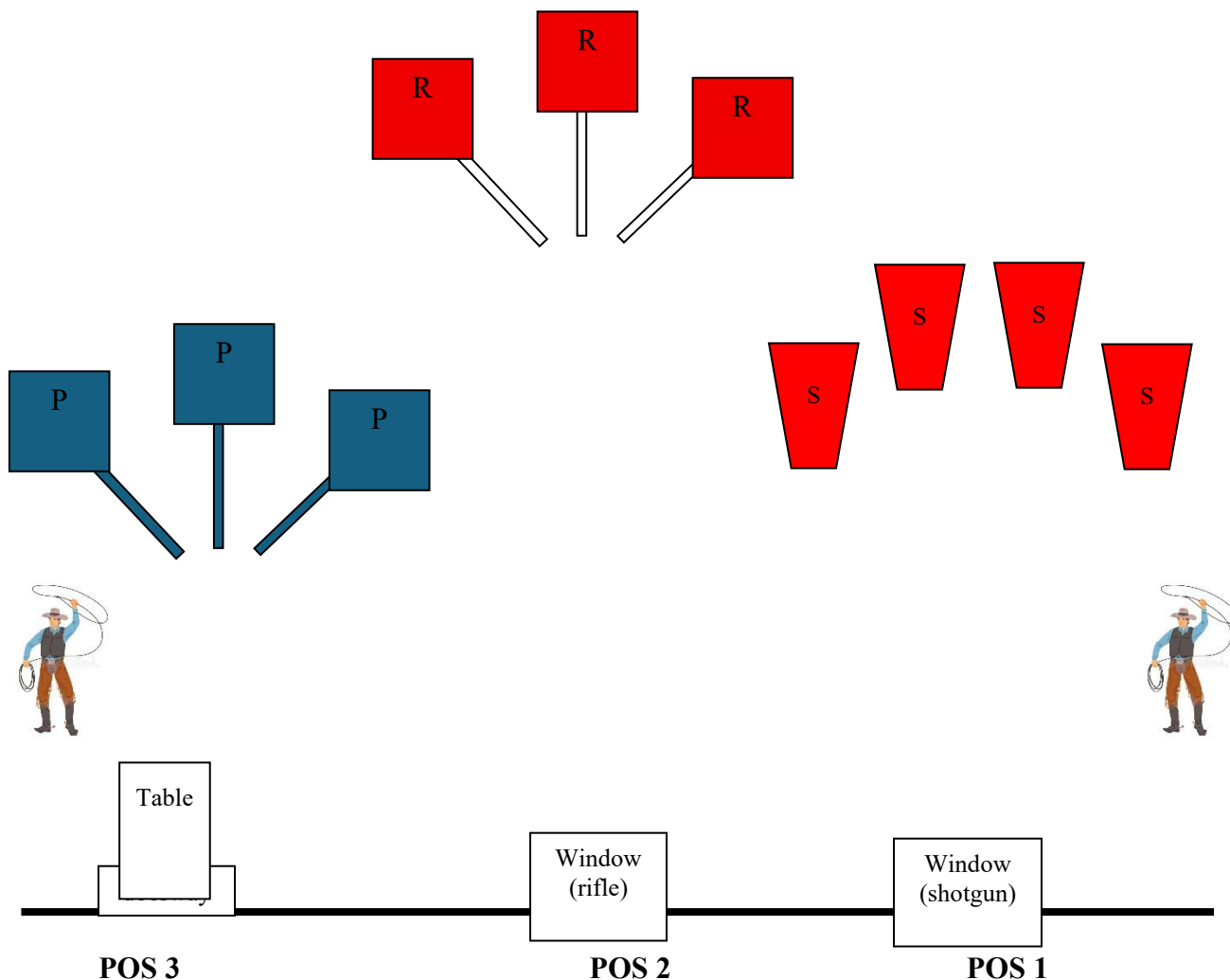
Shooting Order: SG, Rifle, Pistol

Starting Position: At position 1, Hands on hat

Course of Fire: Timer will start when the shooter says “If you’re gonna shoot, shoot”

- At POS 1 With Shotgun: Engage shotgun targets ‘til down
- At POS 2 With Rifle: Engage targets one an outside, other outside, then 3 in the middle from either end and repeat
- At POS 3 With Pistols: Engage pistols targets same instructions as rifle

Note: Repeat means repeat the instructions



Stage 5 - Bay 5

Ammo requirements:

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

10 Rifle – Loaded, hammer down on empty chamber, staged in center opening

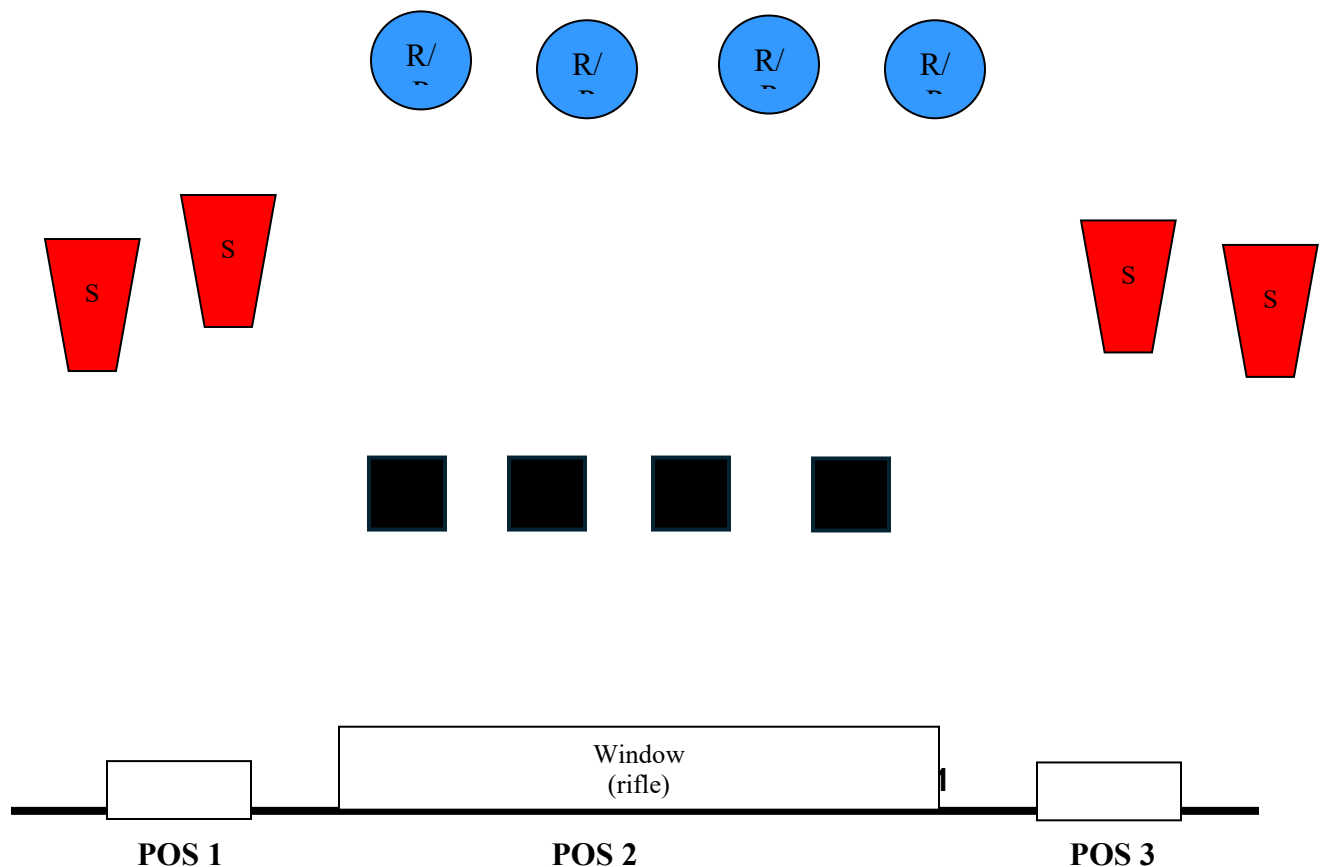
4+ Shotgun – Empty, action open, rounds on person, in hands at Pos 1 or Pos 3

Shooting Order: SG, Pistols or Rifle, SG

Starting Position: At window, SG in hands at Pos 1 or Pos 3

Course of Fire: Timer will start when the shooter says “**I call that bold talk for a one eyed fat man**”

- From Pos 1 or 3 – With Shotgun engage 2 closest shotgun targets ‘til down. Move to center window and stage for further use
- With Rifle: Engage rifle targets in a Nevada Sweep from either end.
- With Pistols: Same as Rifle (continuous Nevada sweep)
- From opposite outside Pos (1 or 3) With SG: Engage 2 remaining SG targets.



Stage 6 - Bay 5

Ammo requirements:

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

10 Rifle – Loaded, hammer down on empty chamber, staged in center opening

4+ Shotgun – Empty, action open, rounds on person, Staged safely

Shooting Order: SG Last

Starting Position: At Center opening, hands touching gun of choice

Course of Fire: Timer will start when the shooter says: “**You say those horses belonged to them there Pilgrims?**”

- With Rifle and Pistols: Engage (Rifle/Pistol) targets with at least 2 rounds on each target. This is round count
- From Pos 1 or 3 – With Shotgun engage 2 closest shotgun targets
- From opposite outside Pos (1 or 3) With SG: Engage 2 remaining SG targets.

