## STAGE 1



Pistols:10, Holstered/Rifle:10, Right Table/Shotgun: 4+ Left Table
Gun order is shooters choice ~ Rifle cannot be last Starting with Hands on Staged Gun(s) shooter says,

## "Just one clear shot, that's all I want!"

At the beep shooter will engage the targets as follows;
With Pistols, engage targets in a Progressive Sweep starting on either end.
With Rifle, shoot the same as the Pistol instructions.
With Shotgun, engage Shotgun targets until down.
Notes: Pistols must be shot from left side of pole. Rifle must be shot from right side of pole.


## STAGZ 2 THE CALAMITY CAFP

Pistols:10 Holstered/Rifle:10, on Bar/Shotgun: 4+, on Bar
Gun order shooters choice ~ Rifle cannot be last
Starting at Low Surrender shooter says,

## "Who are those guys?"

At the beep shooter will engage the targets as follows; With Pistols, starting on either end, engage the targets in a 1-3-2-3-1 Sweep. With Rifle, shoot the same as the Pistol instructions.
With Shotgun, Knock down all 4 Shotgun targets.
Note: If you can see it, you can shoot it!


## STAGE 3

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Pistols:10, Holstered<br>Rifle:10, Staged on either Table<br>Shotgun: 4+ Staged on either Table

Gun order shooters choice ~ Rifle cannot be last
Starting with Thumbs on Leather shooter says,

## "You take the trees, I'll take the bushes!"

At the beep shooter will engage the targets as follows;
With Pistols, starting on either end, engage the targets in a Nevada Sweep for 5 shots then dump the last 5 shots on any target.

With Rifle, shoot the same as the Pistol instructions.
With Shotgun, engage Shotgun targets until down.
Note: Shotgun misses must be made up from where engaged.


# SpREDY GOMZALES CORRALS 

Pistols:10, STAGED on Table<br>Rifle:10, on Table<br>Shotgun: 2+ on Table

Gun order shooters choice ~ Rifle cannot be last
Starting with Hands at Sides shooter says,

## "I think I'll get saddled up!"

At the beep shooter will engage the targets as follows;
With Pistols, engage the targets in a
3-4-3 Sweep starting on either target.
(3 on $1^{\text {st }}$ target, 4 on $2^{\text {nd }}$ target, 3 on 1 st target)
With Rifle, shoot the same as Pistol instructions. With Shotgun, engage Shotgun targets until down.

Notes: Pistols may be re-staged or holstered after shooting. This is a Stand \& Deliver Stage


## STAGE 5 GENES MERCANTLLE

Rifle:10, Left Table
Pistols:10, Holstered
Shotgun:4+, Right Table
Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on Hat shooter says,

## "What's the matter with those guys?"

At the beep shooter will engage the targets as follows;
With Rifle, starting on any target,
Alternate the Top or Bottom targets for 5 shots then Alternate the opposite targets for 5 shots. With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.
Notes: Rifle must be shot from the Left side of the milk can.
Pistols must be shot from the right side of the post.


## STAGE 6

## STORME STAGE LNIES

Rifle:10, Right Table
Pistols:10, Holstered
Shotgun: 4+ Left Table
Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on Table shooter says,

## "Well, that oughta do it!"

At the beep shooter will engage the targets as follows; With Rifle, starting on either end, engage the targets in a 1-8-1 Sweep.
With Pistols, shoot the same as Rifle instructions.
With Shotgun, engage Shotgun targets until down.

Notes: Pistols must be shot from between posts. Shotgun must be shot from left side of the left post.


