## STAGE 1



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

## "Get moving!"

At the beep shooter will engage the targets as follows; With Rifle, engage targets in a Regressive Sweep starting on either end. 4 shots on $1^{\text {st }}$ target, 3 shots on $2^{\text {nd }}$ target, 2 shots on $3^{\text {rd }}$ target $\& 1$ shot on $4^{\text {th }}$ target.
With Pistols, shoot the same as the Rifle 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.


## STAGE 2 THE CALAMITY CAFE

There are 5 openings numbered $1-5$, left to right Pistols:10 Holstered/Rifle:10, on Bar/Shotgun: 4+, on Bar

Gun order shooters choice ~ Rifle cannot be last
Shooter must shoot through at least 3 openings.
Starting with Hands on Hat shooter says,

## "You have my word!"

At the beep shooter will engage the targets as follows;
With Pistols, put at least 1 shot on every target in any order for a total of 10 rounds.
With Rifle, shoot the same as the Pistol instructions.
With Shotgun, Knock down all 4 Shotgun targets.

Note: Shooter must shoot through at least 3 openings. Shotgun misses must be made up from where engaged.


# STAGE 3  

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 Shooter must shoot through all 4 openings Starting with One Hand on Table of choice shooter says,

## "Anybody else?"

At the beep shooter will engage the targets as follows;
With Pistols, engage the targets in a
Double Tap Nevada Sweep starting on either end.
With Rifle, shoot the same as the Pistol instructions.
With Shotgun, engage Shotgun targets until down.
Notes: Shooter must shoot through all 4 openings
Shotgun misses must be made up from where engaged.


## STAGE 4 SPREDY GOMZALES CORRALS

Pistols:10, Holstered
Rifle:10, on Table
Shotgun: 2+ on Table
Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on Gun(s) of choice shooter says,

## "Too quiet!"

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.
With Rifle, shoot the same as Pistol instructions.
With Shotgun, engage Shotgun targets until down.
Note: This is a Stand \& Deliver Stage


## STAGE 5 GENES MERCANTLLE

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

## "All right Doc!"

At the beep shooter will engage the targets as follows;
With Rifle, shoot each Bottom Target 3 times each then Single Tap Sweep all 4 targets starting on either top target.

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 

Pistols:10, Holstered<br>Rifle:10, Right Table<br>Shotgun: 4+ Left Table

Gun order shooters choice ~ Rifle cannot be last
Starting with One Hand on Table of choice shooter says,

## "We ain't finished yet!"

At the beep shooter will engage the targets as follows;
With Rifle, engage the targets in a Nevada Sweep starting on either end then

Dump 5 shots on any target
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.


