

Stage # 1

“Hit ‘em right between the eyes”



14 Pistol, 8 Rifle, 8 Shotgun

Staging Rifle loaded with 8 rounds staged safely
Pistols loaded with up to 7 rounds holstered
Shotgun loaded up to 6 rounds, staged anywhere safely

Starting position; Standing anywhere at the ready (not touching guns or ammo) When ready shooter may indicate ready by saying “**Hit ‘em right between the eyes?”** rifle cannot be last

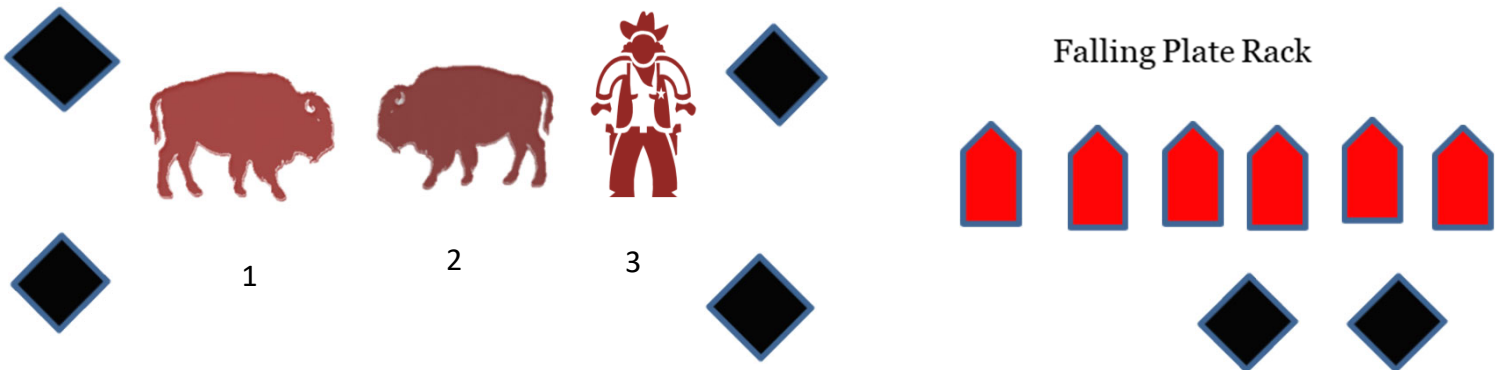
ATB:

Shooters Choice;

Pistols; at position 1, double tap target 1,2,3 and engage one knockdown, any order. repeat instructions using another knockdown

Rifle; at position 1 double tap target 1,2,3 and two remaining knockdown any order.

Shotgun; at position 2, Knock down the 8 shotgun targets in any order.



Position 1



Position 2

Stage # 2



Come out and play

21 Pistol, 8 Rifle, 0 Shotgun

Staging Rifle loaded with 8 rounds staged at position 2
Pistol loaded with up to 7 rounds holstered
Shotgun not used

Starting position; Standing with hands on hat or head, shooter may indicate ready by saying, “**come out and play!**”

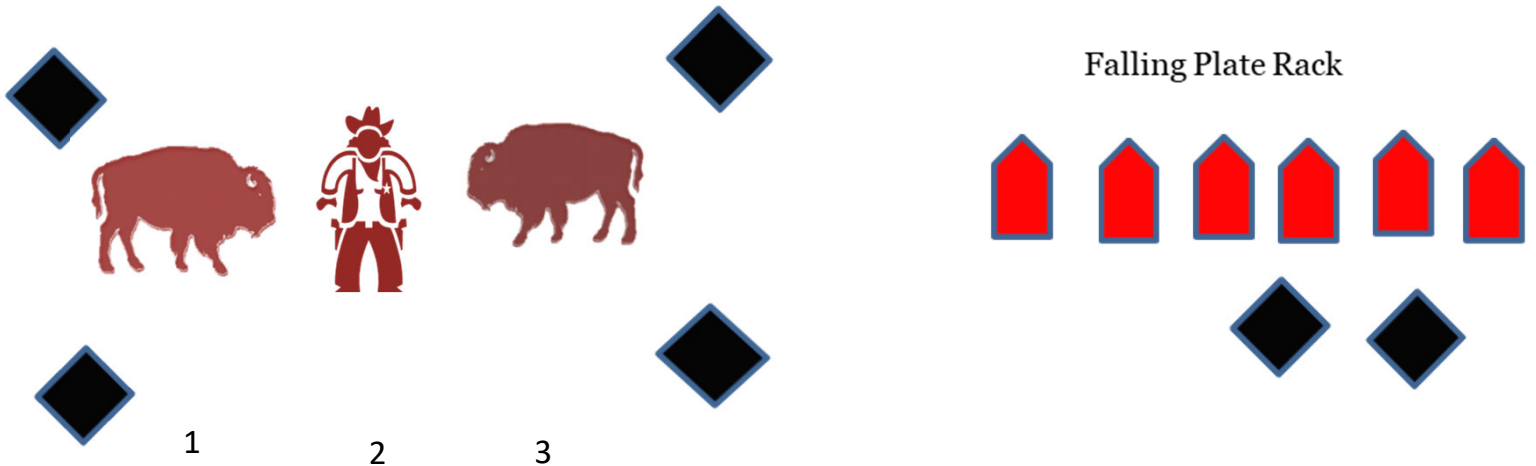
ATB:

start behind position 2

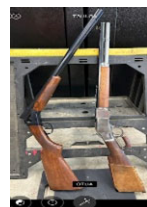
Rifle: at position 2, knockdown plate rack and two knockdowns below

Pistols; at position 1, double tap target 2, triple tap target 1, engage both knockdowns on left, then double tap target 2 triple tag target 3 and engage two knockdowns on right. Then double tap target 2, Nevada sweep target, 1,2,3,2,1

Shotgun; 0



Position 1



Position 2

Stage # 3



Slim Pickens does the right thing and rides the bomb to hell

21 Pistol, 7 Rifle, 6 Shotgun

Staging anywhere safely, pistol holstered

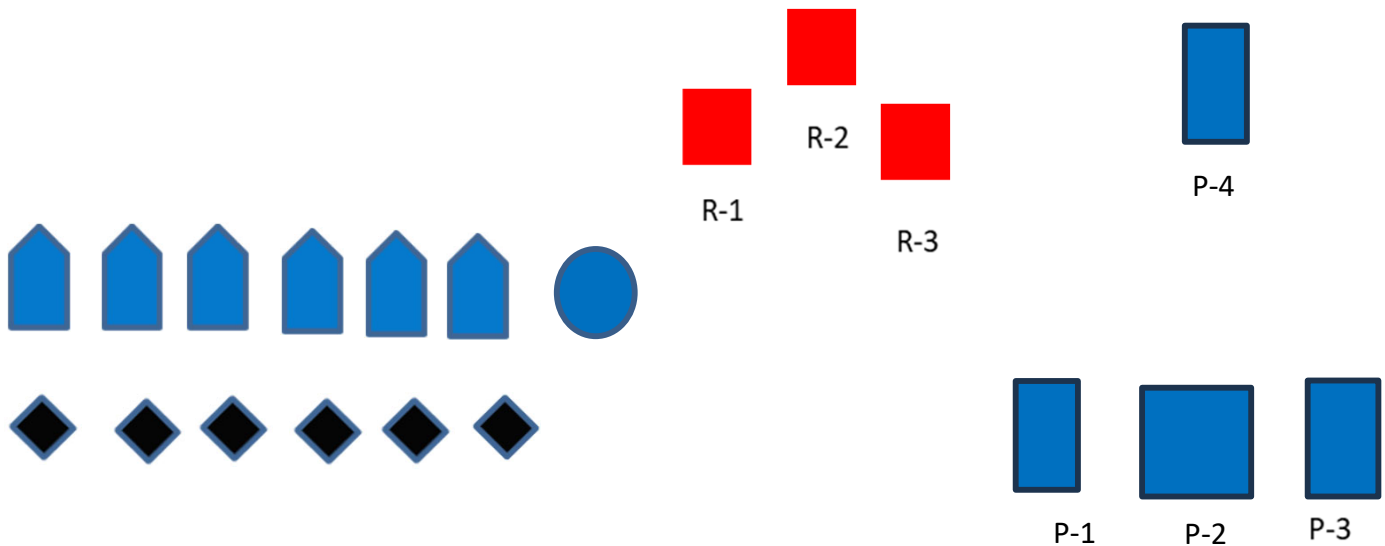
Starting position: Shooter starts standing behind a position first firearm in hand(s)
When ready shooter may indicate ready by saying **“Riding on a missile with a Cowboy hat!”**

ATB:

Shotgun at position 1 engage 6 shotgun targets,

Rifle at position 1 engage R1,R2,R3 in a Nevada sweep starting on either end for 7 round, rifle cannot be last

Pistol at position 1 engage plate rack and circle any order, at position 2 engage targets in this order 1-1,4,2-2,4,3-3,4,2-2,4,1-1



Position 1



Position 2

Stage # 4

Staring at the Sun



21 Pistol, 10 Rifle, 6 Shotgun

Staging anywhere safely, pistol holstered

Starting position: Shooter starts standing behind a position with both hands touching hat or head. When ready shooter may indicate ready by saying “dodging bullets while trying to find your way” can be shot starting with any firearm

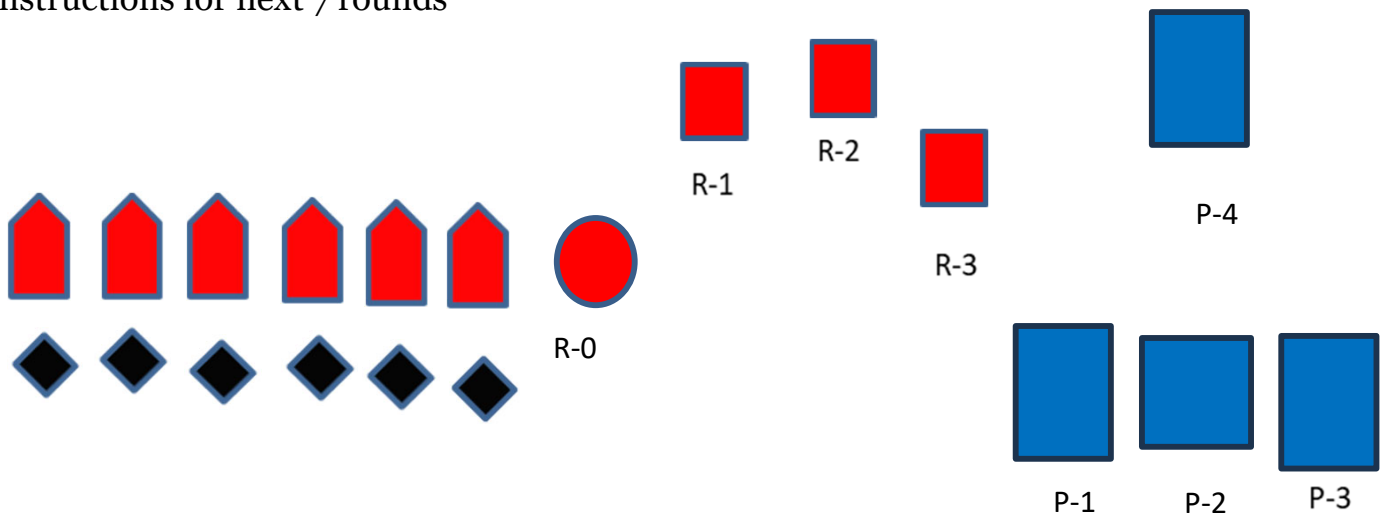
ATB:

Shotgun at position 1 engage 6 shotgun

Rifle at position 1 engage knockdown rack and R0,R1,R2,R3 for a total of 10 rounds, any order, rifle cannot be last

Pistol anywhere from position 1-2, any order, triple tap R2, double tap R1 and R3 for 7 rounds

Triple tap P4, double tap P1 or P3, single tap remaining P targets for 7 rounds, repeat instructions for next 7 rounds



Position 1



Position 2



Stage # 5

Gone Away



21 Pistol, 7 Rifle, 6 Shotgun

Staging: anywhere safely, pistol holstered

Starting position; Standing behind position1, shotgun in hands, when ready shooter may indicate ready by saying: **“Maybe in another life, I could find you there.”**

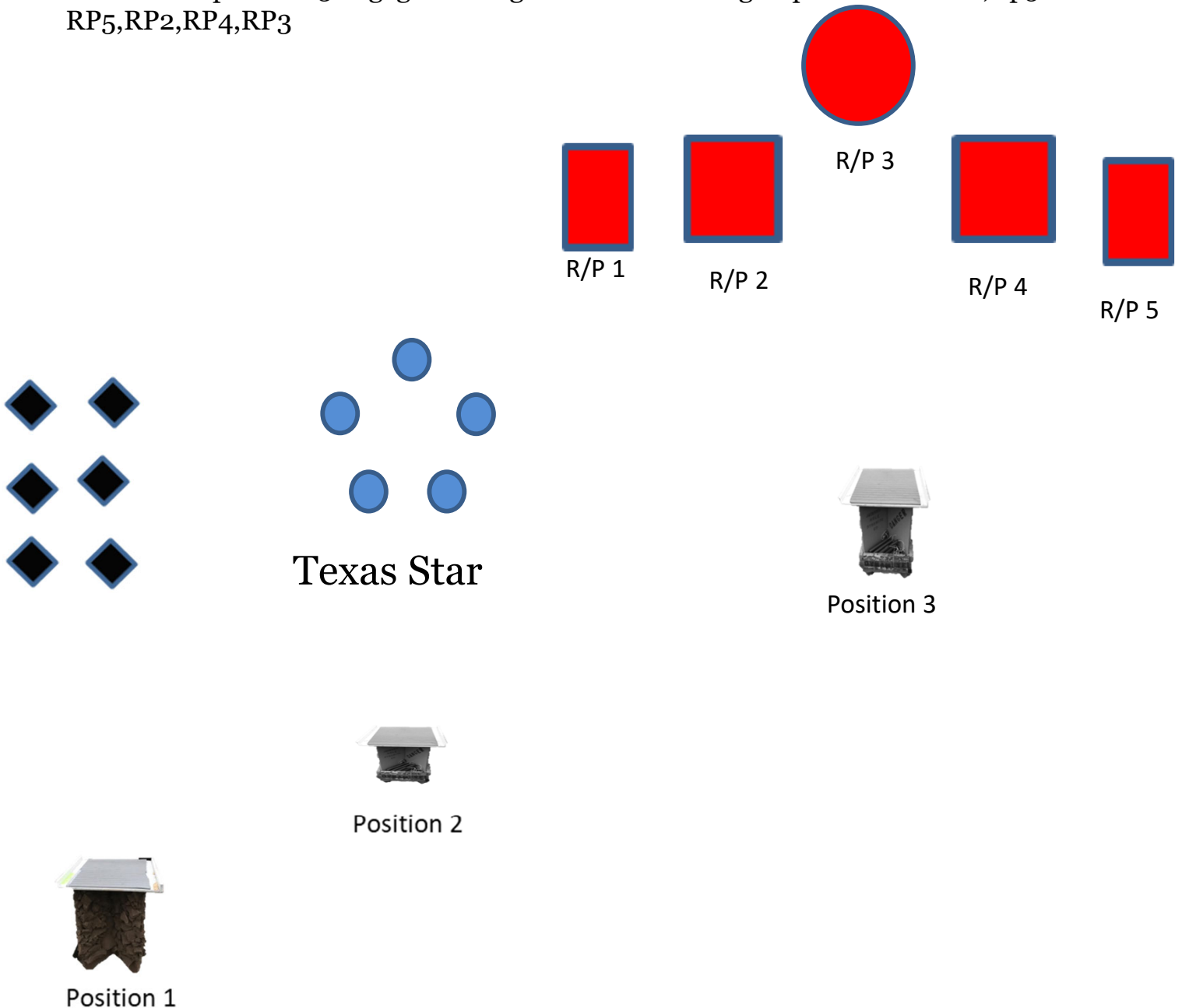
ATB

Shotgun engage the 6 targets

Pistol from position 2 engage the Texas star until down, then remaining on R/P-1.

From position 3, RP1-RP1, RP5-RP-5, RP2, RP4, RP3, then Reverse, RP3, RP2, RP4, RP5-RP5, RP1-RP-1

Rifle from position 3 engage the targets in the following sequence RP1-RP1,Rp5-RP5,RP2,RP4,RP3





Stage # 6

Gotta Get Away

14 or 21 *Pistol*, 7 or 0 *Rifle*, 6 *Shotgun*

Staging: Rifle if used and shotgun anywhere safely, pistol holstered

Starting position; Standing behind position 1 default, when ready shooter may indicate ready by saying: “**Life is like riddle and I’m really stumped.**”

ATB

Shotgun at position 1 engage the 6 targets

Pistol at position 2, engage Texas star until down, remaining on R/P 1

At position 3 engage the targets in the following sequence triple tap target 3, then single tap target 2, 1, 4, 5, repeat instructions with pistol or **Rifle**

