Stage # 1 Ranger Mary's Revenge



21 Pistol, 10 Rifle, 6 Shotgun

Staging Rifle loaded with 10 rounds staged safely

Pistol loaded with 7 rds. holstered

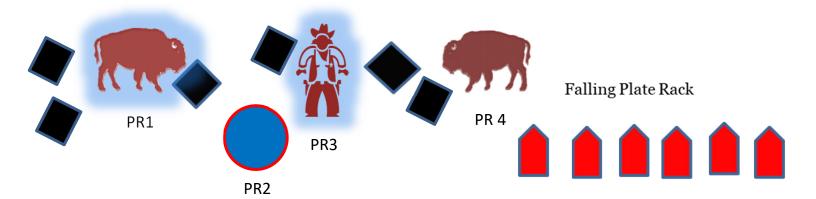
Shotgun loaded up to 6 rounds staged anywhere safely

Starting position; Standing anywhere at the ready (not touching guns or ammo) shooter may indicate ready by saying " **I saw that**" rifle **CAN** be last

ATB: Rifle at position 2: knockdown 6 targets on rack and PR1,PR2,PR3,PR4 any order

Pistol at position 1: first 7 rounds,3,2,1,1 sweep from either end. Repeat with next 7 rounds from opposite end **then** triple tap circle and single tap sweep PR1,2,3,4 from either end

Shotgun at position 1: knock down 6 shotgun targets any order, then any rifle knockdowns targets can be made up with shotgun





Position 1



Position 2

Stage # 2 Axeman Marks' Secret



14 Pistol, 10+1 Rifle, 6 Shotgun

Staging Rifle loaded with 10 rounds staged safely

Pistol loaded with 7 rds. holstered

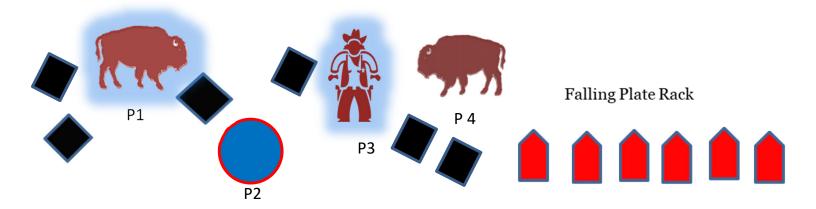
Shotgun loaded with up to six rounds staged anywhere safely

Starting position; Standing anywhere hands on hat, shooter may indicate ready by saying "**Spill the Tea**" rifle **CAN** be last

ATB: Rifle at position 2: alternate between plate rack and P4 for 10 rounds start on rack, then reload 1

Pistol at position 1: continuous double tap Nevada sweep targets from either end, repeat for 14 rounds

Shotgun at position 1 or 2: knock down 6 shotgun targets any order





Position 1



Position 2

Stage#3



Charley Horse's Pain

28 Pistol, 10 Rifle, 6 Shotgun

Staging anywhere safely, pistol holstered

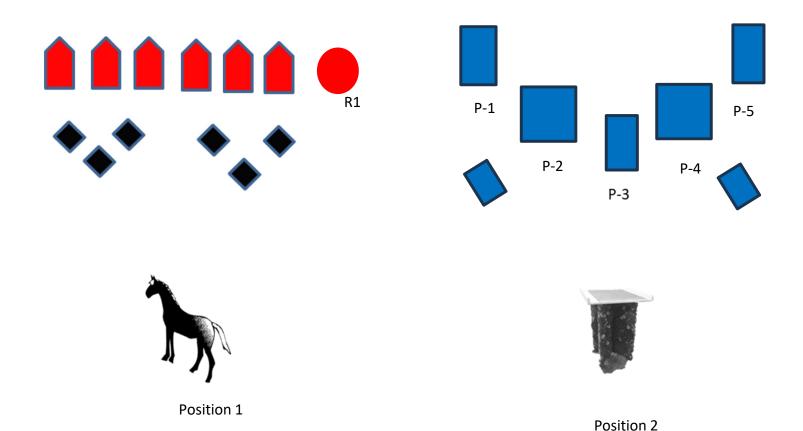
Starting position: Shooter starts standing behind a position, surrender position. When ready shooter may indicate ready by saying **"Ouch!"**

ATB:

Rifle at position 1, 10 rounds to knock down 6 targets on rack, any remaining rounds dump on R1, misses on R1 are a miss. rifle can be last

Pistol at position 2, engage P targets in a 1,2,3,3,3,4,5 sweep starting from either end, then repeat from other end. Then engage 1 knockdown and double tap target 2,3,4, repeat instructions with other knockdown and target 4,3,2

Shotgun at position 1 engage 6 s/g targets and any remaining plate rack targets



Stage # 4



Deacon B's situation

7+ or 14+ Pistol, 10 Rifle, 0 or 6 Shotgun

Staging anywhere safely, pistol holstered

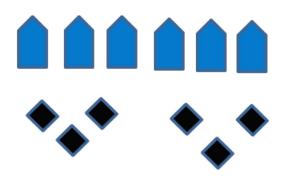
Starting position: Shooter starts standing behind a position, first firearm in hand(s). When ready shooter may indicate ready by saying "almost done"

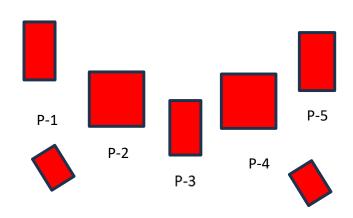
ATB:

Rifle at position 2, engage knockdowns and all targets any order, double tap rectangles. Rifle can be last

Pistol at position 1, engage knockdown rack until down. Use as many rounds as needed until down minimum 7 rounds. *Optional* to use pistol on shotgun targets, engage knockdown shotgun targets until down use as many rounds as needed 7 round minimum. Any rounds after 14 shoot into berm Make pistol safe

Shotgun *optiona*l at position 1 knockdown 6 shotgun targets









Position 2



Stage # 5Prickly Pear's rules

21 Pistol, 10 Rifle, 6 Shotgun

Staging: anywhere safely, pistol holstered

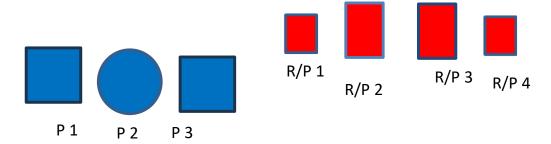
Starting position; Standing behind position 1, hands on holstered pistol butt, when ready shooter may indicate ready by saying: "**one law at a time**"

ATB

Shotgun from position 1, knock down 6 shotgun targets, 3 from each side of the Cactus **Rifle** from position 2, Lawrence welk sweep targets

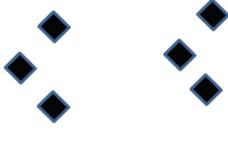
Pistol from position 2, alternate between R/P1 and R/P2 for 7 rounds then R/P3 and R/P 4 for 7 rounds start on either target

Move to position 3 and Nevada sweep, start on either end





Position 3







Position 1



Stage # 6

Quaker Kid's Smoke

14 Pistol, 10 Rifle, 6 Shotgun

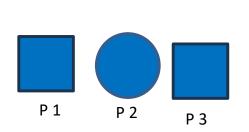
Staging: anywhere safely, pistol holstered

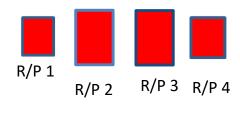
Starting position; Standing behind position 1, hands on hips, when ready shooter may

indicate ready by saying: "Burn one"

ATB

Shotgun from position 1, knock down 6 shotgun targets, 3 per side of cactus **Rifle** from position 2, with 10 rounds, 1,4,4,1,sweep from either end **Pistol** from position 2; sweep all the targets, red and blue Move to position 3, repeat instructions for next 7 rounds

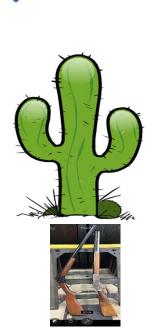






Position 3





Position 1