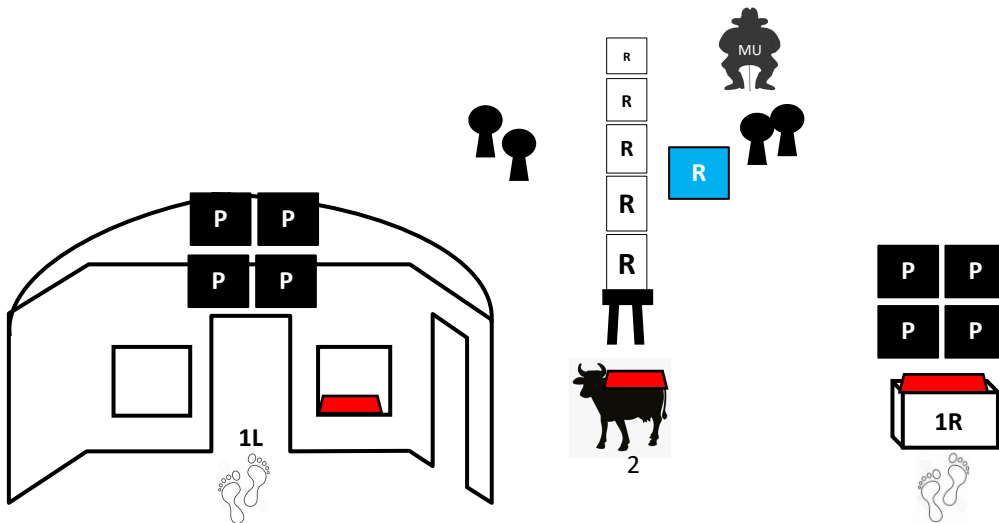


# STAGE 1 BAY 4



**10 PISTOL - 10 RIFLE - 4+ SHOTGUN**

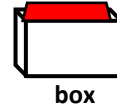
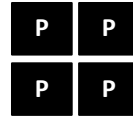
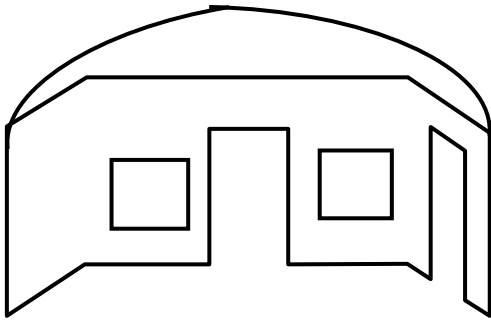
**STAGING:** PISTOLS HOLSTERED - RIFLE AND SHOTGUN STAGED SAFELY

**SEQUENCE:** PISTOLS THEN RIFLE THEN SHOTGUN

**START:** AT POSITION 1 LEFT OR 1 RIGHT AT THE READY BUT NOT TOUCHING GUNS OR AMMO

**ATB:** AT POSITION 1L OR 1R WITH PISTOLS DOUBLE TAP TOP TARGET THEN TRIPLE TAP BOTTOM TARGET. REPEAT FOR OTHER SET OF TARGETS. AT POSITION 2 WITH RIFLE FOR 5 ROUNDS SHOOT TOMBSTONE RACK PLATES TILL DOWN. SHOOT ROUNDS SHOTS ON BLUE RIFLE TARGET. AT POSITION 2 WITH SHOTGUN SHOOT 4 KD'S TILL DOWN. THEN WITH SHOTGUN SHOOT MAKE UP TARGET ONCE FOR EACH STANDING TOMBSTONE PLATE . ANY PLATES STILL STANDING AND NOT MADE UP ARE COUNTED AS MISSES. ANY MISSES ON STATIC TARGETS ARE MISSES.

# STAGE 2 BAY 4



box

**10 PISTOL - 10 RIFLE - 4+ SHOTGUN**

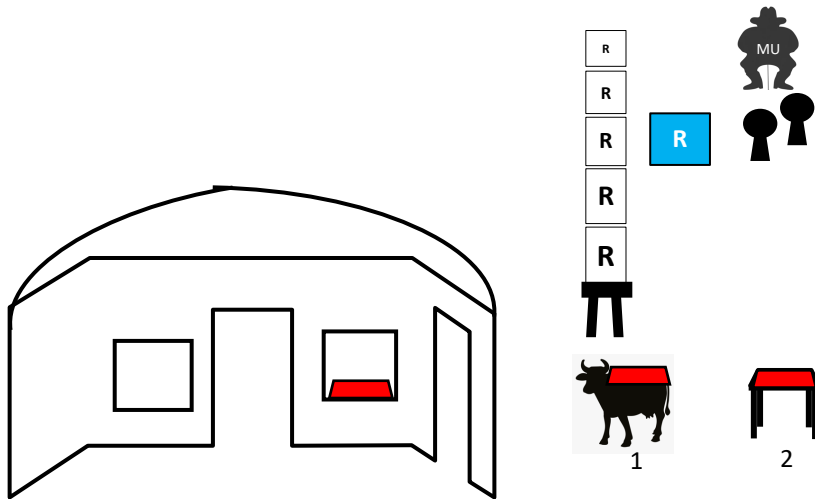
**STAGING:** PISTOLS HOLSTERED - RIFLE AND SHOTGUN STAGED SAFELY

**SEQUENCE:** SHOOTER'S CHOICE, RIFLE MAY NOT BE LAST. NOTE: TOMBSTONE RACKS AND MAKE UP TARGET ARE NOT IN PLAY.

**START:** AT BOX WITH GUN OR GUNS OF CHOICE IN HAND(S) WITH MUZZLE(S) TOUCHING THE BOX TOP.

**ATB:** WITH SHOTGUN SHOOT 4 KD'S TILL DOWN. WITH RIFLE DOUBLE TAP ALTERNATE BETWEEN THE 2 RIFLE TARGETS FOR 10 ROUNDS. WITH PISTOLS DOUBLE TAP ALTERNATE BETWEEN ANY 2 PISTOL TARGETS FOR 10 ROUNDS

# STAGE 3 BAY 4



**5 PISTOL - 10 RIFLE - 2+ SHOTGUN**

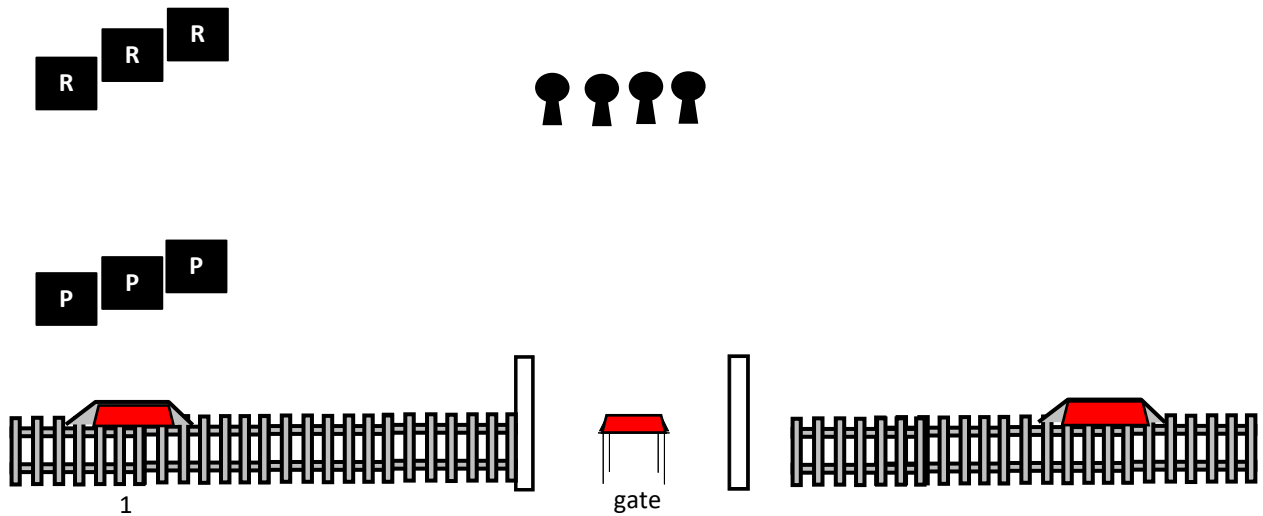
**STAGING:** PISTOLS HOLSTERED - RIFLE AND SHOTGUN STAGED SAFELY

**SEQUENCE:** RIFLE FIRST

**START:** AT POSITION 1 AT THE READY BUT NOT TOUCHING GUNS OR AMMO

**ATB:** AT POSITION 1 WITH RIFLE SHOOT A TOMBSTONE THEN SINGLE TAP BLUE TARGET. REPEAT FOR REMAINING 8 SHOTS. AT POSITION 2 WITH SHOTGUN SHOOT 2 KD'S UNTIL DOWN. WITH PISTOLS SHOOT MAKE UP TARGET 5 TIMES. MAKE UP ANY STANDING PLATES BY SHOOTING M/U TGT EQUAL # OF TIMES WITH SHOTGUN

# STAGE 4 BAY 5



**10 PISTOL - 10 RIFLE - 4+ SHOTGUN**

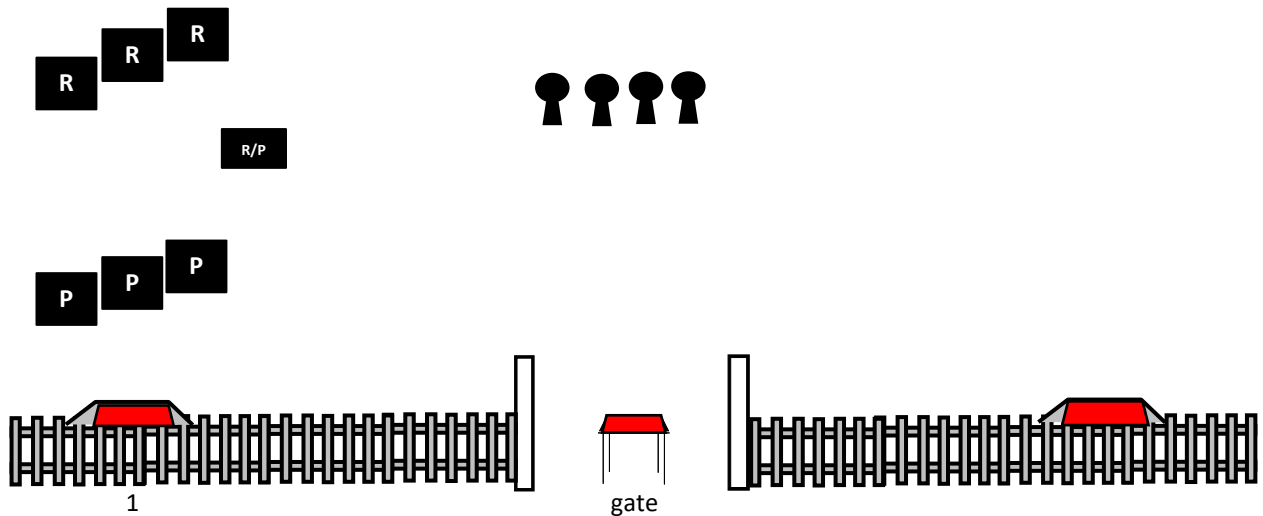
**STAGING:** PISTOLS HOLSTERED. RIFLE AND SHOTGUN STAGED SAFELY

**SEQUENCE:** RIFLE MAY NOT BE LAST. COMMON TARGET IS NOT IN USE.

**START:** AT POSITION OF YOUR CHOICE AT STARTING STANCE OF YOUR CHOICE.

**ATB:** AT POSITION 1 WITH PISTOL(S) SWEEP TARGETS 3-4-3 FROM EITHER END. SHOOT RIFLE USING SAME INSTRUCTIONS. WITH SHOTGUN AT GATE SHOOT 4 KD'S TILL DOWN.

# STAGE 5 BAY 5



**10 PISTOL - 10 RIFLE - 4+ SHOTGUN**

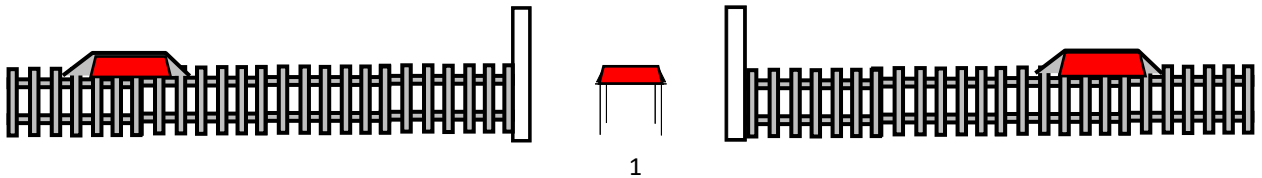
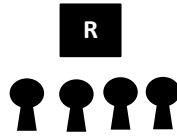
**STAGING: PISTOLS HOLSTERED. RIFLE AND SHOTGUN STAGED SAFELY**

**SEQUENCE: RIFLE MAY NOT BE LAST**

**START: AT THE READY BUT NOT TOUCHING GUNS OR AMMO AT POSITION OF CHOICE**

**ATB: AT POSITION 1 WITH PISTOL(S) SHOOT 3 PISTOL TARGETS AND COMMON TARGET IN A LAURENCE WELK SWEEP STARTING FROM EITHER END. WITH RIFLE AT POSITION 1 SHOOT SAME INSTRUCTIONS AS PISTOLS BUT USING RIFLE TARGETS. AT GATE SHOOT 4 KD'S TILL DOWN.**

# STAGE 6 BAY 5



**10 PISTOL - 10 RIFLE - 4+ SHOTGUN**

**STAGING: PISTOLS HOLSTERED. RIFLE AND SHOTGUN STAGED SAFELY**

**SEQUENCE: LAST STAGE – WHO CARES**

**START: AT THE READY BUT NOT TOUCHING GUNS OR AMMO AT POSITION 1**

**ATB: AT POSITION 1 WITH RIFLE, SHOTGUN AND PISTOLS SHOOT 1 TARGET AND 4 KD'S FOR A TOTAL OF 24 ROUNDS. STATIC PLATE MISSES AND STANDING KD'S ARE ALL MISSES.**