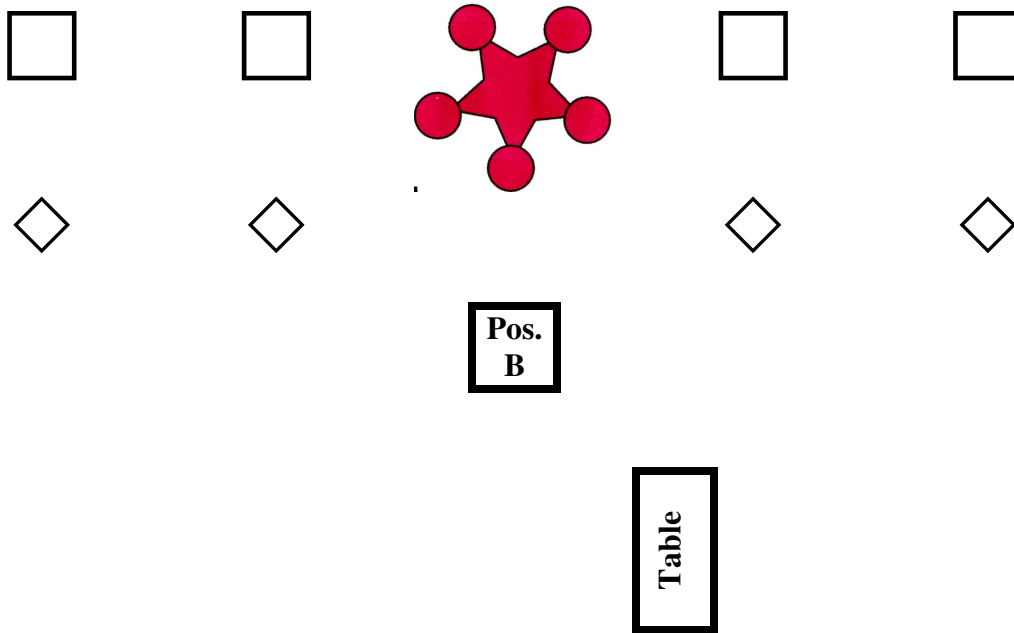


## STAGE 1, LANE 1

10 Rifle  
10 Pistol  
4+ Shotgun



Rifle is loaded with 10 rounds, hdoc, in hand. Shotgun is aoe on the table. Pistols are loaded with 5 rounds each, holstered.

Shooter starts at the table with rifle in hand. When ready shooter says, “My choice is ...” and announce “plates” or “star”.

At the buzzer, engage as follows:

If the **star** is chosen, knock plates off star and dump remaining rounds on any or all plates.

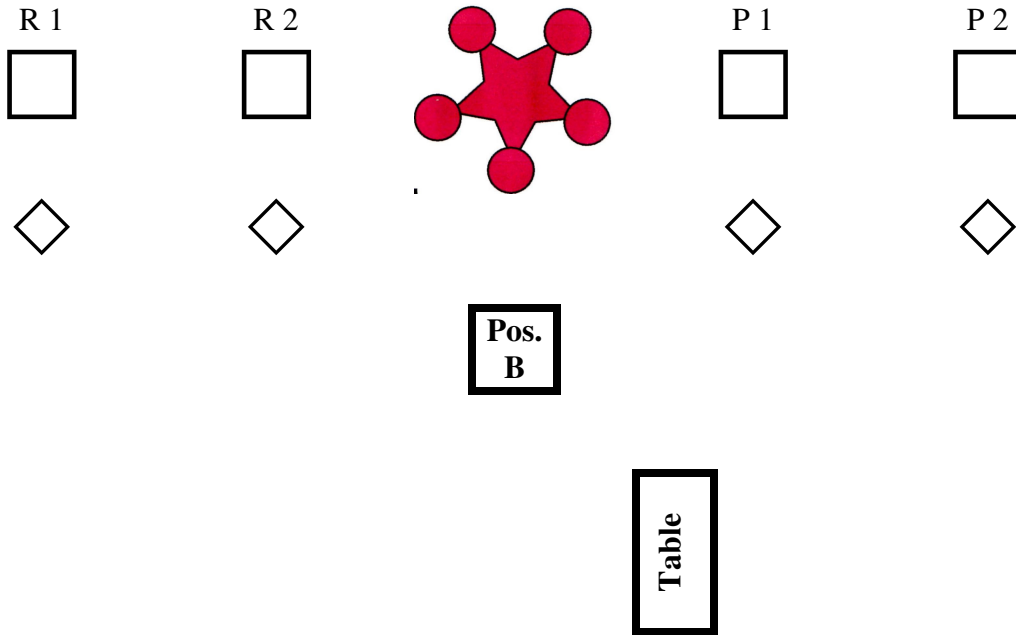
If **plates** are chosen, Nevada sweep the 4 plates in either direction.

Place rifle on table and pick up shotgun. Engage shotgun targets in any order, must kill. Put shotgun back on the table and move to Position B. With pistols, shoot any remaining plates off the star if star was chosen, then continuous Nevada sweep plates. If plates were chosen, shoot a continuous Nevada sweep of the 4 plates.

**ANY REMAINING PLATES ON THE STAR ARE MISSES.  
CHOSING STAR IS AN AUTOMATIC 5 SECOND BONUS.**

## STAGE 2, LANE 1

10 Rifle  
10 Pistol  
4+ Shotgun

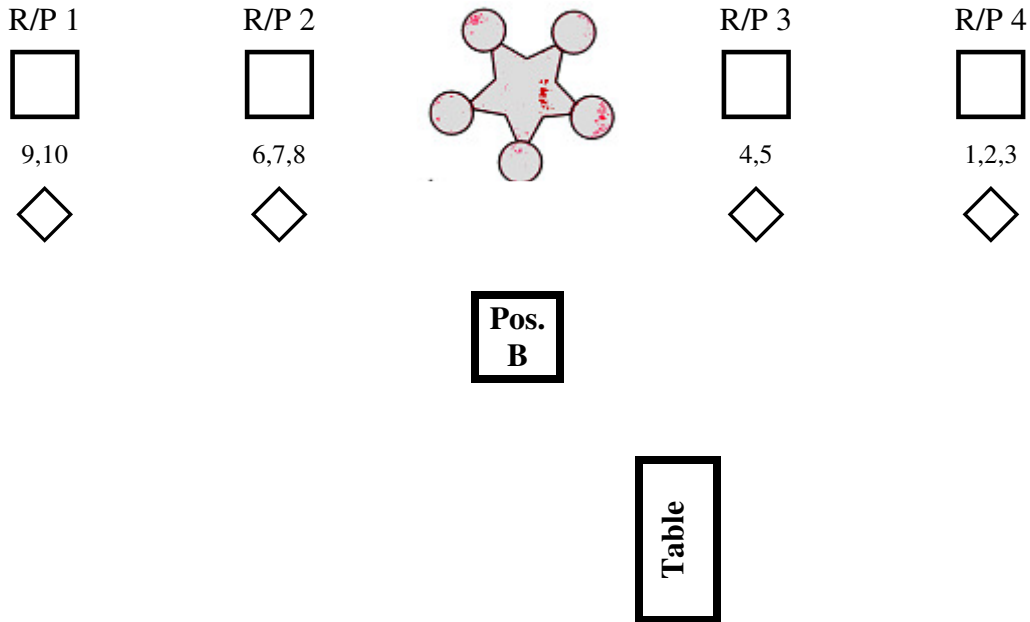


Rifle is loaded with 10 rounds, hdoec, held at cowboy port arms. Shotgun is staged on the table, aoe. Pistols are loaded with 5 rounds each, holstered.

Shooter starts standing at the table with the rifle held at cowboy port arms. When ready say, **“That star don’t scare me none!”** At the buzzer, begin on the star and alternate between the star and R1 and R2 for 10 rounds. Put the rifle on the table and pick up your shotgun. Shoot the shotgun targets like this: S1, S4, S2, S3. Put the shotgun back on the table and move to Pos. B. With your pistols, knock off any plates left on the star. Then alternate with all remaining shots on P1 and P2. Any plates left are misses.

### STAGE 3, LANE 1

10 Rifle  
10 Pistol  
4+ Shotgun

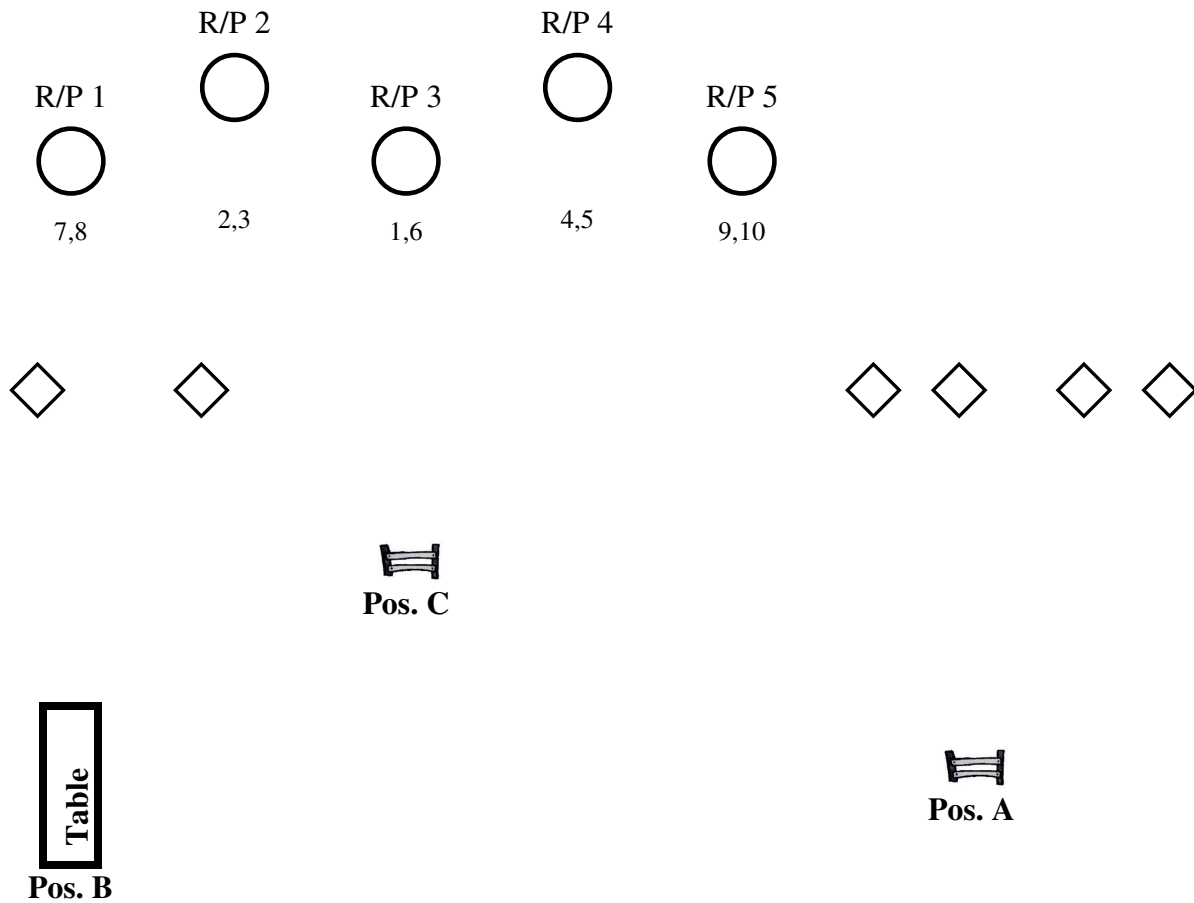


Rifle is loaded with 10 rounds, hdoec, staged on the table. Shotgun is staged on the table, aoe. Pistols are loaded with 5 rounds each, holstered.

Shooter starts standing behind the table, hands on pistol butts. When ready say, **“Head ‘em up, move ‘em out.”** At the buzzer, shooter can chose to shoot the rifle or shotgun. With the shotgun, knockdown the 4 targets, right to left, must kill. With the rifle, shoot R4, R4, R4, R3, R3, R2, R2, R2, R1, R1. Restage both the shotgun and the rifle back on the table. Move to Pos. B. With your pistols, shoot the targets in the same order as the rifle.

## STAGE 4, LANE 2

10 Rifle  
10 Pistol  
6+ Shotgun

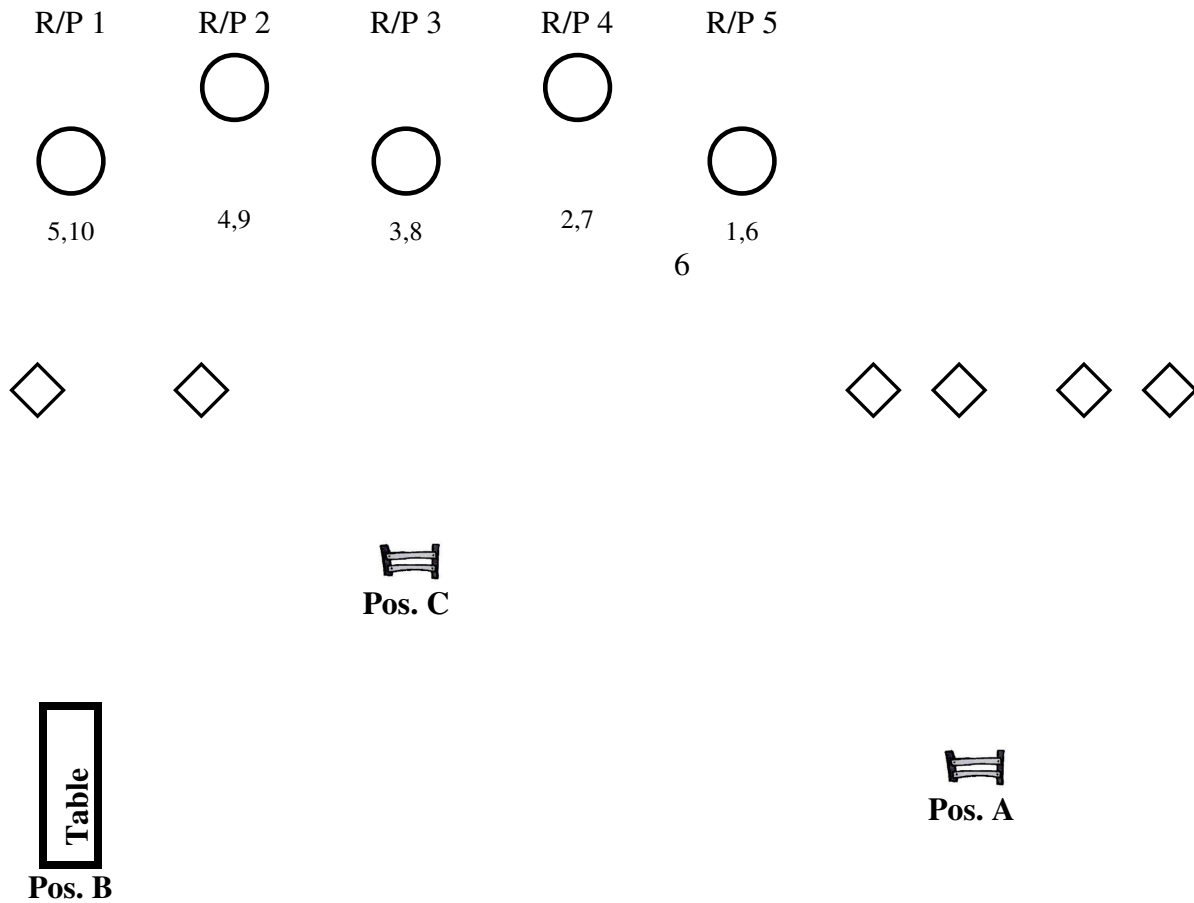


Rifle is loaded with 10 rounds, hdoec, staged on table at Pos. B. Shotgun, aoe, is held at cowboy port arms. Pistols are loaded with 5 rounds each, hdoec, holstered.

Shooter starts at Pos. A with the shotgun held at cowboy port arms. When ready shooter says, **“This is the end of the trail.”** At the buzzer engage 4 shotgun targets, any order, any direction, must kill. Then move safely to table at Pos. B and kill remaining 2 shotgun targets. Place shotgun on the table and pick up your rifle. Shoot at R/P targets 3,2,2,4,4,3,1,1,5,5. Put rifle back on table and move to Pos. C. Engage R/P targets with pistols in the same order as the rifle.

## STAGE 5, LANE 2

9 Rifle  
10 Pistol  
6+ Shotgun



Rifle is loaded with 10 rounds, hdoec, staged on the table at Pos. B. Shotgun, aoe, held at cowboy port arms. Pistols are loaded with 5 rounds each, hdoec, holstered.

Shooter starts standing at Pos. A with the shotgun held at cowboy port arms. When ready say, **“I ain’t got dyslexia!”** At the buzzer, shoot the 4 shotgun targets in front of you from the right. Move to the table at Pos. B and put shotgun down. Pick up the rifle and shoot 2 sweeps from the right. Put the rifle back on the table. With the shotgun, kill the remaining 2 targets, from the right. Move to Pos. C and shoot the pistol targets in the same order as the rifle.

STAGE 6, LANE 2

TEAM

SHOOT!!!