

STAGE 1: BARN

Round count: Shotgun:8 Pistol:6

STRING ONE

Start at P1 with shotgun at low ready.

Engage S1 with 2 rounds and then move to S1.

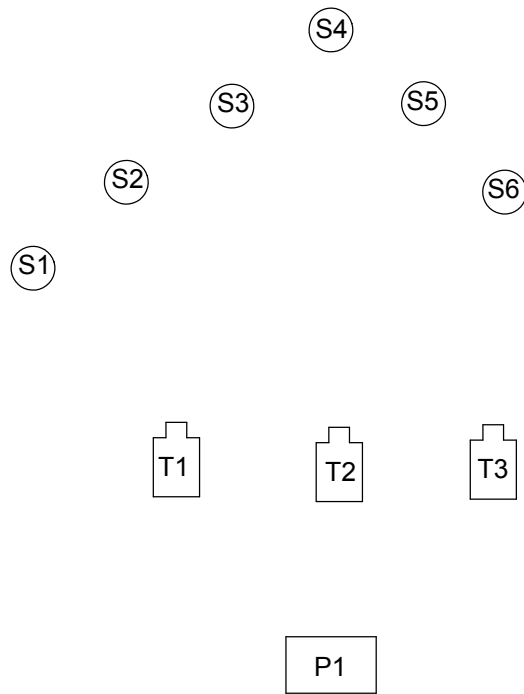
From S1 engage S2 with 2 rounds and then move to S2.

From S2 engage S3 with 2 rounds and then move to S3.

From S3 engage S4 with 2 rounds and then move to P2.

Table shotgun.

From P2 draw pistol and engage S5-S7 with 2 rounds each.



STAGE 2: BACKYARD

Round count: Shotgun:12 Pistol:9

STRING ONE

Start at P1 with shotgun at low ready.

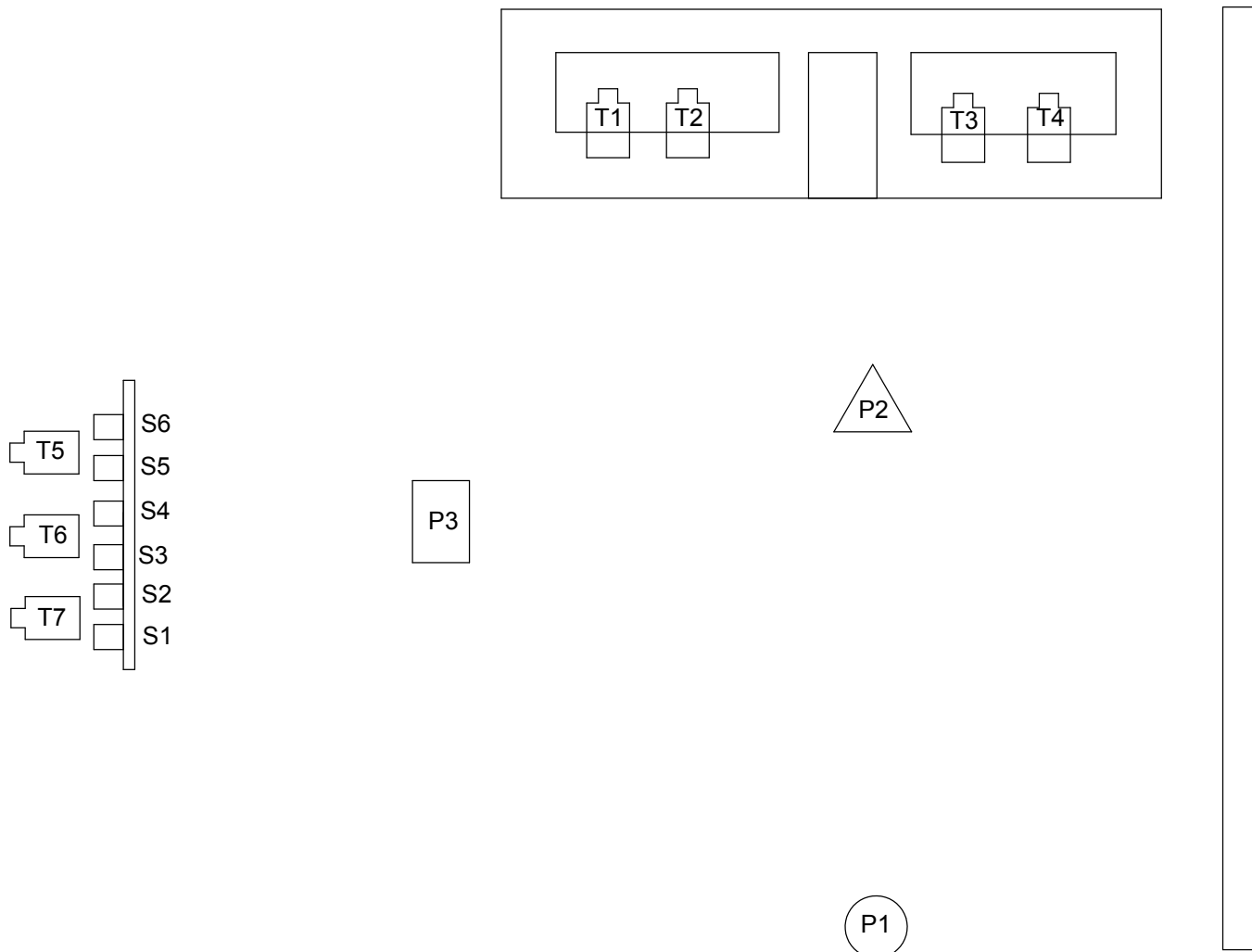
Engage S1 through S6 with 2 rounds each any order.

Table shotgun.

Draw pistol and engage T1 through T3 each with two rounds to body and one round to head. Any order.

NOTE: T1, T2, and T3 are considered non-threats while using the shotgun.

Any bb's on these targets will be scored as hits on a non-threat!

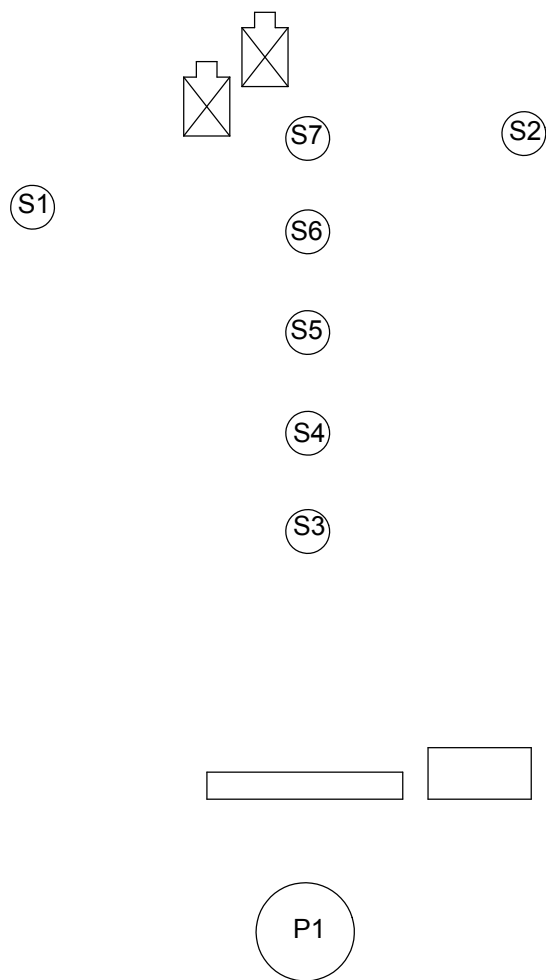


STAGE 3: CITY LIMITS
Round count: Rifle:7 Pistol:6

STRING ONE

Start at P1 with rifle at low ready.
Engage T1 through T4 with one round to each head.
Move to P2.
Engage T5 through T7 with one round to each head.
Move to P3.
Table rifle.
Draw pistol and engage S1 through S6. Targets must be knocked down!

NOTE: T5, T6, and T7 are considered non-threats after P2.
Any pistol rounds on these targets will be scored as hits on a non-threat!



STAGE 4: WALL
Round count: Shotgun:4 Pistol:10

STRING ONE

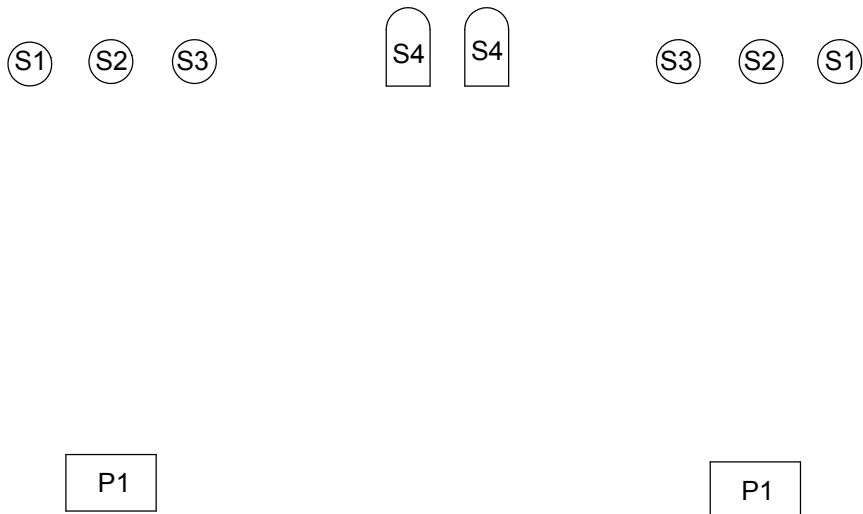
Start at P1 with shotgun at low ready.
Engage S1 from the left side of the wall with two rounds.
Move to the right side of the wall and engage S2 with two rounds.
Table shotgun.
Draw pistol and engage S3 through S7 with two rounds each.



STAGE 5: GULCH
Round count: Rifle:8 Pistol:5

STRING ONE

Start at P1 with rifle at low ready.
Engage T1 through T3 with two rounds each.
Engage S1 with two shots.
Table rifle.
Draw pistol and engage S2 through S6 with one round each. Move as needed.



STAGE 6: CORRAL 1
Round count: Shotgun:3 Pistol:1

THIS IS A MAN ON MAN STAGE. IT IS UNSCORED! ENJOY!

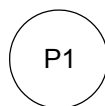
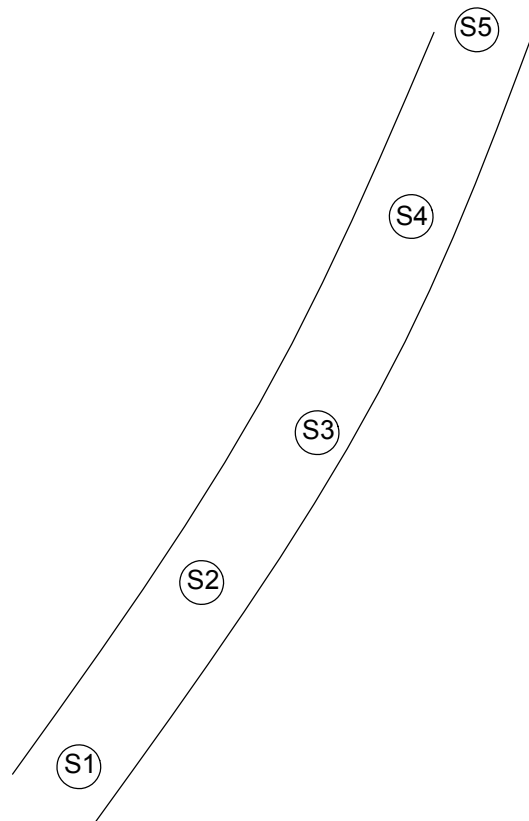
Start at P1 with shotgun at low ready. 3 rounds only!
At the sound of the buzzer, engage steel plates S1 through S3.
Retain shotgun.
Draw pistol and engage S4. Strong hand only.
First S4 to fall wins.



STAGE 7: CORRAL 2
Round count: Rifle:5 Pistol:5

STRING ONE
Start at P1 with rifle aimed at target.
Engage T1 when visible.
Best 5 shots scored.

STRING TWO
Start at P1 with pistol aimed at target.
Engage T2 when visible.
Best 5 shots scored.



STAGE 8: BACK 40
Round count: Rifle:12 Pistol:3

STRING ONE

Start at P1 with rifle at low ready.
Engage S1 through S6 with two rounds each.
Table rifle.
Draw pistol and engage T1 with two rounds to body and one round to head.