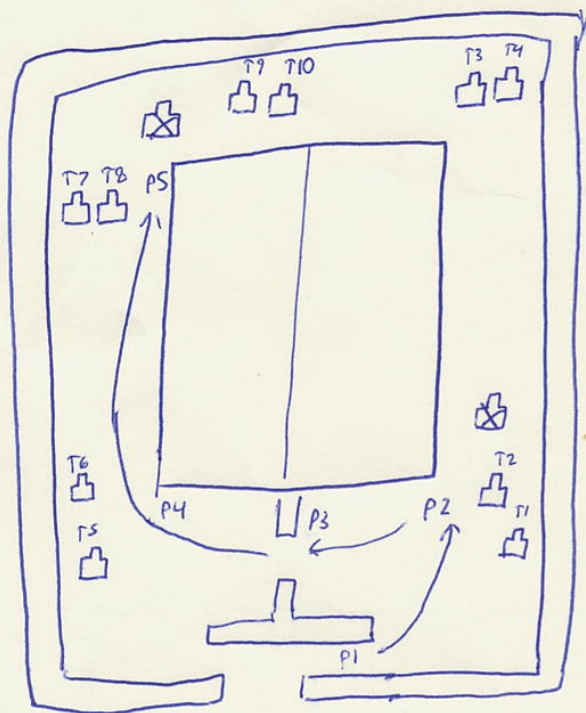


Stage 1 Shoot house

1 String

Vickers

Rifle 30



Standing at P1. Rifle loaded, Safety on, at low ready.

At signal engage T1-T10 3 times each. Use cover.

Stage 2 Backyard

2 Strings

Vickers

Pistol 18

Shotgun 18

Designed By Chris Knapp



String 1: Shotgun loaded, at low ready, pistol loaded, in holster.

At signal, open door, engage T1-T9 with one shot each from Shotgun. Place Shotgun (Pointing Downrange) on table. Draw Pistol. Engage T1-T9 with one shot each.

String 2: Same.

Stage 3 City Limits

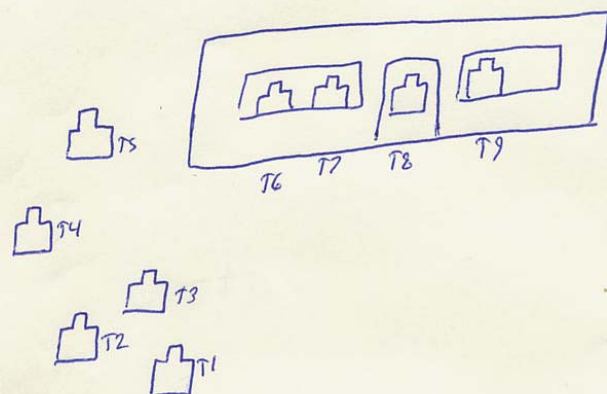
Designed By Chris Knapp

2 Strings

Rifle 20

Pistol 16

Limited Vickers



Prone - under table

String 1 - Start Prone under table. Rifle loaded with 10 rounds only. On Ground. Pistol loaded with 8 rounds only. On Ground. At signal engage T1-T9 with 2 shots each. Any order.

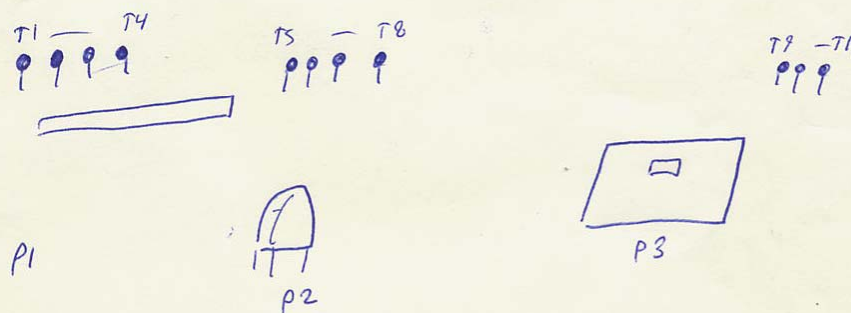
String 2 - Same

Stage 4 Runner

1 String

Vickers

Shotgun 22



String 1. Standing at P1. Shotgun loaded, at low ready. At signal, engage T1-T4 with 2 shots each. Proceed to P2. Engage T5-T8 with 2 shots each. Proceed to P3. Engage T9-T11 with 2 shots each. Reload as necessary.

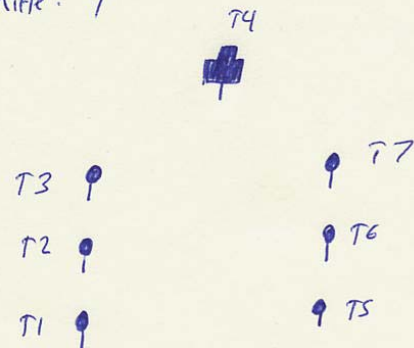
Stage 5 The Gulch

2 strings Designed By Chris Knapp

Vickers

Pistol: 14

Rifle: 9



String 1: Pistol loaded. In holster. At P1. At signal. Move to P2 & engage T1-T3 with 2 shots each. Move to P3 (shoot through hole) & engage T4 with 2 shots. Move to P4 & engage T5-T7 with 2 shots each.

String 2: Rifle loaded. Standing at P1. Move to P2 & engage T4 w/ 3 rnds. Move to P3 (through hole) & engage T4 w/ 3 rounds. Move to P4 & engage T4 w/ 3 rounds.

Stage 6 Corral 1

1 String

Vickers

Shotgun - or Shotgun & Pistol
22 variable



String 1: Standing at P1. Shotgun loaded - safety on - at low ready. Pistol loaded - in holster. At signal hit T1-T6 with 1 shot each. (must swing). Hit T7-T14 with 2 shots each. In any order.

Shooter may place shotgun on table (pointing downrange) at any time and transition to pistol. - or can reload shotgun as needed.

Stage 7

Corral 2

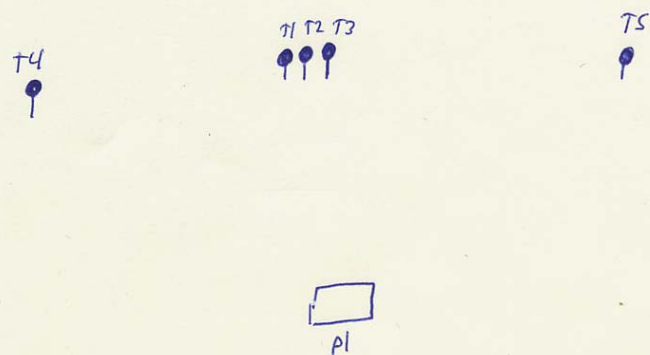
Vickers

3 Strings

Pistol 26

Shotgun 7

Designed By Chris Knapp



String 1: Shotgun loaded. at low ready. Safety on. Pistol loaded in holster. At signal Engage T4 & T5 with one shot each. Place Shotgun on table. Draw Pistol & engage T1-T3 with 2 Shots each

String 2: Shotgun at low ready. Engage T1-T5 with one shot each.

String 3: Pistol loaded. In holster. At signal engage T1-T5 with 2 shots each (any order) Reload & engage targets again. 2 shots each.

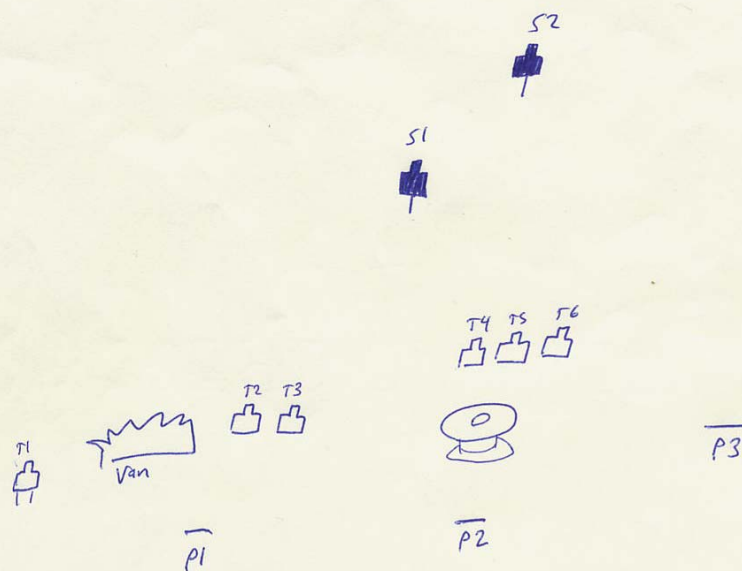
Stage 8 Back 40

Rifle 24

1 String

Vickers (limited round count)

(Shooter gets 30 shots maximum)



String 1: Standing at P1. Rifle loaded. At low ready. Engage T1-T3 with 2 shots each. Engage S1-S2 with 2 shots each. Move to P2. Engage T4-T6 with 2 shots each. Engage S1-S2 again with 2 shots each. Proceed to P3. Engage S1-S2 with 2 shots each.

Shooter gets 30 rounds total. So 1 magazine for most shooters. Shooters with lower capacity guns can reload. If You run out of ammo the stage is over - and misses are assessed.