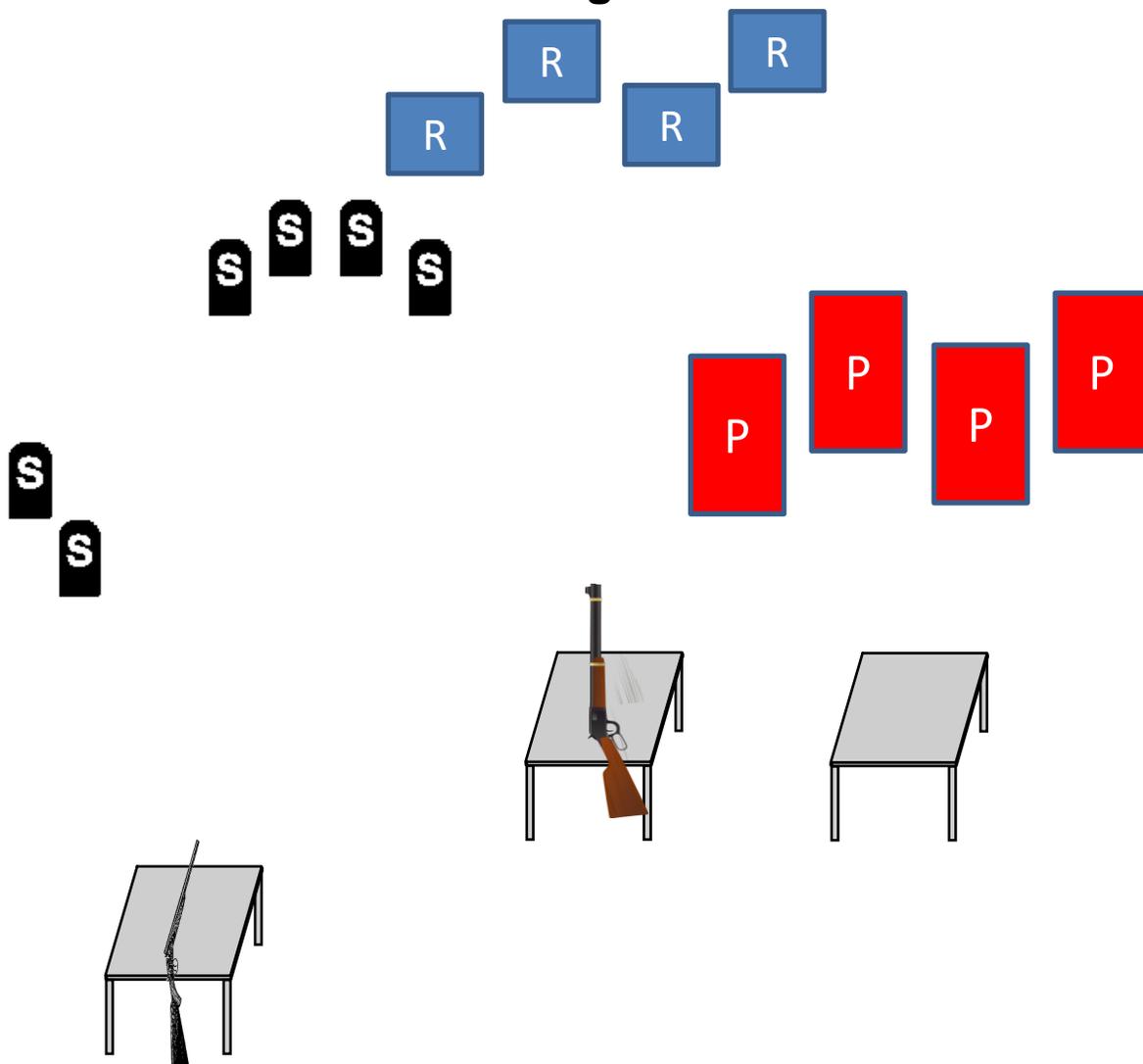


Stage 1



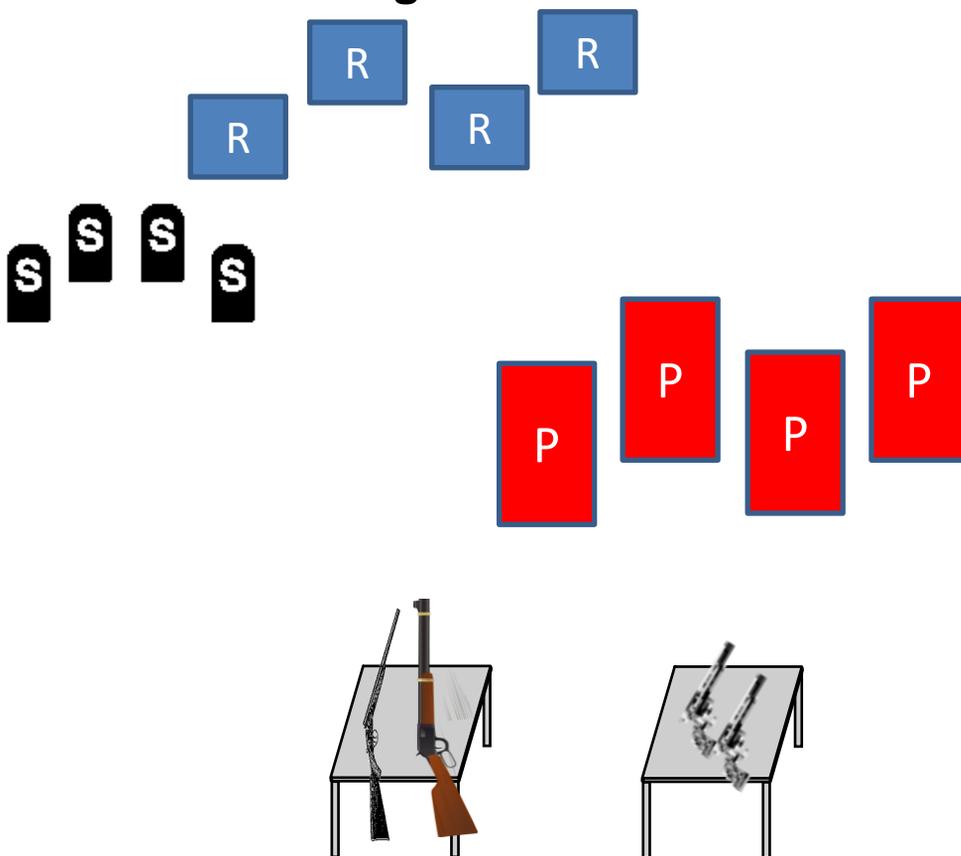
Rifle = 10, Pistols = 10, Shotgun = 6+

Staging: Pistols holstered, rifle staged on middle table and shotgun on left table. Start at left table, both hands on table, not touching the shotgun.

Line: You can kiss my rebel whatever!

ATB: With shotgun knock down the 2 shotgun targets at 1st position, move to middle table and knock down the 4 shotgun targets at that position. You must be close enough to stage shotgun on table prior to engaging the targets. With rifle engage the 4 rifle targets in a 10 round Nevada sweep starting on target of choice. Move to right table (one foot behind table) and engage the pistol targets per the rifle instructions.

Stage 2



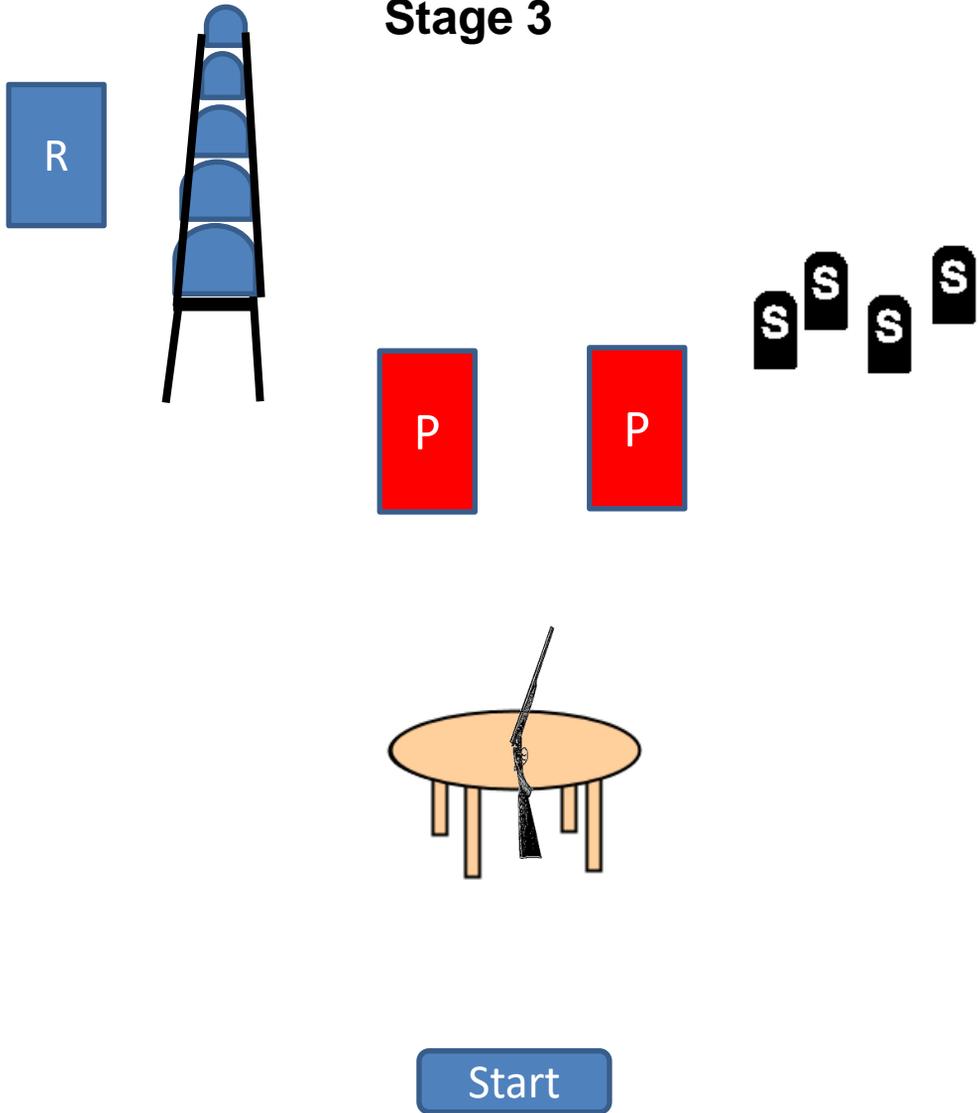
Rifle = 10, Pistols = 10, Shotgun = 4+

Staging: Pistols staged on right table, rifle and shotgun staged on left table. Start at either table, both hands on hat.

Line: I see trouble coming!

ATB: If starting at left table with shotgun knock down the 4 shotgun targets in any order. Next with rifle engage the rifle targets by first double tapping the two middle targets, then triple tap the two outer targets. Move to the right table, engage the pistol targets per the rifle instructions. After use, pistols may be returned to table or holstered.

Stage 3



Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle in hands, shotgun on table. Pistols are holstered. Start standing with one foot touching the start plate.

Line: Not happening!

ATB: With rifle, knock down the five plates and place any remaining rounds on the dump target. Only misses on the dump target or plates left standing count as misses. Make rifle safe on table. Shooter's choice of shotgun and pistols order. With pistols engage the 2 pistol targets in a 2-6-2 sweep starting on either end. With shotgun knock down the 4 shotgun targets in any order.

Stage 4



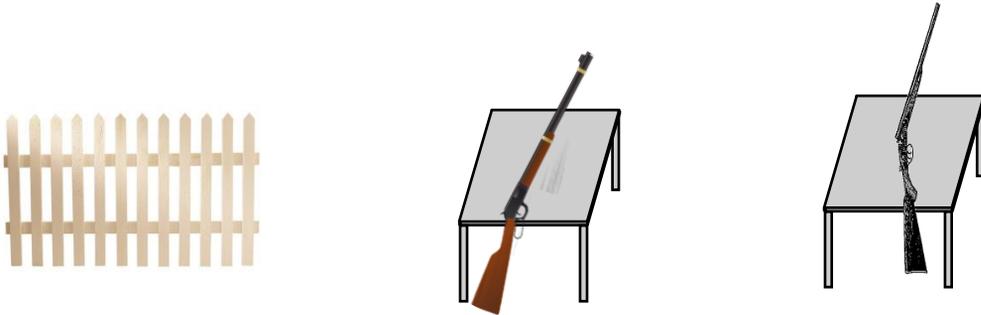
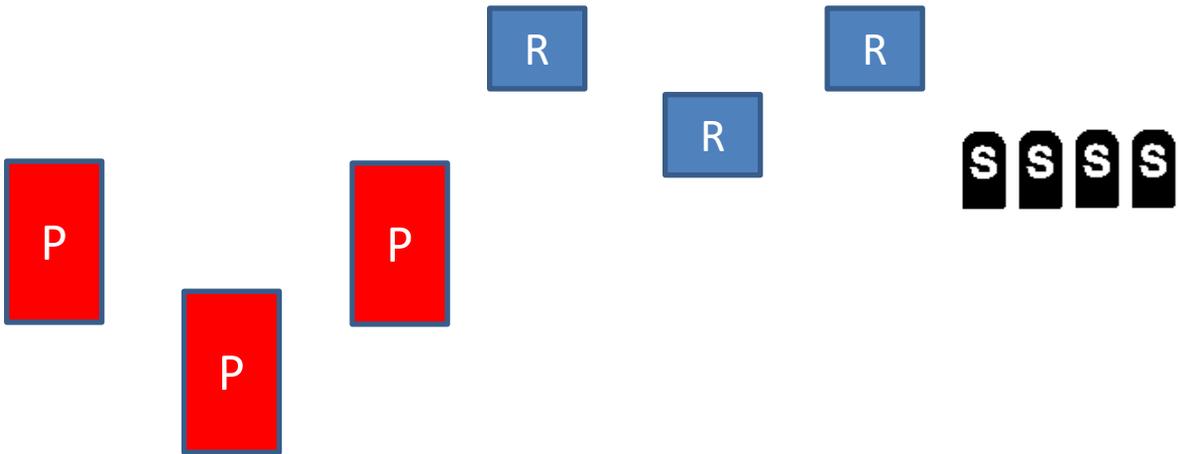
Round Count: Rifle: 10, Pistols: 10, Shotgun: 2

Staging: Rifle in hands, shotgun on table. Pistols are holstered. Start standing with one foot touching the start plate.

Line: Raw time rules!

ATB: With rifle, place all 10 rounds on the rifle target. Make rifle safe on table. Shooter's choice of shotgun and pistols order. With pistols place 10 rounds on pistol target(s) of choice. With the shotgun engage any shotgun target(s), don't need to knock them down. Why don't you need to knock them down you ask: because misses on this stage don't count. But you must shoot the proscribed number of shots and "P"s do count. Try not to screw it up!

Stage 5



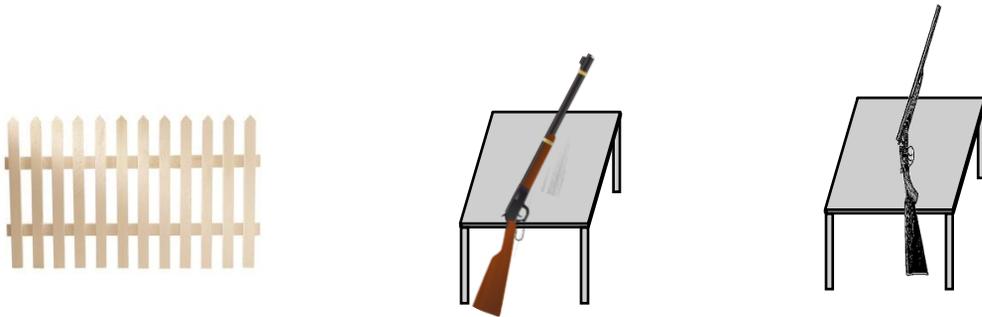
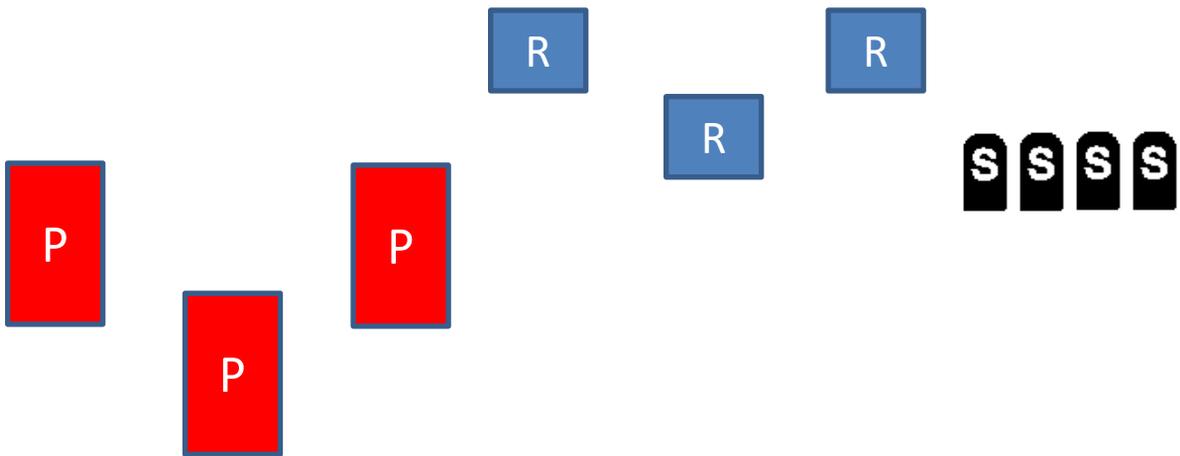
Rifle = 10, Pistols = 10, Shotgun = 4+

Staging: Pistols holstered, rifle on left table, shotgun on right table. Start standing a position of choice, hands on shotgun or pistols.

Line: This town ain't big enough for the two of us!

ATB: If starting at left position (must have at least one foot behind fence), with first pistol, starting on either end sweep pistol targets and then double tap the middle target. Repeat instructions with second pistol. Move to left table and with rifle engage the rifle targets per the pistol instructions. Move to right table and with the shotgun knock down the four shotgun targets in any order.

Stage 6



Rifle = 10, Pistols = 10, Shotgun = 4+

Staging: Pistols holstered, rifle on left table, shotgun on right table. Start standing a position of choice, hands at low surrender.

Line: Let's roll!

ATB: If starting at left position (must have at least one foot behind fence), with pistols, starting on either end, place 1 round on the first 2 targets, then sweep all 3 targets and repeat starting on the other end. (I.e. T1, T2, T1, T2, T3, T3, T2, T3, T2, T1.) Move to left table and with rifle engage the rifle targets per the pistol instructions. Move to right table and with the shotgun knock down the four shotgun targets in any order.