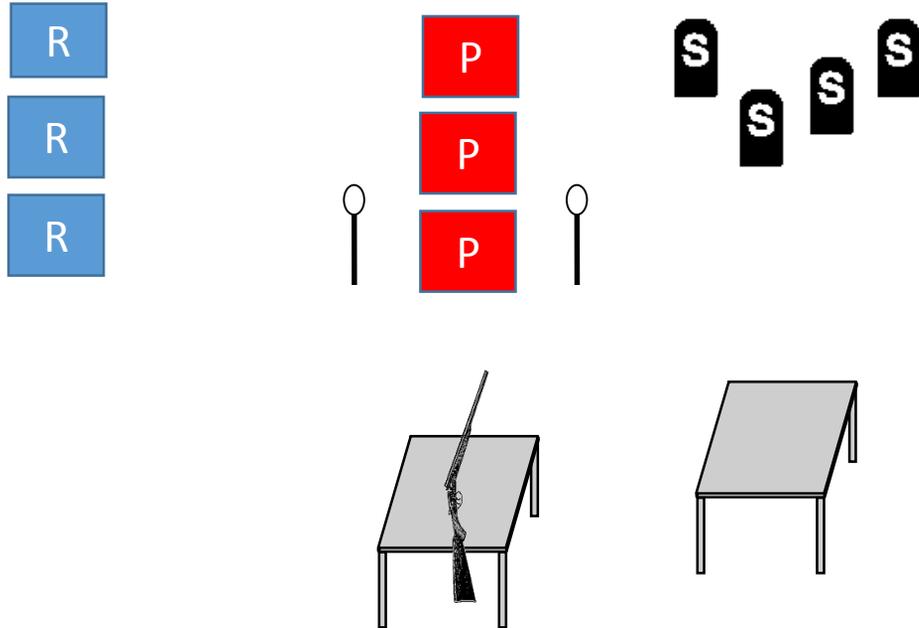


## Bay 8, Stage 1



Start

Rifle = 9+2, Pistols = 10, Shotgun = 4+

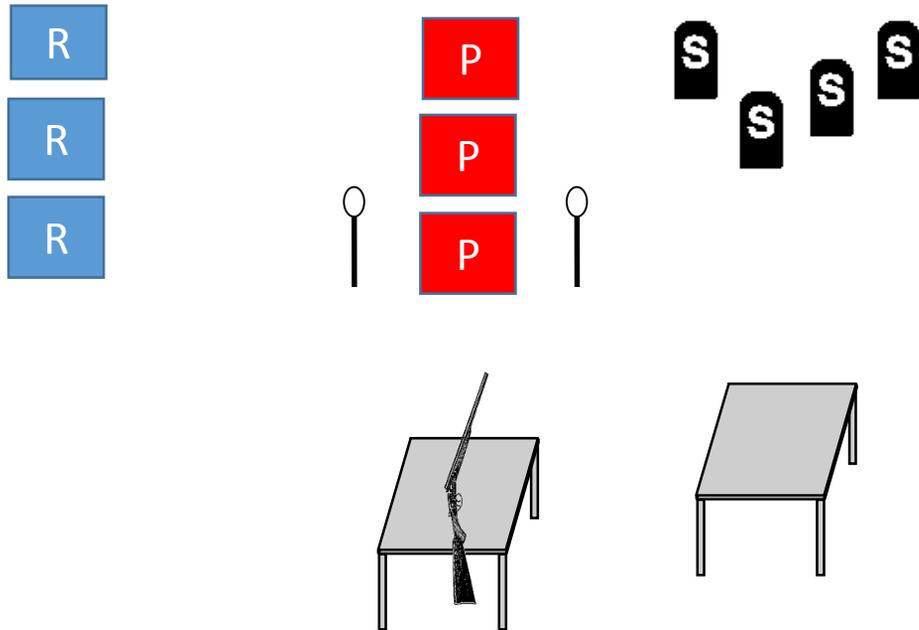
Dang it all; the match director has gone off his meds again. He has come up with another weird scenario!

Staging: Pistols are holstered, shotgun on left table. Start with rifle in hands with one foot touching start plate.

Line: This is nuts!

ATB: Starting at either top or bottom target, triple tap sweep the three rifle targets. Move to left table and make rifle safe. With the pistol engage the pistol targets per the rifle instruction, placing your 10<sup>th</sup> round on the middle target. Next, load two rounds into the rifle and engage the two clays. Missed clays made be made up with the shotgun (magic BBs count). Return the rifle to the table and with shotgun at any position at or between tables knock down the four shotgun targets in any order.

## Bay 8, Stage 2



Start

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

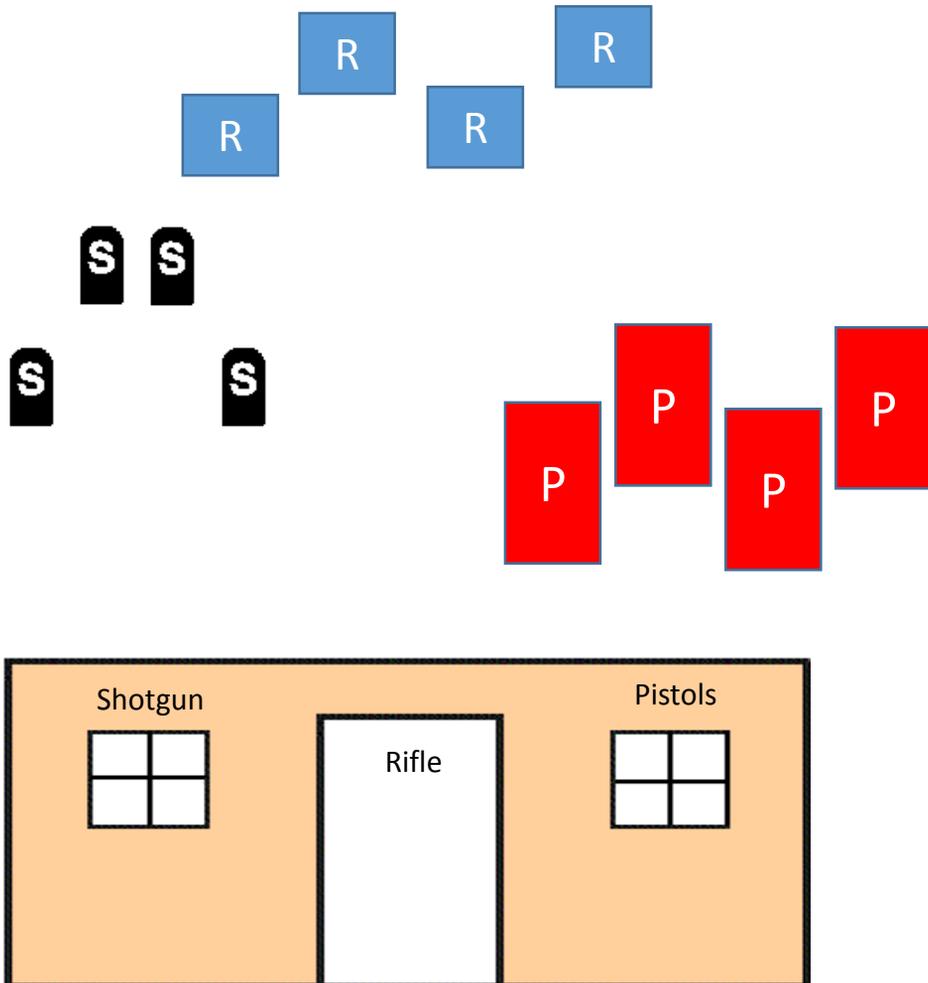
Thank goodness some sanity has returned to the match, no double reloads!

Staging: Pistols are holstered, shotgun on left table. Start with rifle at cowboy port arms, one foot touching the start plate.

Line: This is more like it!

ATB: Starting on middle rifle target engage the rifle targets in a double tap Nevada sweep. Move to left table and make rifle safe. With pistols engage the pistol targets per the rifle instruction. Next, with shotgun engage the two clays, magic BBs count. Move to right table (at least one foot has to be behind table) and knock down the four shotgun targets in any order.

## Bay 7, Stage 3



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

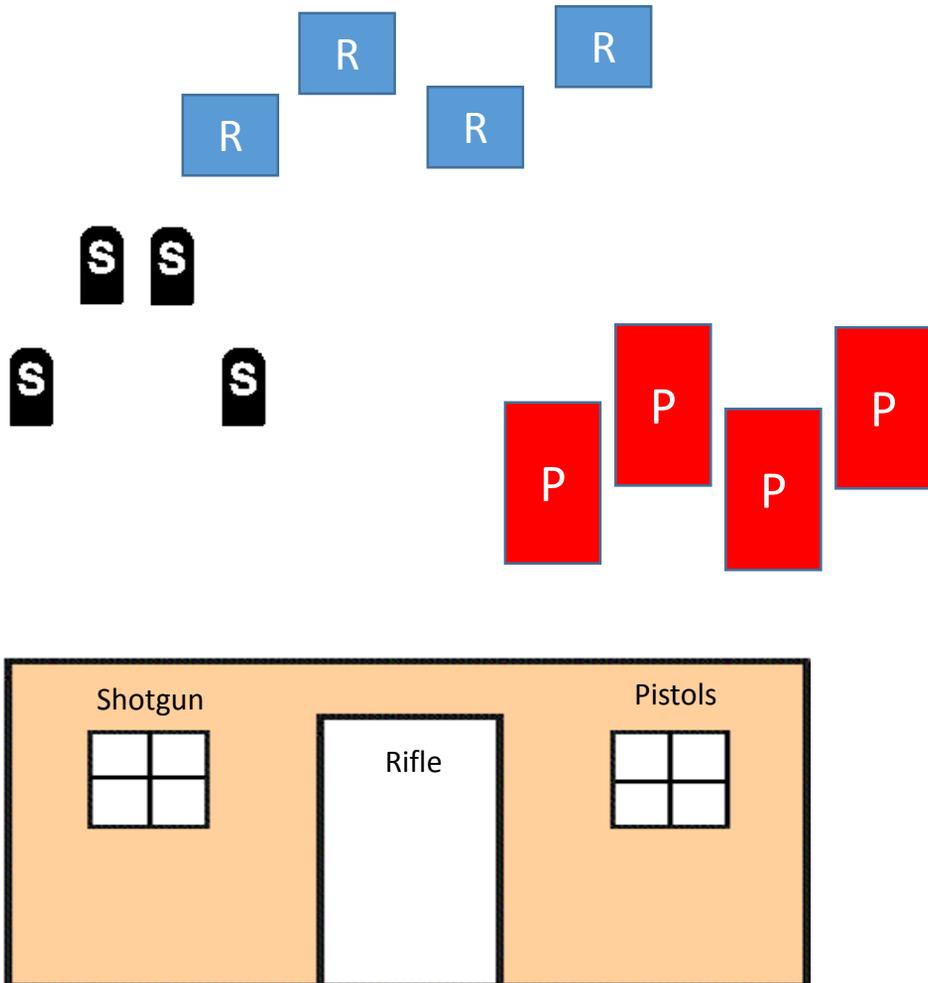
It is tax time and you find the town has tripled the tax rate, that just isn't right!

Staging: Pistols holstered, shotgun staged on left window table, rifle staged on doorway table. Start on ramp at either end of boardwalk, hands on pistol grips.

Line: I ain't going to pay no tax!

ATB: If starting at the left window, with shotgun knock down the four shotgun targets in any order. Move to doorway and with rifle engage the rifle targets in a 10 round Nevada sweep, double tapping every other target (i.e. 1,2-2, 3, 4-4, 3, 2-2,1). Move to right window and with pistols, repeat rifle instructions.

## Bay 7, Stage 4



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

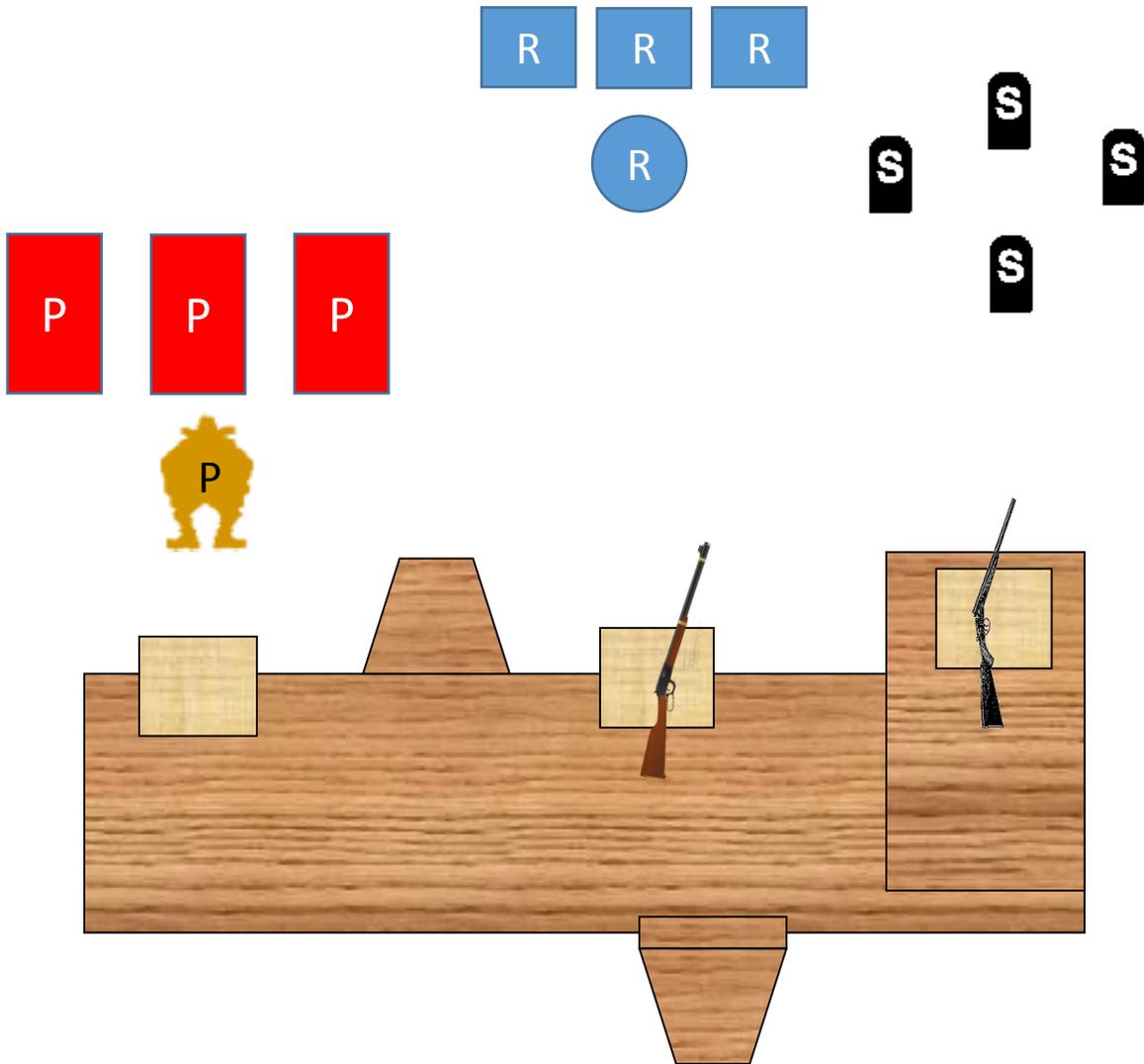
Stampede! The big cattle drive has come to town, but a thunderstorm has caused a stampede right down main street!

Staging: Pistols holstered, shotgun staged on left window table, rifle staged on doorway table. Start at doorway, both hands on opposite door frame.

Line: Run away, run away!

ATB: Move to table and with rifle engage either the upper or lower pair of targets with one round on each, then do the same on the other pair of targets, continue alternating for 10 rounds. Move next to either left or right window, shooter's choice, but you must eventually visit both windows. With shotgun knock down the four shotgun targets in any order. With pistols engage pistol targets per rifle instructions.

## Bay 6, Stage 5



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

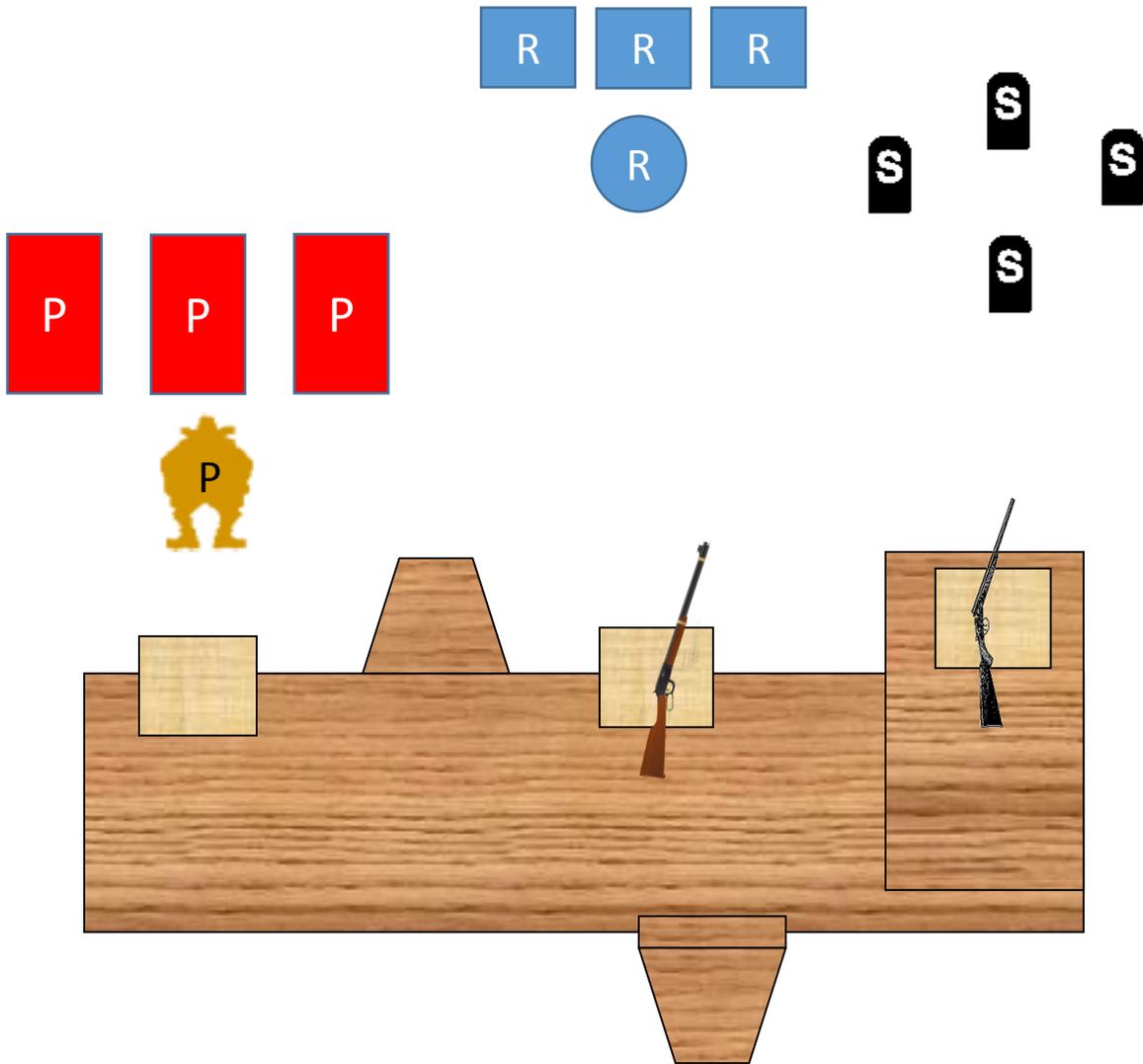
Yeehaw! You have had a great time at the county fair, your prize steer has won first place.

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table in jail. Start in the office doorway, both hands touching hat.

Line: Show me the beef!

ATB: Move to table of choice, guns may be shot in order of choice, but rifle may not be shot last. With rifle and pistols engage the respective targets by first double tapping the circle or cowboy target then sweep the other three targets. Repeat instructions with the next five rounds. With the shotgun, first knock down the forward middle target and then knock down the remaining targets in any order. Missed shotgun targets may be made up at any time

## Bay 6, Stage 6



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

Well, it looks like old Bob, the meanest man in a mean town, is going to come to a bad end!

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table in jail. Start behind table of choice, both hands touching the table, but not a gun. .

Line: Meet the hangman!

ATB: Guns may be shot in order of choice, but rifle may not be shot last. With rifle and pistols engage the respective targets by first doing a double tap sweep of the upper three targets, then place one round on the cowboy or circle, finish by sweeping the other three targets. With the shotgun, knock down the four shotgun targets in any order.