

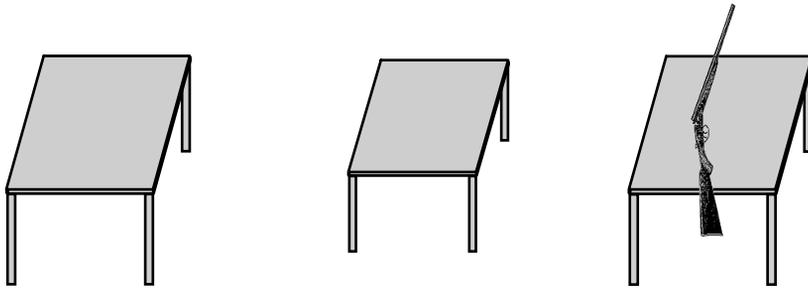
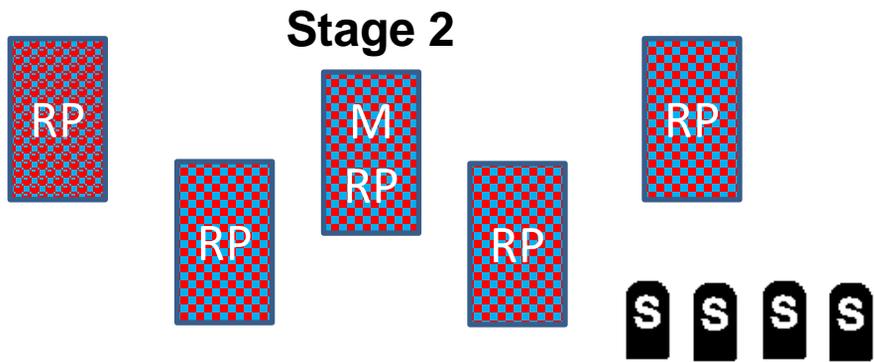
Start

Round Count: Rifle: 10+1, Pistols: 10, Shotgun: 6+

Staging: Shotgun staged on right or left table; pistols are holstered. Start with rifle in hands, one foot touching the start plate.

Line: The Easter Bunny is eating my garden!

ATB: With the rifle, starting on either end engage rifle/pistol targets in a double tap sweep. Then move to the center table and make rifle safe. With pistols engage the targets per the rifle instruction. Next move to either right or left table and with shotgun knock down the shotgun targets at that position in any order. Take shotgun to the center table and make safe. Load one round into rifle and shoot the rabbit target. Finally, take the shotgun to the table with unengaged shotgun targets and knock down the shotgun targets in any order.



Start

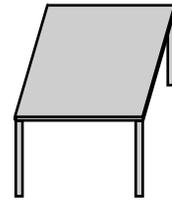
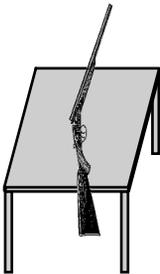
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Shotgun staged on the right table; pistols are holstered. Start with rifle at cowboy port arms, one foot touching start plate.

Line: Well, bye!

ATB: With the rifle, starting on middle (M) target, place one round on each of the 3 center targets, then triple tap the two outer targets, place 10th round on the middle target. Move to either center or left table and make rifle safe. Shooter's choice of final gun order. Behind center table with pistols engage the targets per the rifle instruction. Behind right table with shotgun knock down the 4 shotgun targets in any order.

Stage 3



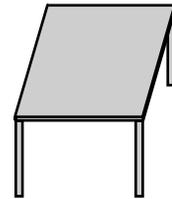
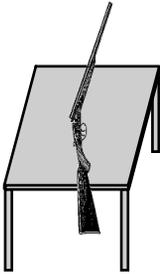
Round Count: Rifle: 10, Pistols: 10, Shotgun 4+

Staging: Rifle staged on middle table, shotgun on left table; pistols are holstered. Start standing behind either right or left table, hands on hat.

Line: I'm making it my fight!

ATB: If starting at left table, with shotgun knock down the 4 shotgun targets in any order. Move to middle table and with the rifle, engage the rifle targets with 5 rounds by triple tapping the middle target and then placing one round on each end target. Repeat with second 5 rounds. Move to right table (at least one foot behind table) and with pistols engage the pistol targets per the rifle instruction.

Stage 4



Round Count: Rifle: 9, Pistols: 10, Shotgun 4+

Staging: Rifle staged on middle table, shotgun on left table; pistols are holstered. Start standing in front of left or right table, hands on table.

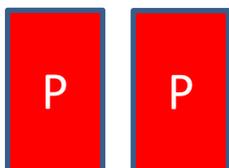
Line: We don't need no stinking badges!

ATB: If starting at the left table, with shotgun knock down the shotgun targets in any order. Move to middle table and with the rifle, triple tap the rifle targets. Move to right table (at least one foot behind table) and with pistols engage the pistol targets per the rifle instruction, placing the 10th round on any pistol target or for a 5 second bonus place the 10 round on any rifle target, a miss on the bonus target will not count.

Stage 5

R

R



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

Staging: Pistols holstered, rifle staged on middle table and shotgun on right table. Start behind middle table, holding the coal oil bucket in both hands.

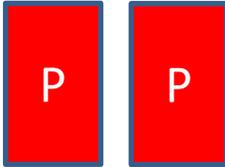
Line: I'm dumping coal oil down your chimney!

ATB: Drop bucket and with the rifle alternate between the two targets for 10 rounds. Move to table of choice. If moving to left table, with first pistol alternate between the two pistol targets for five rounds, repeat instruction with the other pistol. Move to right table and knock down the 4 shotgun targets in any order.

Stage 6

R

R



Rifle = 10, Pistols = 10, Shotgun = 4

Staging: This stage is dedicated to our overall State Champ; Stone Ground! Pistols staged on left table, rifle staged on middle table and shotgun on right table. Start behind table of choice, both hands on, but holding, gun(s) at that table.

Line: Spray and pray!

ATB: If starting at left table with pistols place five rounds on each target. Pistols may be holstered or returned to the table. Move to center table and with repeat the pistol instructions with the rifle. Move to right table. With shotgun engage the four shotgun targets in any order. Misses will not count, but you must shoot the required number of rounds, rounds not fired will be misses. You must also at least appear to try to engage the specified targets or risk a procedure.