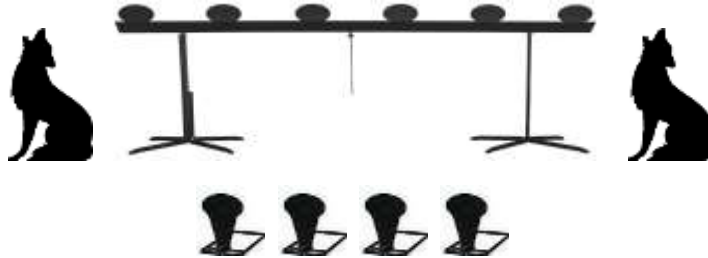


## Stage 1

Pistols – 10 rds. holstered    Rifle – 10 rds. on ammo boxes    Shotgun – 4+ on ammo boxes

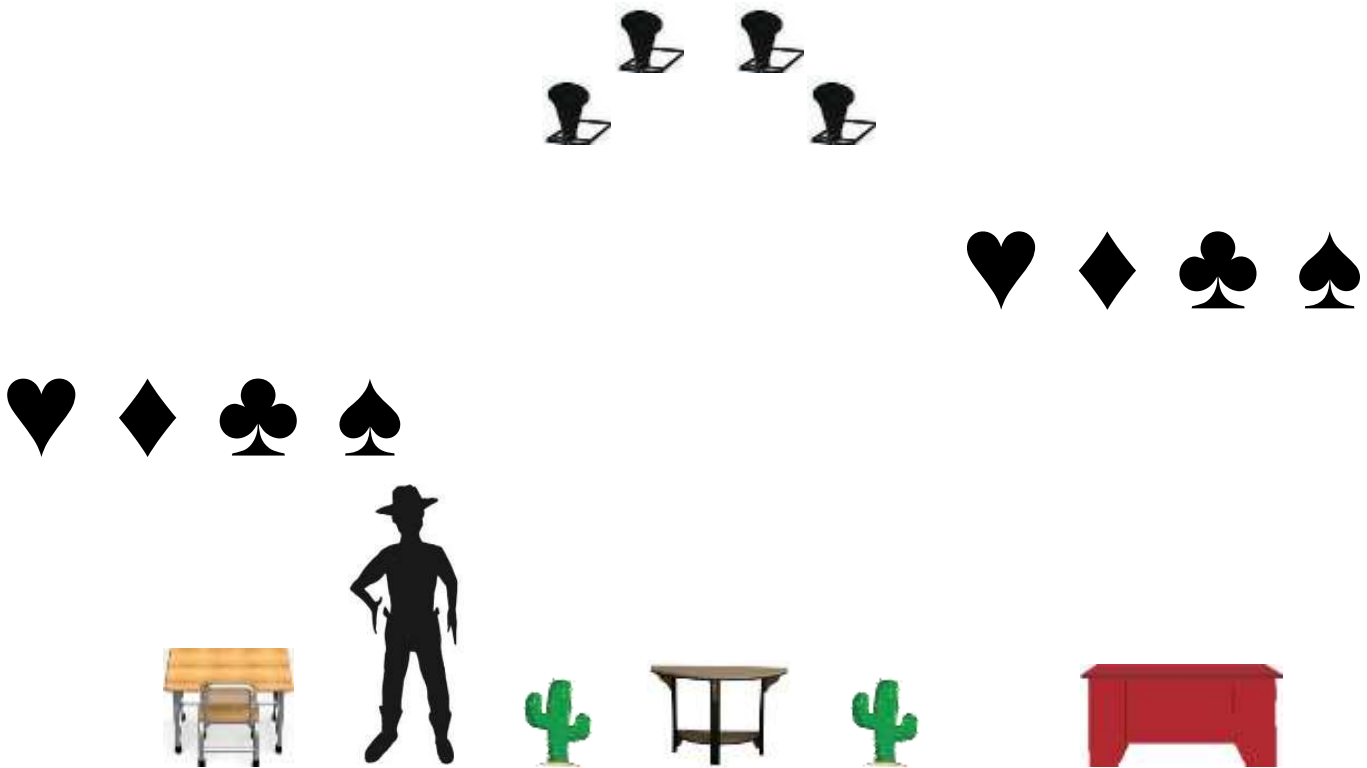
Shooter starts behind ammo boxes, hands not touching guns or ammo. The line is, **“Those are some small targets!”** Shooter may start with any long gun. ATB, with rifle, starting on either end, single tap a coyote, sweep the knockdown rack, then dump the remaining rounds on the opposite coyote. Restage. (Misses on rack do not count. Misses on coyotes do.) With shotgun engage poppers. PMF. Restage shotgun. Move to the cowboys or whiskey jugs (past the cactus, of course). With 1<sup>st</sup> pistol single tap sweep the targets. Holster. Move past opposite cactus. With 2<sup>nd</sup> pistol repeat 1<sup>st</sup> pistol instructions. Holster.



## Stage 2

Pistols – 10 rds. holstered    Rifle – 10 rds. on right table    Shotgun – 4+ rds. on half moon table

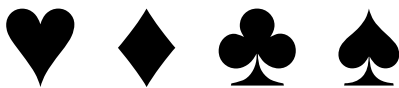
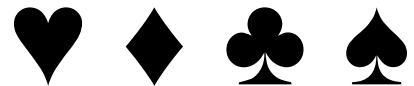
Shooter starts seated at knockdown table, hands on knees. **“Yep, those are small targets.”** ATB, stand and knock over table. With pistols engage targets, from either end, with a continuous pendulum sweep. Holster pistols. Move to half moon table. With shotgun engage poppers. PMF. Move to right table. Repeat the pistol instructions with rifle.



### Stage 3

Pistols – 10 rds. holstered    Rifle – 10 rds. on half moon table    Shotgun – 4+ on right table

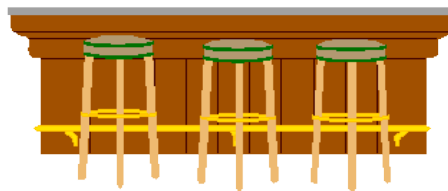
Shooter starts at half moon table, shotgun at Port Arms. The line is, “**Not the cards again!**” ATB, with shotgun engage poppers. PMF. Move to either table. Pistol and rifle instructions are the same. Pistols from the left table, rifle from the right. Engage targets with a 1,3,3,1 sweep, then single tap the 2 outside targets for 2 rds. No double taps. Holster pistols and restage rifle.



## Stage 4

Pistols – 10 rds on bar   Rifle – 10rds. on bar + reload   Shotgun – 4+ rds. on bar

Shooter starts behind bar, hands not touching guns or ammo. The line is, “**Now that’s better.**” Shooter may start with any gun. Rifle and pistol sequence is 1 on 1, 2 on 2, 3 on 1, 4 on 2, then 5 on 1, and 6 on 2. Yes, it is a round count stage. Shooter may reload at any time after the beep. With shotgun engage poppers. PMF. Remember restage all guns back on bar.



## Stage 5

Pistols – 10 rds. holstered    Rifle – 10rds. at Port Arms    Shotgun – 6+ on horse

Shooter starts to left of stand up cowboy, rifle in hand. The line is, **“Tiny targets again!”** ATB, with rifle engage the rifle targets, double tapping the outside targets, then double tap the inside targets, with the last 2 rds. on the center target. With safe rifle move to ammo boxes and restage. With pistols repeat rifle instructions. Holster. Move to horse. With shotgun engage poppers. PMF.



### **Stage 1**

Steel - 2 blue uprights  
10 red uprights  
2 coyotes  
5 jugs  
5 small cowboys  
1 knockdown rack  
4 poppers  
14 bases

Props – 1 small ammo box  
1 large ammo box  
2 large cacti

### **Stages 2 & 3**

Steel – 8 white uprights  
2 sets of card suites  
4 poppers  
10 bases

Props – 1 standup cowboy  
1 half moon table  
1 knockdown table  
1 chair  
1 red table  
2 small cacti

### **Stage 4**

Steel – 1 black double upright  
1 white upright  
2 bull butts  
4 poppers  
2 bases

Props – 1 bar

### **Stage 5**

Steel – 3 blue uprights  
5 white uprights  
2 red uprights  
3 hats  
2 small cowboys  
3 snakes  
2 buzzards  
6 poppers  
12 bases

Props – 1 standup cowboy  
1 small ammo box  
1 large ammo box  
1 large cactus  
1 small cactus  
1 horse