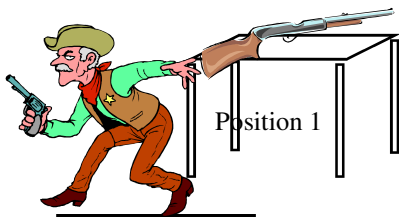
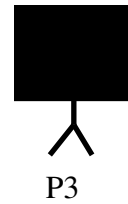
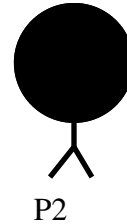
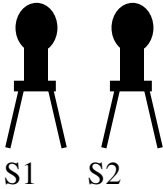
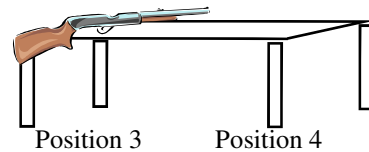


**Stage 1 Bay 1**  
**Feb 2010**



Position 1

Position 2



Position 3

Position 4

LOAD

UNLOAD

**10 Pistol 10 Rifle 4+ Shotgun**

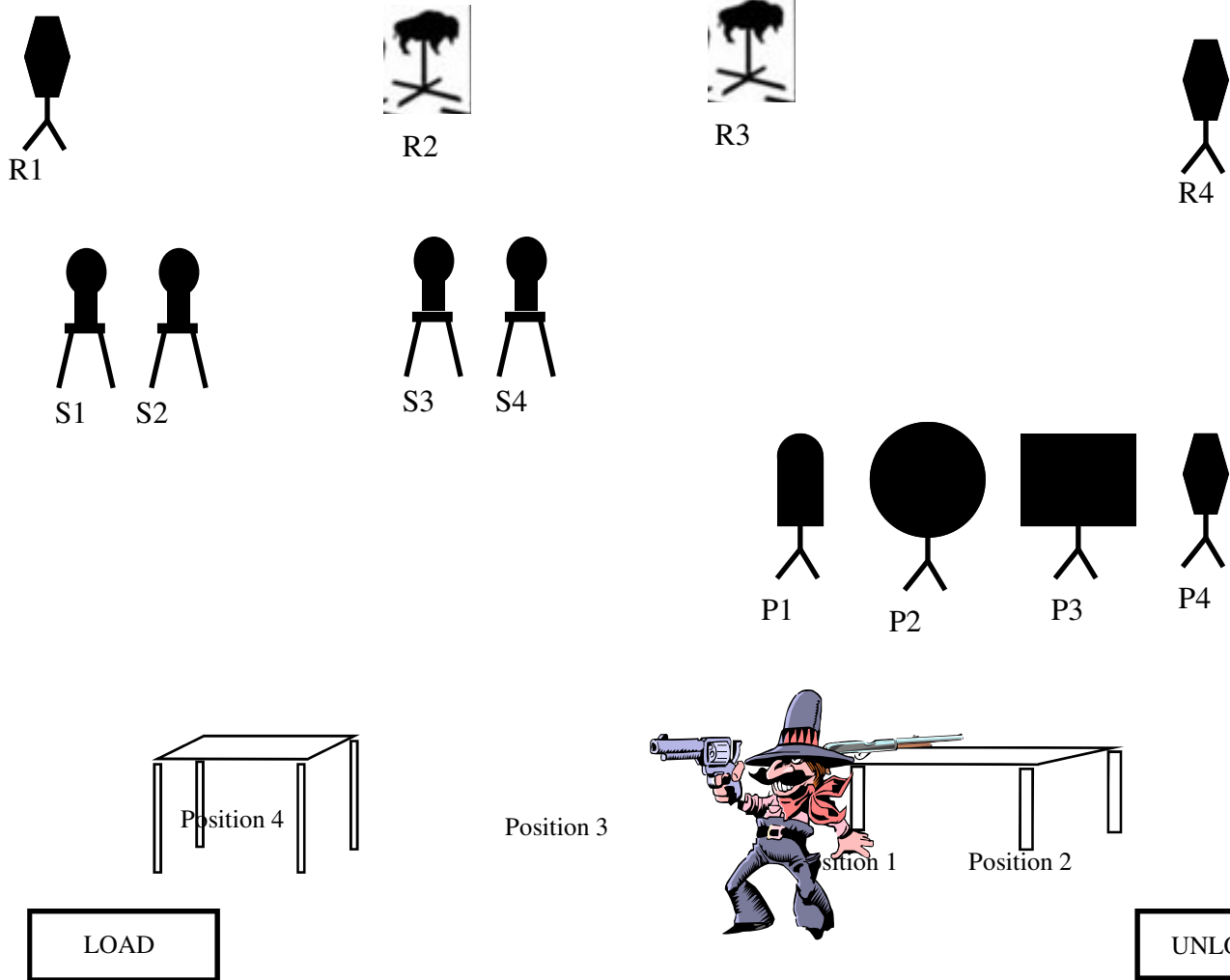
**Staging** Rifle staged on table at position 3, Pistols loaded with 5 rounds each, holstered, Shotgun staged on table at position 1.

**Start** Shooter standing at position 1, at center of table with hands on hat brim.

**On Signal** Pick up Shotgun and engage S1 and S2, any order. Move to position 2, in between the tables and engage S3 and S4 in any order. Move to position 3, left side of table, at least one foot behind table and make shotgun safe on table. Pick up rifle and engage R1 3 times, R2 and R3 twice each and R4 3 times, **in any order**. Make Rifle safe on table and move to position 4, the right side of table, with at least one foot outside of table and with pistols engage P1 thru P4 with the same sequence as the rifle, **also in any order**.

Watch the 170 when moving with the shotgun, you may load on move if action stays open. Only gunfighters may have both pistols out at the same time.

**Stage 2 Bay 1**  
**Feb 2010**



**10 Pistol 10 Rifle 4+ Shotgun**

**Staging**

Pistols loaded with 5 rounds each, holstered, Shotgun staged on table at position 1.

**Start**

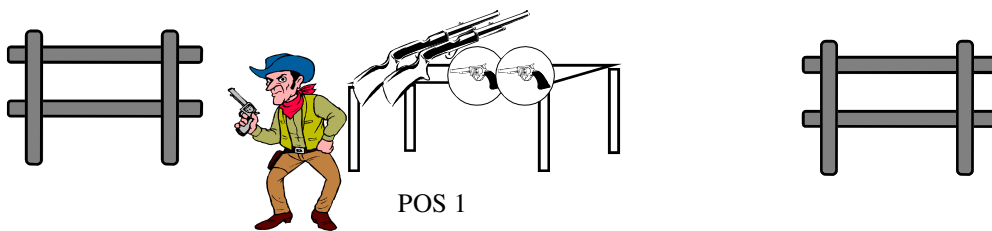
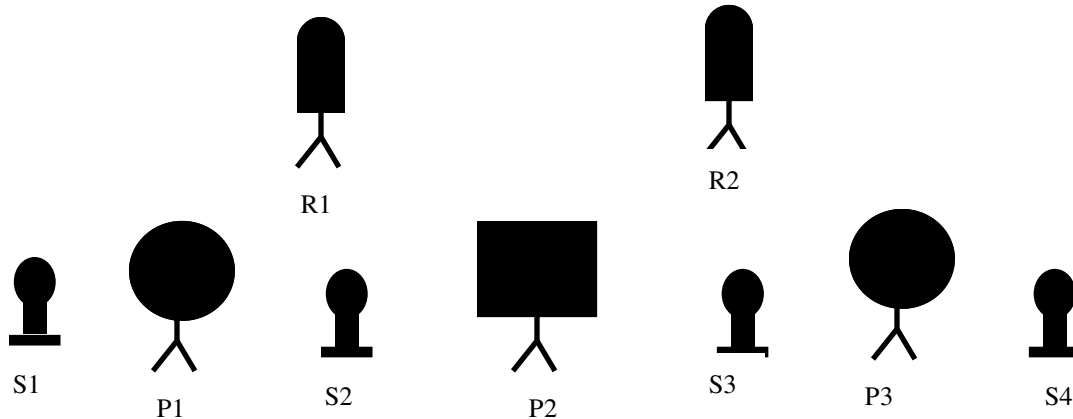
Shooter standing at position 1, at left side of table with **both** hands on rifle.

**On Signal**

With rifle engage R1 thru R4 in a Boss Hayes Sweep (1,2,3,4,2,3,4,3,4,4). Make rifle safe on table and move to position 2, the right side of table and with pistols engage P1 thru P4 with the same sequence as the rifle using second pistol as needed, holster. Pick up shotgun and move to position 3, between the tables and engage S3 and S4 in any order. Move to position 4 with at least one foot behind table and engage S1 and S2 in any order.

Watch the 170 when moving with the shotgun, you may load on move if action stays open. Only gunfighters may have both pistols out at the same time.

Stage 3 Bay 2  
Feb 2010



**LOAD**

**10-Pistol**

**8-Rifle**

**4+Shotgun**

**UNLOAD**

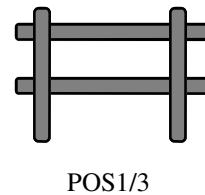
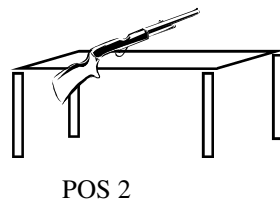
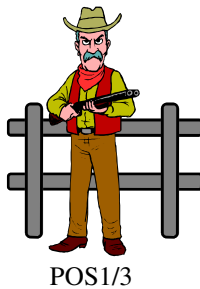
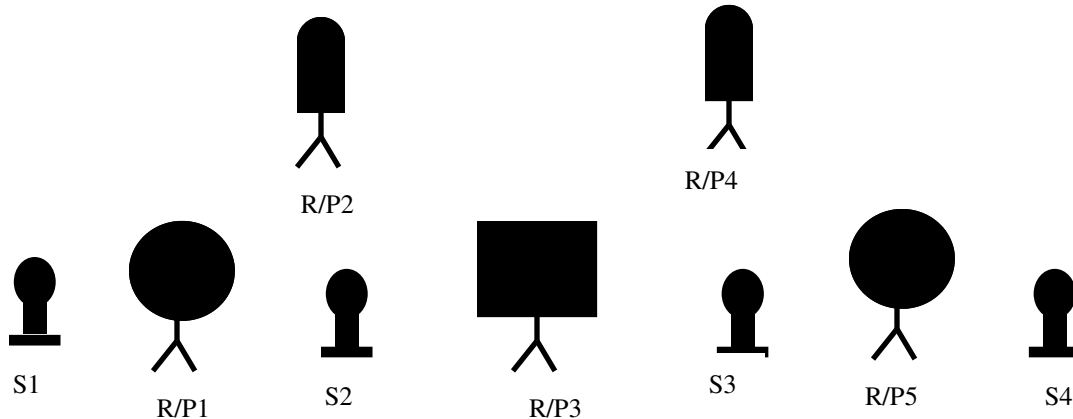
**Staging** Rifle loaded with 8 rounds staged on table. Shotgun staged on table with at least 4 shotgun shells on your person. Pistols loaded with 5 rounds staged on table.

**Start** Standing at table with hands on hat brim.

**On signal:** With first pistol engage pistol targets in a 2-1-2 sweep starting on either end. With second pistol repeat sequence starting on same target as with first pistol. Retrieve rifle and engage R1 and R2 in an alternating double tap. Make rifle safe on table and with shotgun, engage S1 thru S4. All guns go back to table! Note differing sequences with rifle and pistol.

Watch the 170 when moving with your shotgun.  
Only gunfighters may have both pistols drawn at once.

Stage 4 Bay 2  
Feb 2010



**LOAD**

**10-Pistol**

**9-Rifle**

**4+Shotgun**

**UNLOAD**

**Staging** Rifle loaded with 9 rounds staged on the table. Shotgun at port arms with at least 4 shotgun shells on your person. Pistols loaded with 5 rounds each holstered.

**Start** Standing at either fence, shotgun at port arms.

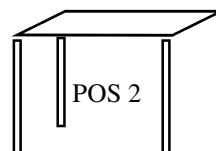
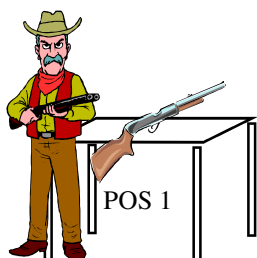
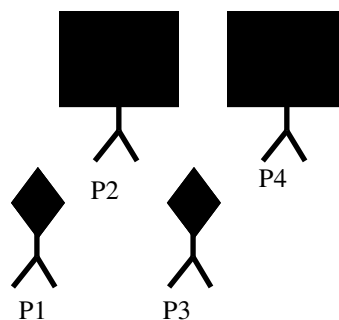
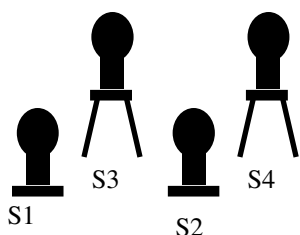
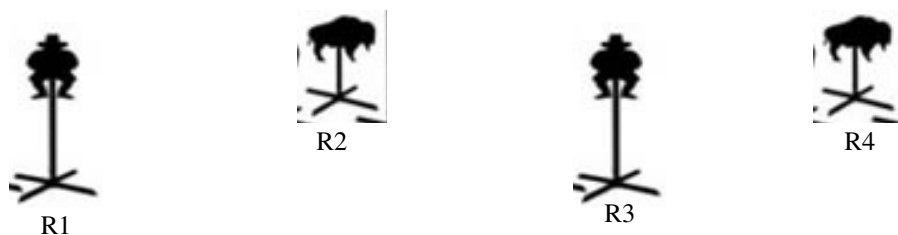
**On signal:** Standing behind either fence with at least one foot behind fence and engage the shotgun targets in front of you. Move to position 2 and make shotgun safe on table. Pick up rifle and With rifle engage R/P1 thru R/P5 in a continuous Nevada sweep starting with R/P1 (1,2,3,4,5,4,3,2,1). Make rifle safe on table at position 2. With pistols engage R/P1 thru R/P5 with two sweeps, in that order starting with R/P1 with both pistols, holster. Pick up shotgun and Move to position 3 , keeping muzzle downrange, with at least one foot behind fence and engage the shotgun targets in front of you there. This is a shooters choice which fence to start with first. Note differing rifle and pistol sequences.

Watch the 170 when moving with your shotgun.

Only gunfighters may have both pistols drawn at once.

## Stage 5 Bay 3

Feb 2010



LOAD

UNLOAD

### 10-PISTOL 10-RIFLE 4+- SHOTGUN

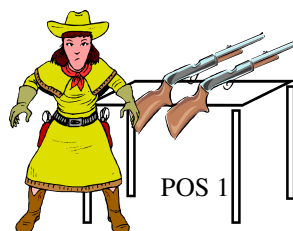
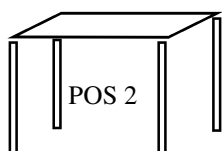
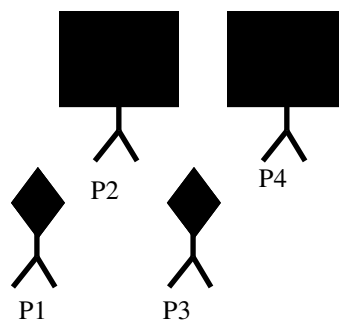
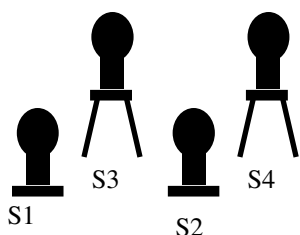
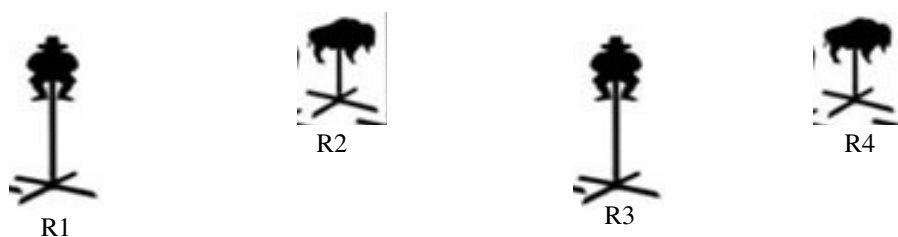
**Staging** Rifle loaded with 10 rounds on table at position 1, shotgun staged AS NOTED BELOW at position 1, Pistols loaded with 5 rounds each holstered.

**Start** Shooter standing at position 1, both feet behind table, shotgun at the ready. **When ready and with the permission of the RO** you may load 2 rounds into your shotgun and close the action

**On Signal** Engage all shotgun targets S1 thru S4 in any order. Make shotgun safe on table at position 1. With rifle engage the rifle targets R1 thru R4 in a continuous Nevada sweep (1-2-3-4-3-2-1-2-3-4) for 10 rounds starting on either end. You may Make the rifle safe on either table. Move to position 2 and engage the pistol targets P1 thru P4 in another continuous Nevada sweep ( same as rifle) for 10 rounds starting on either end using 2nd pistol as needed.  
Only gunfighters may have both pistols out at the same time.

## Stage 6 Bay 3

Feb 2010



LOAD

UNLOAD

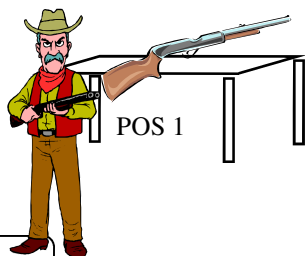
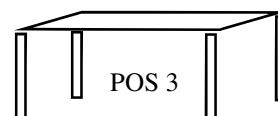
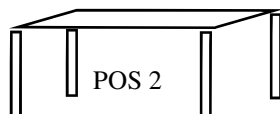
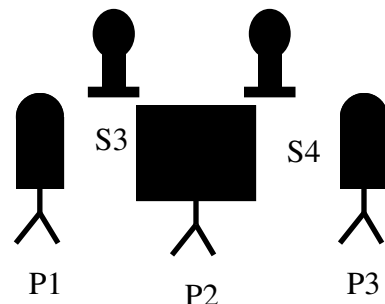
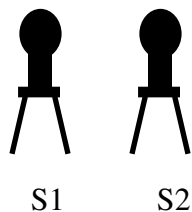
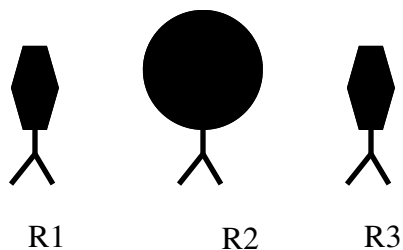
### 10-PISTOL 10-RIFLE 4+- SHOTGUN

**Staging** Rifle loaded with 10 rounds on table at position 1, open and empty shotgun staged on table at position 1, Pistols loaded with 5 rounds each holstered.

**Start** Shooter standing at position 1, both feet behind table, with hands in the surrender position.

**On Signal** With pistols engage P1 thru P4 in a Lawrence Welk sweep (1 shot on P1, 2 on P2, 3 on P3, 4 on P4) starting on the left using 2nd pistol as needed, holster. Pick up rifle and engage R1 thru R4 in a Lawrence Welk sweep (same as pistol) starting on the left. Make rifle safe on table at position 1. Pick up shotgun and move to position 2 and with both feet behind table engage S1 thru S4 in a left to right sweep. Watch the 170 when moving with the shotgun. Only gunfighters may have both pistols out at the same time.

Stage 7 Bay 4  
Feb 2010



LOAD

UNLOAD

10-PISTOL 9-RIFLE 4+- SHOTGUN

**Staging** Rifle loaded with 9 rounds at Port Arms at position 1, shotgun staged on the table at position 1. Pistols loaded with 5 rounds each holstered.

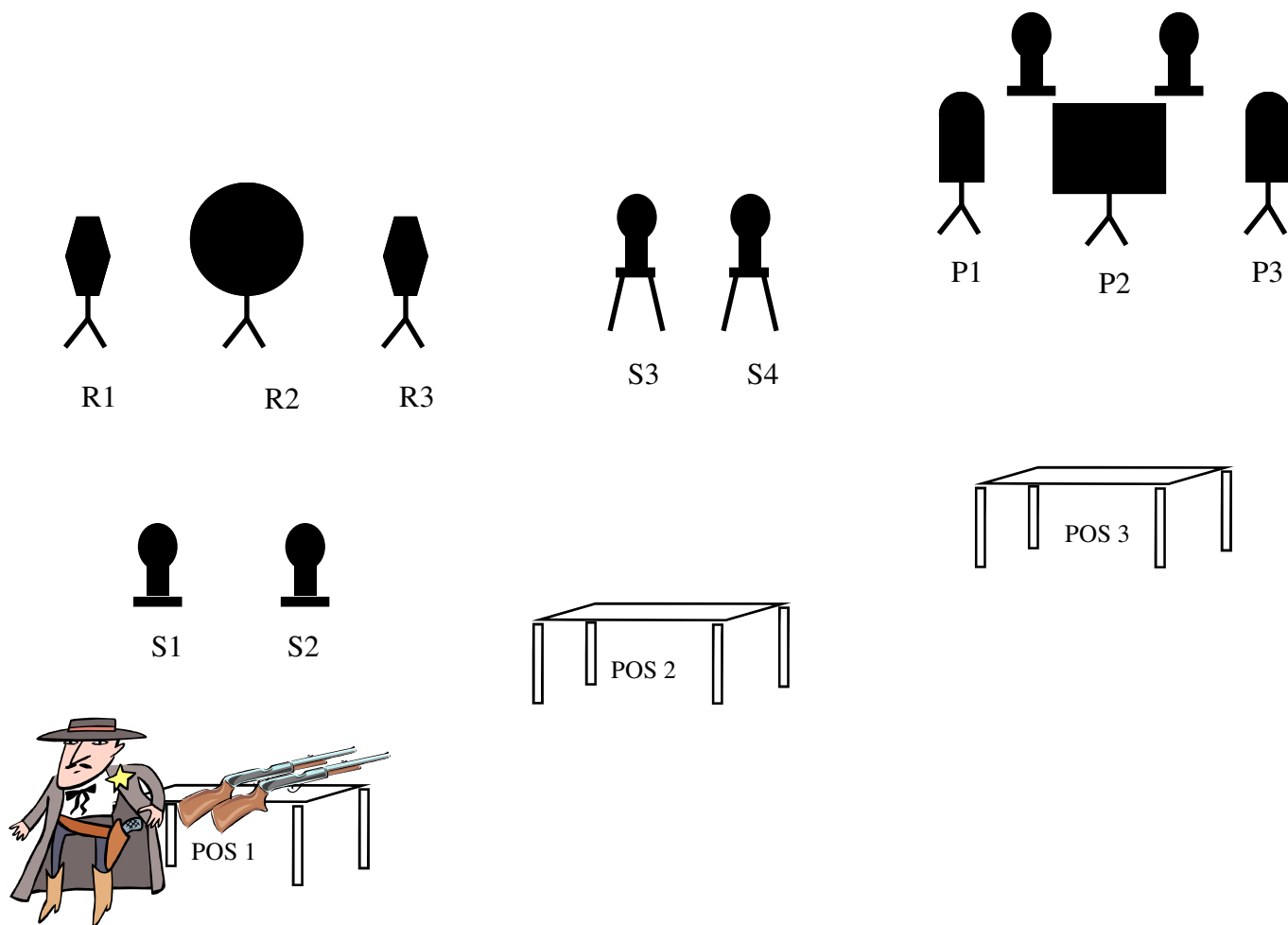
**Start** Shooter standing at position 1 behind table, Rifle at Port Arms.

**On Signal** With Rifle engage R1 thru R3 in that order(1,2,3) with triple taps starting on the left. Make rifle safe on table at position 1 at an angle to berm. Pick up Shotgun and move to position 2, with at least one foot behind table. With shotgun engage S1 & S2 left to right. Move to position 3, with at least one foot behind table and engage S3 & S4 left to right, then make shotgun safe on table at position 3. With pistols engage P1 thru P3 in that order (1,2,3)with triple taps starting on the left with the last round on the middle target P2.

Watch the 170 when moving with the shotgun, you may load on move if action stays open.

Only gunfighters may have both pistols out at the same time.

**Stage 8 Bay 4**  
**Feb 2010**



LOAD

**10-PISTOL 10-RIFLE 4+- SHOTGUN**

UNLOAD

**Staging** Rifle loaded with 10 rounds on table at position 1, shotgun staged on the table at position 1. Pistols loaded with 5 rounds each holstered.

**Start** Shooter standing at position 1 behind table, hands crossed on chest.

**On Signal** With Shotgun engage S1 & S2 any order. Make Shotgun safe on table at position 1. With Rifle engage R1 three times, R3 three times, and R2 four times in that order, make rifle safe on table at position 1 at an angle to berm. Pick up shotgun and move to position 2 with at least one foot behind table, and engage S3 & S4 in any order. Make Shotgun safe on table at an angle to berm or take to Pos 3 and make safe on table. Move to position 3 with at least one foot behind table and with pistols engage P1 three times and P3 three times and P2 four times in that order using second pistol as needed.

Watch the 170 when moving with the shotgun, you may load on move if action stays open.

Only gunfighters may have both pistols out at the same time.