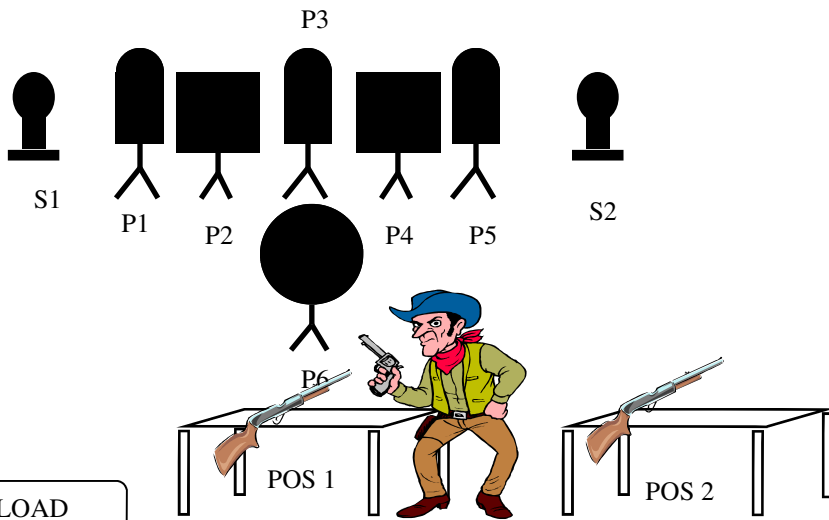
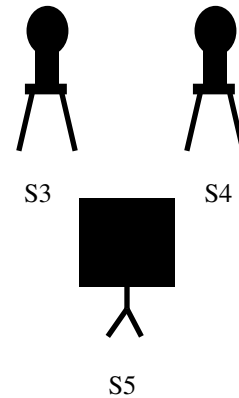
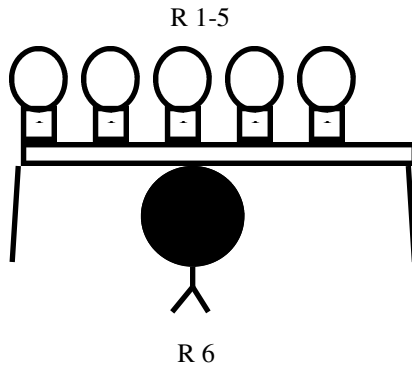


Stage 1
Bay 2
Sept 2010



LOAD

UNLOAD

10-PISTOL 10-RIFLE 4+- SHOTGUN

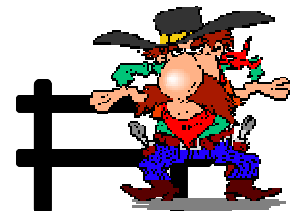
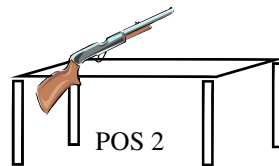
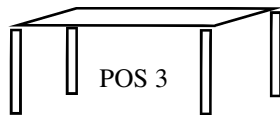
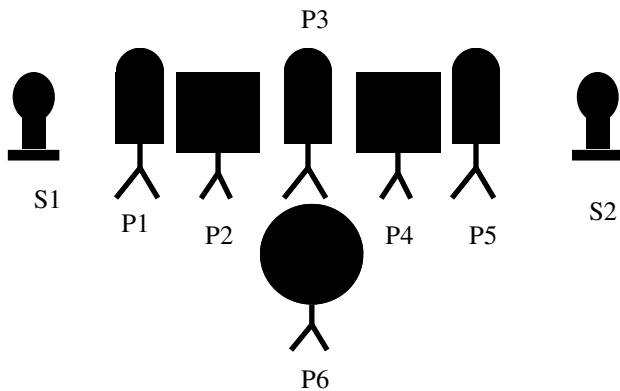
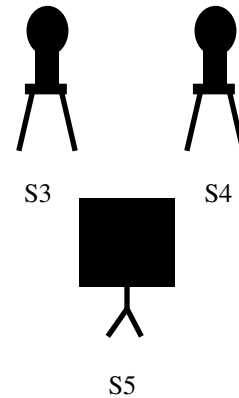
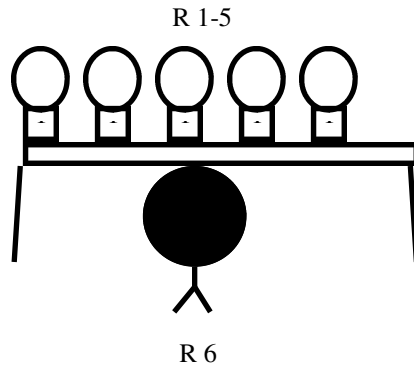
Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds on table at pos 2, Shotgun staged on table at pos 1 with at least 4 shells on your person.

Start Standing at position 1, hands on gun belt.

On Signal On signal engage P1 thru P5 in a sweep, starting on either end, holster. With second pistol dump on P6, holster. Pick up shotgun and engage S1 and S2 in any order. Move to position 2 and make shotgun safe on table. Pick up rifle and engage R1 thru R5(the plates) starting on either end then place your last 5 shots on R6. Make rifle safe on table at pos 2. Pick up shotgun and move to position 3, center of fence and engage S3 and S4. If any plates are left standing you can make them up on S5 with shotgun. This will eliminate a miss on the rifle plates only.

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

Stage 2
Bay 2
Sept 2010



LOAD

UNLOAD

10-PISTOL 10-RIFLE 4+- SHOTGUN

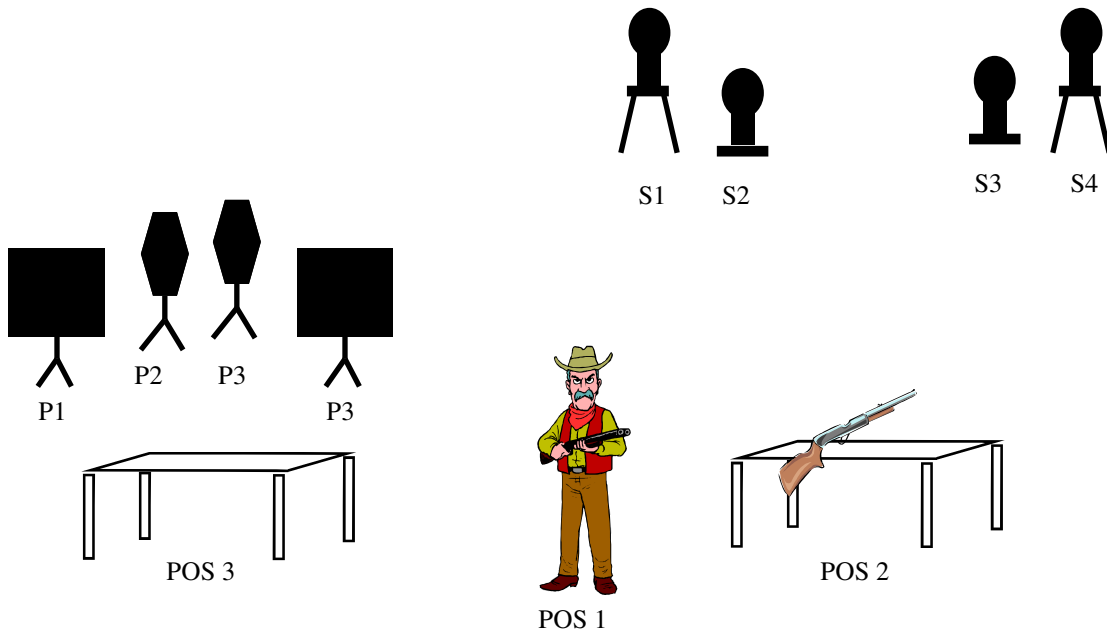
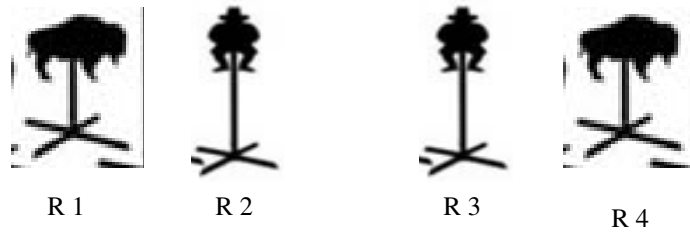
Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds on table at pos 2, Shotgun at port arms with at least 4 shells on your person.

Start Standing at position 1, shotgun at port arms.

On Signal On signal engage S3 and S4 in any order. Move to pos 2 and make shotgun safe on table. Pick up rifle and engage R1 thru R6, alternating plate and R6 starting on plates from either end. Make rifle safe on table at pos 2 and take shotgun with you to position 3 and make shotgun safe on table at position 3. With pistols engage P1 thru P6 the same as the rifle(alternating P1 thru P5 and P6, holster, With shotgun engage S1 and S2 and if any misses on the rifle plates may be made up on P6 with shotgun. This will eliminate a miss on the rifle plates only.

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

Stage 3
Bay 3
Sept 2010



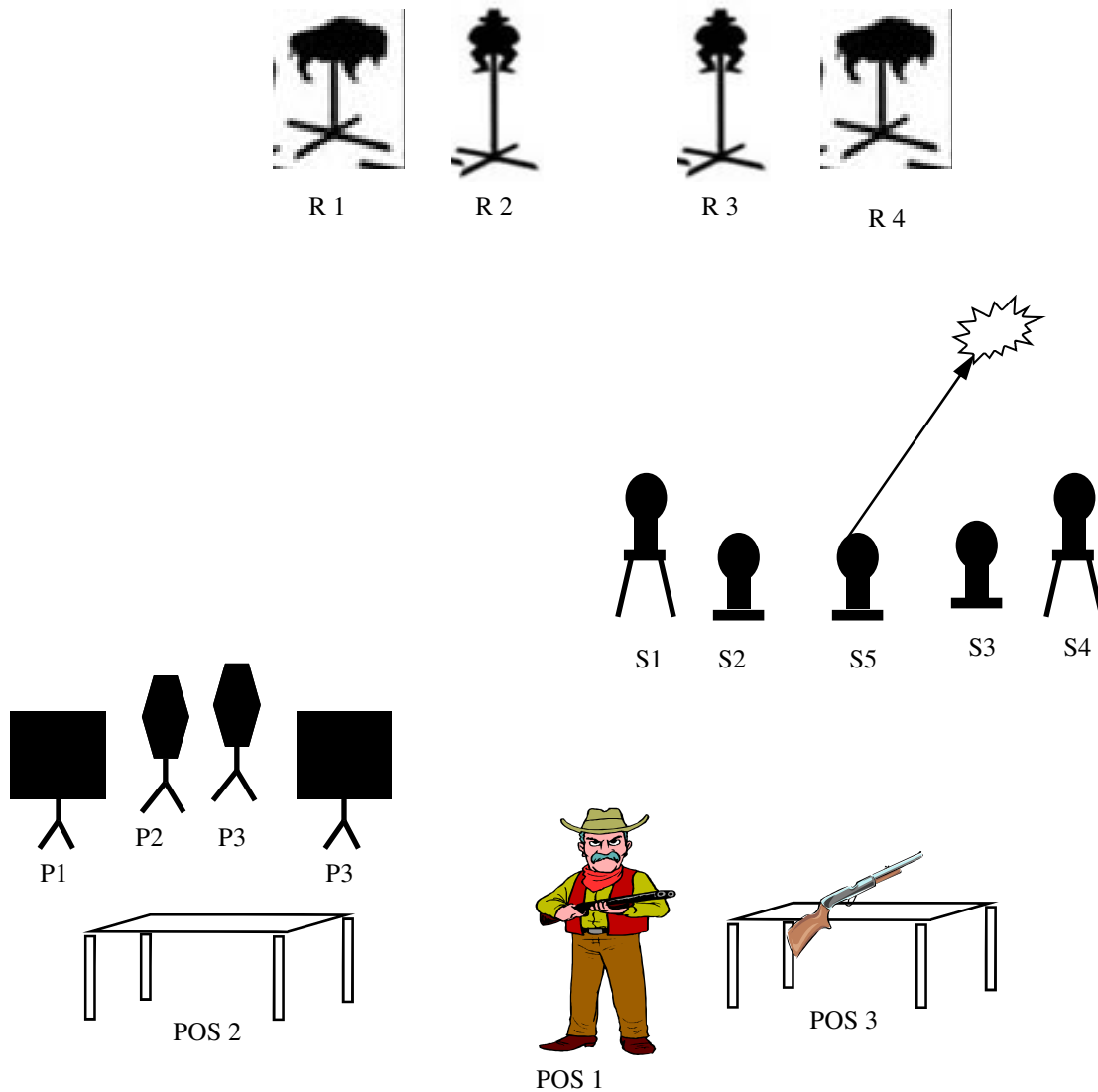
10-PISTOL 10-RIFLE 4+- SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds in both hands, Shotgun staged on table at pos 2 with at least 4 shells on your person.

Start Standing at position 1, between tables, rifle in both hands.

On Signal On signal engage R1 thru R4 in the following fashion, outside, outside, inside, in side, outside, outside, inside, inside, outside, outside, starting on either end. Move to position 2 (table), with both feet behind table and make rifle safe. Pick up shotgun and engage S1 thru S4 in an outside, outside, inside, inside order, starting on either end, make shotgun safe on table at position 2. Move to position 3, both feet behind table and With pistols engage P1 thru P4 in the same fashion as the rifle, holster. Only gunfighters may have both pistols out at the same time.

Stage 4
Bay 3
Sept 2010



LOAD

UNLOAD

10-PISTOL 10-RIFLE 4+- SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds at port arms, Shotgun staged on table at pos 3 with at least 4 shells on your person.

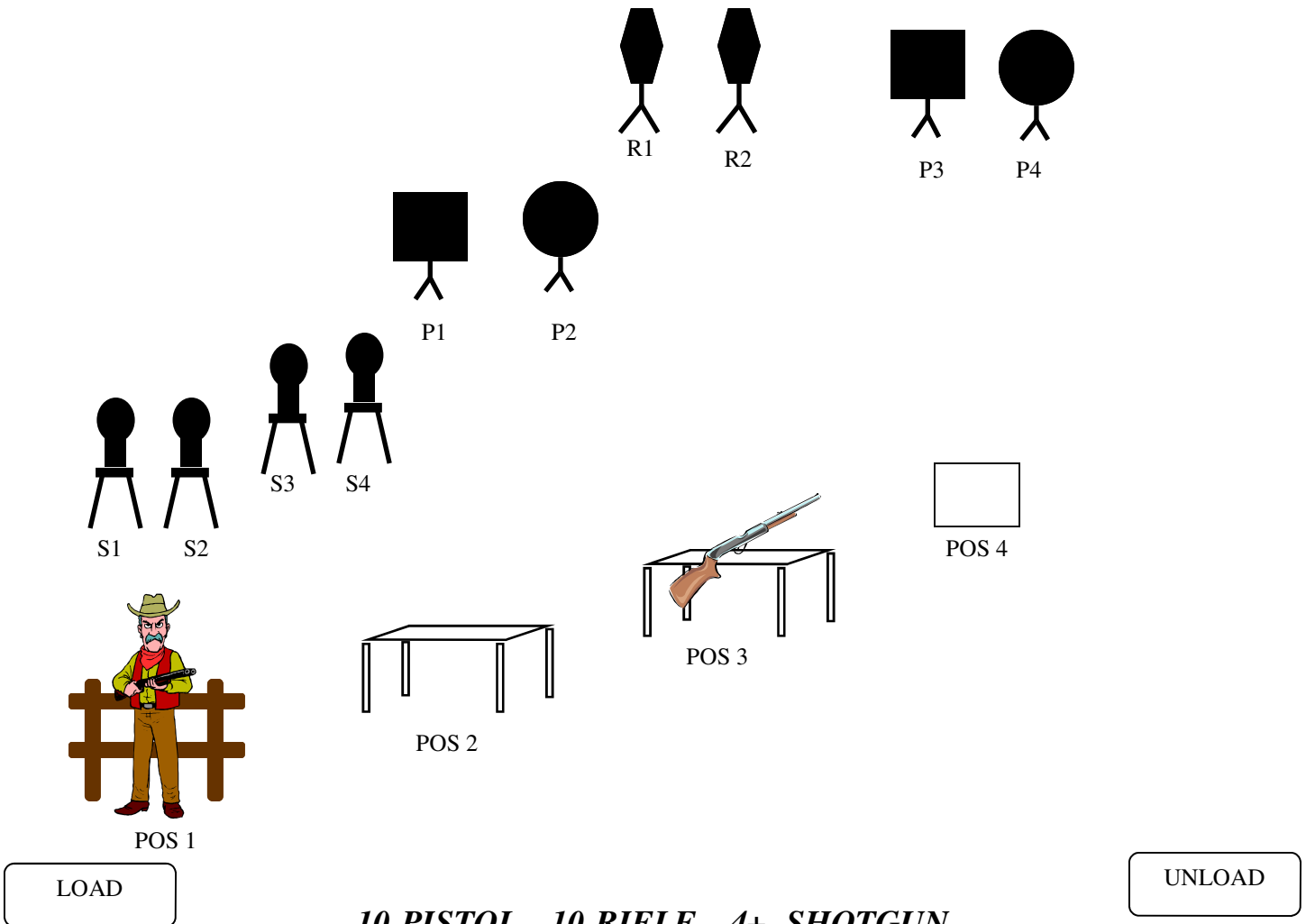
Start Standing at position 1, between tables, rifle at port arms.

On Signal On signal engage R1 thru R4 in a Missouri sweep(1-1-2-3-4-4-3-2-1-1). Move to position 2, at least one foot behind table, and make rifle safe. With pistols engage P1 thru P4 in the same fashion as the rifle, holster. Move to position 3, both feet behind table and Pick up shotgun and engage any two shotgun targets, S1 thru S4. Then engage S5 and the flyer to finish up the stage.

The flyer is a 5 sec bonus if hit, no penalty if not.

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

Stage 5
Bay 4
Sept 2010



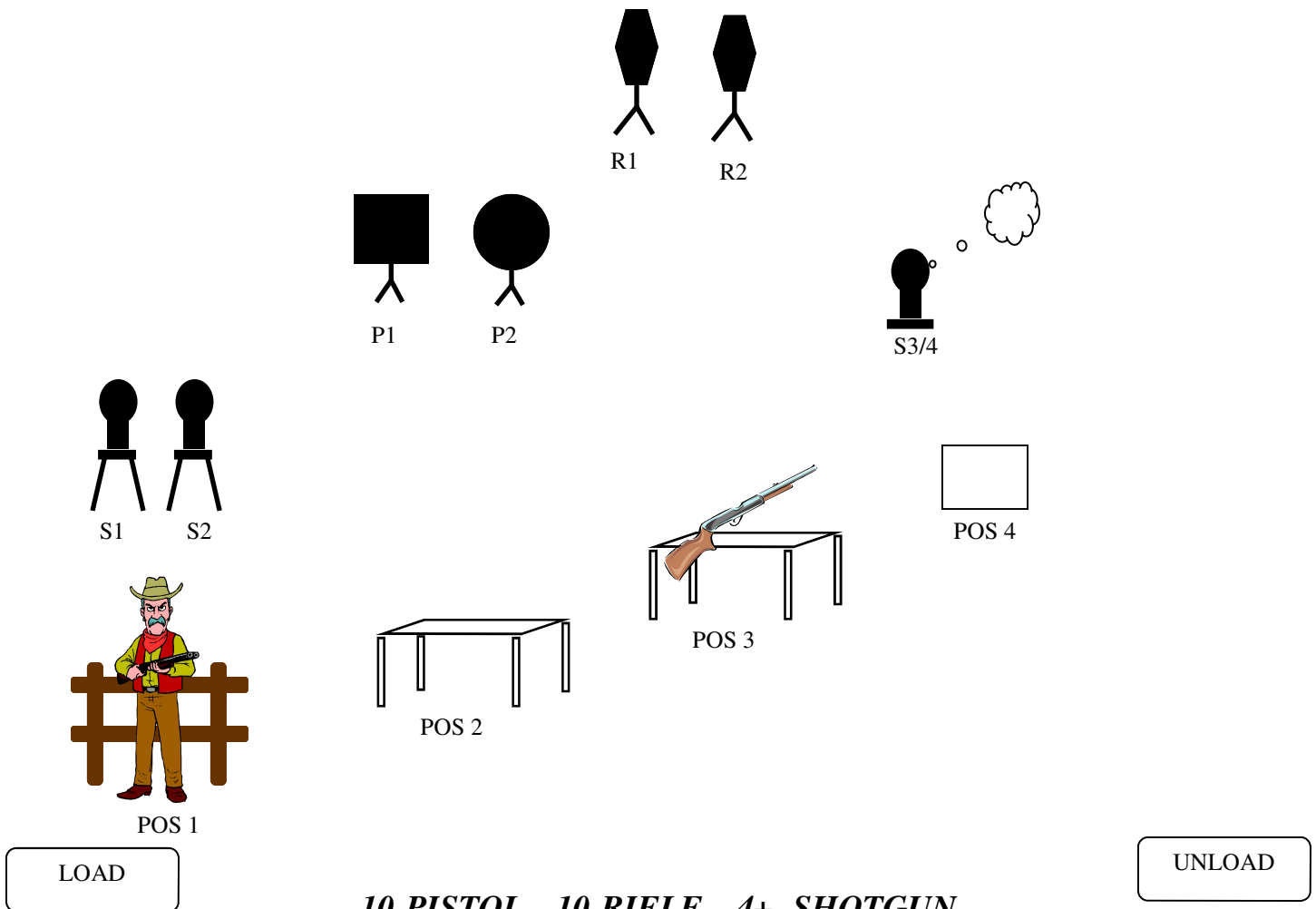
10-PISTOL 10-RIFLE 4+- SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged on the table at position 3. Shotgun at port arms behind fence at position 1 with at least 4 shells on your person.

Start Standing at position 1 at center of fence, with shotgun at port arms.

On Signal With shotgun engage S1 thru S4 left to right. Move to position 2(center of table) and make shotgun safe at angle to left berm. With one pistol engage the two pistol targets(P1 & P2) alternating from left to right until empty. Holster. Move to position 3(center of table) and with rifle engage R1 & R2 starting on the left, alternate left to right till empty. Make rifle safe on table at angle to left berm. Move to position 4 (square)(at least one foot in square) and with second pistol engage P3 & P4 alternating left to right till empty.
Only gunfighters may have both pistols out at the same time. They can place pistols on table then pick up and move to square. Or they can shoot double duelist.

Stage 6
Bay 4
Sept 2010



10-PISTOL 10-RIFLE 4+- SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged on the table at position 3. Shotgun in both hands behind fence at position 1 with at least 4 shells on your person.

Start Standing at position 1 at center of fence, with shotgun in both hands. On approval of RO you can load two shotgun shells and close the action.

On Signal With shotgun engage S1 & S2 any order. Move to position 2(center of table) and make shotgun safe. With pistols engage the two pistol targets(P1 & P2) alternating double taps starting on either side. Holster. Pick up and move shotgun with you to position 3(center of table), make safe and with rifle engage R1 & R2 starting on either side, alternate double taps. Make rifle safe on table at angle to left berm. Pick up shotgun and move to position 4(square)(at least one foot in square) and with shotgun engage flipper(S3 & S4). 5 second bonus if flyer is hit, no penalty if missed.

Only gunfighters may have both pistols out at the same time. Watch the 170 when moving with the shotgun.