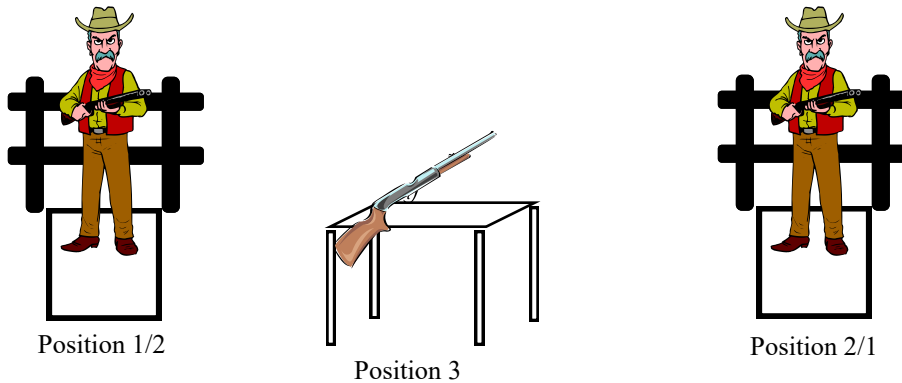
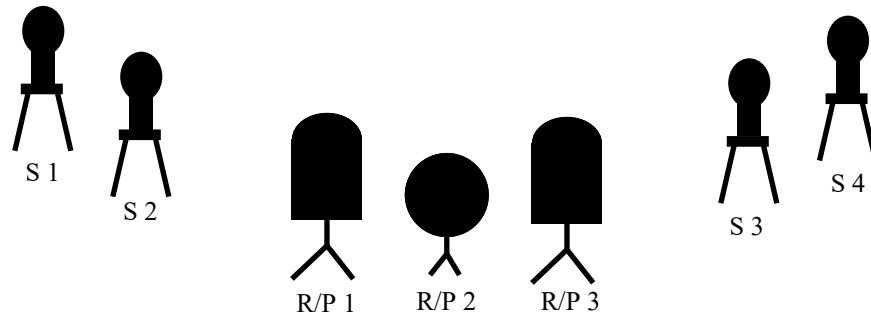


Stage 1
Bay 2
June 2018



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 with at least 4 shells on your person.

Gun Sequence Shotgun, rifle, pistols.

Start Shooter standing with both feet completely in **either** shooter's square with the shotgun in both hands.

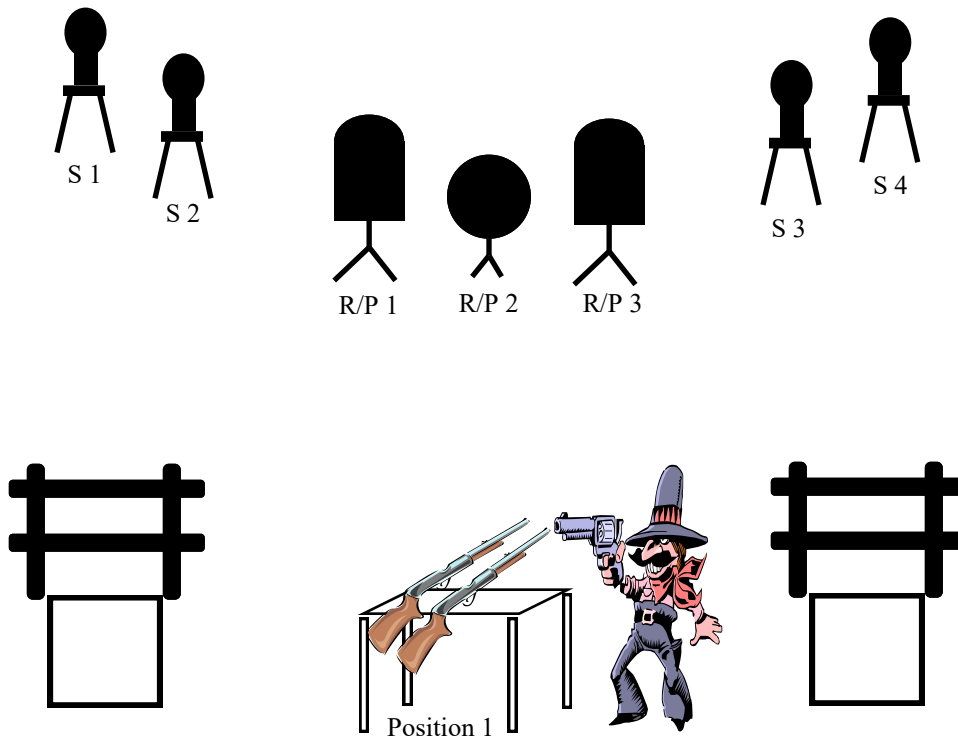
On Signal Engage the shotgun targets in front of you in any order.

Move to the other shooter's square and with at least one foot in the square, engage the shotgun targets there in any order. You may load the shotgun on the move as long as the action remains open.

Move to the table at position 3 and starting on either end, with the rifle engage R/P1 thru R/P3 with a 2-1-2 sweep. Repeat the instruction.

With the pistols, starting on either end, engage R/P1 thru R/P3 with a 2-1-2 sweep. Repeat the instruction.

Stage 2
Bay 2
June 2018



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and staged flat on the table at position 1. Rifle loaded with 10 rounds staged on the table at position 1. Shotgun staged on the table at position 1 with at least 4 shells on your person.

Gun Sequence Shooter's choice - the shotgun **must** be last.

Start Standing at the center of the table at position 1 with your arms crossed on your chest.

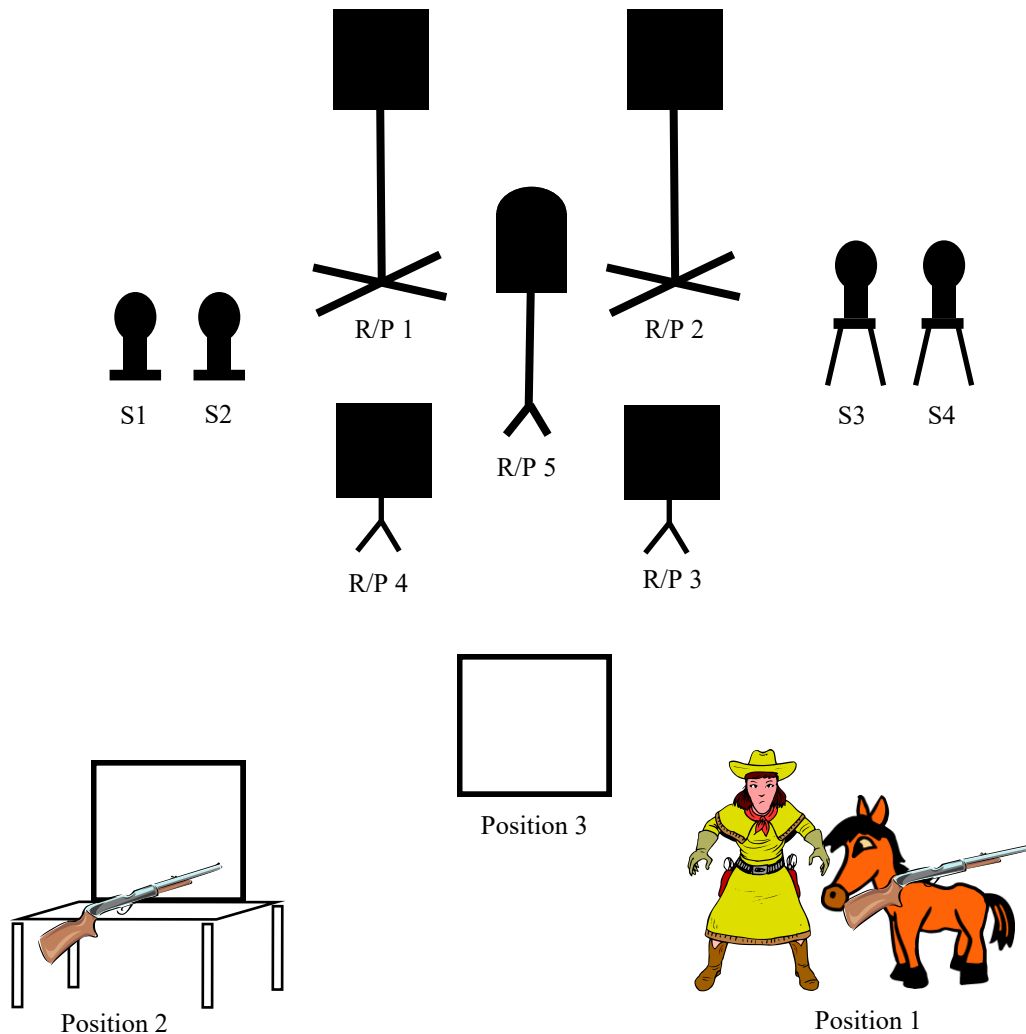
On Signal With the pistols, starting on either end, engage R/P1 thru R/P3 with a Maui sweep (1-3-1-3-2). Repeat the instruction. You may either holster or restage your pistols on the table at the end of the pistol string.

With the rifle, starting on either end, engage R/P1 thru R/P3 with a Maui sweep (1-3-1-3-2). Repeat the instruction.

With the shotgun, engage S1 thru S4 in any order.

Remember.....**The shotgun is last.**

Stage 3
Bay 3
June 2018



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged in the window at position 2. Shotgun staged flat between the side rails on the horse table at position 1 with at least 4 shells on your person.

Start Standing tall behind the horse at position 1 with your hands at your side.

Gun sequence Shotgun, rifle, pistols.

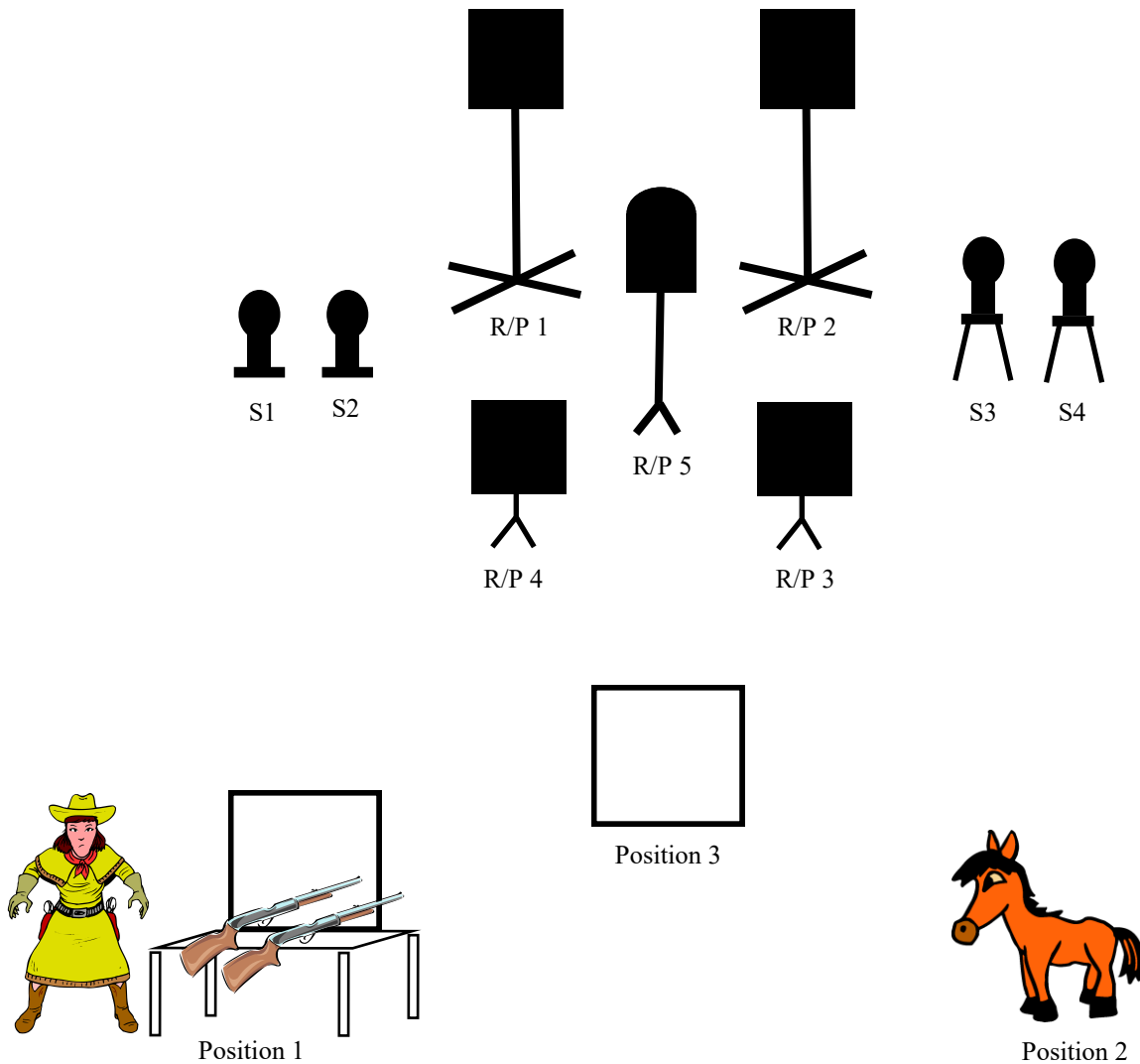
On Signal Engage S3 and S4 in any order.

Move to the window at position 2 and engage S1 and S2 thru the window in any order. You may load your shotgun on the move as long as the action remains open. **Make the shotgun safe at an angle to the left berm.**

At position 2, shooting thru the window and starting on any square, with the rifle engage R/P1 thru R/P4 (the squares) with double taps and then double tap R/P5 (the tombstone). **Make the rifle safe at an angle to the left berm.**

Move to the shooter's square at position 3 and with at least one foot in the square, with the pistols, starting on any square, engage R/P1 thru R/P4 (the squares) with double taps and then double tap R/P5 (the tombstone).

Stage 4
Bay 3
June 2018



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Two pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged in the window at position 1. Shotgun staged in the window at position 1 with at least 4 shells on your person.

Start Standing at the center of the window at position 1 with your hands on your hat brim.

Gun sequence Rifle, shotgun, pistols.

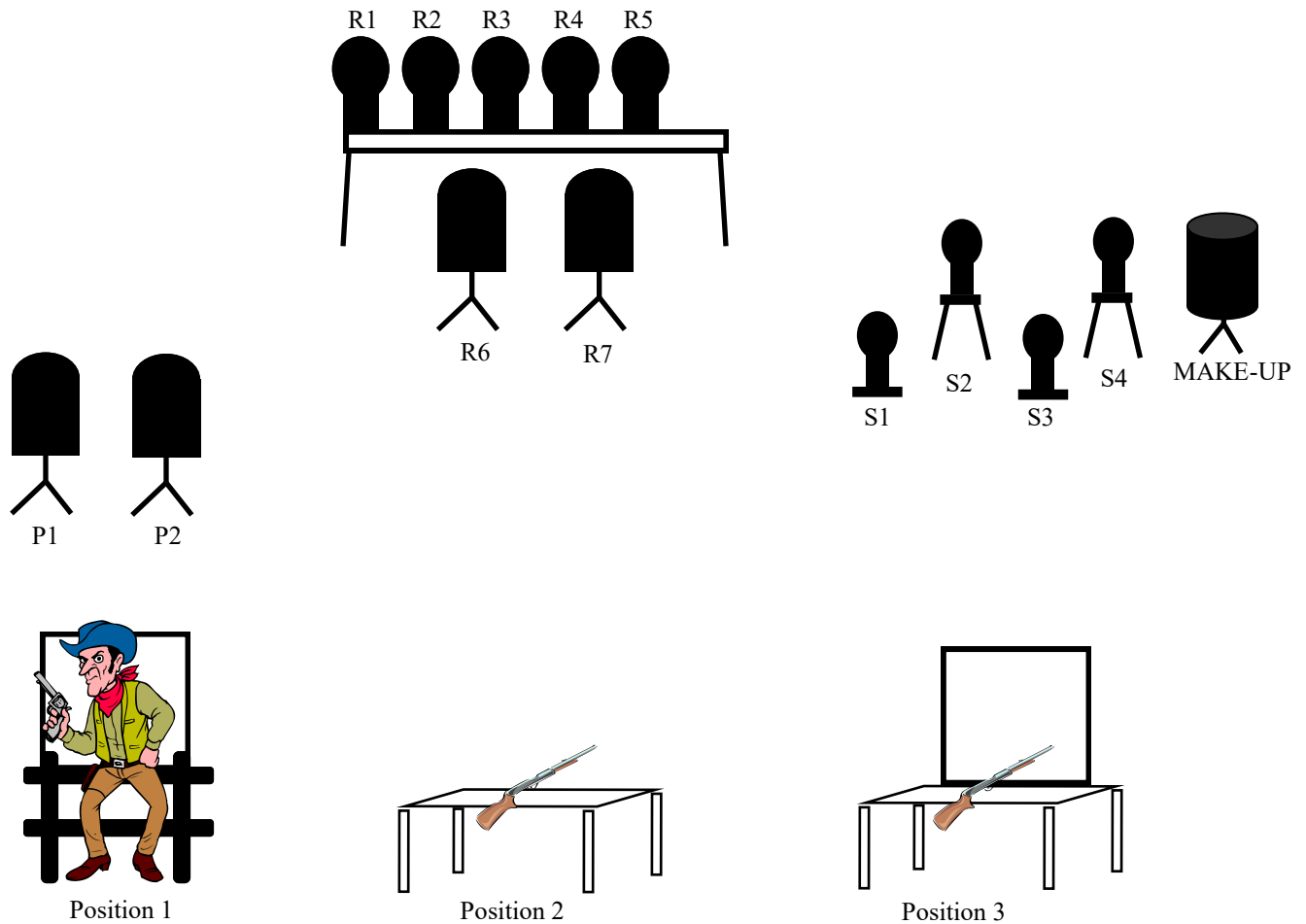
On Signal With the rifle engage R/P1 thru R/P5 thru the window with two rounds each with **no double taps.** **Make the rifle safe at an angle to the left berm.**

At position 1, with the shotgun engage S1 and S2 thru the window in any order.

Move to the horse at position 2 and engage S3 and S4 in any order. You may load your shotgun on the move as long as the action remains open. **Make the shotgun safe flat between the side rails of the horse table at an angle to the right berm.**

Move to the shooter's square at position 3 and with at least one foot in the square, with the pistols engage R/P1 thru R/P5 with two rounds each with **no double taps.**

Stage 5
Bay 4
June 2018



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged at the center of the table at position 2. Shotgun staged in the window at position 3 with at least 4 shells on your person.

Gun sequence Pistols, rifle, shotgun.

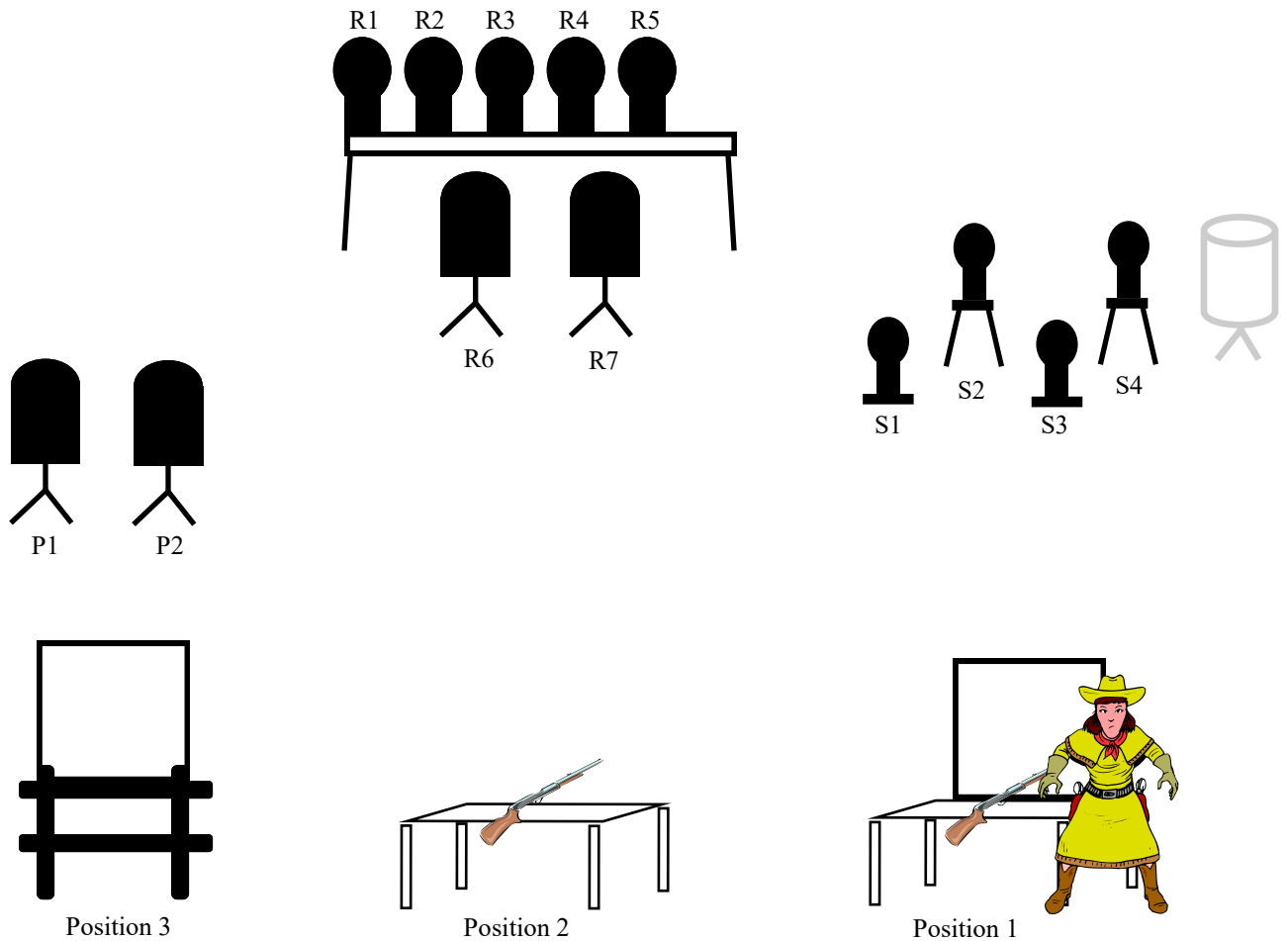
Start Shooter standing at the **center** of the fence at position 1 with your hands on your pistol grips (if desired).

On Signal With the pistols, starting on either target, engage P1 and P2 thru the window with alternating rounds for 10 rounds.

Move to the table at position 2 and starting on either R6 or R7 (the tombstones), with the rifle engage either tombstone and then the plates on the rack with alternating rounds for 10 rounds.

Move to position 3 and with the shotgun engage S1 thru S4 thru the window in any order. Any plates still standing on the plate rack may be made up with the shotgun by engaging the make-up gong with one round for each remaining plate. The gong must be **clearly** hit for the make-up rounds to count and each make-up round must be a separate (distinguishable) shot. **Any plates left standing on the plate rack and not made up will be counted as misses.**

Stage 6
Bay 4
June 2018



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds staged at the center of the table at position 2. Shotgun staged in the window at position 1 with at least 4 shells on your person.

Gun sequence Shotgun, rifle, pistols.

Start Shooter standing at the center of the window at position 1 with your hands at low surrender.

On Signal With the shotgun engage S1 thru S4 thru the window in any order.

Move to the table at position 2 and with the rifle engage the plates on the plate rack until they are all down. Then place any remaining rounds on either R6 or R7 (either tombstone).

Move to position 3 and with the pistols engage P1 and P2 thru the window in a 1-2-1-2-2-1-2-2-2-1 order.

Any plates left standing on the plate rack will be counted as misses. Each hit on the dump targets will be a one second bonus (5 bonus point maximum—no penalty for misses).