

Stage 1 – Bay 2-Middle Gulch

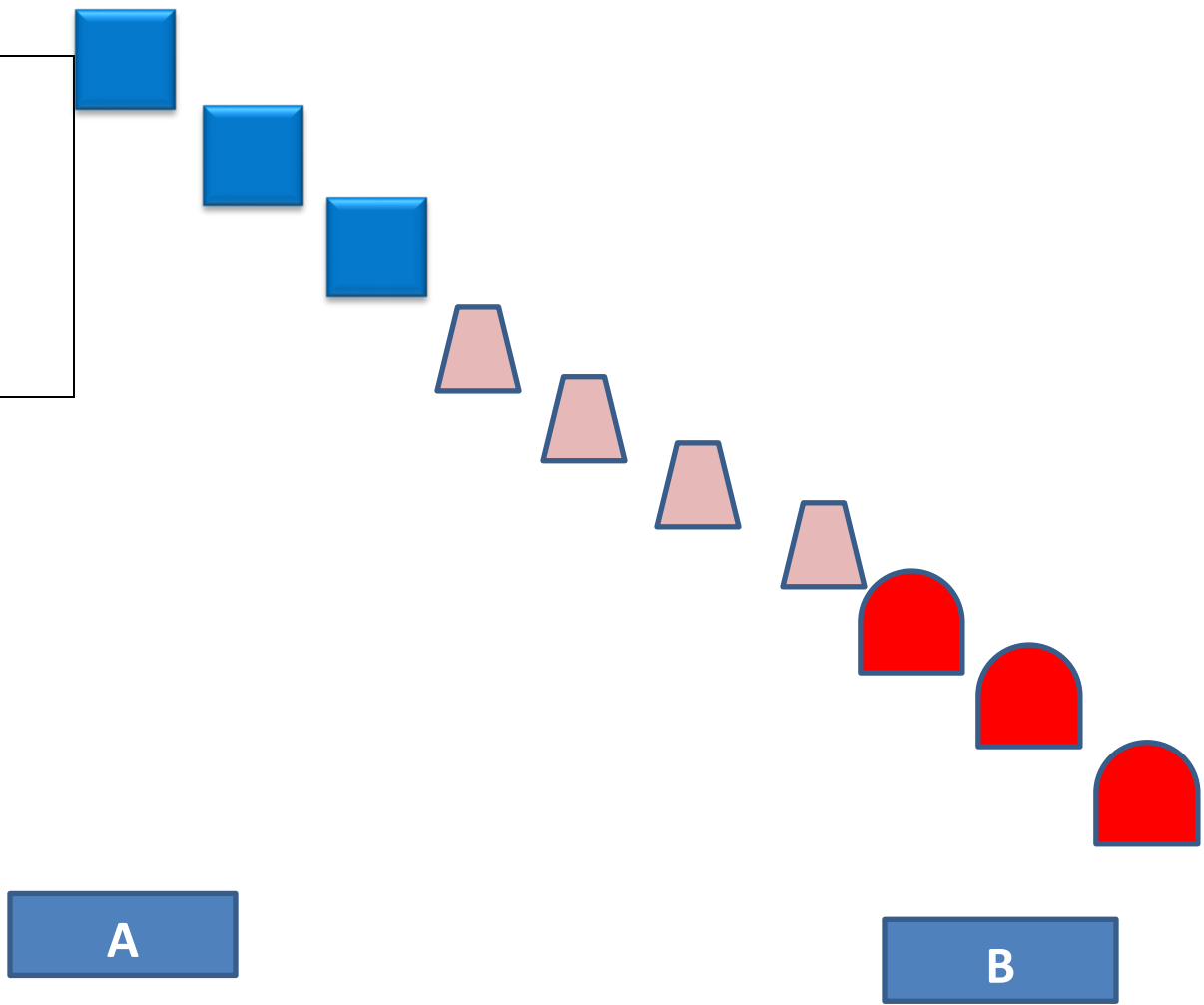
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of either table with hands flat on table not touching any gun.

Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the three rifle targets in a single double tap sweep **then** from the same end a single tap sweep **then** put the tenth round on the center target.
- IF with pistols engage the three pistol targets the same as the rifle instructions.
- IF with Shotgun, shoot the four knock down targets.

10 Rifle
10 Pistol
4+ Shotgun



Stage 2 – Bay2 - Middle Gulch

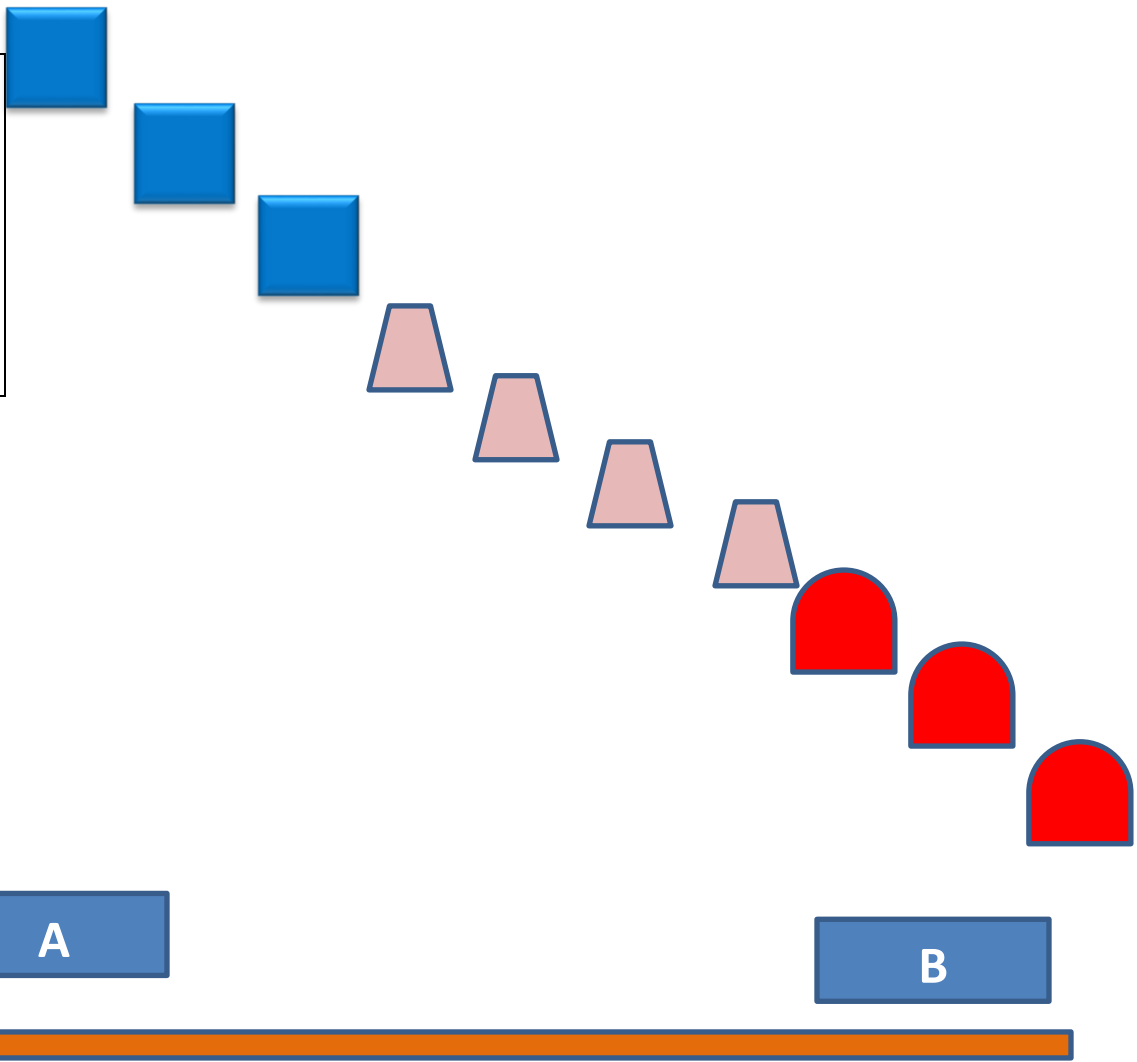
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of either table with hands on hat.

Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the three rifle targets in a 3-4-3 sweep.
- IF with pistols engage the three pistol targets as per the rifle instructions.
- IF with Shotgun, shoot the four knock down targets.

10 Rifle
10 Pistol
4+ Shotgun



Stage 3 – Bay 2 - Middle Gulch

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of either table with hands at low surrender.

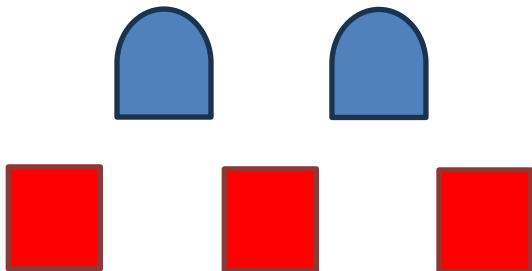
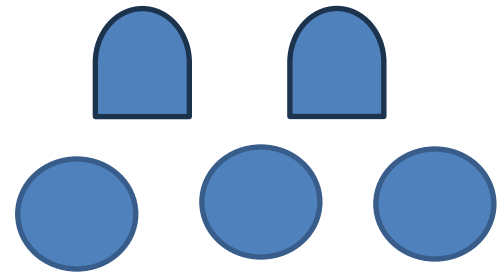
Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the three rifle targets in a continuous double tap Nevada sweep.
- IF with pistols engage the three pistol targets in a continuous double tap Nevada sweep.
- IF with Shotgun, shoot the four knock down targets.

10 Rifle

10 Pistol

4+ Shotgun



Stage 4 – Bay 3 - Middle Gulch

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands at high surrender.

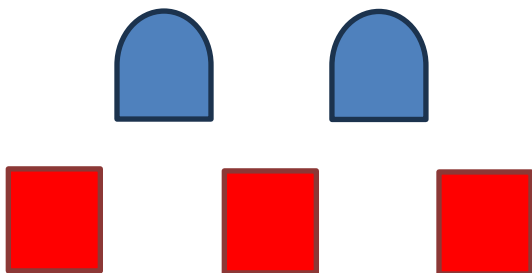
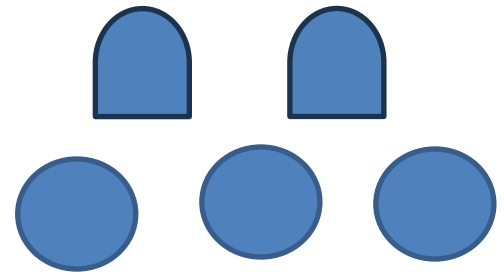
Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the five rifle targets with two rounds each.
- IF with pistols engage the five pistol targets as per the rifle instructions.
- IF with Shotgun, shoot the four knockdown targets.

10 Rifle

10 Pistol

4+ Shotgun



Stage 5 – Bay 3 - Middle Gulch

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with gun(s) in hand(s).

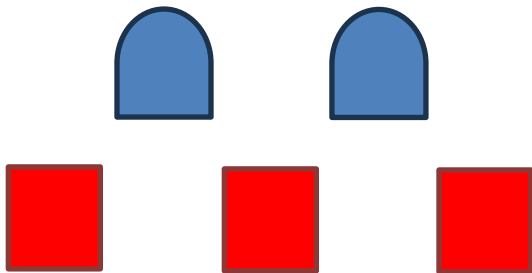
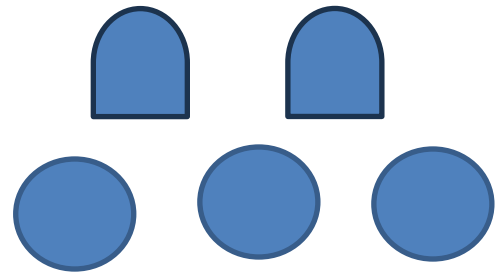
Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the five rifle targets in a 3-1-2-1-3 sweep – starting on either end,
- IF with pistols engage the five pistol targets as per the rifle instructions.
- IF with Shotgun, shoot the four knockdown targets.

10 Rifle

10 Pistol

4+ Shotgun



Stage 6 – Bay 3 - Middle Gulch

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: In front of any table with hands at default.

Shooting: Gun order shooters choice. Both positions must be used.

- IF with Rifle engage the three front rifle targets in two single tap sweeps from either end (no dirty sweeps) then double tap each of the top targets.
- IF with pistols engage the pistol targets per the rifle instructions.
- IF with Shotgun, shoot the four knockdown targets.