

Stage 1 (Bay 2)

Round Count: 10 Pistol, 10 Rifle, 5+ Shotgun

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

Staging: Rifle and Shotgun at position 2, Pistols holstered

Procedure: Shooter starts at position 2 with both hands on rifle and when ready says **“Is the water on ice”**. At the beep, with rifle, engage R1—R3 in a 2-2-1 sweep from the left and R5—R7 in a 2-2-1 sweep from the right. With shotgun, engage S2 and S4 from the left, then S5 and S3 from the right. Move to position 1 or 3 and, with shotgun, engage S1 (from position 1) or S6 (from position 3). With pistols, engage the three round targets in a 2-2-1 sweep from the left and then engage them again in a 2-2-1 sweep from the right. Pick up long guns and move to the unloading table.

Stage 2 (Bay 2)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: Pistols holstered, Rifle and Shotgun at position 2

Procedure: Shooter starts at position 2 and when ready says **“It’s Hot out here”**. At the beep, with pistols, engage the five inside pistol targets (P2—P6) in a West Virginia Sweep from either end. With rifle, repeat instructions to engage the five inside rifle targets (R2—R6). Then, with shotgun, engage S2—S5 in any order; all must fall. Pick up long guns and move to the unloading table.

Stage 3 (Bay 2)

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Shooting Order: Shotgun, Pistol #1, Shotgun, Rifle, Shotgun, Pistol #2

Staging: Shotgun at start position, Rifle at position 2, Pistols holstered

Procedure: Shooter starts at position 1 or 3 with hands on hat/head and when ready says **“Aim that fan over here”**. At the beep, with shotgun, engage the outside knockdown (S1 or S6) and one of the high-low knockdowns. Then, with first pistol, engage P1—P4 by single-tapping the round targets and double-tapping the cowboy in any order. Move to position 2 and, with shotgun, engage two more of the high-low knockdowns. With rifle, engage R1—R7 in a 1-1-1-4-1-1-1 sweep from either end. Move to the unused position and, with shotgun, engage the last two knockdowns. With second pistol, engage P4—P7 by repeating instructions for the first pistol. Pick up long guns and move to the unloading table.

Stage 4 (Bay 2)

Round Count: 10 Pistol, 10 Rifle, 2+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle at position 2, Pistols holstered, Shotgun staged safely

Procedure: Shooter starts at position 2 and when ready says **“My guns are too hot to handle”**. At the beep, with rifle, engage R1--R7 in a 1-1-1-2-1-1-1 sweep from either end with 8 rounds, then use 2 unfired rounds to re-engage missed targets (if any) or (if not) to engage any of the knockdown(s). Move to position 1 or 3 and, with first pistol, engage 3 round pistol targets and the cowboy with 4 rounds in any order. Then use the 1 unfired round to re-engage a missed pistol target (if any) or to engage any of the knockdown(s). Move to position at other end and repeat instructions with second pistol. Then, moving safely to any position as necessary, engage all knockdowns still standing with shotgun. Pick up long guns and move to the unloading table.

Stage 5 (Bay 2)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle at port arms, Pistols holstered, Shotgun staged safely

Procedure: Shooter starts at position 1 or 3 with rifle held at cowboy port arms and when ready says **“These tents need some A/C”**. At the beep, with rifle, engage R1–R3 (from position 1) or R5–R7 (from position 3) in a double-tap Nevada Sweep from either end. Then, with pistols, repeat instructions to engage P1–P3 or P5–P7. Move to position 2 and engage knockdowns S2–S5 in any order; all must fall. Pick up long guns and move to the unloading table.

Stage 6 (Bay 2)

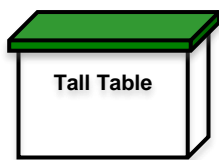
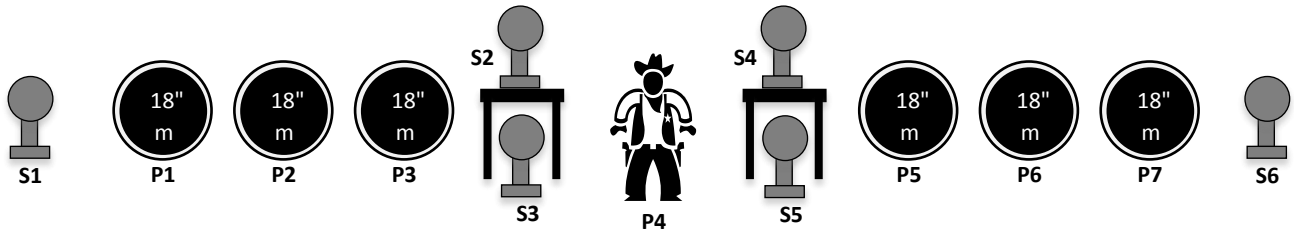
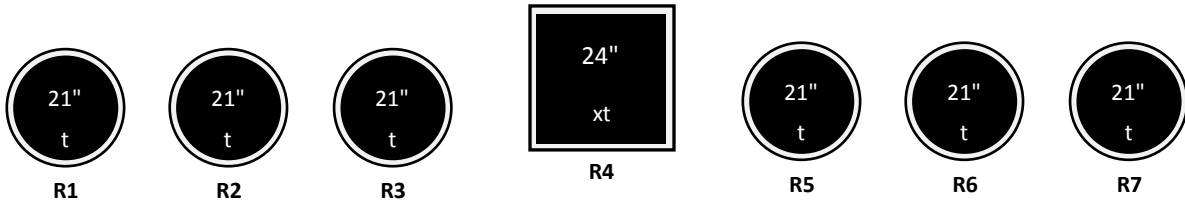
Round Count: 10 Pistol, 10 Rifle, 3+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

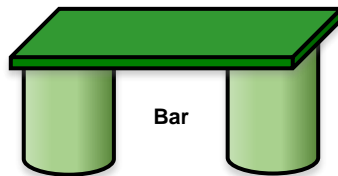
Staging: Pistols holstered, Rifle and Shotgun both at position 1 or 3

Procedure: Shooter starts at position 1 or 3 with hands on pistol(s) and when ready says **“I’m having a meltdown”**. At the beep, with pistols, engage P1–P4 (from position 1) or P4–P7 (from position 3) by triple-tapping the circles and single-tapping P4 in any order. With rifle, repeat instructions to engage R1–R4 or R4–R7. With shotgun, engage S1–S3 or S4–S6 in any order. Pick up long guns and move to the unloading table.

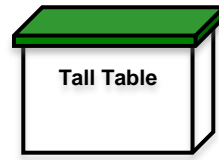
Bay 2



Position 1



Position 2



Position 3