

Stage 1

Rifle 7 rounds
Pistol 28 rounds
Shotgun 6 rounds

R. R. R. R.

S. S. S. S. S. S.

P. P. P. P.

P. P. P. P.

Table 1

Table 2

1911	Holstered, four magazines required
Rifle	Seven rounds. Staged on table 1
Shotgun	Six rounds in magazine, action closed, chamber empty, staged on table 2

Shooter starts at table of choice, hands on hat. Use guns in any order, *rifle not last*.

Starting Phrase: Giddy up

At the Beep: At the table of your choice, with the rifle, engage the rifle targets with the following sweep from either direction: 1,2,2,3,4,4,4 or 4,3,3,2,1,1,1.

With the 1911, engage the rifle targets, then the pistol targets in the same sequence as the rifle. Move to the opposite table and repeat on both the rifle and 2nd pistol targets. **Ground the pistol on the table open and empty - remember, after firing rounds, never reholster your 1911 until after it is cleared by the RO after the stage is over.**

With the shotgun, engage six shotgun targets.

Stage 2

Rifle 7 rounds
Pistol 21 rounds
Shotgun 6 rounds

R. R. R. R.

S. S. S. S. S. S.

P. P. P. P.

P. P. P. P.

Table 1

Table 2

1911	Holstered, three magazines required
Rifle	Seven rounds. Rifle held at port arms
Shotgun	Six rounds in magazine, action closed, chamber empty, staged on table 2

Shooter starts between tables, rifle at port arms. Use guns in any order, ***rifle not last.***

Starting Phrase: Ye haw

At the Beep: With the rifle, double tap the two outside rifle targets from either direction, then alternate the two inside targets with a single tap from either direction.
Example: 1,1,4,4,2,3,2

With the 1911, engage the rifle targets and each set of pistol targets using the rifle instructions. Pistol targets are engaged from the respective table.

With the shotgun, engage six shotgun targets from behind the respective tables.

Stage 3

Rifle 7 rounds
Pistol 28 rounds
Shotgun 6 rounds

R. R. R.

S. S. S. S. S. S.

P. P. P.

P. P. P.

Table 1

Table 2

1911	Holstered, four magazines required
Rifle	Seven rounds. Staged on either table
Shotgun	Six rounds in magazine, action closed, chamber empty, staged on table 2

Shooter starts at table of choice, hands on hat. Use guns in any order, *rifle not last*.

Starting Phrase: Hubba hubba

At the Beep: With the rifle, engage the rifle targets with double, triple, double tap sweep from either direction: 1,1,2,2,2,3,3 or 3,3,2,2,2,1,1.

With the shotgun, engage six shotgun targets.

With the 1911, from behind each table, engage the respective pistol targets and then the rifle targets with the same instructions used with the rifle.

Stage 4

Rifle 7 rounds
Pistol 21 rounds
Shotgun 6 rounds

R. R. R. R. R.

S. S. S. S. S. S.

P. P. P.

P. P. P.

Table 1

Table 2

1911	Holstered, three magazines required
Rifle	Seven rounds. Staged on either table
Shotgun	Six rounds in magazine, action closed, chamber empty, staged on table 2

Shooter starts at table of choice, hands on hat. Use guns in any order, ***rifle not last***.

Starting Phrase: Born ready

At the Beep: With the rifle, from either direction, triple tap the end target first, then single tap the next four in a continuous sweep. Example: 111,2,3,4,5

With the shotgun, engage six shotgun targets.

With the 1911, with the pistol targets triple tap either end target then single tap the remaining targets in a continuous sweep for 7 rounds. Example: 111,2,3,2,1. Engage the rifle targets in the same sequence as the rifle. Then engage the remaining pistol targets using the pistol sequence.

Stage 5

Rifle 7 rounds
Pistol 28 rounds
Shotgun 6 rounds

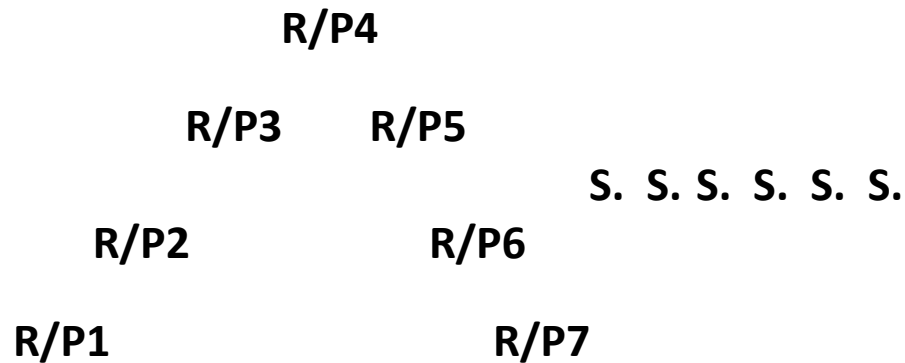


Table 1

Table 2

1911	Holstered, four magazines required
Rifle	Seven rounds. Staged on table 1
Shotgun	Six rounds in magazine, action closed, chamber empty, staged on table 2

Shooter starts with hands on table. Use guns in any order, **rifle not last**.

Starting Phrase: 3, 2, 1, go

At the Beep: With the shotgun, engage all six shotgun targets.

With the rifle and 1911, engage the targets in any order with 3 on R/P1, 4 on R/P2, 6 on R/P3, 9 on R/P4, 6 on R/P5, 4 on R/P6, 3 on R/P7.