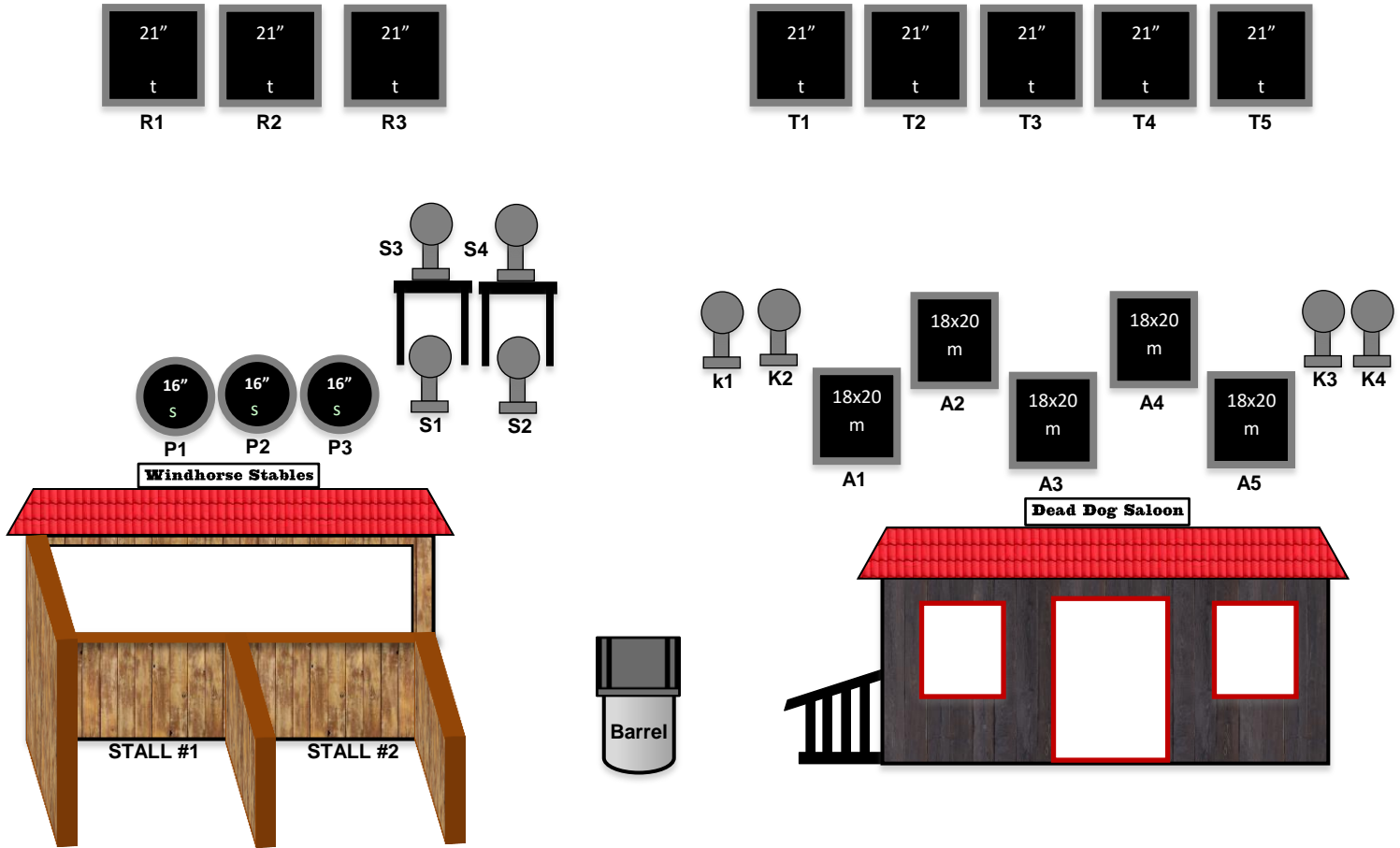


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Stage 1

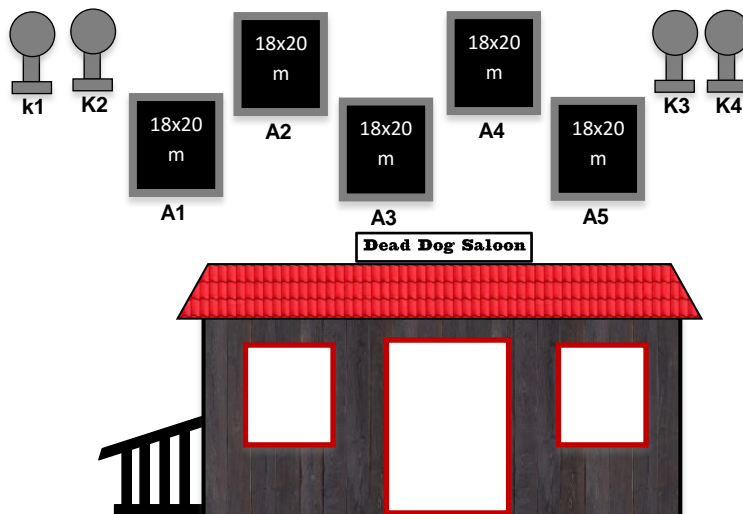
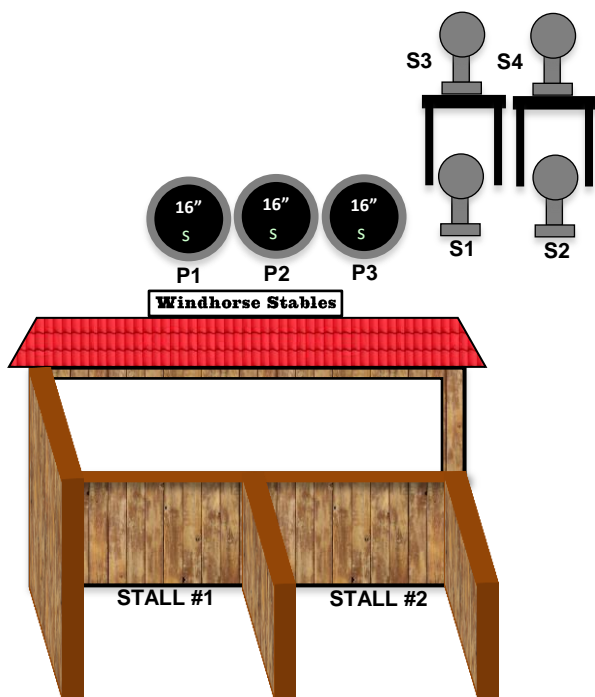
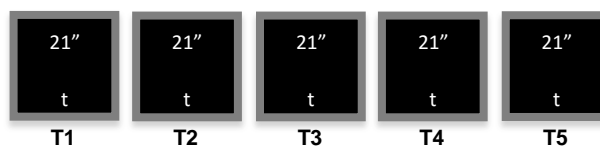
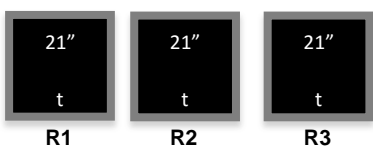
Order: Rifle, Pistol, Shotgun

Round Count & Staging: Pistols- 5 each, holstered, Rifle -10 rounds, in stall 2, Shotgun 4+, safely

Procedure: Shooter starts standing in stall 2 at default position. When ready say (It's too late now). At the beep with rifle engage the R1, 2, and 3 targets with two 2, 1, 2 sweeps from the same direction. With pistols engage the P1, 2, and 3 targets with the same instructions as the rifle. Move to barrel and with shotgun engage the S1, 2, 3, and 4 knock-downs in any order.

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Stage 2

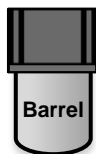
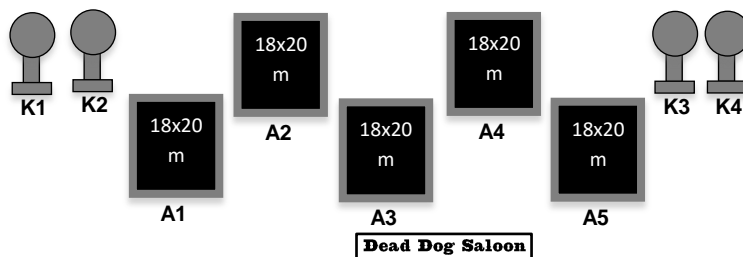
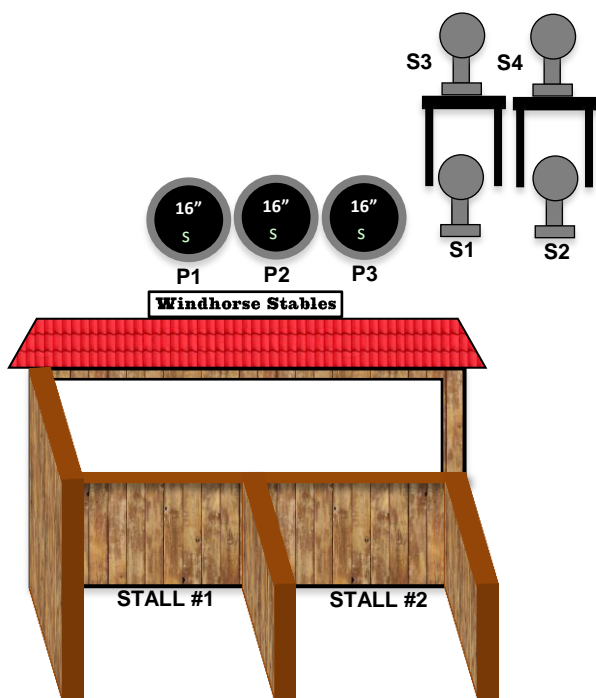
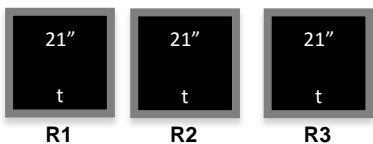
Order: Shotgun, Rifle, Shotgun, Pistol

Round Count & Staging: Pistols- 5 each, holstered, Rifle- 10 rounds, safely, Shotgun 4+, safely

Procedure: Shooter starts at left or right window with hands above shoulders. When ready say (it's too late now). At the beep with shotgun engage the two K knock-downs in any order at that window. Now, with rifle, from either window, engage the T1 through T5 targets, starting on T3, with a 5 shot Nevada sweep to the left then a 5 shot Nevada sweep starting on T3 to the right. Next, with shotgun engage the other two K knock-downs at that window in any order. Move to doorway and with pistols engage the A1 through A5 targets with the same instructions as the rifle.

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Stage 3

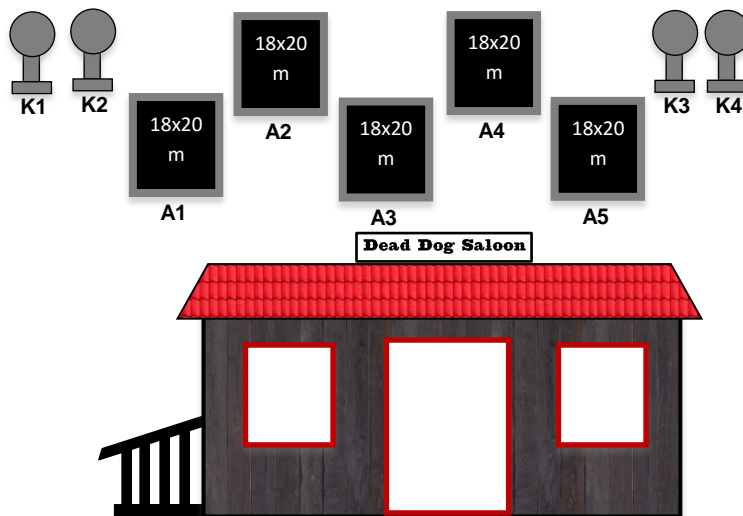
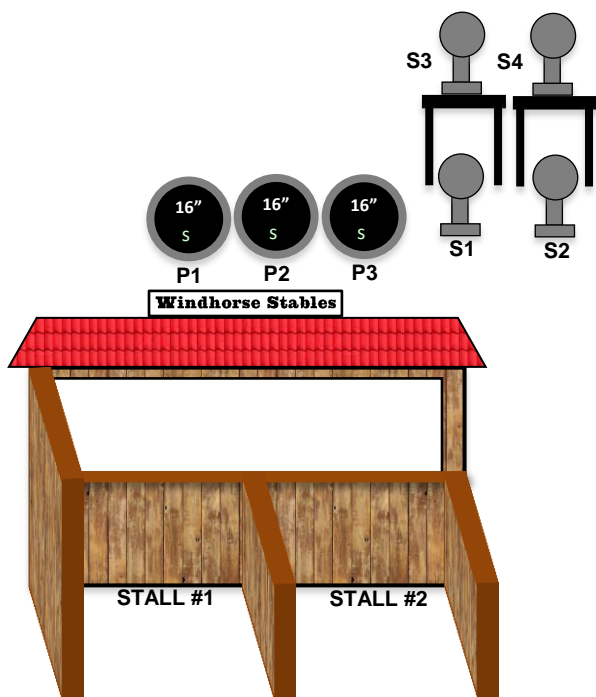
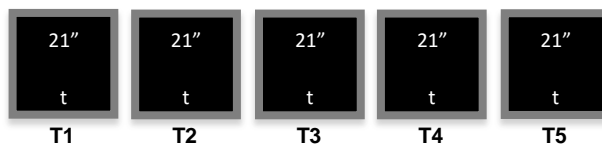
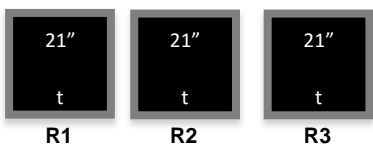
Order: Pistol, Rifle, Shotgun

Round Count & Staging: Pistols- 5 each, holstered, Rifle- 10 rounds, in doorway, Shotgun- 4+, in doorway

Procedure: Start standing in doorway with hands on door frame. When ready say (It's too late now). At the beep with pistols engage the A1 through A5 targets starting at either end with a 3, 1, 1 sweep then a 3, 1, 1 sweep starting on the other end. With rifle engage the T1 through T5 targets with the same instructions as the pistol. Last, with shotgun engage the four K knock-downs in any order.

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Stage 4

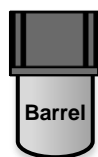
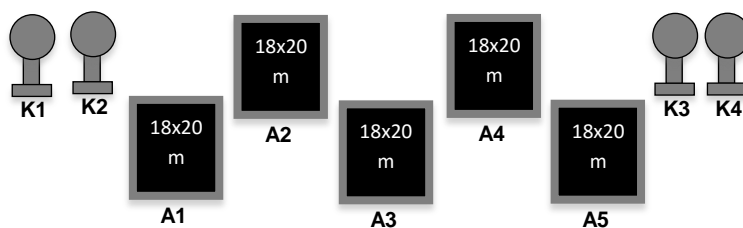
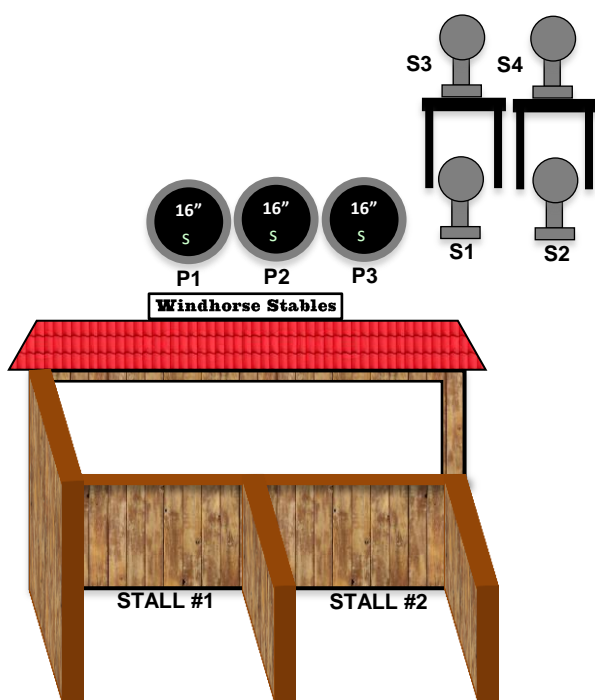
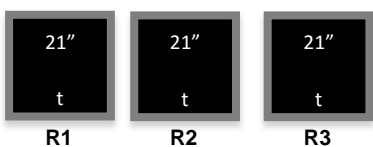
Order: Shotgun, Rifle, Pistol

Round Count & Staging: Pistols-5 each, holstered, Rifle- 10 rounds, in stall 2, Shotgun- 6+, at barrel

Procedure: Shooter starts standing at barrel with shotgun at cowboy port arms. When ready say (It's too late now). At the beep with shotgun engage the K1, K2, S1, S2, S3, & S4 knock-downs in any order. Move to stall 2 and with rifle engage the three R targets by first placing one round on center target then triple tap the three targets starting at either end. Last, with pistols engage the P targets with the same instructions as the rifle.

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Stage 5

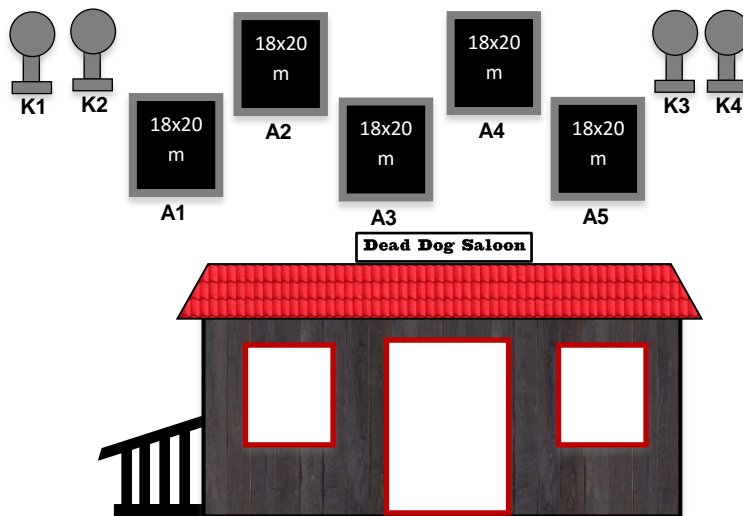
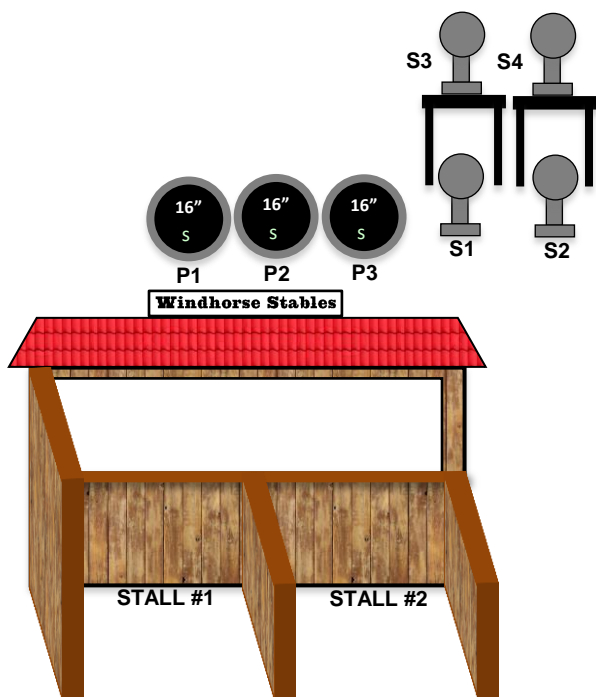
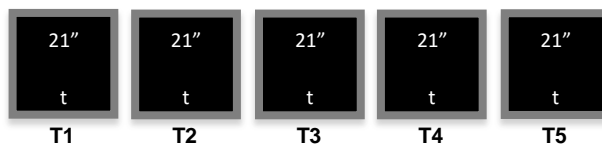
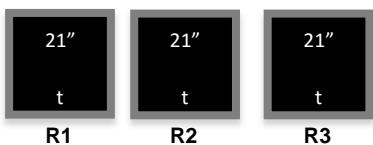
Order: Rifle, Shotgun, Pistol

Round Count & Staging: Pistols- 5 each, in stall 2, Rifle- 10 rounds, in stall 2, Shotgun- 4+, in stall 2

Procedure: Start and stay standing in stall 2 with hands on left and right walls. When ready say (it's too late now). At the beep with rifle engage the three R targets by first triple taping the center target then single tap the two outsides then single tap the two outside targets and last triple taping the center with NO DOUBLE TAPS ON THE OUTSIDE TARGETS. Next, with shotgun engage the four S knock-downs in any order. Last, with pistols engage the three P targets with the same instructions as the rifle.

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Stage 6

Order: Pistol, Rifle, Shotgun

Round Count & Staging: Pistols- 5 each, holstered, Rifle- 10 rounds, at doorway, Shotgun- 4+, safely

Procedure: Start standing in doorway with rifle at cowboy port arms. When ready say (It' too late now). At the beep put rifle down and with pistols engage the five A targets by single taping the three front targets then double tap one rear target, single tap the front three targets then double taping the other rear target. Now, with rifle engage the five T targets by first single taping the three inner targets then double tap an end target and then single tap the three inner targets and double tap the other end

target. Move to a window and with shotgun engage the two K knock-downs in any order at that window then engage the other two K knock-downs in any order from the other window.