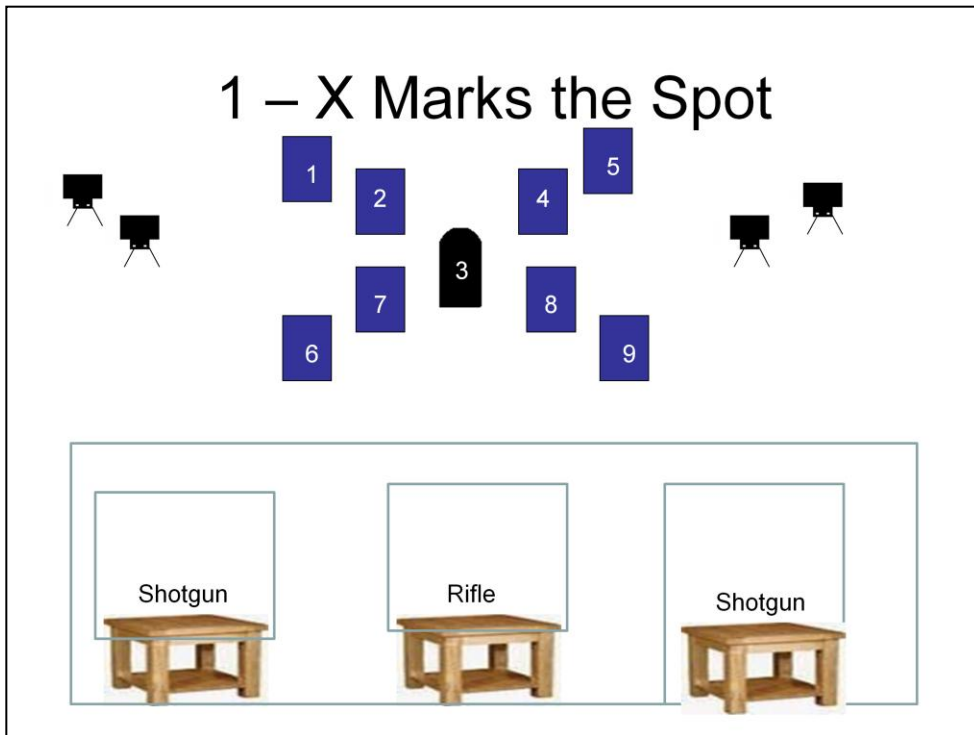




May 2019 Stages



Pistol – 10, Rifle – 10, Shotgun – 4+

Pistols holstered, Shotgun in hand behind left or right table, rifle staged on center table.

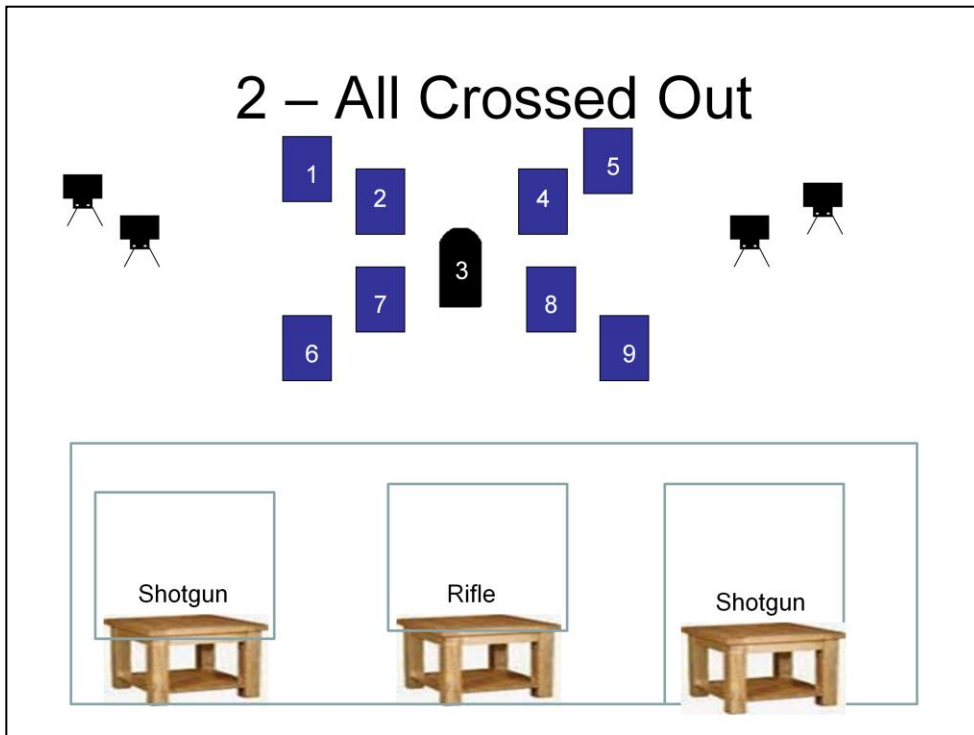
Shooter starts behind left or right table, shotgun in hands.

Starting line – **“Go for the Treasure”**

At the beep,

- Shotgun** 2 knockdowns until down.
- Rifle/Pistols**– Double-tap sweep one diagonal then double-tap sweep the other diagonal.
- Shotgun** other 2 knockdowns until down from the other outside table

Order: Shotgun/choice on Rifle and Pistols/Shotgun.



Pistol – 10, Rifle – 10, Shotgun – 4+

Pistols holstered, Shotgun staged on left or right table, rifle staged on center table.

Shooter starts behind center table, hands on pistols.

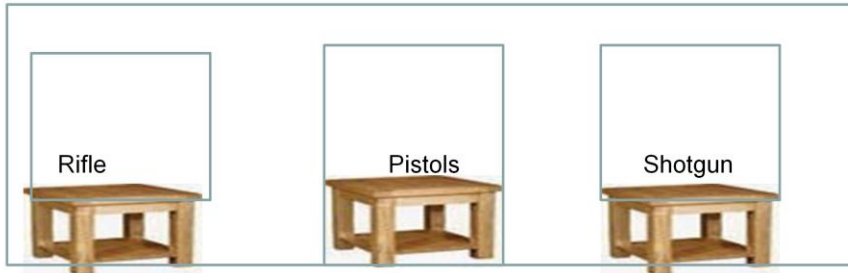
Starting line – **“This will be better!”**

At the beep,

- Rifle** – 3 on center target, then sweep the 4 upper targets then 3 on the center target (e.g. 3-3-3-1-2-4-5-3-3-3).
- Pistols**– 3 on center target, then sweep the 4 lower targets then 3 on the center target (e.g. 3-3-3-6-7-8-9-3-3-3).
- Shotgun** 2 knockdowns until down from one outside table then 2 knockdowns until down from the other outside table.

Order: Choice on Pistols/Rifle; Shotgun last.

3 – Goin' for the Green



Rifle – 10, **Pistol** – 10, **Shotgun** – 4+

Shotgun staged on right table, Pistols staged on center table, Rifle at port arms behind left table. Shooter starts behind left table rifle at port arms.

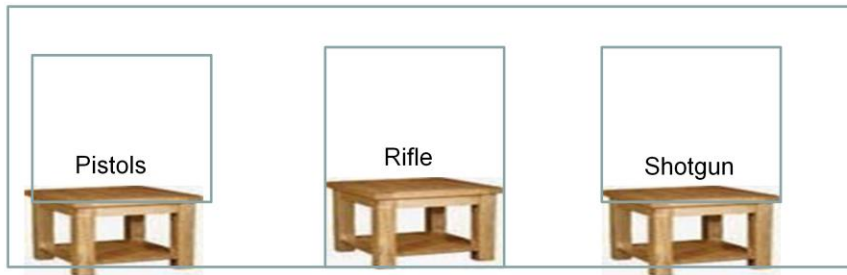
Starting line: “**You think he’s fast?!?”**”

At the beep,

- Rifle** – 3-2-2-3 sweep on the four targets from either end.
- Pistols** – Repeat the Rifle instructions with the pistols from center table. [Pistols may be restaged or holstered.]
- Shotgun** – engage 4 knockdowns until down.

Order: Rifle/Pistols/Shotgun.

4 – Stayin' Green



Rifle – 10, **Pistol** – 10, **Shotgun** – 4+

Shotgun staged on right table, Pistols staged on left table, Rifle staged on center table. Shooter starts behind table of choice – hands flat on table, not touching any guns.

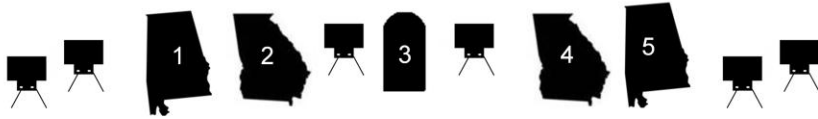
Starting line: **“You ain’t seen nothing yet!”**

At the beep,

- Rifle** – continuous Nevada sweep on the four targets from either end from center table.
- Pistols** – continuous Nevada sweep on the four targets from either end from left table. [Pistols may be restaged or holstered.]
- Shotgun** – engage 4 knockdowns until down.

Order: Shooter’s Choice.

5 – Count 'em up



Rifle – 10, Pistol – 10, Shotgun – 6+

Shotgun staged on left or right table, Pistols holstered, Rifle staged on center table. Shooter starts behind table of choice – hands on pistols.

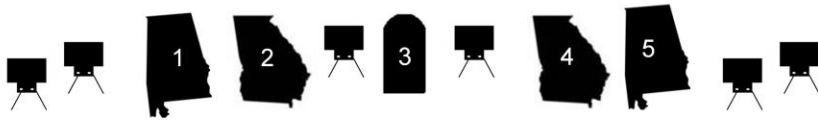
Starting line: **“Can you count?”**

At the beep,

- Rifle** – In any order, 1 on each outside target, 2 on each inner target and 4 on the center target. (Round count 1-2-4-2-1)
- Pistols** – Repeat rifle instructions.
- Shotgun** – engage 6 knockdowns until down, 2 from each table

Order: Shooter’s Choice.

6 – Mother's Day



Rifle – 10, **Pistol** – 10, **Shotgun** – 2+

Shotgun and rifle staged on centertable, Pistols holstered. Shooter starts behind center table hands on hat.

Starting line: **"This is for Mom!"**

At the beep,

- Rifle** – 1 knock down then double-tap two states, then another knockdown, then double-tap the other two states
- Pistols** – Repeat rifle instructions.
- Shotgun** – engage any knockdowns left standing until down.

Order: Shooter's Choice on Rifle/Pistols; Shotgun last.

[Note – target 3 is not in play]