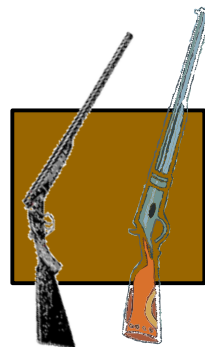
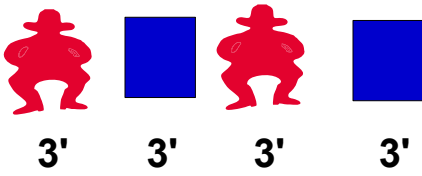
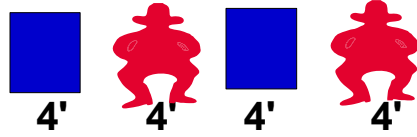


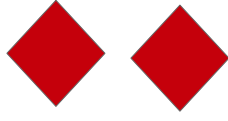
JULY 2023 STAGES 1 & 2



STAGE 1	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	RIFLE AND SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOOTERS CHOICE, RIFLE NOT LAST.
START	TEXAS SURRENDER
LINE	WATCH THIS!
ATB	<p>IF STARTING WITH PISTOLS SHOOT A HILLBILLY SWEEP. (P1-P1, P4-P4, P3, P2, P1-P1, P4-P4).</p> <p>MOVE TO RIGHT TABLE AND WITH RIFLE REPEAT THE PISTOL INSTRUCTIONS. MAKE RIFLE SAFE ON TABLE.</p> <p>WITH SHOTGUN KNOCK DOWN THE FOUR SHOTGUN TARGETS, OUTSIDE, OUTSIDE, INSIDE, INSIDE.</p>

STAGE 2	
ROUND COUNT	10 RIFLE – 10 PISTOL – 6+ SHOTGUN
STAGING	RIFLE AND SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOOTERS CHOICE, RIFLE NOT LAST.
START	HANDS UP
LINE	HANDS UP!
ATB	<p>IF STARTING WITH PISTOLS, SHOOT AN AYNOR SWEEP, (P1-P1, P2-P2-P2, P3-P3, P4-P4-P4). OR 2-3-2-3 SWEEP.</p> <p>WITH RIFLE, REPEAT THE PISTOL INSTRUCTIONS. MAKE RIFLE SAFE.</p> <p>WITH SHOTGUN KNOCK DOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER, THEN ENGAGE THE POPPER TO RELEASE THE CLAY BIRD. A HIT ON THE CLAY IS A 5 SECOND BONUS. A MISS IS NOT A MISS, BUT THE TARGET MUST BE ENGAGED OR SCORED AS A MISS.</p>

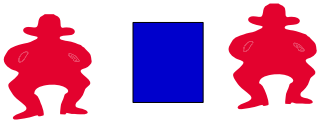
JULY 2023 STAGES 3 & 4



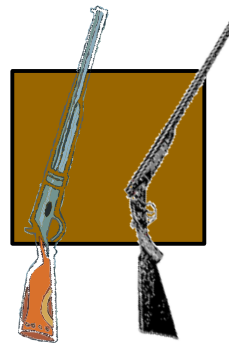
BONUS



4' 4' 4'



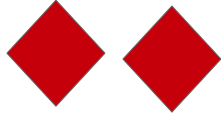
3' 3' 3'



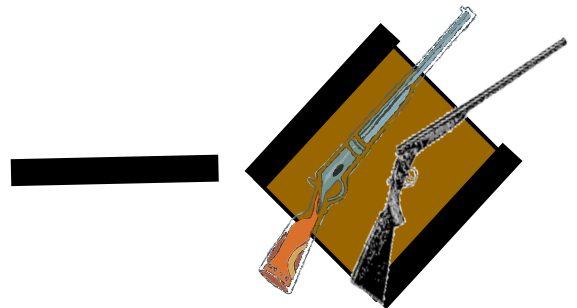
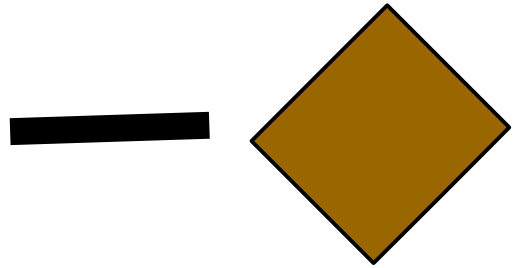
STAGE 3	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	RIFLE AND SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOOTERS CHOICE, RIFLE NOT LAST.
START	HANDS ON TABLE OF CHOICE.
LINE	SARSAPARILLA IS FOR SISSIES!
ATB	<p>WITH THE PISTOLS SHOOT TWO OHIO SWEEPS. (P1-P2, P1-P2-P3, P1-P2, P1-P2-P3).</p> <p>WITH RIFLE, REPEAT THE PISTOL INSTRUCTIONS.</p> <p>WITH SHOTGUN KNOCKDOWN THE FOURE SHOTGUN TARGETS IN ANY ORDER.</p>

STAGE 4	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	RIFLE AND SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOOTER’S CHOICE. RIFLE NOT LAST.
START	BEHIND TABLE OF CHOICE. HANDS BY SIDE.
LINE	AYNOR! THE Y IS SILENT
ATB	<p>IF STARTING WITH PISTOLS, SHOOT A DOUBLE TAP NEVADA SWEEP, STARTING ON THE CENTER TARGET. (P2-P2, P3-P3, P2-P2, P1-P1, P2-P2). AFTER DOUBLE TAPPING THE CENTER TARGET YOU MAY SHOOT IN EITHER DIRECTION.</p> <p>WITH RIFLE, SHOOT A DOUBLE TAP NEVADA SWEEP STARTING ON THE CENTER TARGET, BUT WITH THE LAST TWO ROUNDS SHOOT THE TWO BONUS TARGETS. IF KNOCKDOWNS ARE USED THEY MUST GO DOWN. MAKE RIFLE SAFE.</p> <p>WITH SHOTGUN KNOCK DOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER.</p>

JULY 2023 STAGES 5 & 6



BONUS



STAGE 5	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	SHOTGUN PORT ARMS, RIFLE ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOTGUN, RIFLE, PISTOL.
START	SHOTGUN AT PORT ARMS, STANDING BEHIND REAR STARTING LINE.
LINE	BUCKSHOT FOR YOU!
ATB	<p>WITH SHOTGUN KNOCKDOWN THE TWO SHOTGUN TARGETS ON THE LEFT. MAKE SHOTGUN SAFE ON REAR TABLE.</p> <p>WITH RIFLE, SHOOT A DOUBLE TAP OUTSIDE, INSIDE SWEEP. (R1-R1, R5-R5, R2-R2, R4-R4, R3-R3). MAKE RIFLE SAFE POINTED TOWARD BAY WALL.</p> <p>PICK UP SHOTGUN AND MOVE TO THE FRONT TABLE AND SHOOT THE TWO SHOTGUN TARGETS ON THE RIGHT. MAKE SHOTGUN SAFE POINTED TOWARD THE BAY WALL.</p> <p>WITH PISTOLS, REPEAT THE RIFLE INSTRUCTIONS.</p>

STAGE 6	
ROUND COUNT	10 RIFLE – 10 PISTOL – 6 +SHOTGUN
STAGING	RIFLE JOHN WAYNE. SHOTGUN ON REAR TABLE, PISTOLS HOLSTERED.
STAGE ORDER	RIFLE, SHOTGUN, PISTOL.
START	BEHIND REAR TABLE, RIFLE JOHN WAYNE.
LINE	WAGONS HOOOOO!
ATB	<p>WITH RIFLE, TRIPLE TAP THE CENTER TARGET, THEN SINGLE TAP EACH INSIDE TARGET, THEN TRIPLE TAP THE CENTER TARGET AGAIN THEN SINGLE TAP THE TWO OUTSIDE TARGETS.. (R3-R3-R3, R2, R4, R3-R3-R3, R1, R5). MAKE RIFLE SAFE POINTING TOWARD BAY WALL.</p> <p>WITH SHOTGUN, KNOCKDOWN TWO LEFT HAND SHOTGUN TARGETS, THEN MOVE TO THE FORWARD TABLE AND KNOCKDOWN THE TWO RIGHT HAND SHOTGUN TARGETS THEN KNOCKDOWN THE TWO BONUS TARGETS. MAKE SHOTGUN SAFE.</p> <p>WITH PISTOLS REPEAT THE RIFLE INSTRUCTIONS.</p>

TARGET INVENTORY

4 – COWBOYS

4 – LARGE RECTANGLES – 16” X 24”

4 – SHOTGUN KNOCKDOWNS

2 – SHOTGUN KNOCKDOWNS FOR BONUS TARGETS

2 – RANGE TABLES FOR STAGING FIREARMS

2 – SIDE RAILS FOR RANGE TABLE

2 – LONG TABLES FOR LOADING AND UNLOADING

4 – 4’ 2 X 4’S

4 – 3’ 2 X 4’S

2 – 2 X 4 FOR SHOOTING POSITIONS