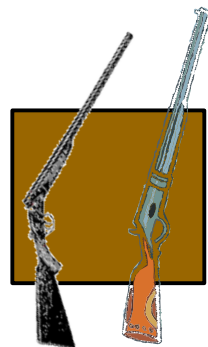
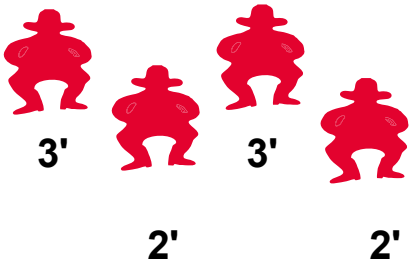
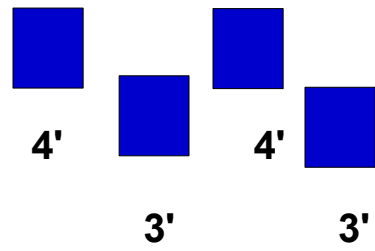


JUNE 2023 STAGES 1 & 2



STAGE 1	
ROUND COUNT	10 + 1RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	RIFLE AND SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	SHOOTERS CHOICE, RIFLE NOT LAST.
START	MONEY BAG IN HANDS, RIGHT OR LEFT TABLE
LINE	FINDERS KEEPERS!
ATB	<p>IF STARTING WITH PISTOLS SHOOT A PROGRESSIVE SWEEP. (P1, P2-P2, P3-P3-P3, P4-P4-P4-P4).</p> <p>MOVE TO RIGHT TABLE AND WITH RIFLE SHOOT A REGRESSIVE SWEEP. (R4-R4-R4-R4, R3-R3-R3, R2-R2, R1). MAKE RIFLE SAFE ON TABLE.</p> <p>WITH SHOTGUN KNOCK DOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER.</p> <p>WHETHER YOU START WITH RIFLE OR PISTOL, YOUR FIRST FIREARM IS A PROGRESSIVE SWEEP (1, 2, 3, 4) THE SECOND IS REGRESSIVE (4, 3, 2, 1).</p>

STAGE 2	
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 UP
LINE	I'M LOOKING FOR GOLD, NOT LEAD!
ATB	<p>IF STARTING WITH PISTOLS, SHOOT A NEVADA SWEEP, DOUBLE TAPPING BOTH OUTSIDE TARGETS. (P1-P1, P2, P3, P4-P4, P3, P2, P1-P1).</p> <p>WITH RIFLE, REPEAT THE PISTOL INSTRUCTIONS. MAKE RIFLE SAFE.</p> <p>WITH SHOTGUN TABLE KNOCK DOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER.</p>

JUNE 2023 STAGES 3 & 4



BONUS



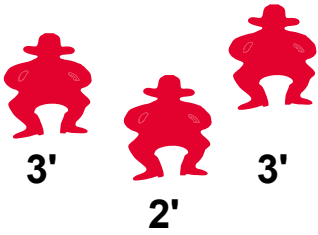
4'



3'



4'



3'

2'

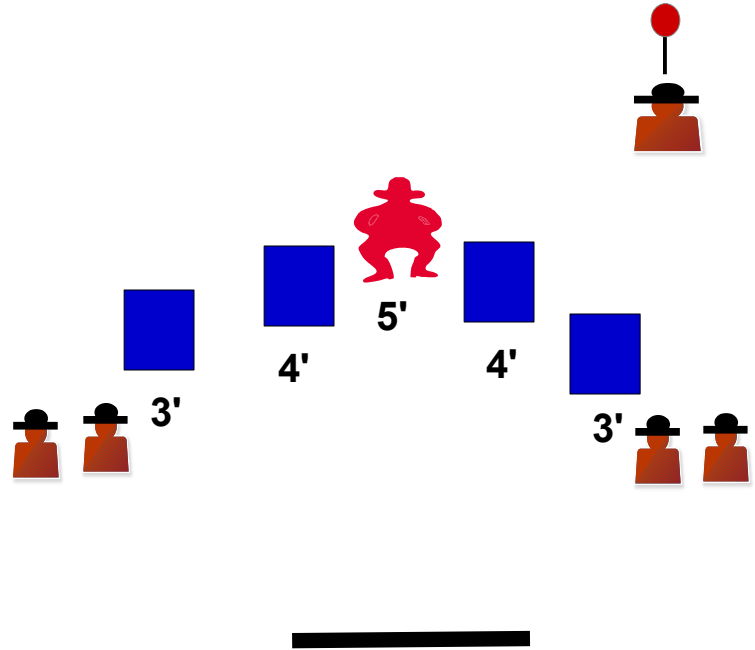
3'



STAGE 3	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4+ SHOTGUN
STAGING	RIFLE IN HANDS, PISTOLS HOLSTERED AND SHOTGUN ON RIGHT TABLE.
STAGE ORDER	RIFLE, SHOTGUN, PISTOL.
START	BEHIND RIGHT TABLE, RIFLE IN HANDS.
LINE	FEELING LUCKY?!
ATB	<p>WITH RIFLE DOUBLE TAP SWEEP THE THREE TARGETS FROM EITHER DIRECTION, THEN FROM THE SAME DIRECTION SINGLE TAP THE THREE TARGETS, THEN PLACE THE LAST ROUND ON THE CENTER TARGET. (P1-P1, P2-P2, P3-P3, P1, P2, P3, P2). MAKE RIFLE SAFE.</p> <p>WITH SHOTGUN KNOCKDOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER. MAKE SHOTGUN SAFE OR TAKE IT TO LEFT TABLE AND MAKE IT SAFE THERE.</p> <p>WITH PISTOLS REPEAT THE RIFLE INSTRUCTIONS EXCEPT WITH THE LAST ROUND HIT THE BONUS TARGET FOR A FIVE SECOND BONUS. A MISS ON THE BONUS TARGET IS NOT A MISS.</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. HOLD GOLD IN HAND IN FRONT OF YOU.
LINE	GOLD AS BIG AS YOUR FIST!
ATB	<p>IF STARTING WITH PISTOLS, SHOOT A DOUBLE TAP OUTSIDE, SINGLE TAP CENTER, TWICE. (P1-P1, P3-P3, P2 – P1-P1, P3-P3, P2). YOU MAY START ON EITHER END.</p> <p>WITH RIFLE, REPEAT THE PISTOL INSTRUCTIONS. MAKE RIFLE SAFE.</p> <p>WITH SHOTGUN KNOCK DOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER.</p>

JUNE 2023 STAGES 5 & 6



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.
LINE	TIME TO FIGHT!
ATB	<p>WITH SHOTGUN KNOCKDOWN THE FOUR SHOTGUN TARGETS IN ANY ORDER. MAKE SHOTGUN SAFE POINTED TOWARD THE BAY WALL.</p> <p>WITH RIFLE, START ON CENTER TARGET THEN ZIG ZAG SINGLE TAP OUT. (R3, R2, R4, R1, R5), THEN ZIG ZAG SINGLE TAP IN. (R1, R5, R2, R4, R3). MAKE RIFLE SAFE POINTED TOWARD BAY WALL.</p> <p>MOVE FORWARD TO PISTOL POSITION AND REPEAT THE RIFLE INSTRUCTIONS.</p>

STAGE 6	
ROUND COUNT	10 RIFLE – 10 PISTOL – 4 +SHOTGUN
STAGING	RIFLE PORT ARMS, SHOTGUN ON RIGHT TABLE, PISTOLS HOLSTERED.
STAGE ORDER	RIFLE, SHOTGUN, PISTOL.
START	BEHIND RIGHT TABLE, RIFLE AT PORT ARMS.
LINE	DOUBLE TAP ZIG ZAG!
ATB	<p>WITH RIFLE, SHOOT A DOUBLE TAP ZIG ZAG, OUTSIDE, INSIDE, CENTER. (R1-R1, R5-R5, R2-R2, R4-R4, R3-R3). MAKE RIFLE SAFE POINTING TOWARD BAY WALL.</p> <p>WITH SHOTGUN, KNOCKDOWN TWO RIGHT HAND TARGETS, THEN SHOOT THE POPPER TO RELEASE THE CLAY BIRD, YOU MUST ENGAGE THE CLAY BIRD OR BE ASSESSED A MISS. A HIT ON THE CLAY BIRD IS A FIVE SECOND BONUS. A MISS IS NOT A MISS. MAKE SHOTGUN SAFE POINTING TOWARD BAY WALL.</p> <p>MOVE FORWARD TO PISTOL POSITION AND WITH PISTOLS REPEAT THE RIFLE INSTRUCTIONS.</p>

TARGET INVENTORY

4 – COWBOYS

4 – LARGE RECTANGLES – 16” X 24”

4 – SHOTGUN KNOCKDOWNS

2 – RANGE TABLES FOR STAGING FIREARMS

2 – SIDE RAILS FOR RANGE TABLE

2 – LONG TABLES FOR LOADING AND UNLOADING

1 – 5’ 2 X 4

2 – 4’ 2 X 4’S

4 – 3’ 2 X 4’S

2 – 2’ 2 X 4’

1 – 2 X 4 FOR PISTOL POSITION

1 – BONUS TARGET – ON METAL SPIKE