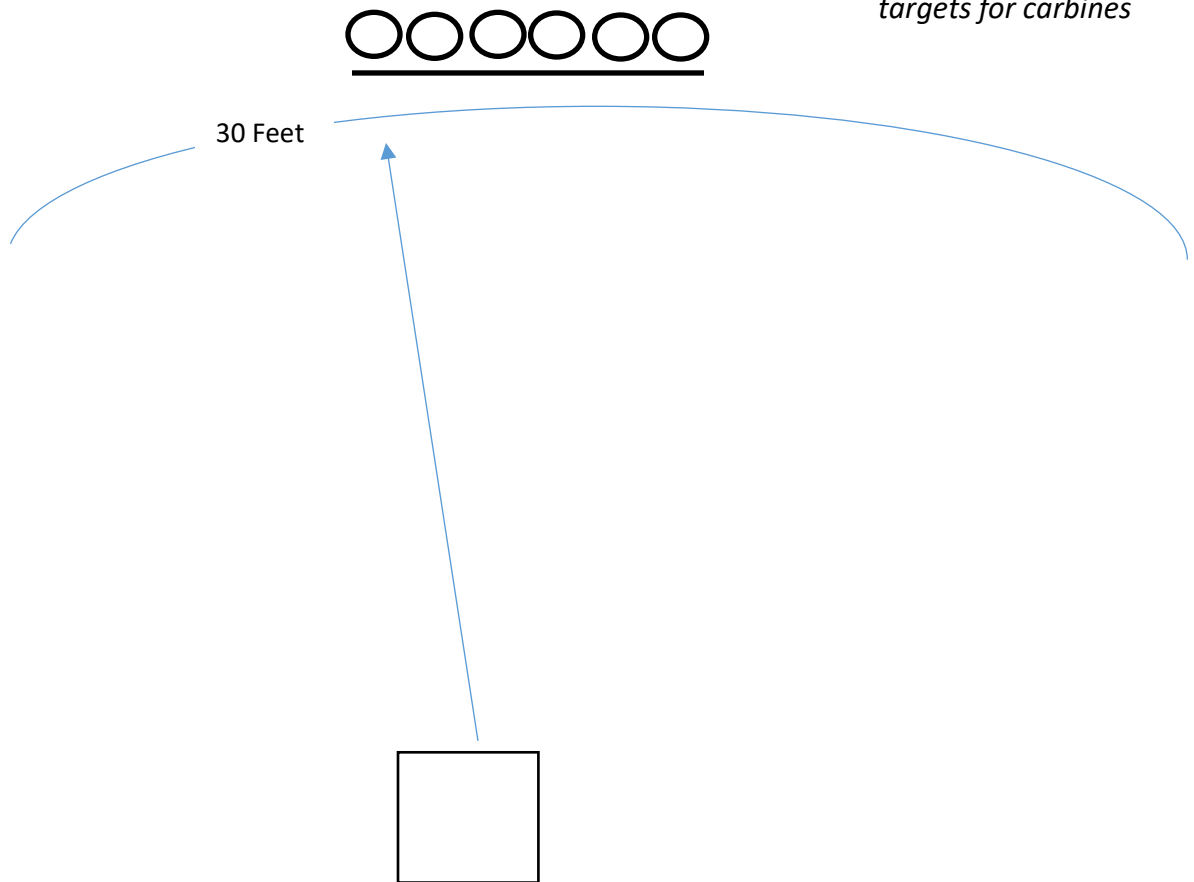


STAGE 1 (Bay 8) "Wild Bill" Handguns 24 Targets, Carbines north of 30 Targets

Set Up Crew will place targets strategically. White targets for handguns --- White & Yellow targets for carbines



From Starting Position (Down 45 degrees)

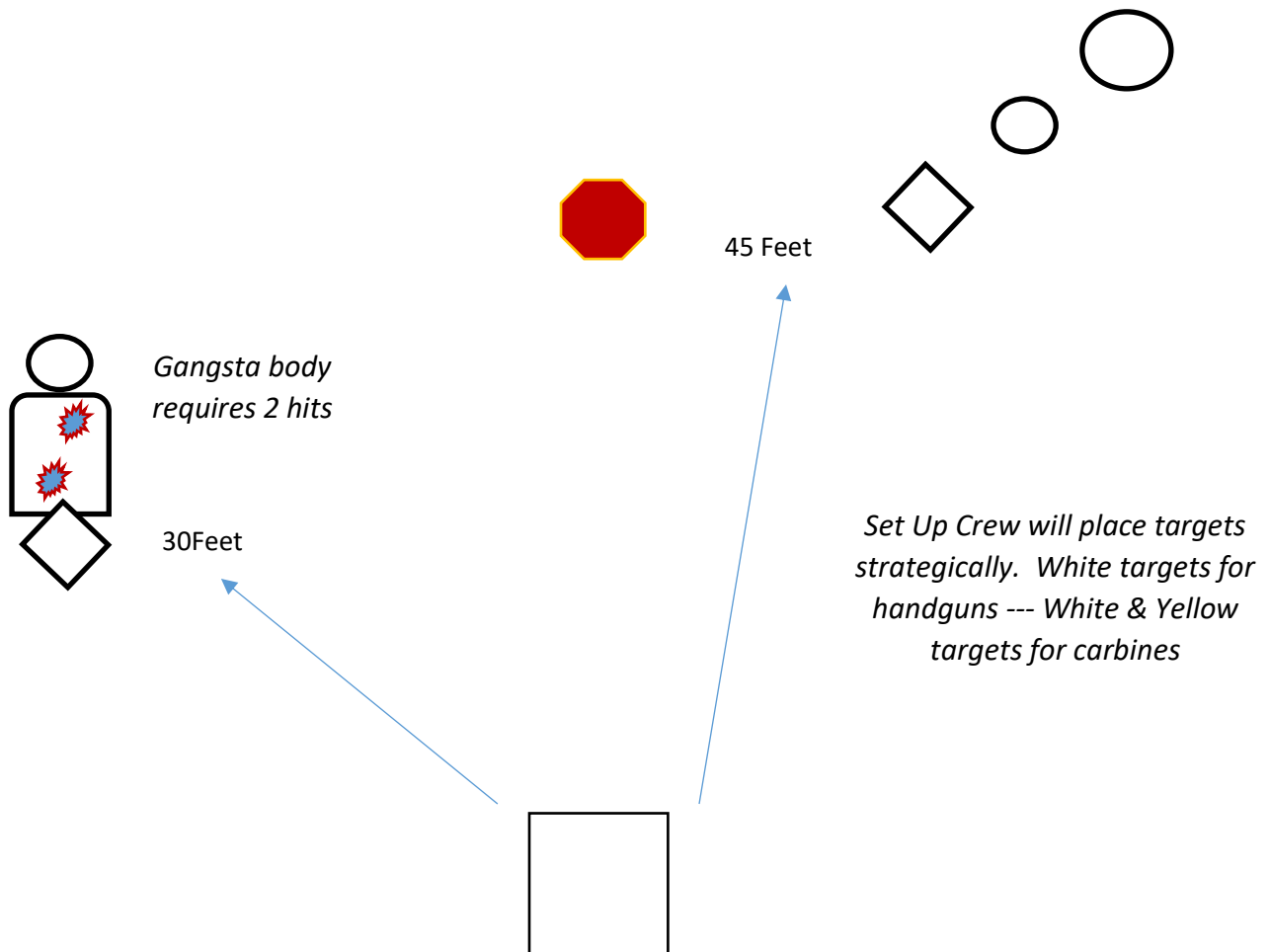
At start signal, engage targets in any order

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 150 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW
- Targets left "un-hit" within your gun division add 3 seconds each to your score

STAGE 2 (Bay 7) "Pale Rider" 4 runs X Handguns 8 Target Ops (Carbines, more than 8)



From Starting Position (Down 45 degrees)

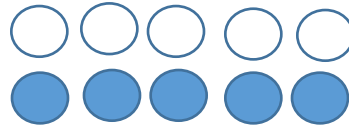
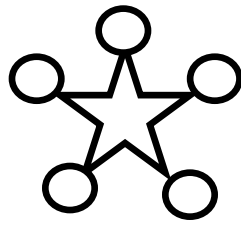
At start signal, first, engage regular targets (in any order)

- Last, shoot the middle STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- One (4) Runs - - - Maximum time is 40 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets (Yellow not shown on this diagram)
- Targets left "un-hit" within your gun division add 3 seconds each to your score

STAGE 3 (Bay 6) "Calamity Jane" Handguns 24 Targets, Carbines north of 30 Targets



Plates when hit the first time invert below and must be hit again in their down position

30 Feet

Set up crew option to place various poppers targets, and other targets

Set Up Crew will place targets strategically. White targets for handguns --- White & Yellow targets for carbines



From Starting Position (Down 45 degrees)

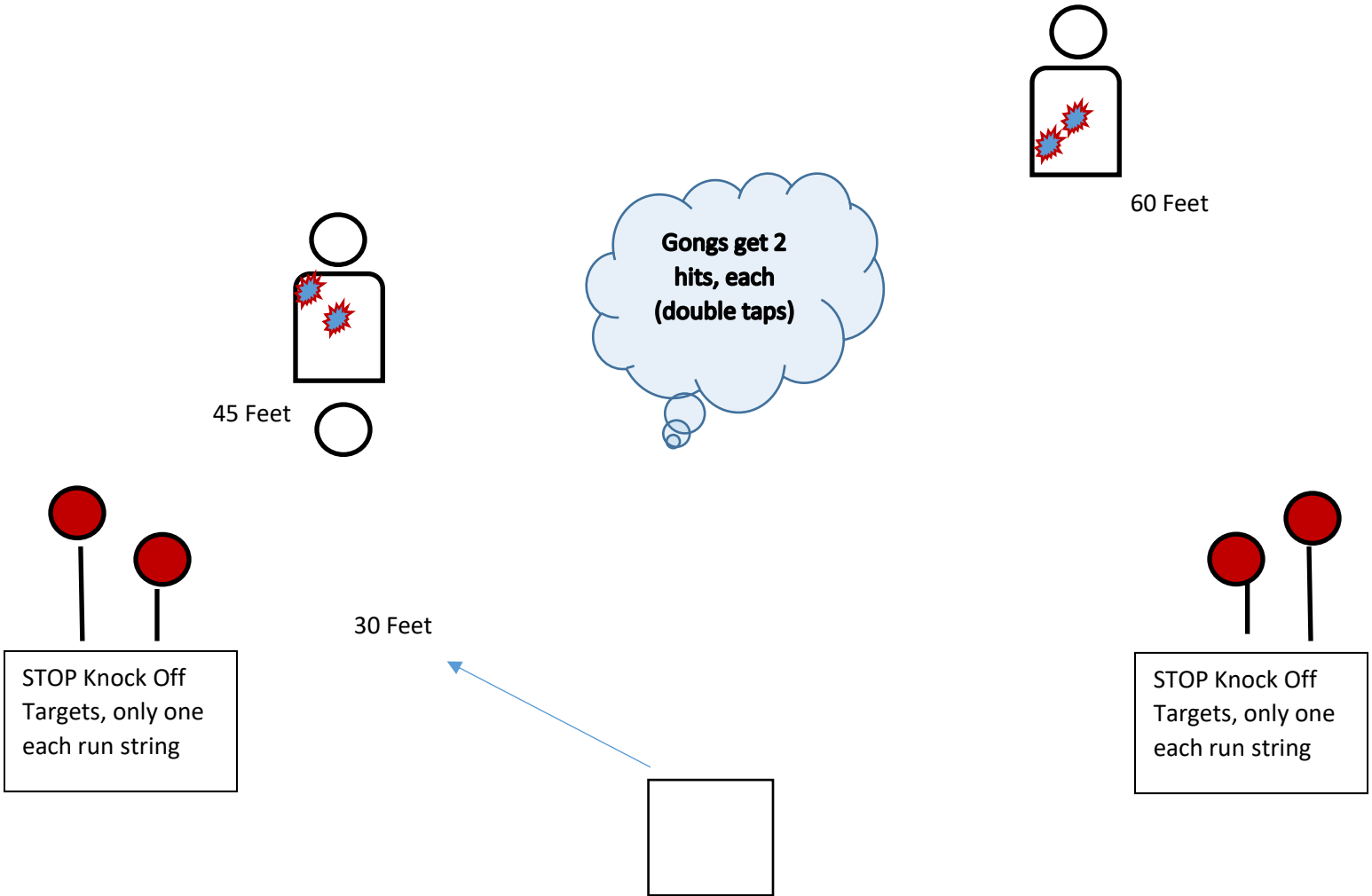
At start signal, engage targets in any order

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 150 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW
- Targets left "un-hit" within your gun division add 3 seconds each to your score

STAGE 4 (Bay 5) "The Outlaw, Josey Wales" 4 runs X Handguns 8 Target Ops (Carbines, more than 8)



From Starting Position (Down 45 degrees)

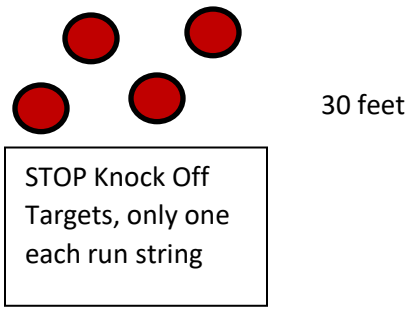
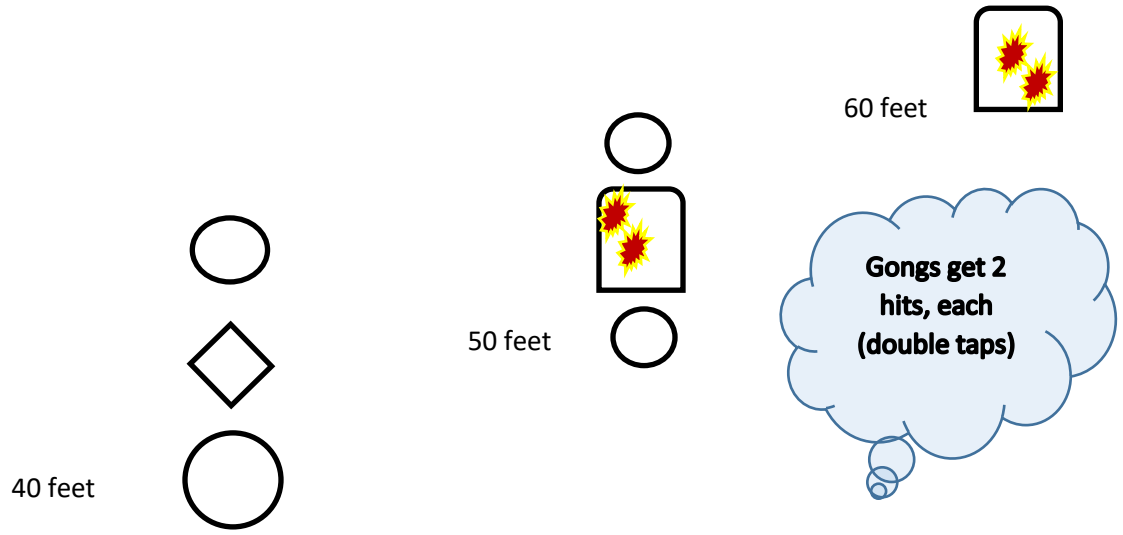
At start signal, engage regular targets in any order

- However, shoot **ONE** STOP knock off target to end each run string; otherwise MAX Time is scored
- One (4) Runs - - - Maximum time is 40 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets (Yellow not shown on this diagram)
- Targets left "un-hit" within your gun division add 3 seconds each to your score

STAGE 5 (Bay 4) "High Plains Drifter" 3 runs x Handguns 10 Target Ops (Carbines, more than 10)



From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- However, shoot **ONE** STOP knock off target to end each run string; otherwise MAX Time is scored
- One (4) Runs - - - Maximum time is 50 seconds. . .

IMPORTANT FOR YOUR SCORE PERFORMANCE:

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets (Yellow not shown on this diagram)
- Targets left "un-hit" within your gun division add 3 seconds each to your score