

Stage 1
Start at table 2 Shotgun Port Arms

10 Rifle

10 Pistol
Pistols Holstered

4 Shotgun
Rifle on table 2

When ready say the line "Joe yer under arrest" At the beep KD the two SG targets, make SG safe. With rifle shoot a 4-1-1-4 sweep, make rifle safe. With pistols shoot a 4-2-4 sweep. Move to table 1 and KD the two SG targets.

Stage 2
Start at table 3 hands on hat

10 Rifle

10 Pistol
Pistols Holstered

4 Shotgun
Rifle and SG on table 2

When ready say the line "Cover me Dude" At the beep shoot two 3-2 sweeps, holster and move to table 2. With rifle shot a 3-2-3-2 sweep, make rifle safe. With SG shoot the two KD, move to table 1 with SG and KD the two targets.

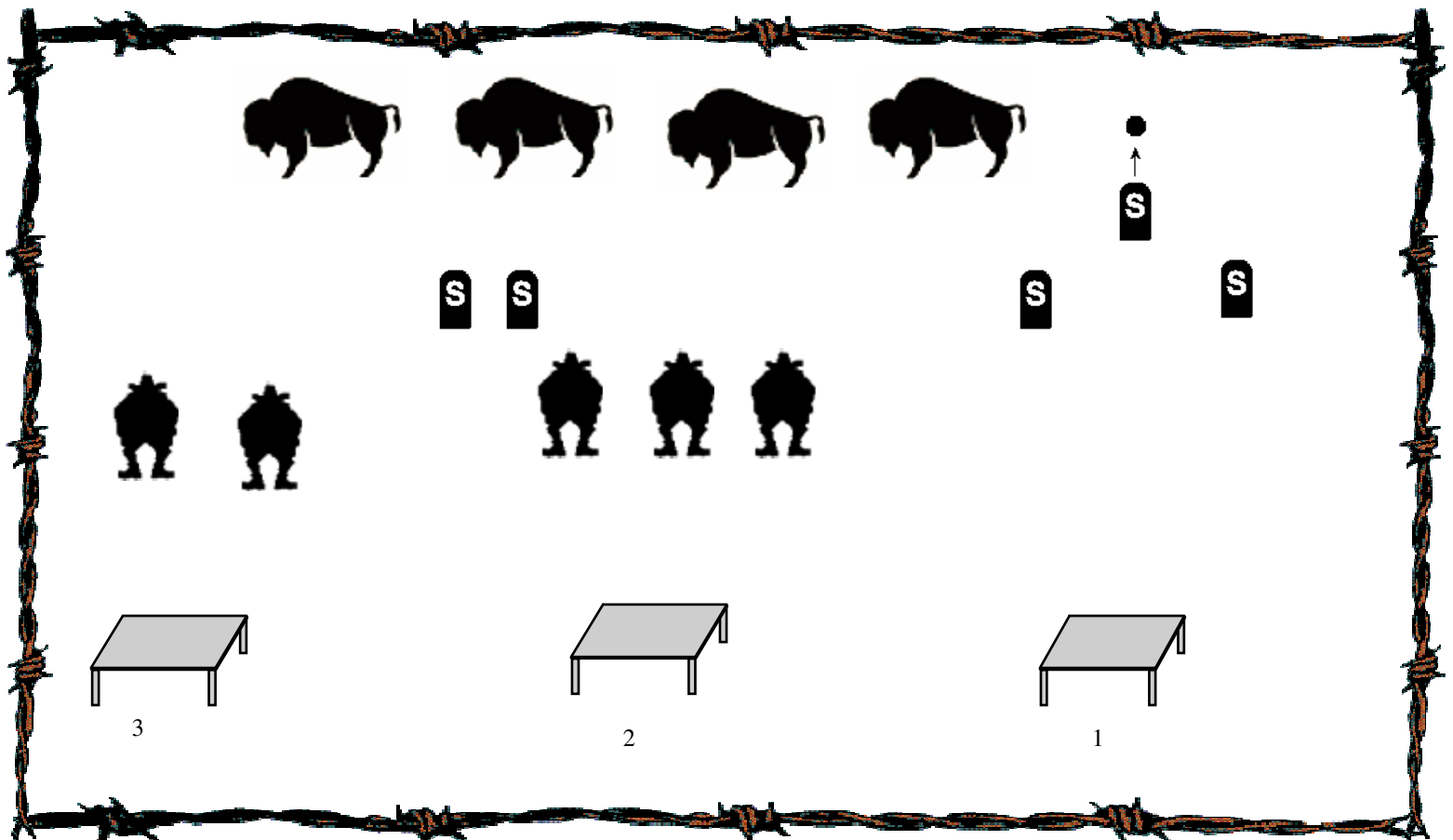
Stage 3
Start at Table 1 SG Port Arms

10 Rifle

10 Pistol
Pistols Holstered

4+ Shotgun
Rifle on Table 2

When ready say the line "We're coming in Stumpy" At the beep KD the two SG targets, then hit the popper to release the clay bird. A hit on the bird is a 5sec bonus, a miss is not a miss. Failure to engage the bird will be scored as a miss. Make SG safe and move to table 2. With rifle put 10 rounds on four targets hitting each target at least twice, make rifle safe. With pistols put ten rounds on three targets hit each target at least twice..



Stage 4
Start Position 1 or 3 SG Port Arms

10 Rifle

10 Pistol
Pistols Holstered

4 Shotgun
Rifle on table 2

When ready say the line "Wait till we start shootin" At the beep KD the two SG targets, move to table 2 and make SG safe. With Rifle shoot two 1-3-1 sweeps from either end, make rifle safe. Repeat with pistols. Grab shotgun and move to next position, KD the two targets.

Stage 5
Start with rifle at table 2 hands on hat

10 Rifle

10 Pistol
Pistols Holstered

4 Shotgun
Shotgun on table 1

When ready say the line "That wagon's full of dynamite" At the beep with rifle Nevada sweep from either end, put 10th round on the bonus target for a 5sec bonus, a miss is not a miss, make rifle safe. With pistols shoot two Nevada sweeps. Move to table 1 and hit the two clays and two KD targets, any order.

Stage 6
Start Position 1 or 3 SG Port Arms

10 Rifle

10 Pistol
Pistols Holstered

4 Shotgun
Rifle on table 2

When ready say the line "Chance, throw me a gun" At the beep KD the two SG targets, move to table 2, make SG safe. With rifle shot two 2-1-2 sweeps from either end, make rifle safe. With pistols shoot two 2-1-2 sweeps from either end. Grab SG and move to next position and KD the SG targets.

