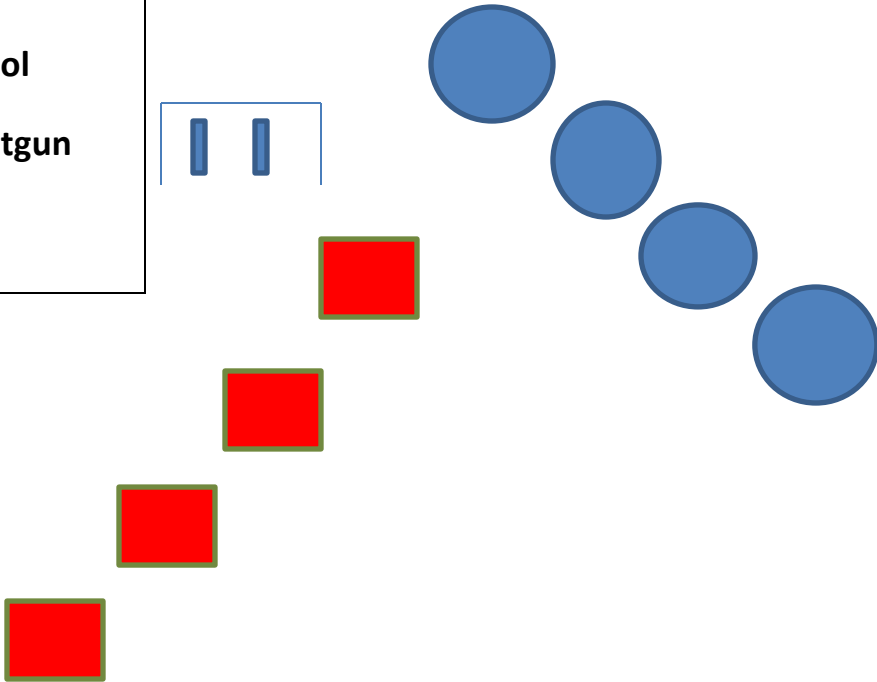


**10 Rifle**  
**10 Pistol**  
**4+ Shotgun**



Targets	Distance - yards
Pistol	4-4+-5-5+
Rifle	10-9+-9-8+-8
Shotgun	10



## Stage 1 – Upper Gulch

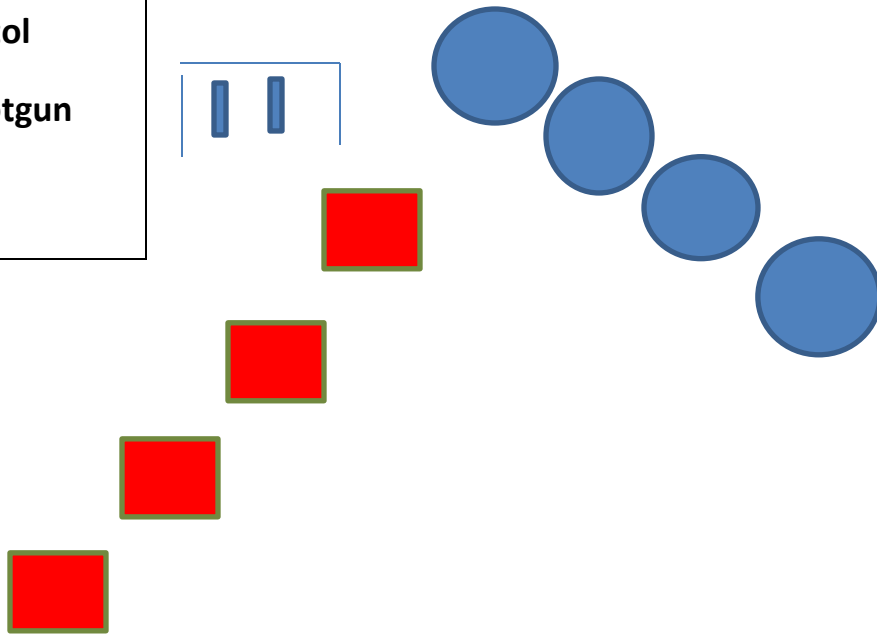
**Guns:** Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

**Start:** In front of table A with hands at low surrender.

**Shooting:** Gun order shooters choice.

- With Rifle from table A, engage the four targets with a 1-2-3-4 sweep.
- With pistols from table A, engage three pistol targets in a 1-2-3-4 sweep
- With Shotgun from table a, shoot two hanging pipes with two 1-2 sweeps from the left.

**10 Rifle**  
**10 Pistol**  
**4+ Shotgun**



Targets	Distance - yards
Pistol	4-4+-5-5+
Rifle	10-9+-9-8+-8
Shotgun	10

**A**

## Stage 2 – Upper Gulch

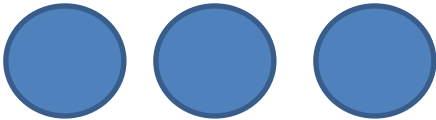
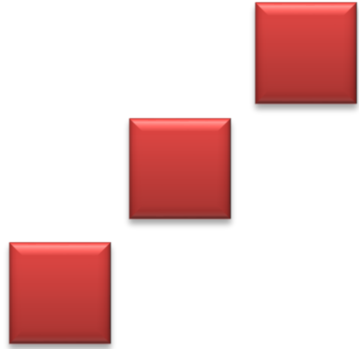
**Guns:** Rifle loaded ten rounds staged safely on table A. Shotgun open and empty staged safely on table A. Pistols loaded five rounds each holstered.

**Start:** In front of table A with hands at high surrender.

**Shooting:** Gun order shooters choice.

- With Rifle from table A, engage the four targets with a 3-2-2-3 sweep.
- With pistols from table A, engage three pistol targets in a 3-2-2-3 sweep
- With Shotgun from table a, shoot two hanging pipes with two 1-2 sweeps from the left.

10 Rifle  
10 Pistol  
4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12



# Stage 3 – Middle Gulch

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

**Start:** In front of either table with gun(s) in hand.

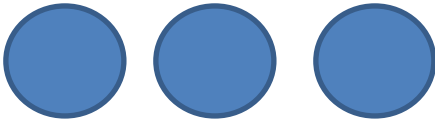
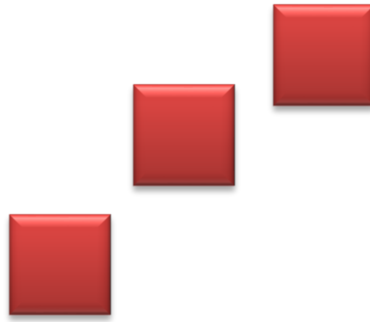
**Shooting:** Gun order shooters choice. Both positions must be used.

- With Rifle engage the two outside targets alternating for 5 rounds then engage the inside target for 5 rounds..
- With pistols engage the two outside targets alternating for 5 rounds then engage the inside target for 5 rounds..
- With Shotgun from table B, shoot the two outside hanging pipes then shoot the two inside hanging pipes.

10 Rifle

10 Pistol

4+ Shotgun



Targets	Distance - yards
Pistol	6
Rifle	10-12-14
Shotgun	12

A

B

## Stage 4 – Middle Gulch

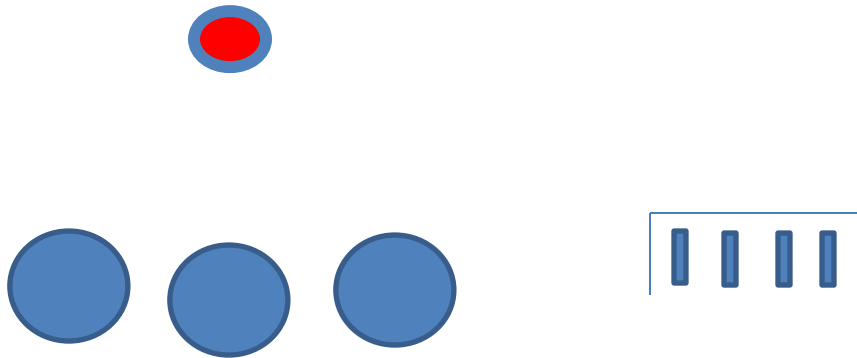
**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged. Pistols loaded five rounds each holstered.

**Start:** In front of either table with gun(s) in hand. Must be a different gun than stage 3

. Both positions must be used.

- With Rifle engage each target for three rounds with the tenth round on the center target
- With pistols engage each target for three rounds with the tenth round on the center target
- With Shotgun from table B, shoot the hanging pipes once each.

10 Rifle  
 10 Pistol  
 4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



## Stage 5 – Lower Gulch

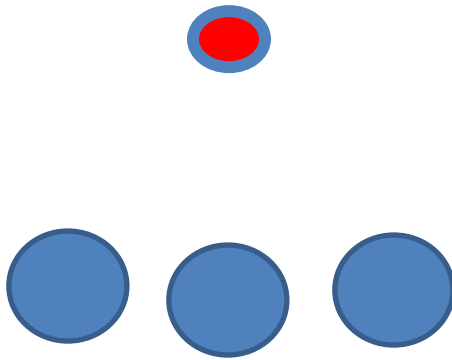
**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** In front of any table with hands on hat.

**Shooting:** Gun order shooters choice. Both positions must be used.

- With Rifle engage the three rifle targets in three single tap sweeps from either end – no dirty sweeps. Put tenth round on bonus target. A miss on the bonus target is not a miss but a hit is a 5 second bonus.
- With pistols engage the three pistol targets in three single tap sweeps from either end – no dirty sweeps. Put tenth round on the bonus target. A miss is not a miss but a hit is two 5 second bonuses.
- With Shotgun from table B, shoot the four hanging pipes.

10 Rifle  
 10 Pistol  
 4+ Shotgun



Targets	Distance - yards
Pistol	8
Rifle	14
Shotgun	12
Bonus	20 or more



# Stage 6 – Lower Gulch

**Guns:** Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

**Start:** In front of any table with hands at default.

**Shooting:** Gun order shooters choice. Both positions must be used.

- With Rifle engage the three rifle targets in a triple tap sweep from either end. Put tenth round on bonus target. A miss on the bonus target is not a miss but a hit is a 5 second bonus.
- With pistols engage the three pistol targets in a triple tap sweep from either end. Put tenth round on the bonus target. A miss is not a miss but a hit is two 5 second bonuses.
- With Shotgun from table B, shoot the four hanging pipes.