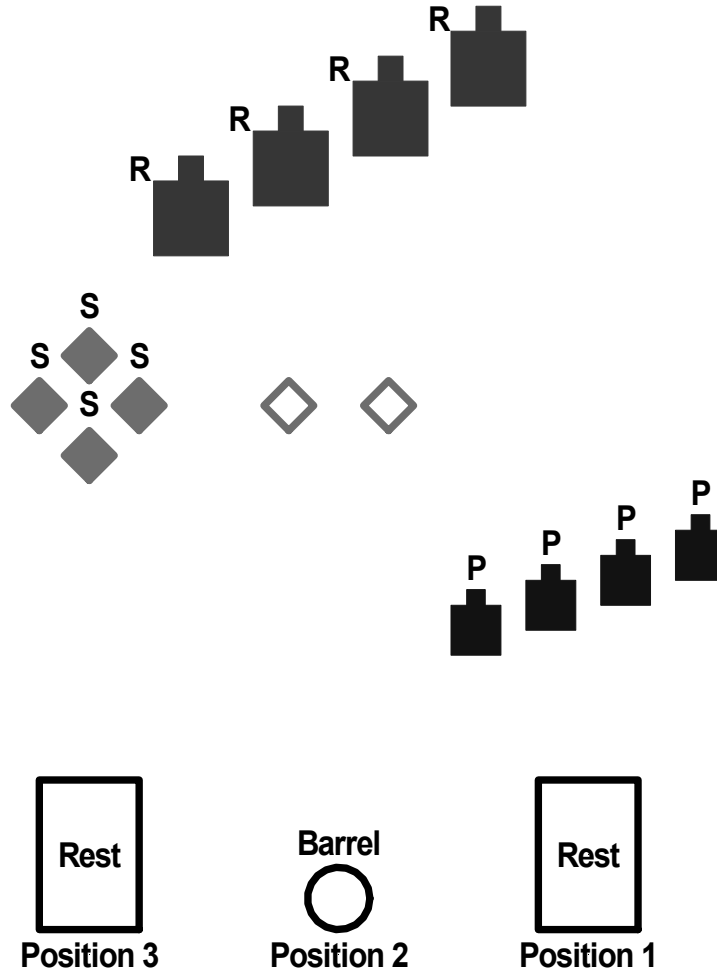


## Stage 1 – Bay 3 – Cops Crullers

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest Position 1.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest Position 1.
- 4+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 3.  
**Cops:** Shotgun, loaded with 4 rounds with hammer down on empty chamber, staged on the rest at Position 3.



It's been a long shift and you are dead tired. All you want is a cup of coffee and a donut for the ride home. You stop at your favorite pastry shop and are about to pay when a group of ne'er do wells decides it's time to rob the place...

**Shooter starts** at Position 1, one hand on pistol butt, one hand pointing at the targets.

**When ready say "That better not be the last (insert name of favorite pastry)"**

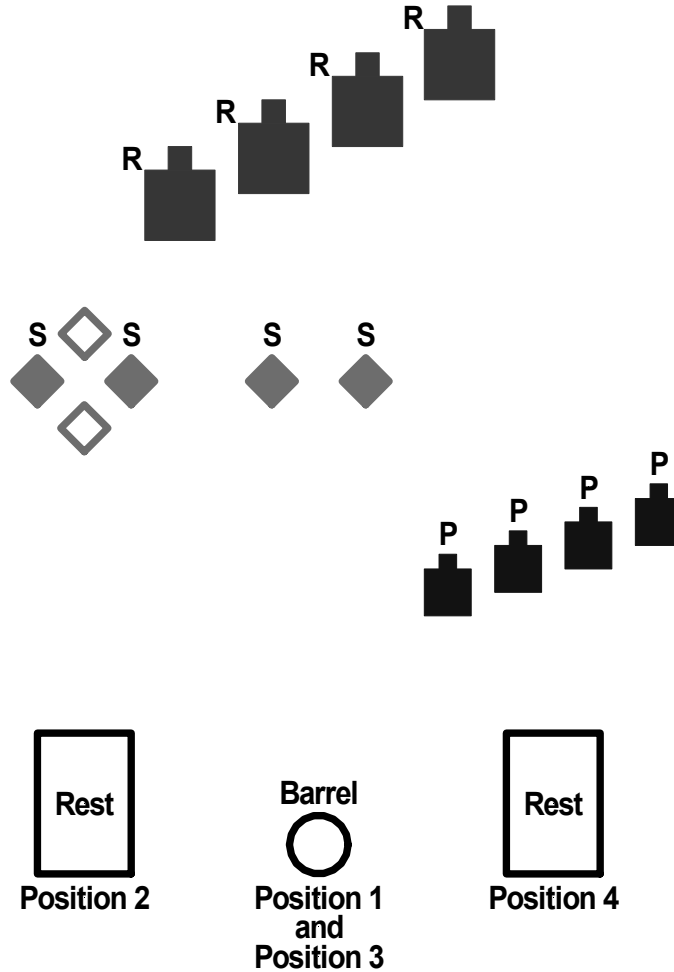
**At the buzzer,** with your pistols, starting from either end shoot the four pistol targets in a 3,2,3,2 sweep placing 3 rounds on the first target, 2 rounds on the second target, 3 rounds on the third target, and 2 rounds on the last target. Cowboys Holster their pistols, Cops stage their pistol on the rest, open and empty.

**Grab your rifle and Move** to Position 2, the barrel. With the rifle, starting from either end, shoot the four rifle targets in a 3,2,3,2 sweep placing 3 rounds on the first target, 2 rounds on the second target, 3 rounds on the third target, and 2 rounds on the last target. With the rifle open and empty, **Move** to Position 3 and stage it safely on the rest.

**Grab your shotgun** and take down the four shotgun targets in any order. Makeups can be made in any order.

## Stage 2 – Bay 3 – Cowboys Coffee

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, held at Port Arms at Position 1.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, held at Port Arms at Position 1.
- 4+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 2.  
**Cops:** Shotgun, loaded with 4 rounds with hammer down on empty chamber, staged on the rest at Position 2.



You just dragged yourself out of bed and are heading to the rain barrel to get water to make some coffee. As soon as you step out the door, you notice a group of bandits attempting to steal your cattle....

**Shooter starts** at Position 1, the barrel, holding the rifle at port arms.

**When ready say "I'd think twice about stealing them cows!"**

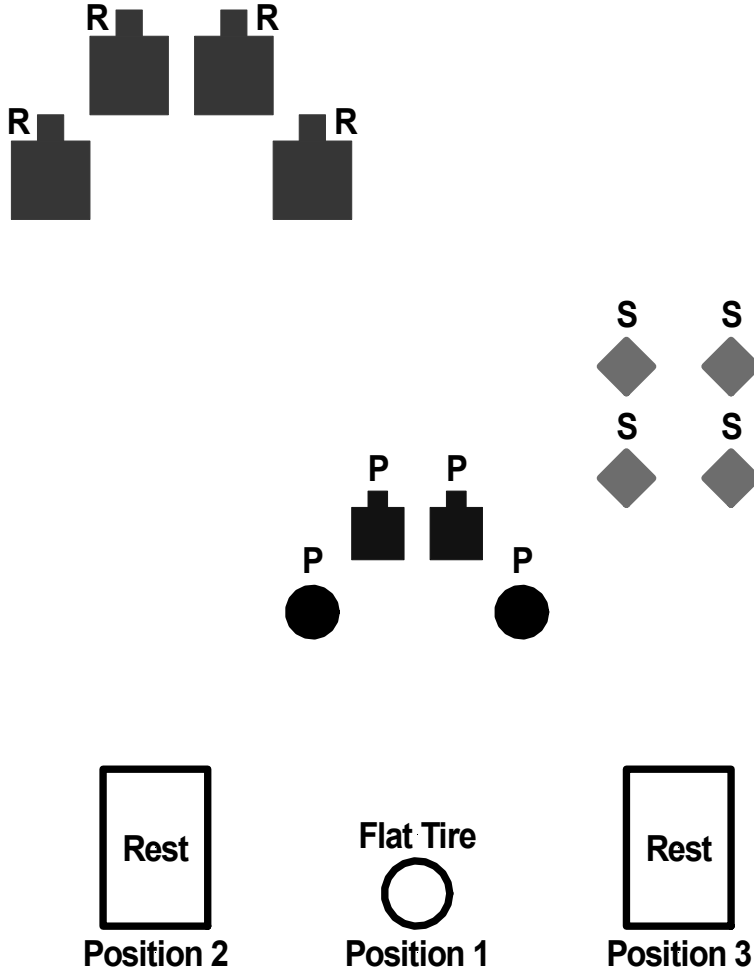
**At the buzzer**, starting from either end, shoot the four rifle targets in a progressive sweep, placing 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and 4 rounds on the fourth target. With the rifle open and empty, **Move** to Position 2 and make the rifle safe on the rest.

**Pickup your shotgun** and shoot the two targets in front of you then, with the shotgun action open, move to Position 3, the barrel, and shoot down the remaining two shotgun targets. Makeups must be made from the position where they were initially engaged. **Move** to Position 4 and make the shotgun safe on the rest.

**Grab your pistols** and starting from either end, shoot the four pistol targets in a progressive sweep, placing 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and 4 rounds on the fourth target.

## Stage 3 – Bay 5 – Cops Carjack

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest Position 2.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest Position 2.
- 4+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 3.  
**Cops:** Shotgun, loaded with 4 rounds with hammer down on empty chamber, staged on the rest at Position 3.



You are out on patrol when you come upon what appears to be a disabled vehicle. You get out of your vehicle to see if you can render assistance when you realize that you have come upon a carjacking...

**Shooter starts** at Position 1, the flat tire, hands at your sides.

When ready say *"I don't need backup, I've seen this on TV!"*

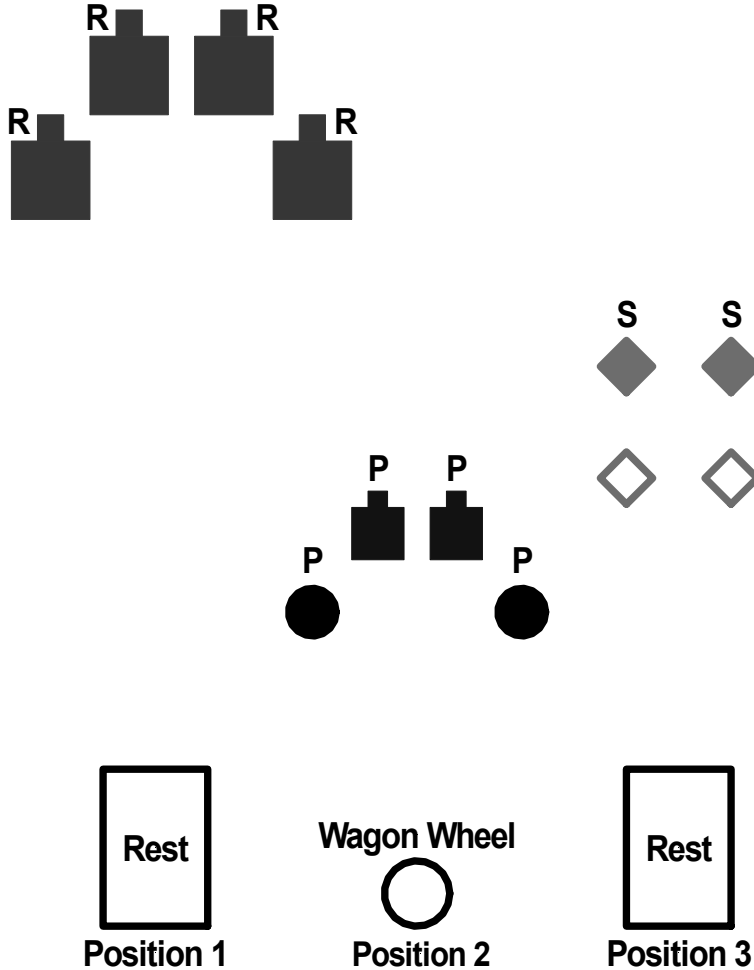
**At the buzzer**, with your pistols, put two rounds in left tire, then one round in the left large target, then shoot two more rounds in the left tire. With your next five rounds, shoot two rounds in the right tire, then one round in the right large target, then shoot two more rounds in the right tire. Cowboy's holster then **Move** to Position 2. Cops **Move** to Position 2 and make the pistol safe on the rest.

**Grab your rifle**, and starting on either outside target, shoot a 2,1,2 sweep on the left two targets, then shoot a 2,1,2 sweep on the right two targets. Make the rifle safe on the rest.

**Move to Position 3** and grab your shotgun. Take down the four shotgun targets in any order using a few rounds as possible. Makeups may be done in any order.

## Stage 4 – Bay 5 – Cowboys Horse Thief

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest Position 1.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest Position 1.
- 2+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 3.  
**Cops:** Shotgun, loaded with 2 rounds with hammer down on empty chamber, staged on the rest at Position 3.



The trail drive is over and you just rolled out of the Saloon after a celebrating with a few rounds of rot-gut whiskey. You go to the hitching post only to find that someone has stolen your horse.

**Shooter starts** at Position 1, the rest, holding the halter in both hands.

**When ready** say *"That does it! Someone's gonna hang for this!"*

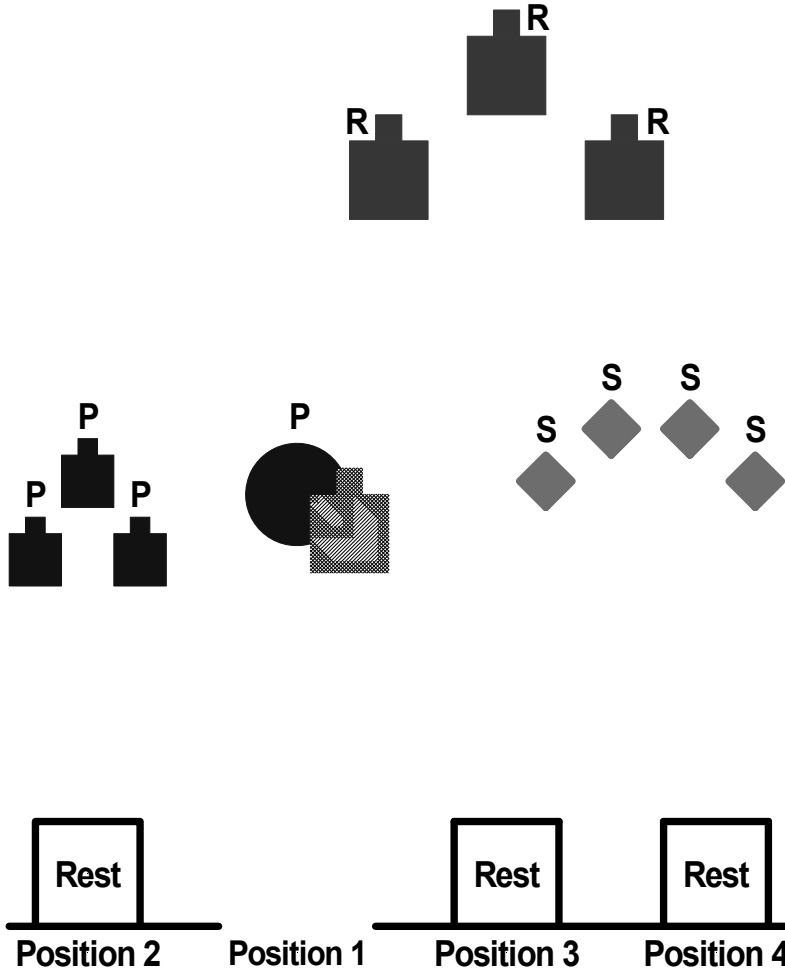
**At the buzzer**, drop the halter and grab your rifle. Shoot the four rifle targets in a continuous Nevada Sweep, starting from either end. Make the rifle safe on the rest and **Move** to Position 2, the Wagon Wheel.

**With your pistols**, shoot the four pistol targets in a continuous Nevada Sweep, starting from either end. Cowboy's holster, then **Move** to Position 3. Cops **Move** to Position 3 and make the pistol safe on the rest.

**Grab your shotgun** and take down the two shotgun targets in any order. Makeups may be done in any order.

## Stage 5 – Bay 6 – Cops Just Not Your Day!

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest Position 3.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest Position 3.
- 4+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 4.  
**Cops:** Shotgun, loaded with 4 rounds with hammer down on empty chamber, staged on the rest at Position 4.



Today is just not your day. You've been sent out on a burglary call. You arrive and peak in the window to find that the bad guys are still inside, as is the homeowner. You are about to test the door when it swings wide open...

**Shooter starts** at Position 1, the door way, hands on either side of the door frame head high.

**When ready** say *"This just isn't my day!"*

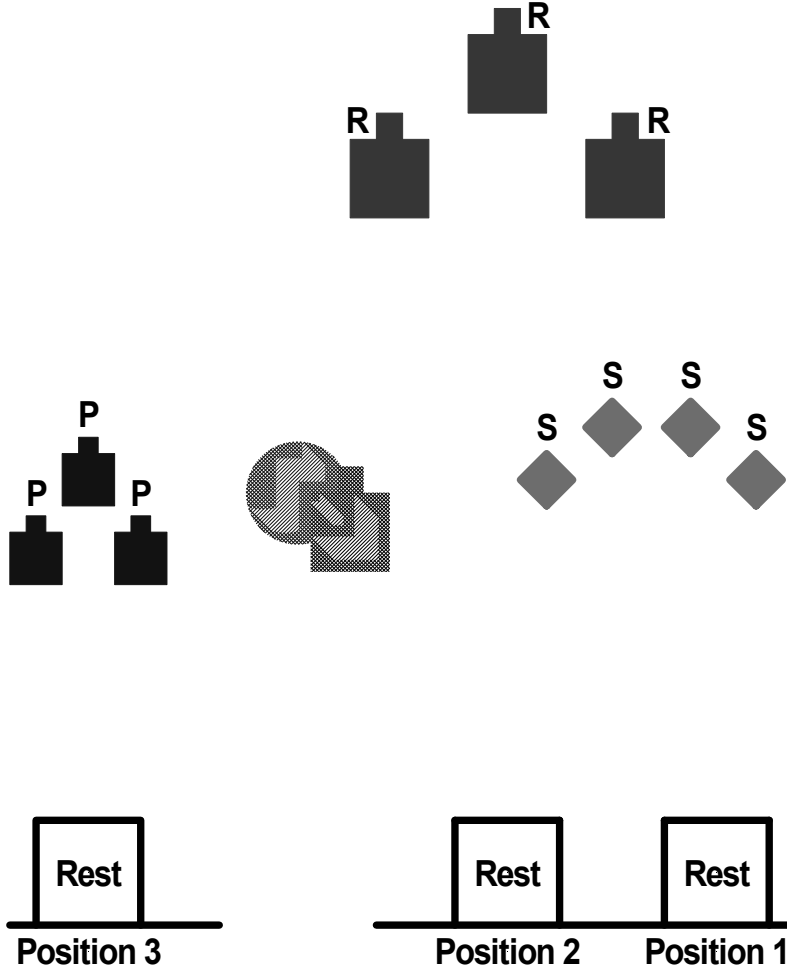
**At the buzzer**, with your pistols, put five rounds in large target without hitting the homeowner. Direct hits on the homeowner will count as misses (and require lots of paperwork!), ricochets are a no-call. With your pistol in a safe condition, **Move** to Position 2, the left window, and with your second pistol (mag), shoot the three pistol targets in a Nevada Sweep, in either direction, starting on the center target. Cowboys holster, Cops make your pistol safe on the rest.

**Move** to Position 3, and with the rifle, shoot the three rifle targets in a five round Nevada Sweep starting on the center target, and repeat. Note that this will result in a double tap on the center target. The two sweeps do not have to match. Make the rifle safe on the rest and **Move** to Position 4.

**Grab your shotgun** and take down the four shotgun targets in any order. Makeups may be done in any order.

## Stage 6 – Bay 6 – Cowboys Festus

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.  
**Cops:** Pistol loaded with 1 magazine containing 5 rounds, with hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person.
- 10 Rifle:** **Cowboys:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest Position 2.  
**Cops:** Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest Position 2.
- 4+ Shotgun:** **Cowboys:** Shotgun, open and empty, staged on the rest at Position 1.  
**Cops:** Shotgun, loaded with 4 rounds with hammer down on empty chamber, staged on the rest at Position 1.



You sent your deputy, Festus, over to the general store two hours ago to get coffee. He is still not back so you figure it's time to see what's wrong. As you approach the store, you hear Festus shouting, Marshal Dillon, Marshal Dillon....

**Shooter starts** at Position 1, with both hands cupped around your mouth making a megaphone.

**When ready** say *"Festus, where's my coffee?"*

**At the buzzer**, grab your shotgun and take down the two outside targets and then the two inside targets. Both outside targets must fall before shooting the inside targets. Make the shotgun safe on the rest.

**Move** to Position 2, and with the rifle, shoot 2 rounds on the center target, then 3 rounds on either outside target, then 2 rounds on the center target, and 3 rounds on the other outside target. Make the rifle safe on the rest.

**Move** to Position 3, and with your pistols, shoot 2 rounds on the center target, then 3 rounds on either outside target, then 2 rounds on the center target, and 3 rounds on the other outside target. Cowboy's holster, Cops make the pistol safe on the rest.