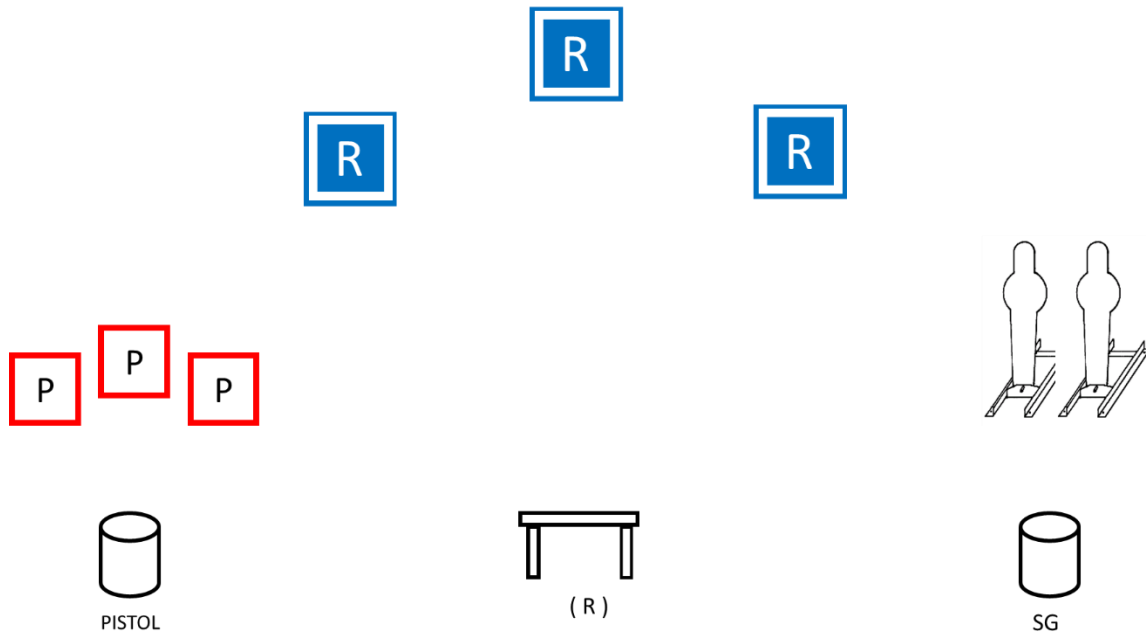


STAGE 1 – CWBY

August 2025 Bay C



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

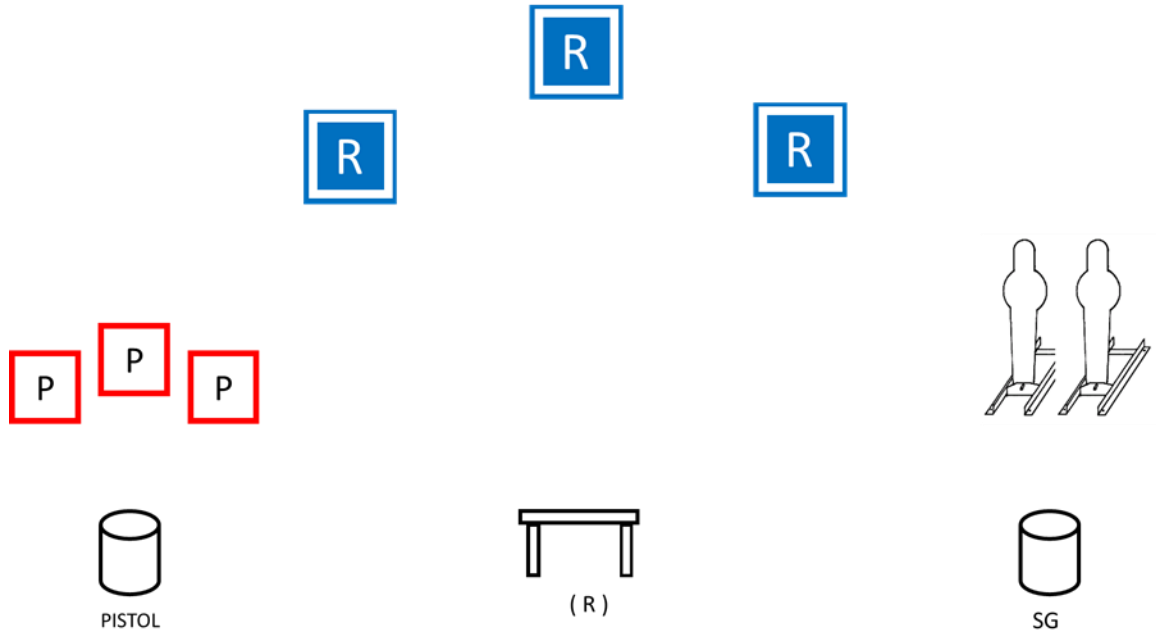
SHOOTING SEQUENCE: Shooter's choice, must not end with rifle.

STARTING POSITION: SHOOTER STARTS BEHIND Right side barrel, SG at Cwby Port Arms or Left side barrel Hands on Your Hat if starting with Pistols. SG is on Table if Starting with Rifle or Pistols.

ATB: SHOOT the SG targets until down. Move to Table and MSG Safe. Pick Up Rifle and shoot the targets 1 – 2 – 1 – 2 – 3 and repeat. Make Rifle Safe on Table. Move to Left side barrel Shoot Pistol Targets same as Rifle instructions. Holster Pistols.

TARGETS: RIFLE 3 SQ, PISTOL 3 SQ, SG 2 Knckdwn

STAGE 1 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 2

ALL FIREARMS PRE LOADED WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooter's choice, must not end with rifle.

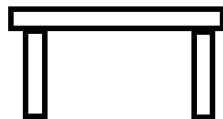
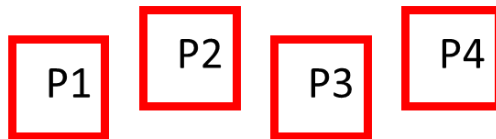
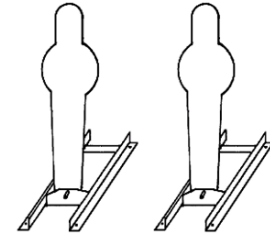
STARTING POSITION: SHOOTER STARTS BEHIND Right side barrel, SG at Cwby Port Arms or Left side barrel Hands on Your Hat if starting with Pistol. SG is on Table if Starting with Rifle or Pistol.

ATB: SHOOT the SG targets until down. Move to Table and MSG Safe. Pick Up Rifle and shoot the targets 1 – 2 – 1 – 2 – 3 and repeat. Make Rifle Safe on Table. Move to Left side barrel Shoot Pistol Targets same as Rifle instructions. If Starting with Pistol make Safe on Table.

Return to table and Show Pistol Safe to RO, holster pistol.

STAGE 2 – CWBY

August 2025 Bay D



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE. MUST NOT END WITH RIFLE

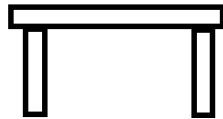
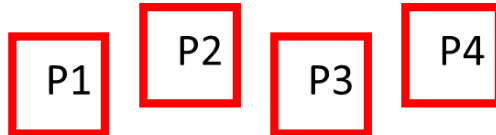
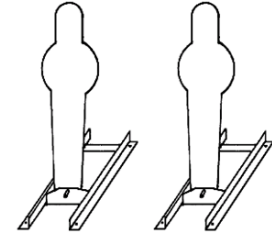
RIFLE and SG ON TABLE, Pistols Holstered.

STARTING POSITION: SHOOTER STARTS BEHIND TABLE **HANDS AT SIDE.**

ATB: Shoot the SG Knckdwn Targets until down. Make SG Safe on Table. Pick up Rifle and shoot Rifle Targets in 1, 1, 2, 3, 3, 4, 1, 2, 3, 4. MRS on Table. Shoot Pistol Targets same sequence as Rifle. Start from either end.

Targets: 4 SQ + 1 Cwby RIFLE, 4 SQ + 1 Cwby PISTOL, 2 SG knckdwn

STAGE 2 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 2

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE. MUST NOT END WITH RIFLE

RIFLE and SG on TABLE, Pistol Holstered.

STARTING POSITION: SHOOTER STARTS BEHIND TABLE **HANDS AT SIDE.**

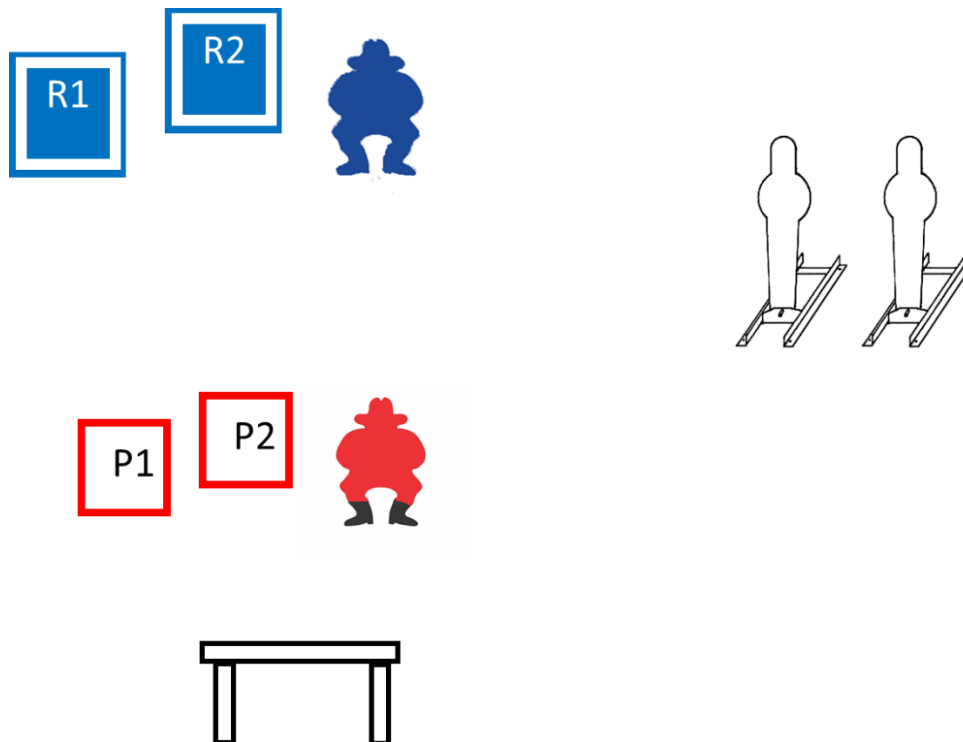
ATB: Shoot the SG Knckdwn Targets. Make SG Safe on Table. Pick up Rifle and shoot Rifle Targets in 1, 1, 2, 3, 3, 4, 1, 2, 3, 4. MRS on Table. Shoot Pistol Targets same sequence as Rifle. Start from either end.

IF STARTING WITH PISTOL, MAKE PISTOL SAFE ON TABLE.

SHOW PISTOL CLEAR to RO.

STAGE 3 – CWBY

August 2025 Bay D



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE. MUST NOT END WITH RIFLE

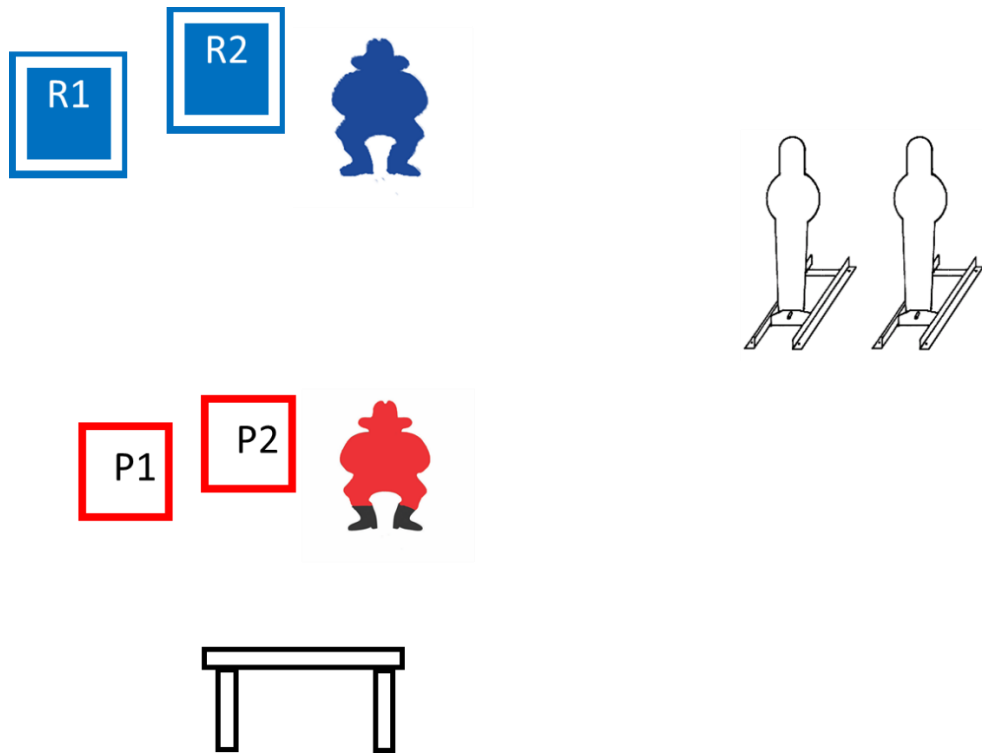
RIFLE and SG ON TABLE, Pistols Holstered. **PREDICT YOUR TIME** see below

STARTING POSITION: SHOOTER STARTS BEHIND TABLE **HANDS ON Your Hat.**

ATB: Shoot the SG Kncdwn Targets until down. Make SG Safe on Table. Pick up Rifle and shoot Rifle Targets Double Tap a Square Target Single Tap Cowboy Then Double Tap Other Square Target and Repeat. MRS on Table. Shoot Pistol Targets same sequence as Rifle.

PREDICT YOUR TIME PERSON CLOSEST TO PREDICTED TIME WITHOUT GOING OVER ACTUAL TIME, INCLUDES MISSES AND PENALTIES, WINS A DONATED PRIZE.

STAGE 3 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 2

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE. MUST NOT END WITH RIFLE

RIFLE and SG on TABLE, Pistol Holstered.

STARTING POSITION: SHOOTER STARTS BEHIND TABLE **HANDS AT SIDE.**

ATB: Shoot the SG Kncdwn Targets until down. Make SG Safe on Table. Pick up Rifle and shoot Rifle Targets Double Tap a Square Target Single Tap Cowboy Then Double Tap Other Square Target and Repeat. MRS on Table. Shoot Pistol Targets same sequence as Rifle.

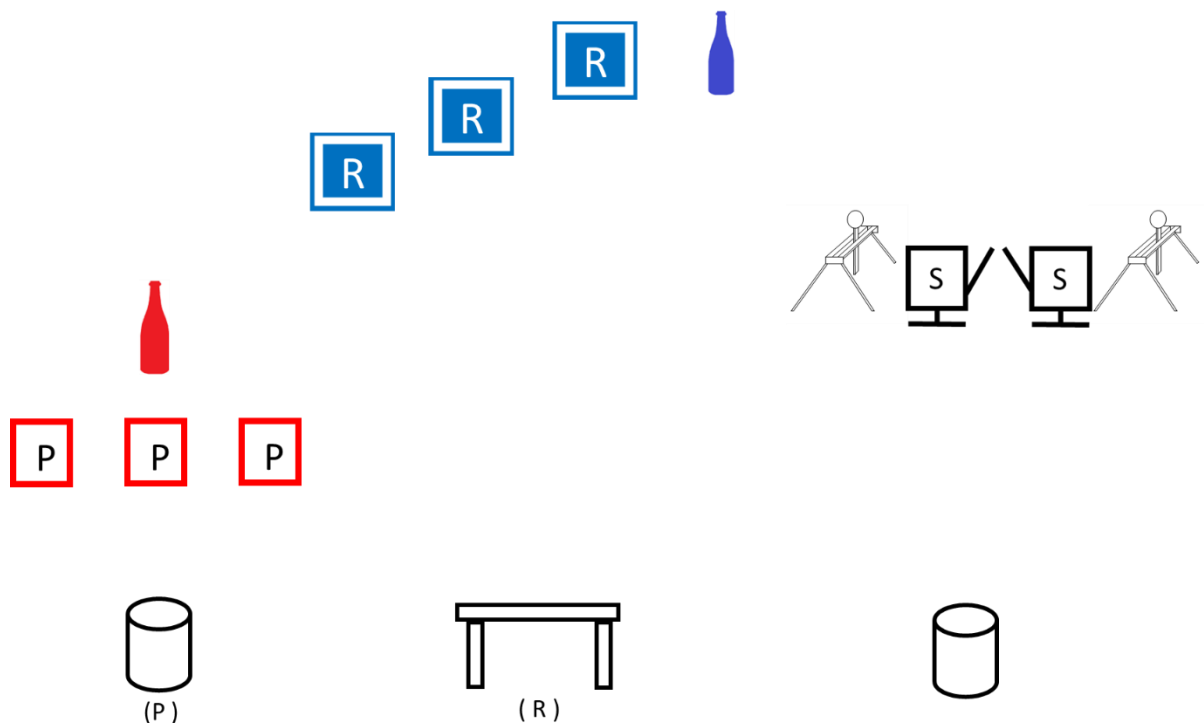
IF STARTING WITH PISTOL, MAKE PISTOL SAFE ON TABLE.

SHOW PISTOL CLEAR to RO.

PREDICT YOUR TIME PERSON CLOSEST TO PREDICTED TIME WITHOUT GOING OVER ACTUAL TIME, INCLUDES MISSES AND PENALTIES, WINS A DONATED PRIZE.

STAGE 4 – CWBY

August 2025 Bay E



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN (SG) – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooter Choice Must not end with Rifle

STARTING POSITION: Shooter start behind Left Barrel, Hands at your side. Or Shooter Starts behind Right Barrel SG at Cwby Port Arms. SG and Rifle on Table if starting with Pistols.

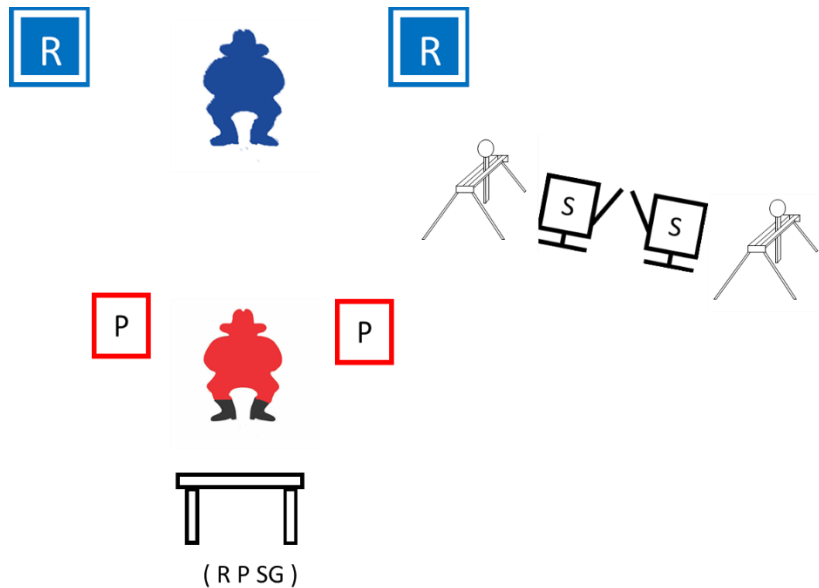
ATB: Shoot 4 SG TARGETS. The Knckdwn target must be down to count. MAKE SG SAFE ON Table. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS 3 Single Tap Sweeps then 10th rnd on Bottle for a **5 sec bonus**. Start from either End. No Miss Counted on Bottle. MAKE RIFLE SAFE ON Table. MOVE TO Other BARREL AND SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS.

SHOTGUN (SG) – 4

- Show Pistol Clear to RO.

STAGE 5 – CWBY

August 2025 Bay F



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

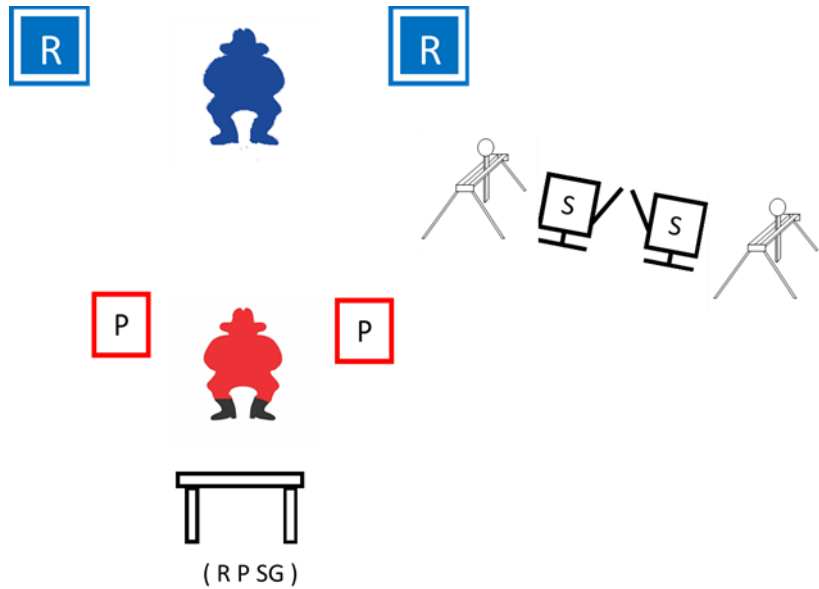
SHOOTING SEQUENCE: SHOOTER'S CHOICE MUST NOT END WITH RIFLE

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS FLAT ON TABLE

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS IN A (3, 4, 3) SEQUENCE STARTING FROM EITHER END. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS. PICK UP SG AND SHOOT SG TARGETS UNTIL DOWN.

TARGETS: RIFLE 3 SQ, PISTOL 3 SQ, SG 2 KNCKDWN

STAGE 5 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 4

ALL FIREARMS PRE LOADED WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE MUST NOT END WITH RIFLE

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS FLAT ON TABLE

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS IN A (3, 4, 3) SEQUENCE STARTING FROM EITHER END. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. MAKE PISTOL SAFE ON TABLE. PICK UP SG AND SHOOT SG TARGETS.

SHOW PISTOL SAFE TO RO.