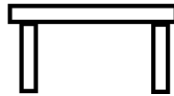
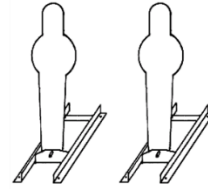


STAGE 1 – CWBY

Oct 2025 Bay C



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- RIFLE AND PISTOLS WITH HAMMER DOWN ON EMPTY CHAMBER.
RIFLE ON TABLE and SG if Starting with Pistols.

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

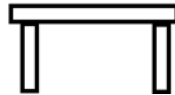
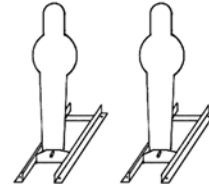
RIFLE AND SG OPEN ON CENTER TABLE (IF STARTING WITH PISTOLS).

STARTING POSITION: SHOOTER STARTS BEHIND RIGHT BARREL (SG AT PORT ARM) OR LEFT BARREL (PISTOLS, HANDS AT SIDE).

ATB: SHOOT THE SG KNOCKDOWN TARGETS. MOVE TO TABLE AND MAKE SG SAFE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS IN A 2 – 3 – 2 – 3 SWEEP STARTING ON EITHER END. MAKE RIFLE SAFE ON TABLE. MOVE TO LEFT BARREL AND SHOOT THE PISTOLS IN SAME ORDER AS RIFLE. HOLSTER PISTOLS.

Targets: 4 SQ RIFLE, 4 SQ PISTOL, 2 SG KNCOWN TARGET

STAGE 1 – 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 ON CENTER TABLE AND SG (IF STARTING WITH PISTOL).

STARTING POSITION: SHOOTER STARTS BEHIND RIGHT BARREL (SG AT PORT ARM) OR LEFT BARREL (PISTOL, HANDS AT SIDE).

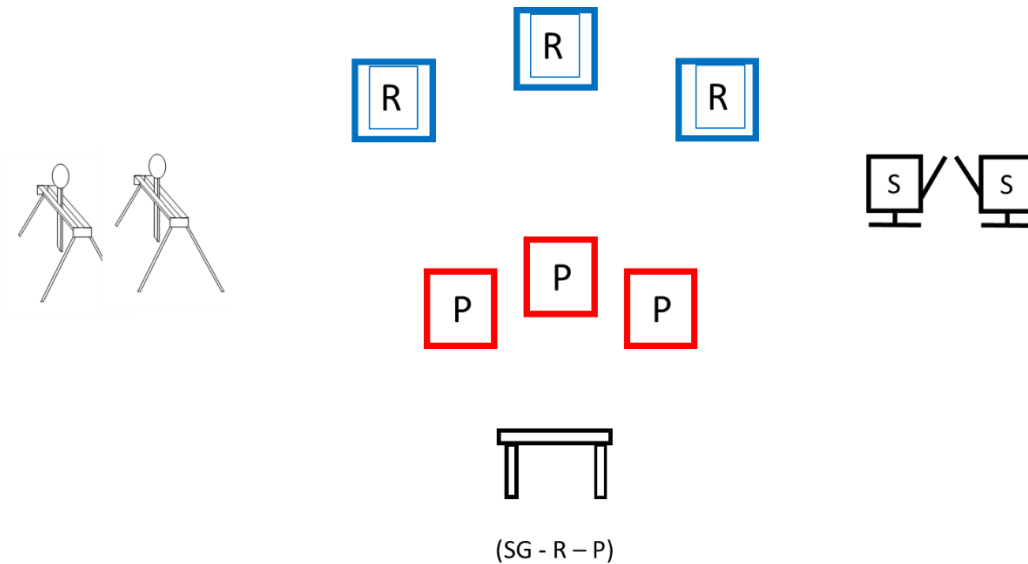
ATB: SHOOT THE SG KNOCKDOWN TARGETS. MOVE TO TABLE AND MAKE SG SAFE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS IN A 2 – 3 – 2 – 3 SWEEP STARTING ON EITHER END. MAKE RIFLE SAFE ON TABLE. MOVE TO LEFT BARREL AND SHOOT THE PISTOL IN SAME ORDER AS RIFLE.

IF STARTING WITH PISTOL, MAKE SAFE ON Table.

MOVE BACK TO TABLE AND SHOW PISTOL CLEAR to RO.

STAGE 2 – CWBY

Oct 2025 Bay D



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

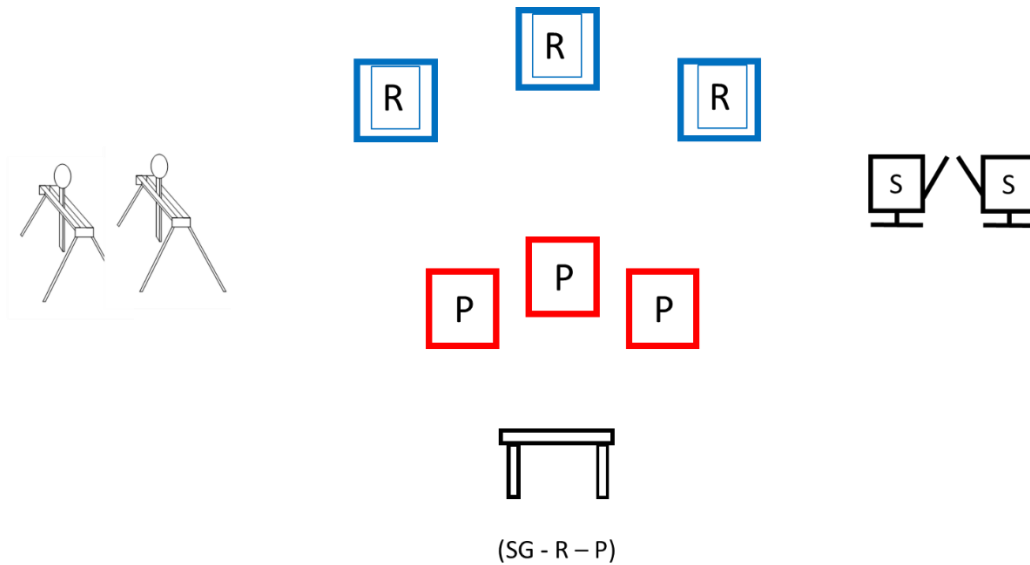
SHOOTING SEQUENCE: SHOOTER'S CHOICE MUST NOT END WITH RIFLE

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

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Outside – Outside – Triple tap Center Starting from either end and repeat. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS. PICK UP SG AND SHOOT THE 4 SG TARGETS, KNCKDOWN TARGETS MUST GO DOWN.

TARGETS: RIFLE 3 SQ & 1 Buffalo, PISTOL 3 SQ & 1 Buffalo, SG 2 WOBBLERS & 2 KNCKDWN

STAGE 2 – 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

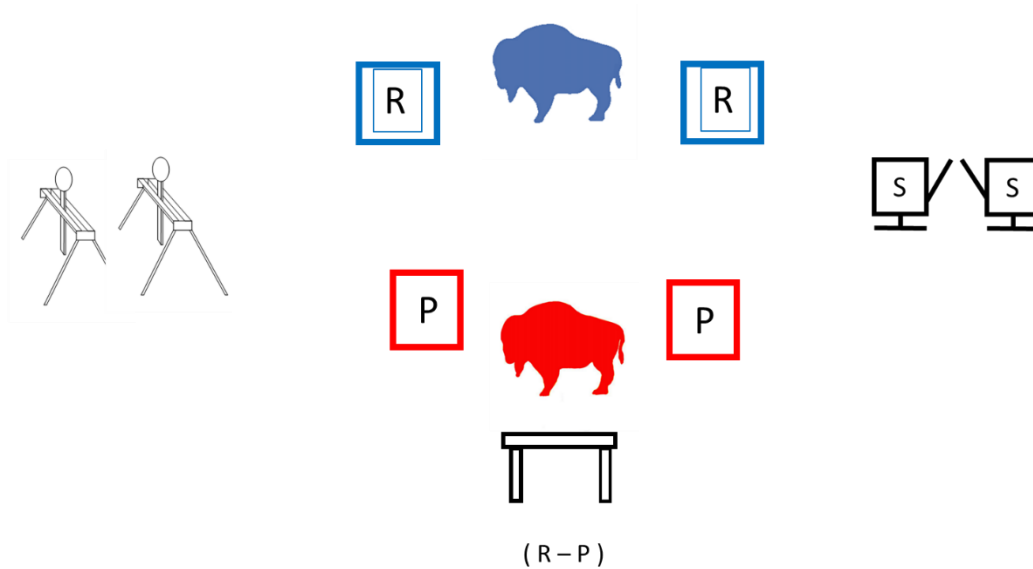
STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS FLAT ON TABLE

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Outside – Outside – Triple tap Center Starting from either end and repeat. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. Make Pistol Safe on Table. PICK UP SG AND SHOOT THE 4 SG TARGETS, KNCKDWN TARGETS MUST GO DOWN.

SHOW PISTOL Clear To RO.

STAGE 3 – CWBY

Oct 2025 Bay D



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN (SG) – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooters Choice must not end with Rifle

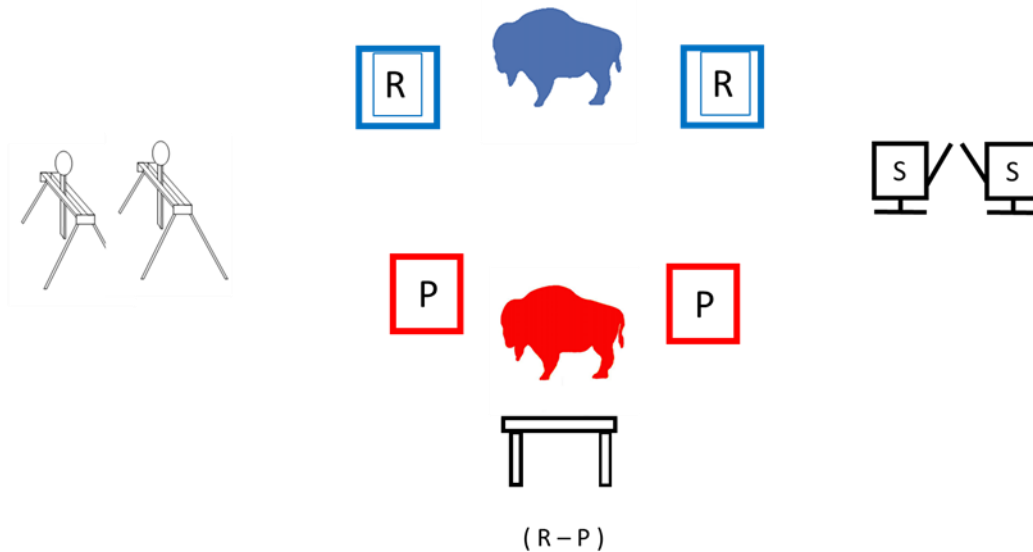
STARTING POSITION: SG AND RIFLE ON TABLE, PISTOLS HOLSTERED.

SHOOTER STARTS BEHIND TABLE, HANDS ON YOUR HAT.

ATB: Shooters Choice, Must Not End with Rifle. SHOOT THE TWO SG WOBLERS AND TWO SG KNOCKDOWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS DOUBLE TAP NEVADA SWEEP STARTING FROM EITHER END. **MRS** SHOOT PISTOL TARGETS SAME AS RIFLE, HOLSTER PISTOLS.

Predict your Time Enter your predicted time. Shooter with Closest time, after misses and penalties without going over has choice of donated item.

STAGE 3 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SG - 4

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooters Choice must not end with Rifle.

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS ON YOUR HAT.

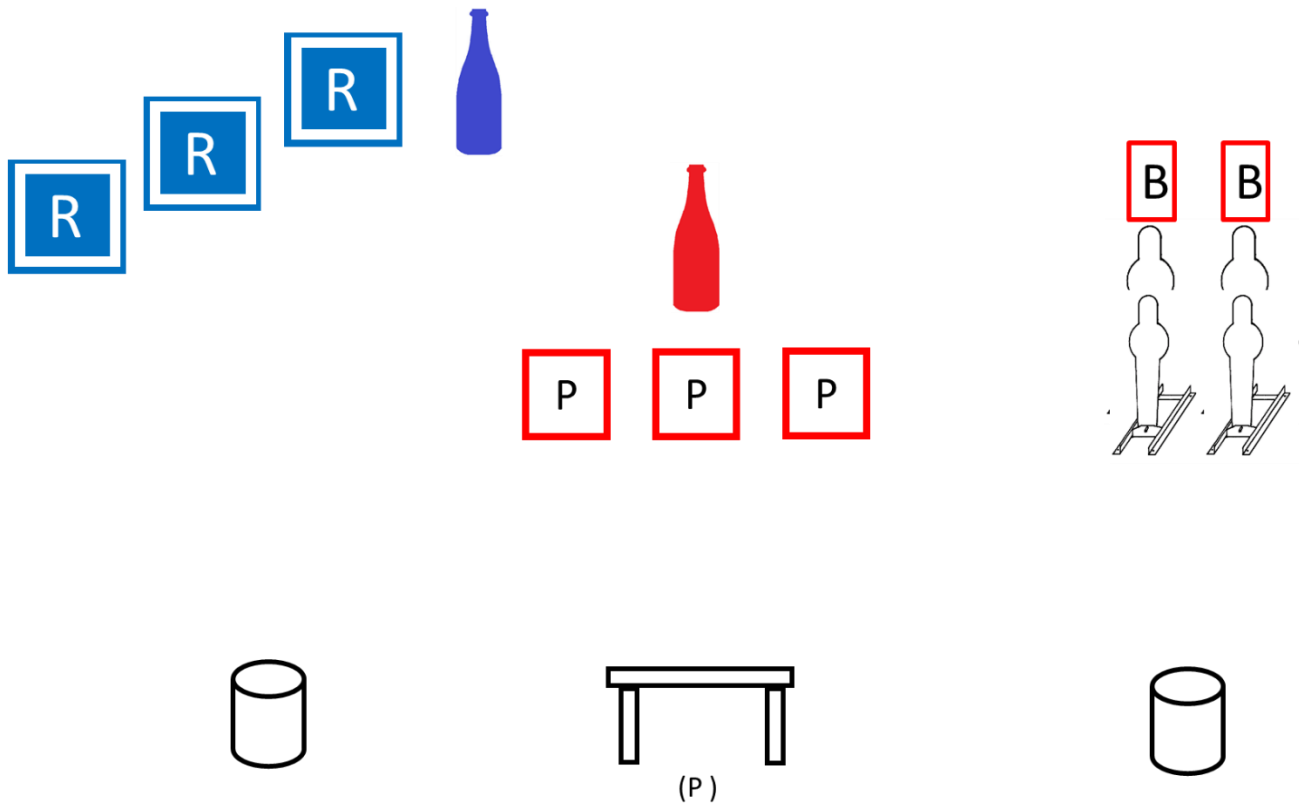
ATB: Shooters Choice, Must Not End with Rifle. SHOOT THE TWO SG WOBLERS AND TWO SG KNOCKDOWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS DOUBLE TAP NEVADA SWEEP STARTING FROM EITHER END. **MRS** SHOOT PISTOL TARGETS SAME AS RIFLE.

SHOW PISTOL CLEAR TO RO.

Predict your Time Enter your predicted time. For the shooter who has not shot as Cwby.

STAGE 4 – CWBY

OCT 2025 Bay E



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: R-P-S

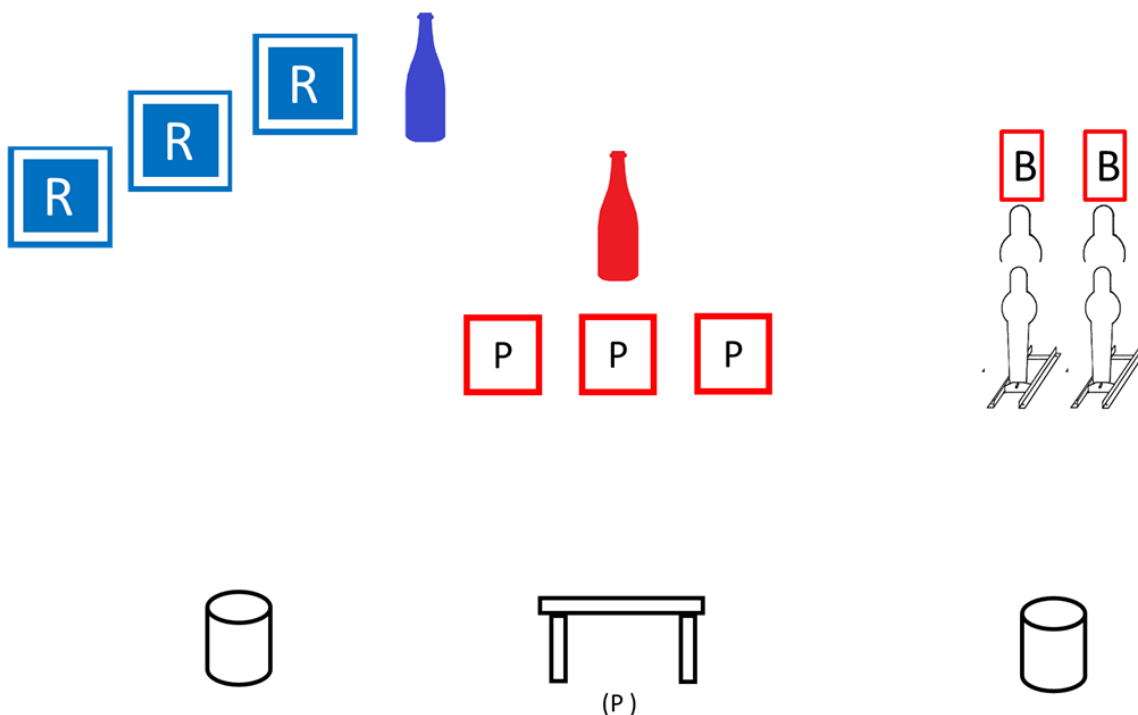
RIFLE IN HANDS, SG ON CENTER TABLE

STARTING POSITION: SHOOTER STARTS BEHIND LEFT BARREL RIFLE IN HANDS.

ATB: SHOOT THE RIFLE TARGETS TRIPPLE TAP EACH TARGET THEN SHOOT BOTTLE FOR A **5SEC BONUS**, NMC. MOVE TO TABLE AND **MRS.** SHOOT PISTOLS TARGETS SAME AS RIFLE. A **5SEC BONUS ON BOTTLE**, NMC. HOLSTER PISTOLS. PICK UP SG MOVE TO RIGHT BARREL AND SHOOT SG TARGETS UNTIL DOWN. A **5SEC BONUS IF YOU KNOCK DWN A PAIR OF TARGETS WITH A SINGLE SHOT**. TWO BONUS POSSIBLE.

Targets: RIFLE: 3 SQ, 1 bottle PISTOL: 3 SQ, 1 bottle 2 SG KNC DWN

STAGE 4 – WB



GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 4

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: R-P-S

RIFLE IN HANDS, SG ON CENTER TABLE

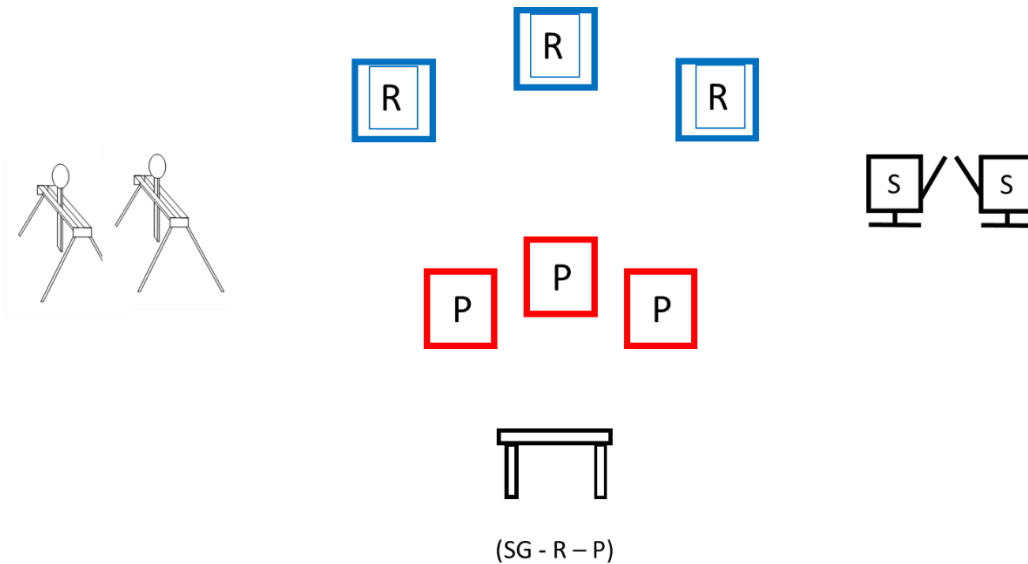
STARTING POSITION: SHOOTER STARTS BEHIND LEFT BARREL RIFLE IN HANDS.

ATB: ATB: SHOOT THE RIFLE TARGETS TRIPPLE TAP EACH TARGET THEN SHOOT BOTTLE FOR A **5SEC BONUS**, NMC. MOVE TO TABLE AND **MRS.** SHOOT PISTOL TARGETS SAME AS RIFLE. A **5SEC BONUS ON BOTTLE**, NMC. MAKE PISTOL SAFE ON TABLE. PICK UP SG MOVE TO RIGHT BARREL AND SHOOT SG TARGETS. A **5SEC BONUS IF YOU KNOCK DWN A PAIR OF TARGETS WITH A SINGLE SHOT**. TWO BONUS POSSIBLE. SHOOT REMAING SG SHELLS INTO BERM.

SHOW PISTOL CLEAR TO **RO**

STAGE 5 – CWBY

Oct 2025 Bay F



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10 (NOT USED OPTION, PISTOLS ONLY ON RIFLE TARGETS)

SHOTGUN – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE MUST NOT END WITH RIFLE or SHOOT THE RIFLE TARGETS WITH PISTOLS FOR 5 SEC BONUS PER TARGET. MISSES COUNT. Then SG on 4 Targets

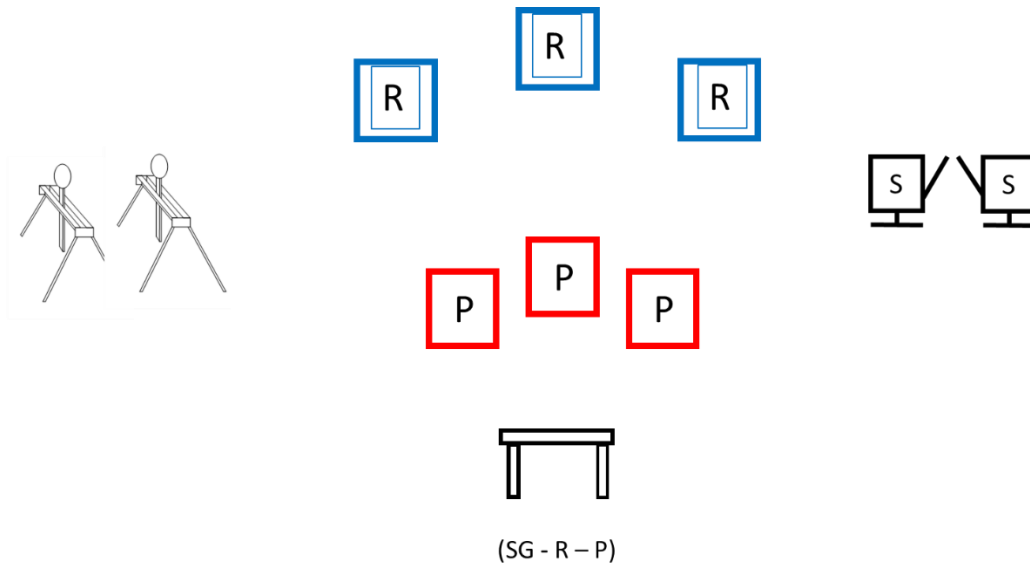
Rifle (if used) on Table, SG on Table. Pistols may be on table or holstered.

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

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Double Tap Center Target then Single Tap sweep the three targets Starting from either end and repeat. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS or Place On Table. PICK UP SG AND SHOOT THE 4 SG TARGETS, KNCKDWN TARGETS MUST GO DOWN.

IF USING PISTOLS ON RIFLE TARGETS, A 5 SEC BONUS PER HIT, MISSES COUNT. MAY REHOLSTER OR PLACE ON TABLE SAFELY.

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 or SHOOT THE RIFLE TARGETS WITH PISTOLS FOR 5 SEC BONUS PER TARGET. MISSES COUNT. Then SG on 4 Targets

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

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Double Tap Center Target then Single Tap sweep the three targets Starting from either end and repeat. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. Make Pistol Safe on Table. PICK UP SG AND SHOOT THE 4 SG TARGETS, KNCKDWN TARGETS MUST GO DOWN.

IF USING PISTOL ON RIFLE TARGETS, A 5 SEC BONUS PER HIT, MISSES COUNT. PLACE PISTOL ON TABLE SAFELY.

SHOW PISTOL SAFE TO RO.