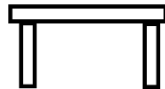
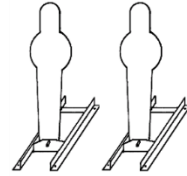


STAGE 1 – CWBY

June 2026 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 On Rifle

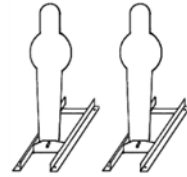
SG and Rifle ON CENTER TABLE if Starting with Pistol

STARTING POSITION: SHOOTER Choice. Hands at Side if Starting with Pistols, SG Cwby Port Arms if Starting with SG

ATB: SHOOT THE PISTOL TARGETS: SINGLE TAP THE SQUARE TARGETS THEN DOUBLE TAP THE COWBOY AND REPEAT. HOLSTER PISTOLS. MOVE TO TABLE. SHOOT RIFLE TARGETS SAME SEQUENCE AS PISTOLS. MAKE RIFLE SAFE ON TABLE. PICK UP SG AND MOVE TO RIGHT BARREL, SHOOT TWO SG KNCKDWN. IF STARTING WITH SG, MOVE TO TABLE AND MAKE SG SAFE ON TABLE

Targets: RIFLE: 3 SQ, 1 CWBY, PISTOL: 3 SQ, 1 CWBY, 2 SG KNCKDWN

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 On Rifle

SG and Rifle ON CENTER TABLE if Starting with Pistol

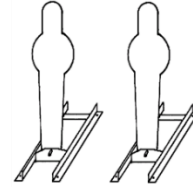
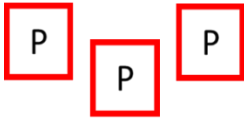
STARTING POSITION: SHOOTER Choice. Left Barrel Hands at Side if Starting with Pistol, Right Barrel SG Cwby Port Arms if Starting with SG.

ATB: SHOOT THE PISTOL TARGETS: SINGLE TAP THE SQUARE TARGETS THEN DOUBLE TAP THE COWBOY AND REPEAT. MOVE TO TABLE AND MAKE PISTOL SAFE ON TABLE. SHOOT RIFLE TARGETS SAME SEQUENCE AS PISTOLS. MAKE RIFLE SAFE ON TABLE. PICK UP SG AND MOVE TO RIGHT BARREL, SHOOT TWO SG KNKDN. IF STARTING WITH SG, MOVE TO TABLE AND MAKE SG SAFE ON TABLE MAKE PISTOL SAFE ON TABLE.

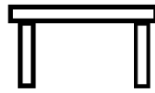
SHOW PISTOL CLEAR TO RO AND HOLSTER.

STAGE 2 – CWBY

June 2026 Bay D



(P)



(R)



(S)

GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 2+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: SHOOTER'S CHOICE, **P-R-S** or **S-R-P**

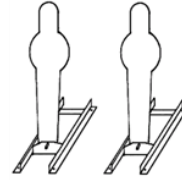
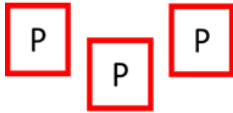
RIFLE & SG ON CENTER TABLE IF STARTING W PISTOL. SG AT CWBY PORTARMS IF STARTING WITH SG AT RIGHT BARREL.

STARTING POSITION: SHOOTER STARTS BEHIND LEFT BARREL (**HANDS AT SIDES**). OR AT RIGHT BARREL, SG AT CWBY PORTARMS.

ATB: SHOOT THE PISTOL TARGETS 1 – 2 – 4 – 2 – 1 (P1, P2,P2,P3,P3,P3,P3,P2,P2,P1) STARTING FROM EITHER END. HOLSTER PISTOLS. MOVE TO TABLE PICK UP RIFLE AND SHOOT RIFLE TARGETS SAME AS PISTOL, (STARTING L OR R). **MRS.** PICK UP SG AND MOVE TO RIGHT BARREL. SHOOT THE TWO SG KNCK DWN. IF STARTING W SG, MAKE SG SAFE ON CENTER TABLE.

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

STAGE 2 – WB



(P)



(R)



(S)

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, P-R-S or S-R-P

RIFLE & SG ON CENTER TABLE IF STARTING W PISTOL. SG AT CWBY PORTARMS IF STARTING W SG AT RIGHT BARREL.

STARTING POSITION: SHOOTER STARTS BEHIND LEFT BARREL (**HANDS AT SIDES**). OR AT RIGHT BARREL, SG AT CWBY PORTARMS.

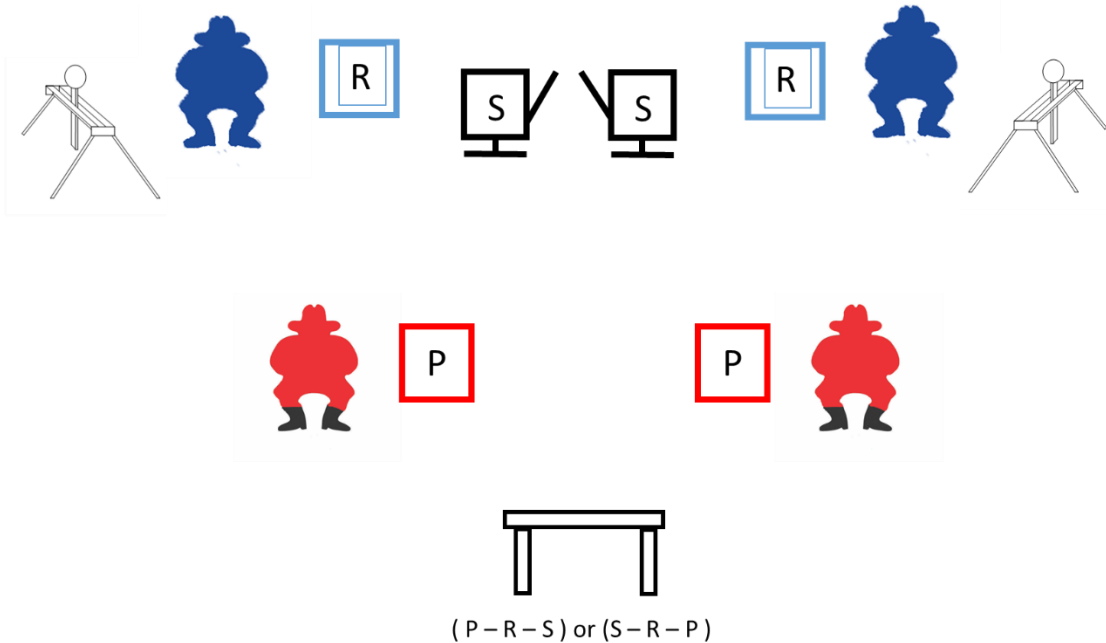
ATB: SHOOT THE PISTOL TARGETS 1 – 2 – 4 – 2 – 1 (P1, P2,P2,P3,P3,P3,P3,P2,P2,P1) STARTING FROM EITHER END. STARTING FROM EITHER END. MOVE AND MAKE PISTOL SAFE ON TABLE. PICK UP RIFLE AND SHOOT RIFLE TARGETS SAME AS PISTOL, (STARTING L OR R). **MRS.** PICK UP SG AND MOVE TO RIGHT BARREL. SHOOT THE TWO SG KNCK DWNS. IF STARTING W SG, MAKE SG SAFE ON CENTER TABLE.

IF STARTING WITH PISTOL, MAKE PISTOL SAFE ON TABLE.

MOVE BACK TO SHOW PISTOL CLEAR BY RO.

STAGE 3 – CWBY

June 2026 Bay E



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN (SG) – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

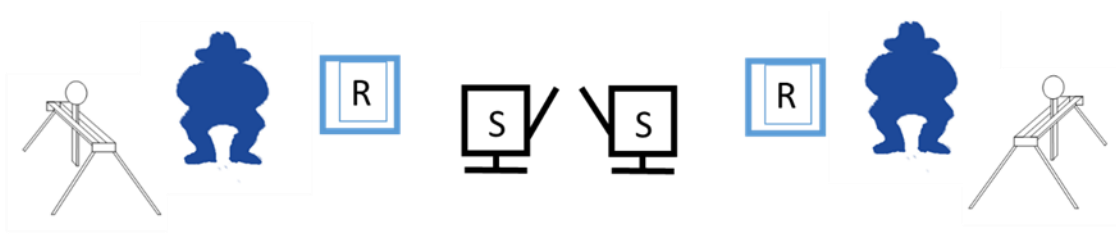
SHOOTING SEQUENCE: Shooter's Choice, must not end on Rifle

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS AT YOUR SIDE.

ATB: PICK UP SG AND SHOOT THE SG TARGETS OUTSIDE THEN OTHER OUTSIDE, THEN TWO INSIDE KNCKDWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS, DOUBLE TAP CWBY THEN DOUBLE TAP OTHER CWBY THEN STARTING ON A SQUARE TARGET A CONTINUOUS NEVADA SWEEP. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS.

Targets: Rifle 2 Cwby, 2 Sq, Pistol 2 Cwby, 2 Sq, 2 SG Wobblers & 2 Reset knckdown Targets

STAGE 3 – WB



(P - R - S) or (S - R - P)

GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SG – 4

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooter's Coice, must not end on Rifle

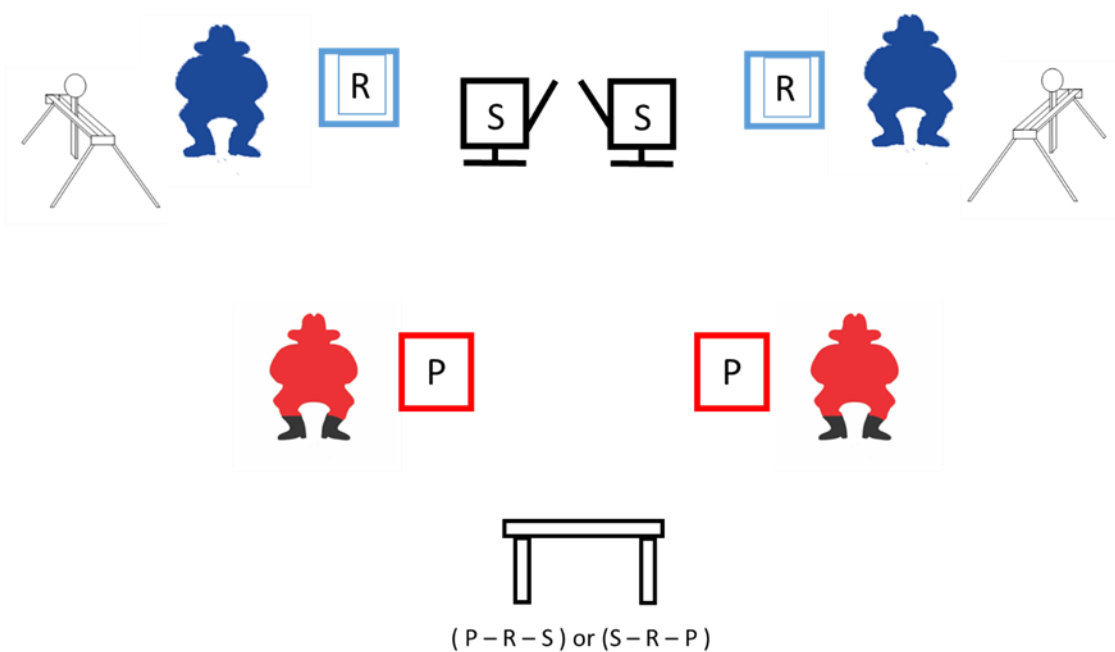
STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS AT YOUR SIDE.

ATB: PICK UP SG AND SHOOT THE SG TARGETS OUTSIDE THEN OTHER OUTSIDE, THEN TWO INSIDE KNCKDWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS, DOUBLE TAP CWBY THEN DOUBLE TAP OTHER CWBY THEN STARTING ON A SQUARE TARGET A CONTINOUS NEVADA SWEEP. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE.. MAKE PISTOL SAFE ON TABLE.

SHOW PISTOL CLEAR TO RO. HOLSTER PISTOL.

STAGE 4 – CWBY

June 2026 Bay E



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN (SG) – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

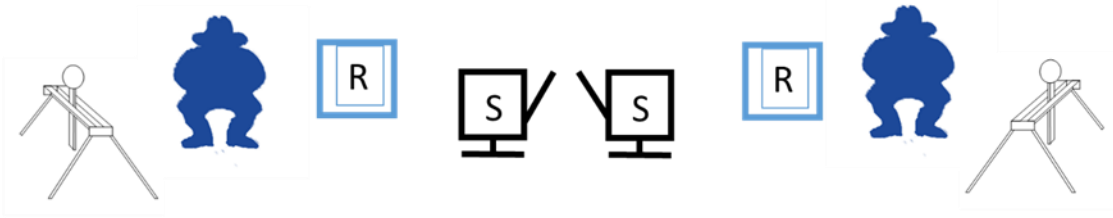
SHOOTING SEQUENCE: Shooter's Choice, must not end on Rifle

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

ATB: PICK UP SG AND SHOOT THE SG TARGETS OUTSIDE THEN OTHER OUTSIDE, THEN TWO INSIDE KNCKDWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS, TRIPLE TAP CWBY THEN SINGLE TAP SQUARE THEN SINGLE TAP CWBY. REPEAT ON OTHER SET OF RIFLE TARGETS. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS.

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

STAGE 4 – WB



(P – R – S) or (S – R – P)

GUNS & AMMO: WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SG – 4

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

SHOOTING SEQUENCE: Shooter's Coice, must not end on Rifle

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

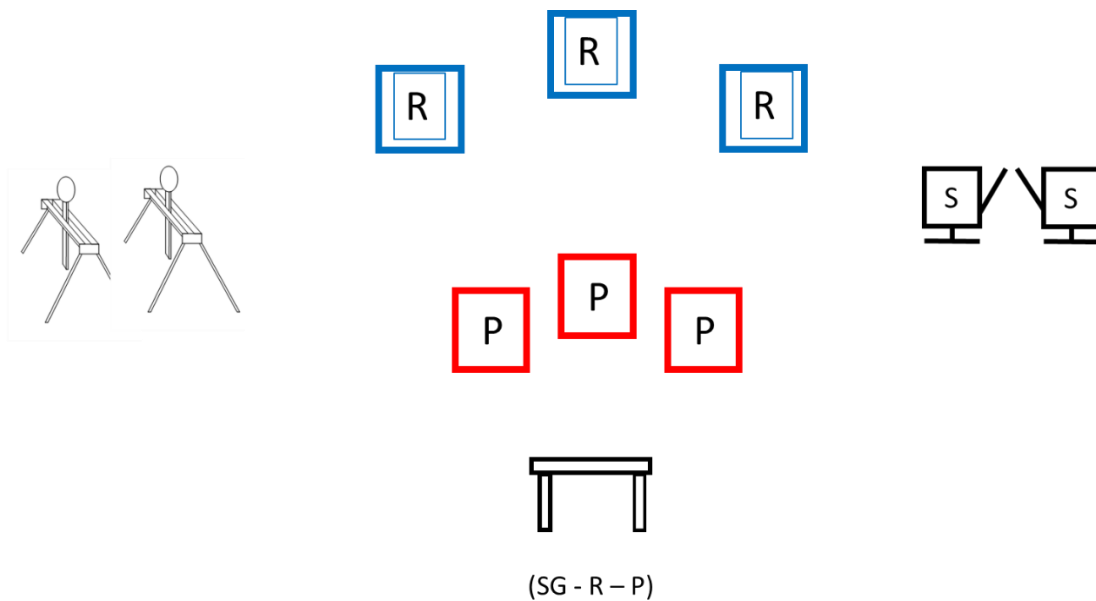
ATB: PICK UP SG AND SHOOT THE SG TARGETS OUTSIDE THEN OTHER OUTSIDE, THEN TWO INSIDE KNCKDWNS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS, TRIPLE TAP CWBY THEN SINGLE TAP SQUARE THEN SINGLE TAP CWBY. REPEAT ON OTHER SET OF RIFLE TARGETS. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. MAKE PISTOL SAFE ON TABLE.

SHOW PISTOL CLEAR TO RO. HOLSTER PISTOL.

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

STAGE 5 – CWBY

JUNE 2026 Bay F



GUNS & AMMO: CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

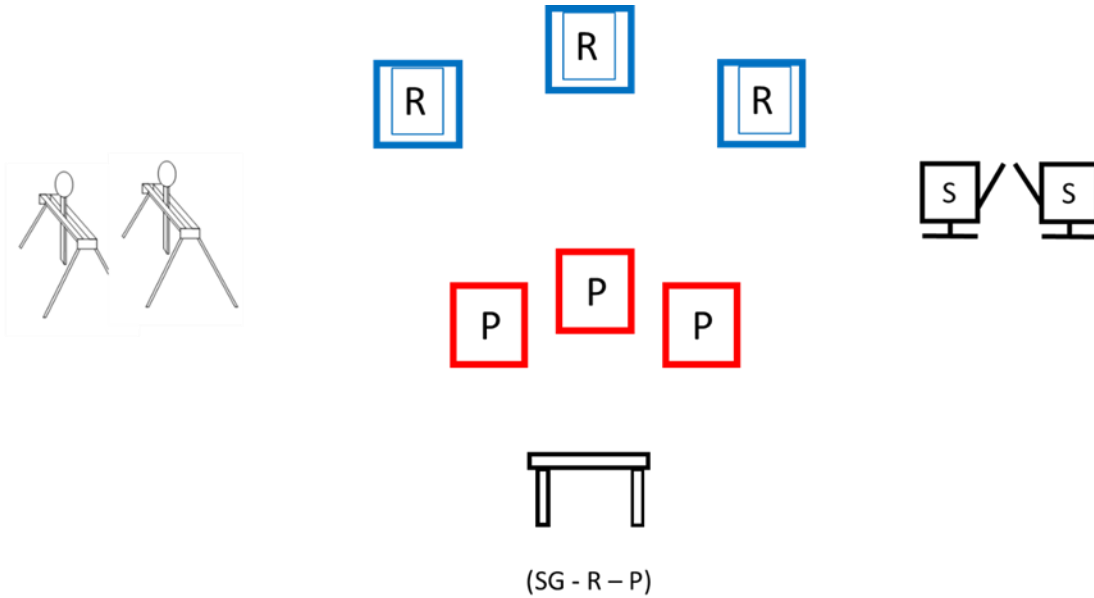
SHOOTING SEQUENCE: Shooter Choice, Must not End with Rifle

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS On Your Hat.

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Two Sweeps 1 – 3 – 1. Yes you can Dbl Tap. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS. PICK UP SG AND SHOOT the 4 SG TARGETS, SG Knckdwns must go down.

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

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 Choice, Must not End with Rifle

STARTING POSITION: SHOOTER STARTS BEHIND TABLE, HANDS On Your Hat

ATB: PICK UP THE RIFLE AND SHOOT RIFLE TARGETS Two Sweeps 1 – 3 – 1. Yes you can Dbl Tap. 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, SG Knckdwns must go down.

Show Pistol Clear to RO.