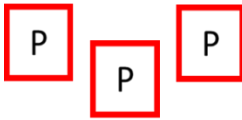
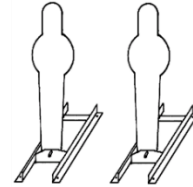


# STAGE 1 – CWBY

April 2026 Bay C



(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**

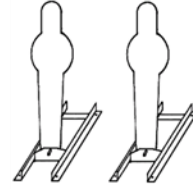
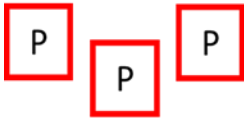
RIFLE & SG ON CENTER TABLE IF STARTING W PISTOL. SG AT CWBY PORTARMS IF STARTING W SG AT RIGHT BARREL.

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

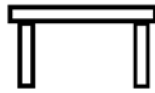
**ATB:** SHOOT THE PISTOL TARGETS IN A (1, 2, 3, 2, 2) STARTING FROM EITHER END. THEN REPEAT W 2<sup>ND</sup> PISTOL. HOLSTER PISTOLS. MOVE TO TABLE PICK UP RIFLE AND SHOOT RIFLE TARGETS SAME AS PISTOL, (STARTING L OR R). **MRS.** PICK UP SG AND MOVE TO RIGHT BARREL. SHOOT THE TWO SG KNCK DWNS. IF STARTING W SG, MAKE SG SAFE ON CENTER TABLE.

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

# STAGE 1 – 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.

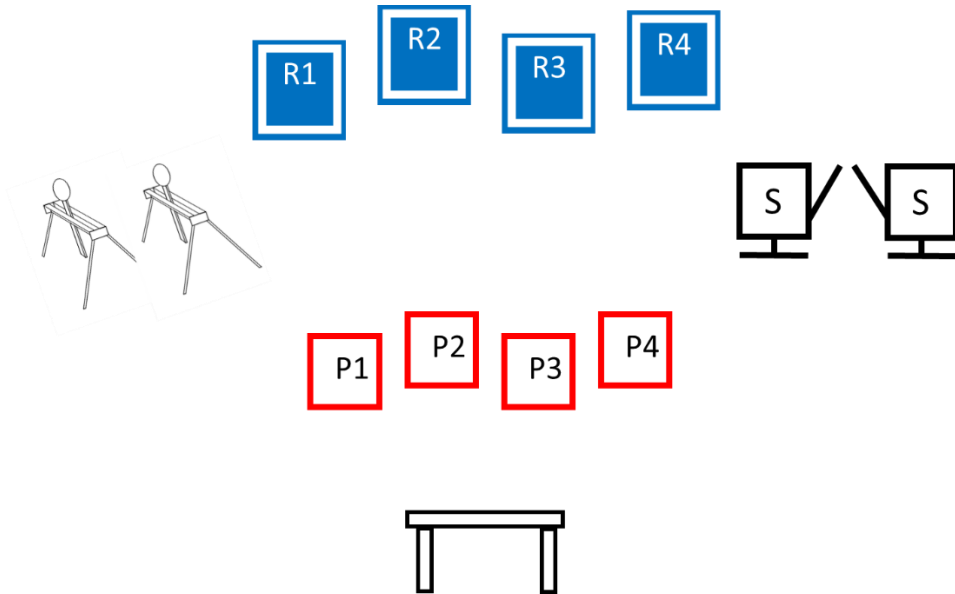
**ATB:** SHOOT THE PISTOL TARGETS IN A (1, 2, 3, 2, 2) STARTING FROM EITHER END. THEN REPEAT W 2<sup>ND</sup> MAG OF 5. MOVE TO TABLE AND MAKE PISTOL SAFE ON TABLE. PICK UP RIFLE AND SHOOT RIFLE TARGETS SAME AS PISTOL, (STARTING L OR R). **MRS.** PICK UP SG AND MOVE TO RIGHT BARREL. SHOOT THE TWO SG KNCK DWNS. IF STARTING W SG, MAKE SG SAFE ON CENTER TABLE.

IF STARTING WITH PISTOL, MAKE PISTOL SAFE ON PLATFORM.

MOVE BACK TO SHOW PISTOL CLEAR BY RO, HOLSTER PISTOL.

# STAGE 2 – CWBY

April 2026 Bay D



## **GUNS & AMMO:** CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN (SG) – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

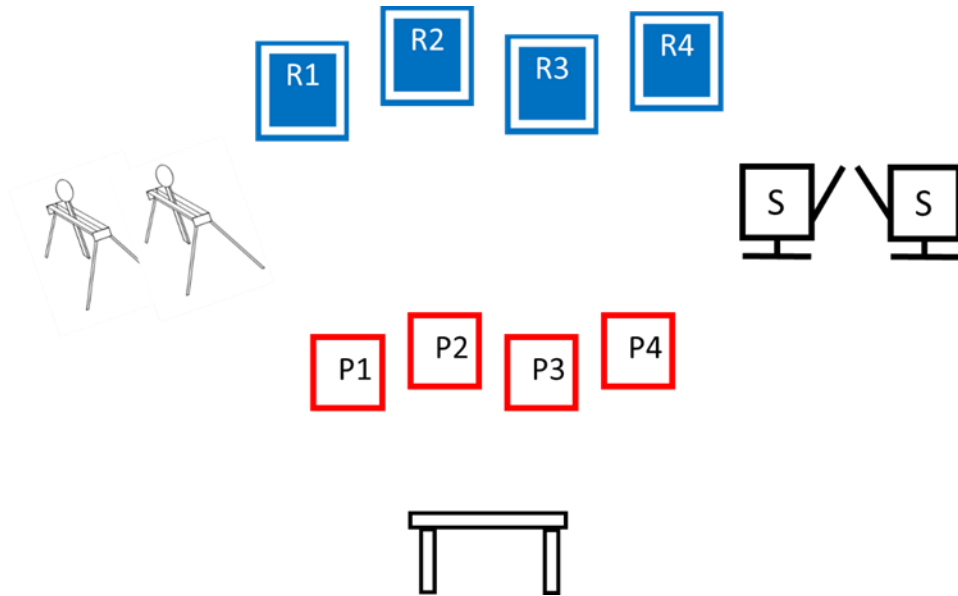
**SHOOTING SEQUENCE:** Shooter's Choice must not end with Rifle

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

**ATB:** PICK UP SG AND SHOOT THE 4 SG TARGETS TIL DOWN. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS PROGRESSIVE BADGER SWEEP (R1, R1, R2, R1, R2, R3, R1, R2, R3, R4). MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS. SG KNCKDWN TARGETS MUST GO DOWN.

Targets: Rifle 4 Sq, Pistol 4 Sq, SG 2 Sq Knkdown & 2 Wobblers

# STAGE 2 – WB



## **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 Choice must not end with Rifle

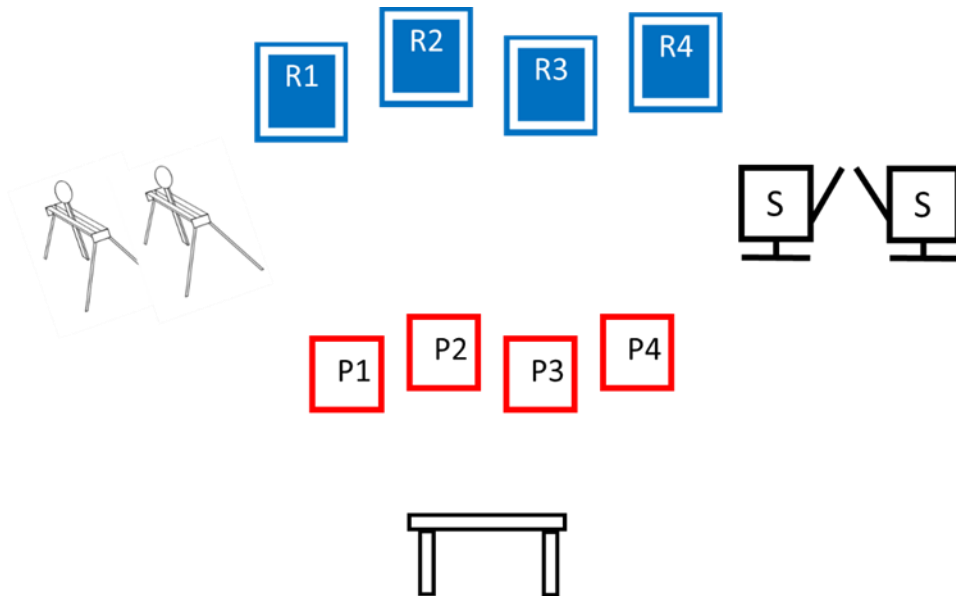
**STARTING POSITION:** SHOOTER STARTS BEHIND TABLE, HANDS ON TABLE.

**ATB:** PICK UP SG AND SHOOT THE SG TARGETS DOWN. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS PROGRESSIVE BADGER SWEEP (R1, R1, R2, R1, R2, R3, R1, R2, R3, R4). MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. MAKE PISTOL SAFE ON TABLE. SG KNCKDWN TARGETS MUST GO DOWN.

SHOW PISTOL CLEAR TO RO. HOLSTER PISTOL.

# STAGE 3 – CWBY

April 2026 Bay D



## **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 with Rifle

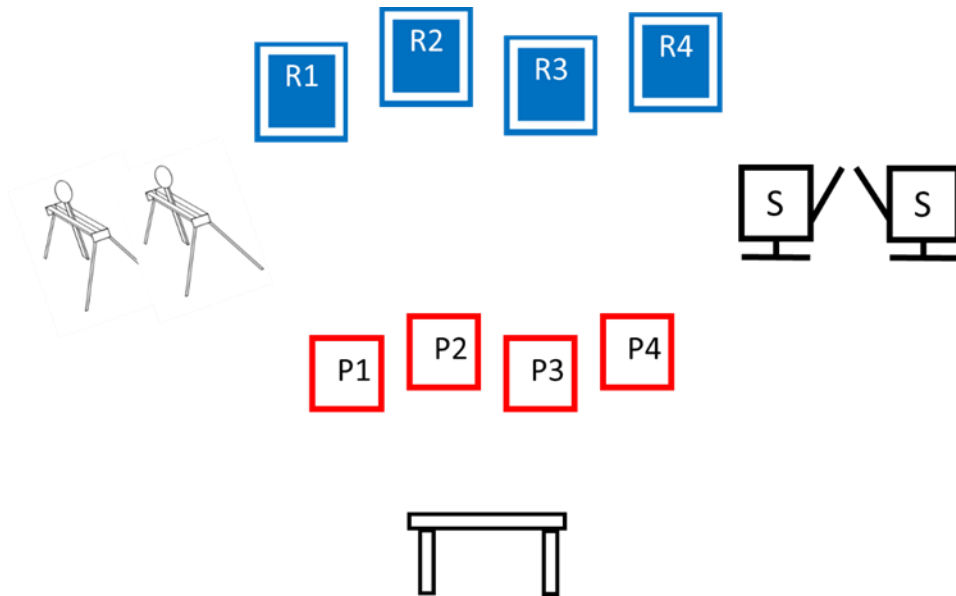
**PREDICT YOUR TIME** see below

**STARTING POSITION:** SHOOTER STARTS BEHIND TABLE, HANDS ON GUN BELT.

**ATB:** PICK UP SG AND SHOOT THE 4 SG TARGETS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS DOUBLE TAP THE TWO OUTSIDE TARGETS THEN SINGLE TAP THE TWO INSIDE TARGETS THEN DOUBLE TAP THE OUTSIDE TARGETS, STARTING FROM EITHER SIDE. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. HOLSTER PISTOLS. SG KNCKDWN TARGETS MUST GO DOWN.

**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

SG – 4

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

**SHOOTING SEQUENCE:** Shooter's Choice must not end with Rifle

**PREDICT YOUR TIME** see below

**STARTING POSITION:** SHOOTER STARTS BEHIND TABLE, HANDS ON GUN BELT.

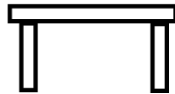
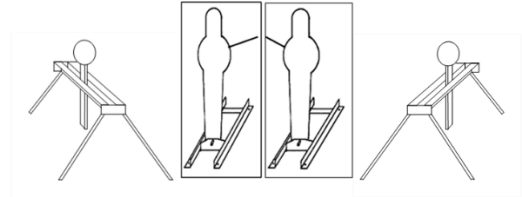
**ATB:** PICK UP SG AND SHOOT THE 4 SG TARGETS. MAKE SG SAFE ON TABLE. PICK UP RIFLE AND SHOOT THE RIFLE TARGETS DOUBLE TAP THE TWO OUTSIDE TARGETS THEN SINGLE TAP THE TWO INSIDE TARGETS THEN DOUBLE TAP THE OUTSIDE TARGETS, STARTING FROM EITHER SIDE. MAKE RIFLE SAFE ON TABLE. SHOOT PISTOL TARGETS SAME AS RIFLE. MAKE PISTOL SAFE ON TABLE. SG KNCKDWN TARGETS MUST GO DOWN.

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. FOR THOSE WHO HAVE NOT SHOT CWBY STAGE.

# STAGE 4 – CWBY

April 2026 Bay E



**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

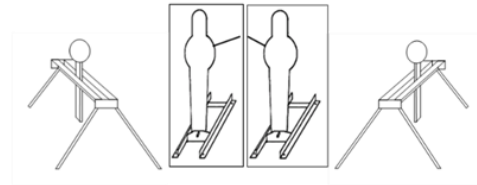
Rifle ON CENTER TABLE, SG at Cwby Port Arms if Starting with SG otherwise on Table

**STARTING POSITION:** SHOOTER Choice. BEHIND LEFT BARREL, Hands on Hat. Or SG AT CWBY PORTARMS behind Right Barrel.

**ATB:** SHOOT THE PISTOL TARGETS DOUBLE TAP NEVADA SWEEP, STARTING FROM EITHER END. HOLSTER PISTOLS. MOVE TO TABLE, SHOOT RIFLE TARGETS SAME AS PISTOL. MAKE RIFLE SAFE ON TABLE. PICK UP SG AND MOVE TO RIGHT BARREL, SHOOT THE 4 SG TARGETS, KNOCKDOWN TARGETS MUST GO DOWN.

Targets: RIFLE: 3 SQ , PISTOL: 3 SQ, 2 SG KNCKDWN & 2 SG WOBLERS

# 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: Shooter's Choice, must not end with Rifle**

Rifle ON CENTER TABLE, SG at Cwby Port Arms if Starting with SG otherwise on Table

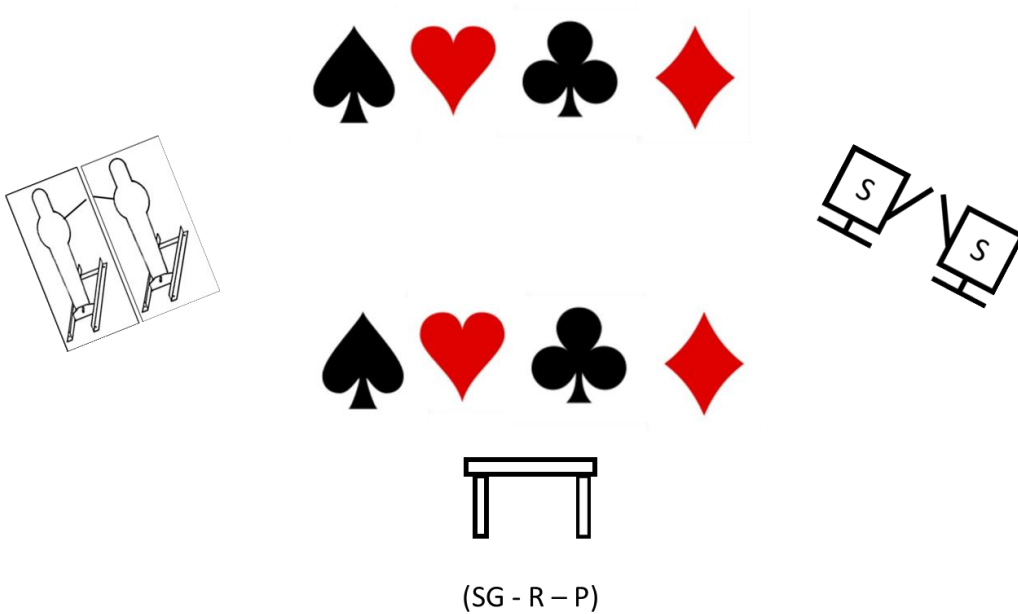
**STARTING POSITION:** SHOOTER Choice. BEHIND LEFT BARREL, Hands on Hat. Or SG AT CWBY PORTARMS behind Right Barrel.

**ATB:** SHOOT THE PISTOL TARGETS DOUBLE TAP NEVADA SWEEP, STARTING FROM EITHER END. Make Pistol Safe on platform. MOVE TO TABLE, SHOOT RIFLE TARGETS SAME AS PISTOL. MAKE RIFLE SAFE ON TABLE. PICK UP SG AND MOVE TO RIGHT BARREL, SHOOT THE 4 SG TARGETS, KNOCKDOWN TARGETS MUST GO DOWN.

SHOW PISTOL CLEAR TO RO. HOLSTER PISTOL.

# STAGE 5 – CWBY

April 2026 Bay F



## **GUNS & AMMO:** CWBY

PISTOL – 10

RIFLE – 10

SHOTGUN – 4+

- ALL FIREARMS WITH HAMMER DOWN ON EMPTY CHAMBER

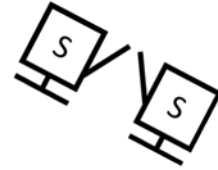
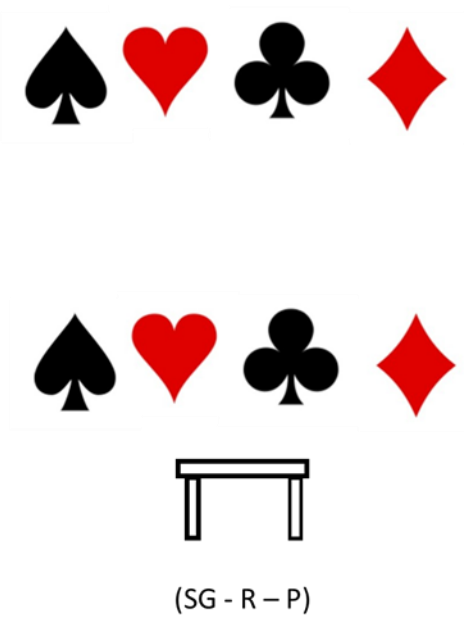
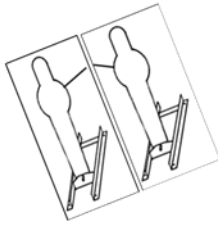
## **SHOOTING SEQUENCE:** SHOOTER'S CHOICE, P-R-S or S-R-P

RIFLE & SG ON CENTER TABLE

**STARTING POSITION:** SHOOTER STARTS BEHIND TABLE. CUT THE DECK OF CARDS TO DETERMINE WHICH SUIT (TARGET) YOU START ON (**HANDS ON TABLE**).

**ATB:** SHOOT THE PISTOL TARGETS IN A CONTINUOUS NEVADA SWEEP (STARTING ON THE SUIT WHICH WAS DRAWN). HOLSTER PISTOLS. PICK UP RIFLE AND SHOOT RIFLE TARGETS IN A CONTINUOUS NEVADA SWEEP (STARTING ON THE SUIT WHICH WAS DRAWN). **MRS.** PICK UP SG SHOOT THE 4 SG TARGETS, KNOCKDOWN TARGETS MUST GO DOWN.

# STAGE 5 – WB



## **GUNS & AMMO:** WB

PISTOL – 10 (2 MAGS OF 5)

RIFLE – 10

SHOTGUN – 4

- 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

**STARTING POSITION:** SHOOTER STARTS BEHIND TABLE. CUT THE DECK OF CARDS TO DETERMINE WHICH SUIT (TARGET) YOU START ON (**HANDS ON TABLE**).

**ATB:** SHOOT THE PISTOL TARGETS IN A CONTINUOUS NEVADA SWEEP (STARTING ON THE SUIT WHICH WAS DRAWN). MAKE PISTOL SAFE ON TABLE. PICK UP RIFLE AND SHOOT RIFLE TARGETS IN A CONTINUOUS NEVADA SWEEP (STARTING ON THE SUIT WHICH WAS DRAWN). **MRS.** PICK UP SG SHOOT THE 4 SG TARGETS, KNOCKDOWN TARGETS MUST GO DOWN.

SHOW PISTOL CLEAR TO RO, HOLSTER PISTOL