

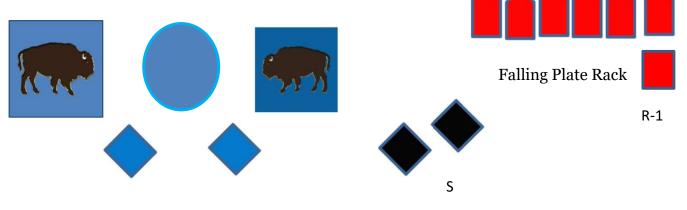


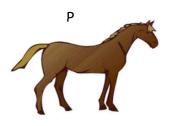
Start: At any position at the ready(hovering, not fondling). Revolvers loaded with 5 rds. each and holstered. Rifle loaded with 10 rds., Empty shotgun, both staged anywhere safely. Firearms may be used in any order rifle cannot be last. Shooter may indicate ready by saying "**livin' in the new world, with an old soul**"

On Signal: with revolvers, engage 1 knockdown, then 2 rds. on bison and circle. Repeat instructions with next 5 rds.

With rifle at position 2, engage must kill knockdown rack until down, any remaining rds. place on R1 for a total of 10 rounds

With shotgun engage 2 shotgun targets from position 1, then knockdown any remaining rifle knockdown targets





Position 1



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Stage # 2

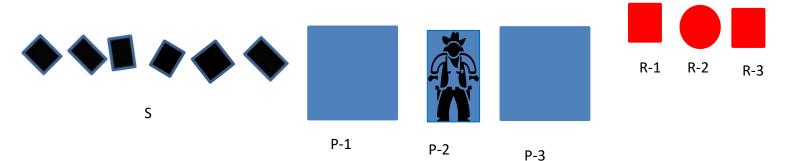
Try that in a small town Jason Aldean 10 Revolver, 10 Rifle, 6 +Shotgun



Start: At any position hands on hat or head. Revolvers loaded with 5 rds. Each and holstered. Rifle loaded with 10 rds. and Shotgun staged anywhere safely. Firearms used in any order, rifle cannot be last. Shooter may indicate ready by saying **"see how far ya make it down the road"**

On Signal: with revolvers, engage P1-P3 with a 2 rounds on each outside target, then 2 rounds on inside target, then 2 rounds on outside targets. With Rifle at position 3 repeat pistol instructions

With shotgun engage knockdown rack until 6 shotgun targets are down





Position 1







Position 3

Stage #3



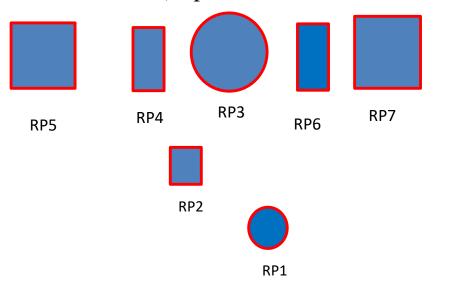


<u>the Kids Aren't Alright</u> <u>The Offspring</u> <u>10 Revolver, 10 Rifle 4+ shotgun</u>

<u>"Start</u>: at position 1, both arms outstretched Rifle loaded with 10 rds., Revolvers loaded with 5 rds. and holstered, shotgun staged safely. Shooter may indicate ready by saying "**Woah-oh**" Firearms used in any order but Rifle cannot be last

<u>**On Signal</u>**: with first 5 shots single tap, up and out sweep, beginning on front low target, then, with remaining 5 rounds, shoot up and out the opposite out</u>

Ex. RP1,RP2,RP3,RP4,RP5 - RP1,RP2,RP3,RP6,RP7 With revolvers, repeat rifle instructions With shotgun engage 4 SG targets







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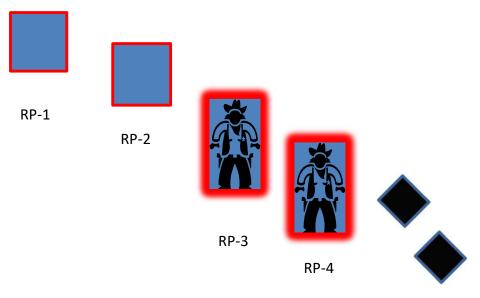
Position 1

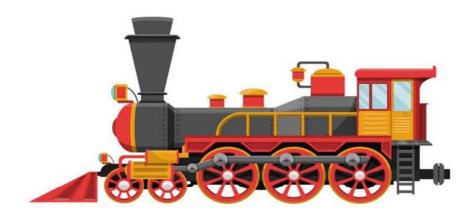


Stage # 4 Heartbreak Station Cinderella 10 Revolver, 10 Rifle, 2 +Shotgun



<u>Start:</u> In the Cab of # 7 Locomotive, first firearm in hand (s). Revolvers loaded with 5 rds. Each and possibly holstered. Rifle loaded with 10 rds. and Shotgun possibly staged safely. Firearms used in any order, rifle cannot be last. Shooter may indicate ready by saying "She took the last train, out of my heart" <u>On Signal</u>: <u>Engage 2 shotgun targets, with rifle and pistol engage RP targets with a 2,4,6,8 sweep from either end</u>







Stage # 5 Drops of Jupiter

Train

10 Revolver, 10 Rifle, 4 +Shotgun



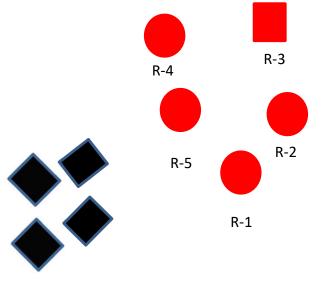
<u>Start:</u> At position 1, one hand making a Shaka sign

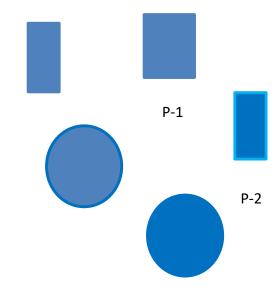
showing

support for Lahaina. Revolvers loaded with 5 rds. Each and holstered. Rifle loaded with 10 rds. and Shotgun staged safely. Firearms used in any order, rifle cannot be last. Shooter may indicate ready by saying **"and tell me, Did you fall for a Shooting Star?"**

<u>On Signal</u>: At position 1 <u>Engage</u> 4 shotgun targets

At position 1 with rifle, engage R-1-R-5 twice each for 10 rds. At position 1 with revolvers repeat rifle instructions with P targets





P-1



Position 2

