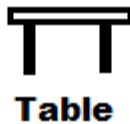
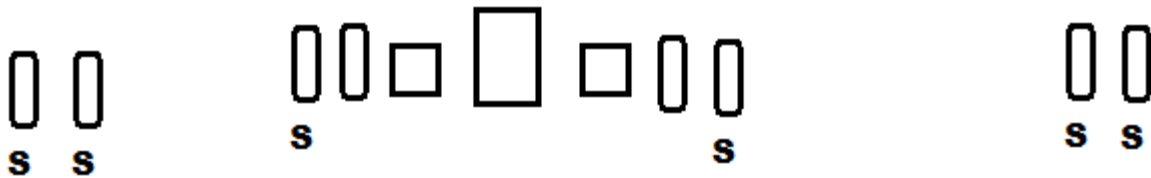


GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 1



Rifle loaded with 10 rounds and held in one hand with rifle butt on ground
Pistols loaded with 5 rounds each and holstered
Shotgun staged on table

Start standing in the start circle. When ready state the line. "**Brother (your name) has come to call all ya'll home**".

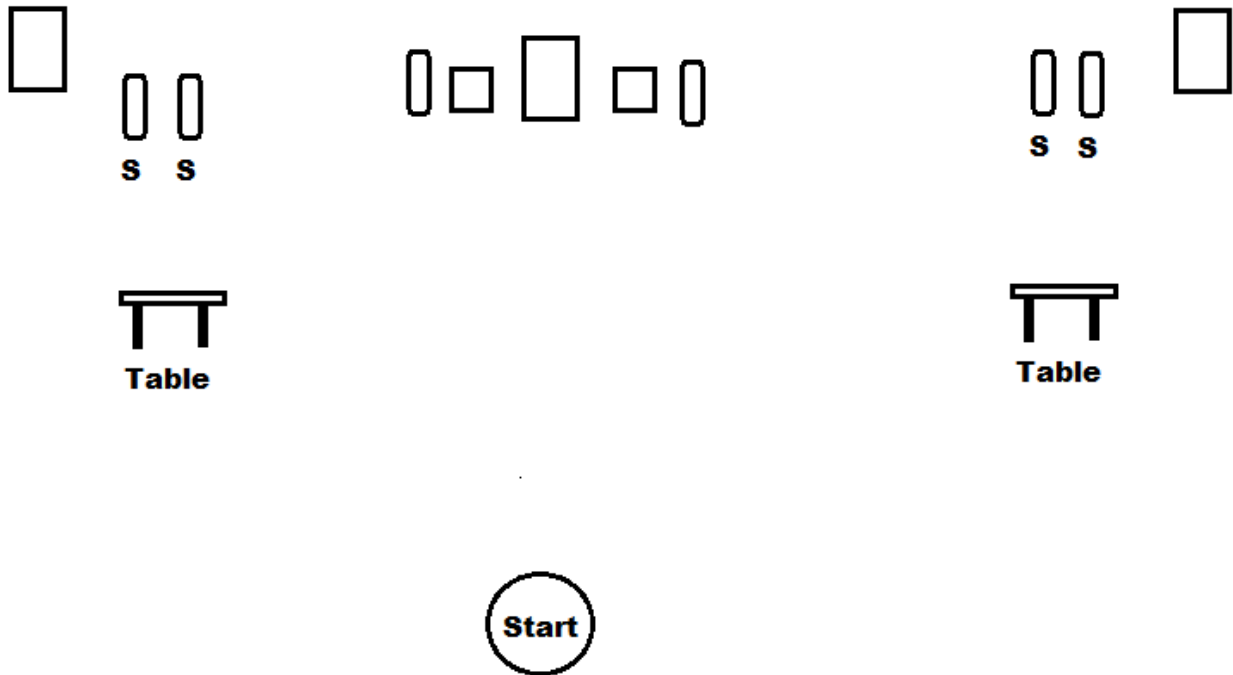
At the beep, with rifle, engage the middle large target with 3 shots. Then engage the 2 smaller square targets with 1 shot each. Engage the middle target again with 3 shots. Then engage any 2 knockdown targets with 1 shot each. Discard rifle on table.

With pistol repeat rifle instructions.

With shotgun engage the 4 outside shotgun targets and clean up any popper targets standing, any order.

GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 2



Rifle loaded with 10 rounds and held waist high in both hands, **standing in the start circle**

Pistols loaded with 5 rounds each and holstered

Shotgun staged on either table

When ready state **"I've looked high & low for you Pic Wardlow, hope you're ready to meet your maker."**

At the beep engage the middle group of 5 Wardleys with a sweep. Then engage the 3 middle Wardleys with a Nevada sweep.

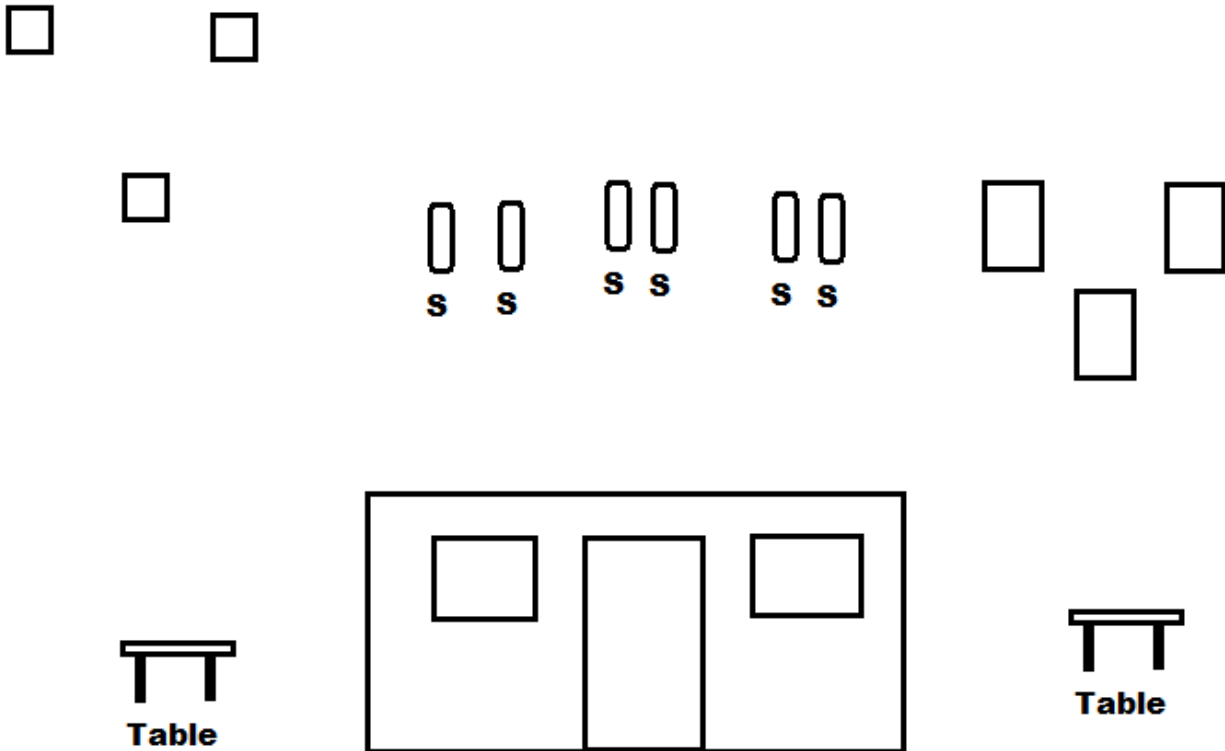
Move to shotgun and discard rifle.

With your trusty revolvers engage the group of 3 Wardleys with 3 shots on the biggest Wardley and 1 shot on the little Wardleys (any order). If a little Wardley is still standing eliminate him/her with your shotgun.

Taking your shotgun with you to the other table eliminate any little Wardleys left in the middle group. Discard shotgun at table and repeat pistol instructions.

GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 3



Rifle loaded with 10 rounds and staged on left table

Pistols loaded with 5 rounds each and holstered or staged on right table, your choice

Shotgun staged on either table, your choice

Start standing behind either table with arms crossed at the chest.

When ready say **“Been thinking. Time to end this feud.”**

At the beep (If starting at the left table) get rifle and engage the targets in a continuous Nevada Sweep.

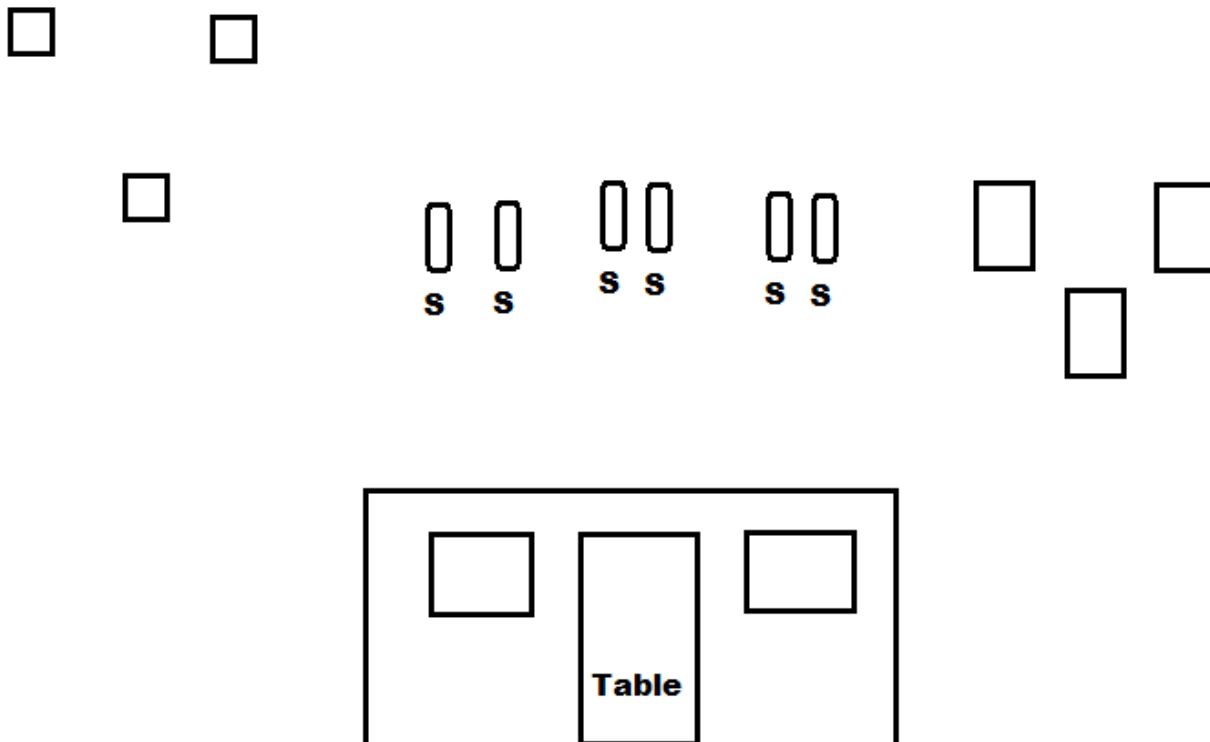
Get shotgun from table and moving from window to doorway to window engage 2 shotgun targets from each location. Make shotgun safe (right window or table).

With pistols engage the pistol targets from the right table in a continuous Nevada Sweep.

If starting from the right table shoot the same scenario in reverse (pistol, shotgun rifle). Timer be sure to record last rifle shot, verify by looking at timer.

GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 4



Rifle loaded with 10 rounds and staged in left window

Pistols loaded with 5 rounds each and holstered

Shotgun staged on table in doorway

Start standing on the ground in front of left window, hat held in hand. When ready **put on hat**. The timer will say stand by-and then beep you.

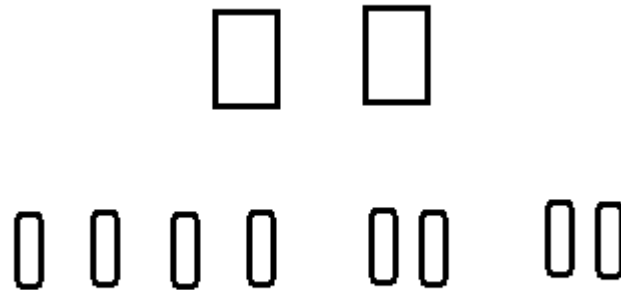
ATB move to rifle and engage each rifle target at least twice shooting a total of 10 rounds.

Move to doorway and engage shotgun targets right to left.

Step off the right side of the porch and engage the pistol targets with at least two rounds each shooting a total of 10 rounds.

GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 5



Rifle loaded with 10 rounds and staged in either window

Pistols loaded with 5 rounds each and holstered

Shotgun staged in either window

Start standing in doorway with hand on a pistol.

When ready say **"Shut up, you'll never be the man your mother is."**

ATB engage the knockdown targets with one pistol shot each. Send the last two pistol rounds into each of the large targets.

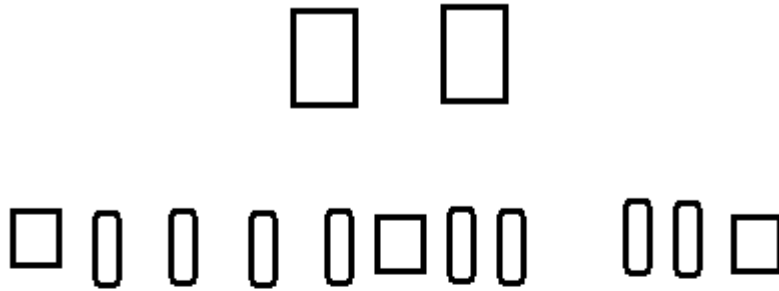
Get rifle and engage the large targets with 5 rounds each.

With shotgun put one round into the berm.

You may then also engage any knockdown targets left standing with your shotgun to erase any misses.

GRISWOLDVILLE GUERRILLA'S JUNE '16

Stage 6



Rifle loaded with 10 rounds and staged on table in doorway
Pistols loaded with 5 rounds each and holstered
Shotgun staged held in both hands, standing in doorway

When ready say **"Let's Shoot!"**

ATB engage all 8 shotgun targets until down.

With rifle sweep the five square/rectangular targets twice.

With pistols sweep the five square/rectangular targets twice.