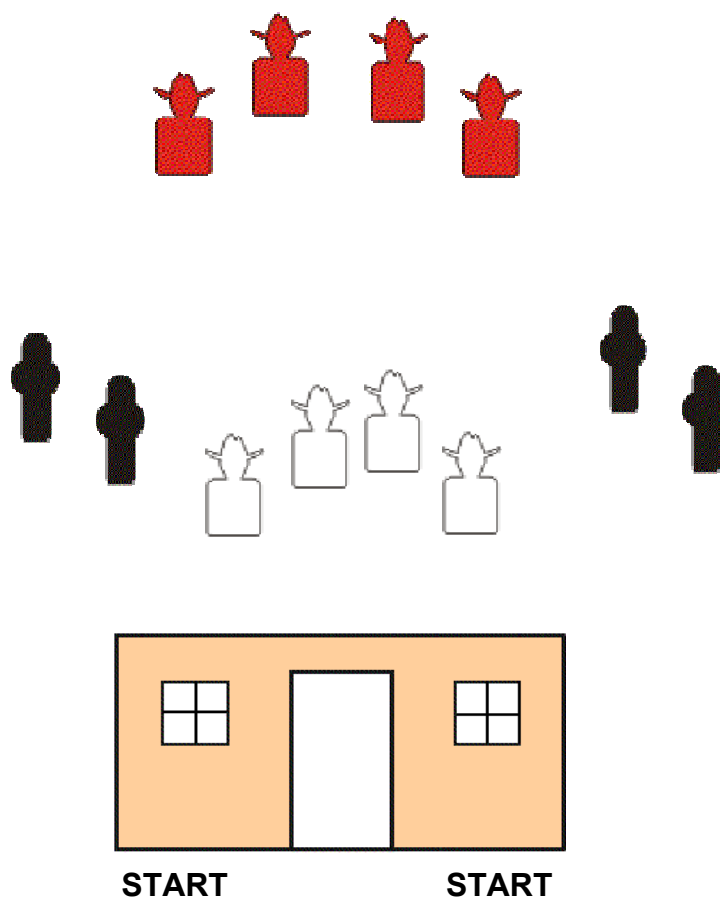


## STAGE 1 IT'S OKAY TO DUCK & HIDE

Sometimes it is smart to duck and seek cover.



Pistols with 10 rounds & holstered, Rifle 10 rounds staged in window.  
Shotgun open & empty in other window. 4+ rounds.

**Start:** Ducking down by window where your rifle is staged.

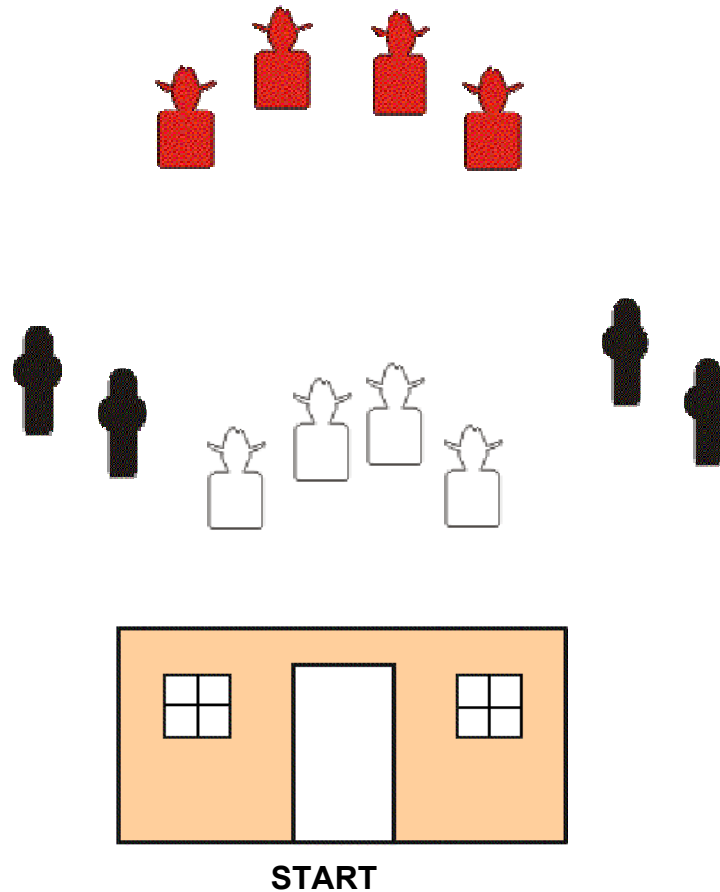
At beep, with rifle, shoot rifle targets with a 2,3,2,3 sweep.

Move to doorway and repeat sequence for pistols.

Move to last window to shoot shot gun.

## STAGE 2 HIDING IN PLAIN SIGHT

Hide in plain sight.



Pistols with 10 rounds & holstered, Rifle 10 rounds held at port arms.  
Shotgun open & empty in other window. 4+ rounds.

**Start:** Standing in doorway.

At beep, with rifle, shoot rifle targets with a Nevada sweep.  
Move to window of choice and two shoot shotgun targets. Make up any misses.  
With shotgun, move to other window for last two shotgun targets.  
Move to door and shoot pistol targets in a continuous Nevada sweep.

### **Note to spotters:**

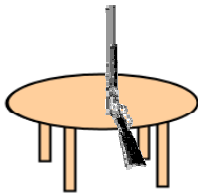
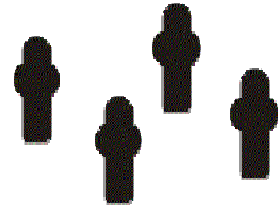
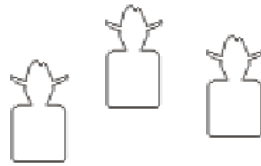
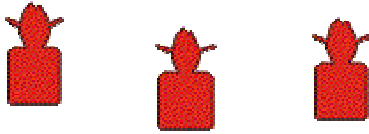
Allow space in front of you so shooter can use full legal movement, but not sweep you as they move.

## STAGE 3 OVER THE HILL GANG

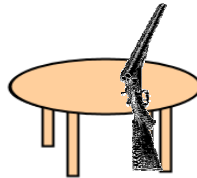
Fortunately you were ready when you saw the Ocmulgee gang trying to sneak up on ya from over the hill (Over the Hill Gang).

So now it's time for the showdown.

They may be a little long in the tooth, but some er tough to bring down.



**START**



Pistols 10 rounds & holstered, Rifle with 10 rounds on left table, shotgun staged right  
Shotgun staged open & empty on right table - 4 + rounds.

**Start** at left table, rifle on table. Hands at the ends of your wrists.

At beep, Nevada sweep the rifle targets, but double tap the middle target.

Move to right table, with pistols repeat sequence on pistol targets.

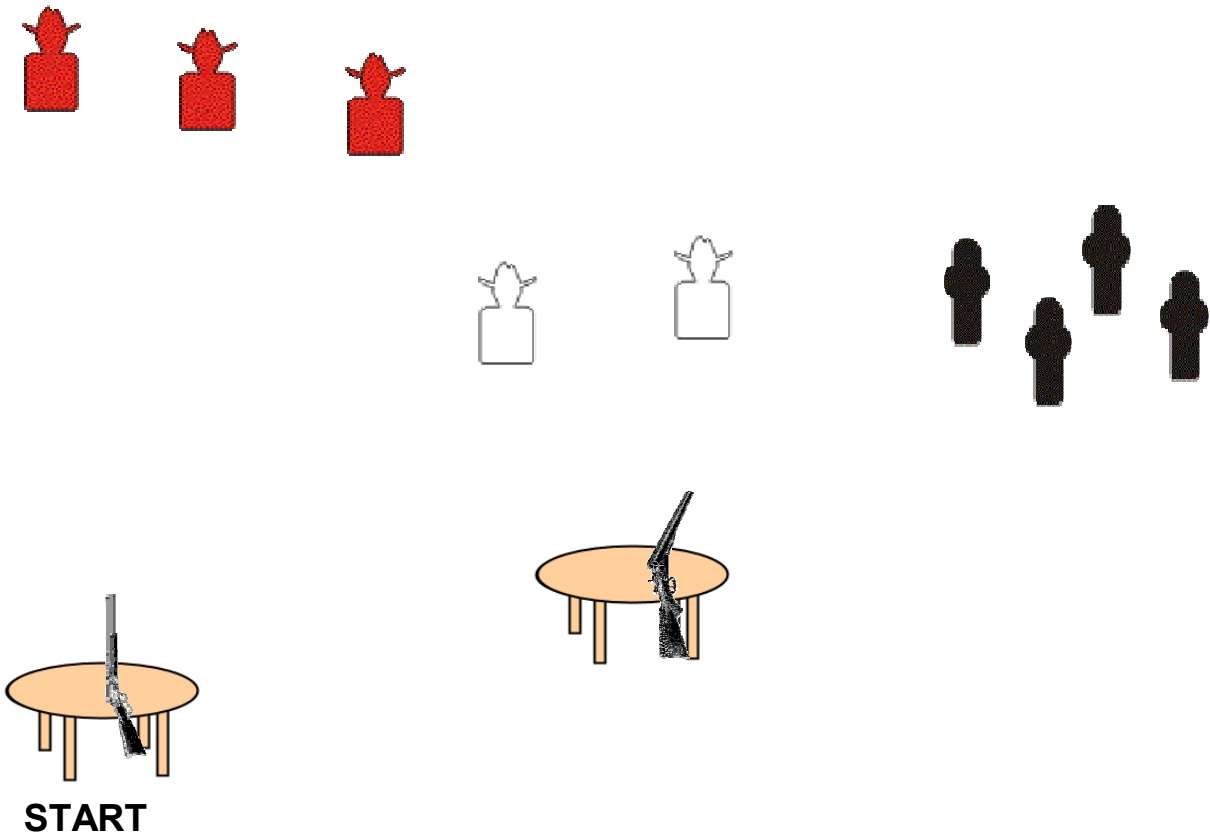
Finish off the shotgun targets.

Hands must remain at ends of the wrists for the entire stage.

## STAGE 4 THE GUN FIGHT

This is a gunfight. Not everything is purty or perfect. Tis okay to be ready.  
Misses don't matter much unless you're too slow or hit someone else.  
Bad guys don't wear numbers of who to shoot first.  
Round counts vary depending on getting them all stopped.

Oh, yeah, Bring a gun!



Pistols holstered with up to 10, Rifle as needed.  
Shotgun on right table - maybe 4 or so

**Start:** Standing behind left table with Rifle ready.

At beep, shoot far bad guys at least twice each.

Shoot close bad guys at least three times each.

Finish off the knockdown targets. Misses don't count if all down.

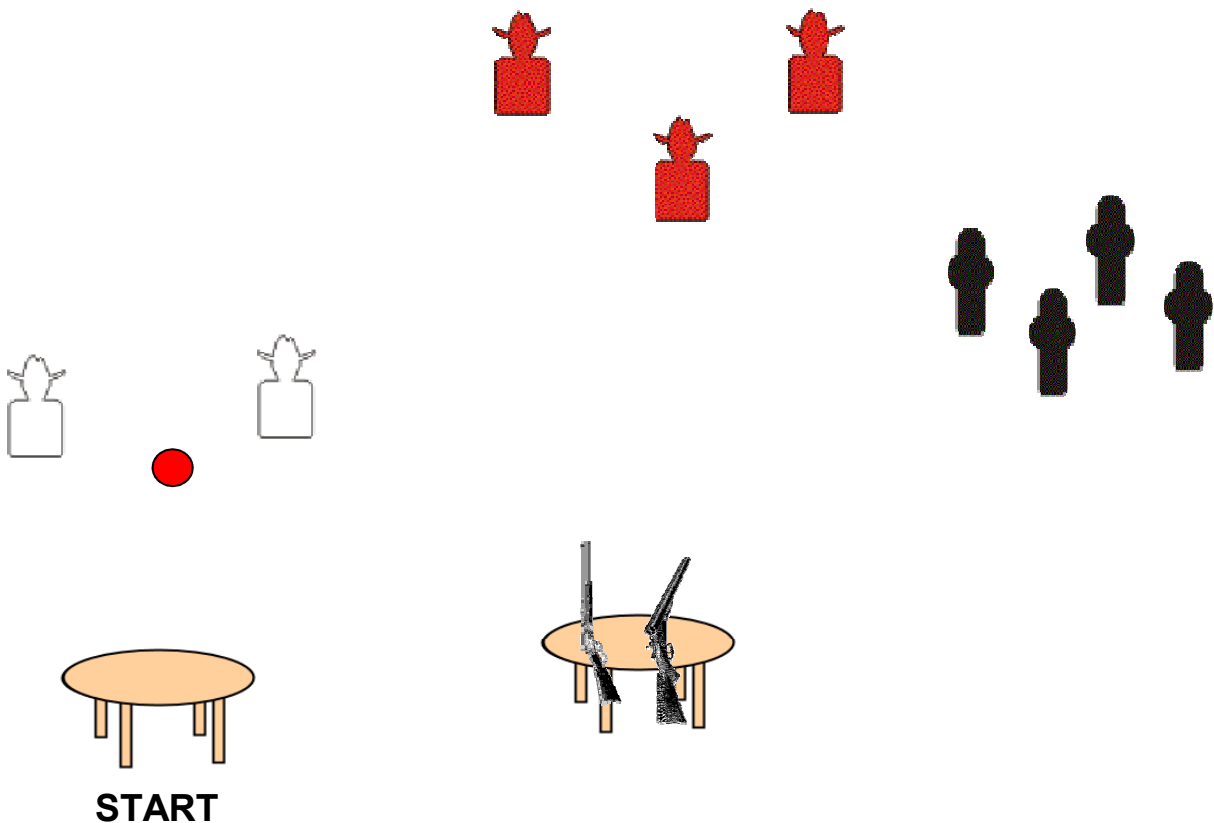
If you take down all the bad guys, misses don't much matter - **unless** you hit a pard or break the bartender's mirror.

## STAGE 5 LET'S HAVE A DRINK!

Well we survived the gunfight! So let's relax with a drink of your choice.

But you discover some of the losers friends decided to join you.

So the final fight is on!



Pistols loaded and staged on left table. Rifle with 10 - staged on right table.  
Shotgun on right table - 4 + shells

**Start:** Sitting behind left table with hands on table.

At beep, shoot the center bad guy, then shoot the other two with 2 rounds each.

Then shoot the two outside targets twice each and finish on the first guy. If first is guy down, shoot where he was. Holster pistols OR return to table.

With rifle repeat sequence. One shot on middle, then double-tap the two outside targets for 8 rounds. Last shot on the middle.

Finish with shotgun knockdowns.

Note: No miss on the clay if it is broken at the end of the pistol shootin'.