

**B**April1

**R1 R2 R3**

**P1 P2 P3**

**S1 S2**

**S3 S4**

Starting  
Table  
Position 1

Loading  
Table

Unloading  
Table

**P** **Pistols** 10 rounds loaded, in holsters, with hammers down on empty chamber.

**R** **Rifle** 10 rounds loaded, staged on table, with hammer down on empty chamber

**S** **Shotgun** 2+ rounds, staged on table, with action open and empty.

Start behind the table with hands on the table. When ready say the line:

***Who's Moe?***

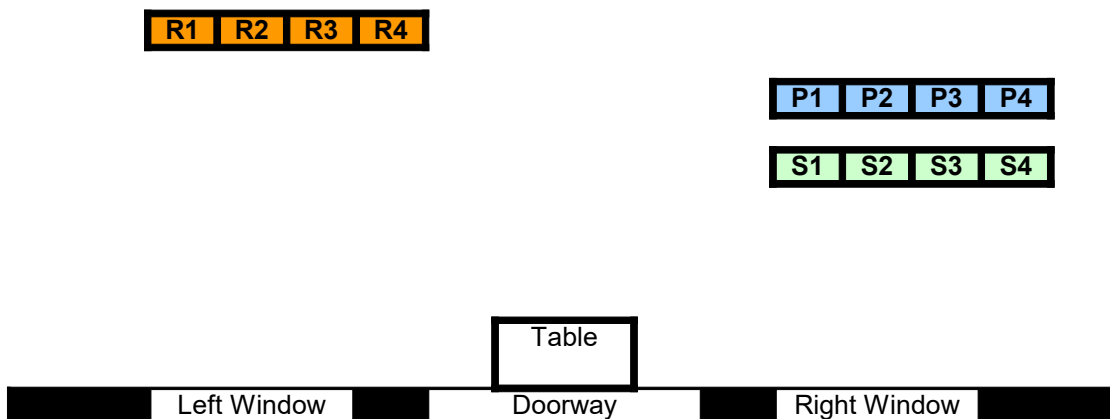
At the buzzer, engage the pistol targets in a Moes' Dream sweep, **P1 P2 P2 P2 P3 P1 P2 P2 P2 P3**.  
Reholster.

Engage rifle targets in a Moe's Dream sweep, **R1 R2 R2 R2 R3 R1 R2 R2 R2 R3**.  
Restage rifle, open and empty, on the table.

Engage the shotgun targets in any order, all must move.

Collect guns, proceed to unloading table, and show clear.

BApril2



Landing  
Table

Unloading  
Table

**P**

**Pistols** 10 rounds loaded, in holsters, with hammer down on empty chamber.

**R**

**Rifle** 10 rounds loaded, staged on table, with hammer down on empty chamber.

**S**

**Shotgun** 2+ rounds, staged in right window, with action open and empty.

Starting at the right window, holding noose in both hands; shoulder level or higher. When ready say the lin

***Wag this tail, you dog!***

At the buzzer, engage pistol targets in a Dogtail sweep.

**P1 P2 P3 P1 P2 P3 P1 P2 P3 P4.** Reholster.

Move to left window and engage the rifle targets in a Dogtail sweep.

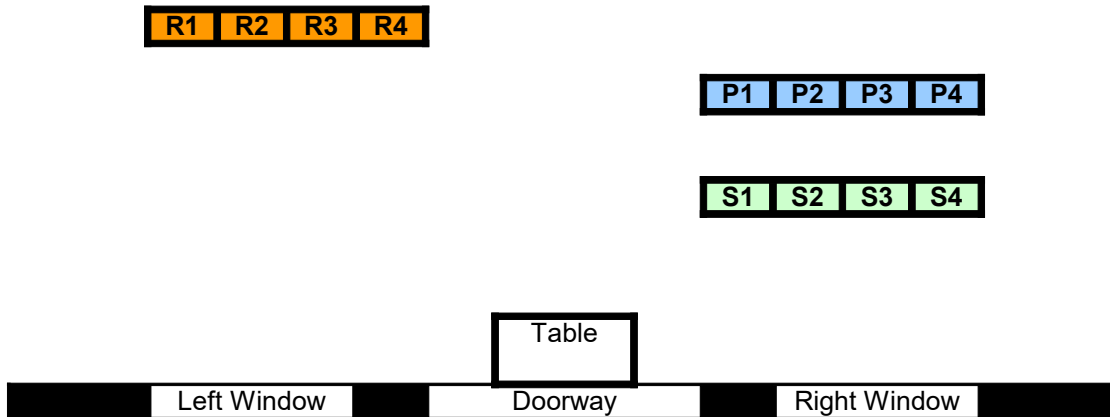
**R1 R2 R3 R1 R2 R3 R1 R2 R3 R4.** Restage rifle, open and empty, in left window.

Engage the shotgun targets in any order; all must move.

Collect guns, proceed to unloading table, and show clear.



BApril3



Landing  
Table

Unloading  
Table

**P**

**Pistols** 10 rounds loaded, in holsters, with hammer down on empty chamber.

**R**

**Rifle** 10 rounds loaded, staged in left window, with hammer down on empty chamber

**S**

**Shotgun** 2+ rounds, staged in right window, with action open and empty.

Starting in the doorway, holding noose in both hands; shoulder level or higher. When ready say the line:

***Here's yer tadpole!***

At the buzzer, drop the noose and engage rifle targets in a Tadpole sweep.

**R1 R2 R3 R4 R3 R3 R2 R2 R1 R1.** Restage rifle, open and empty, in left window.

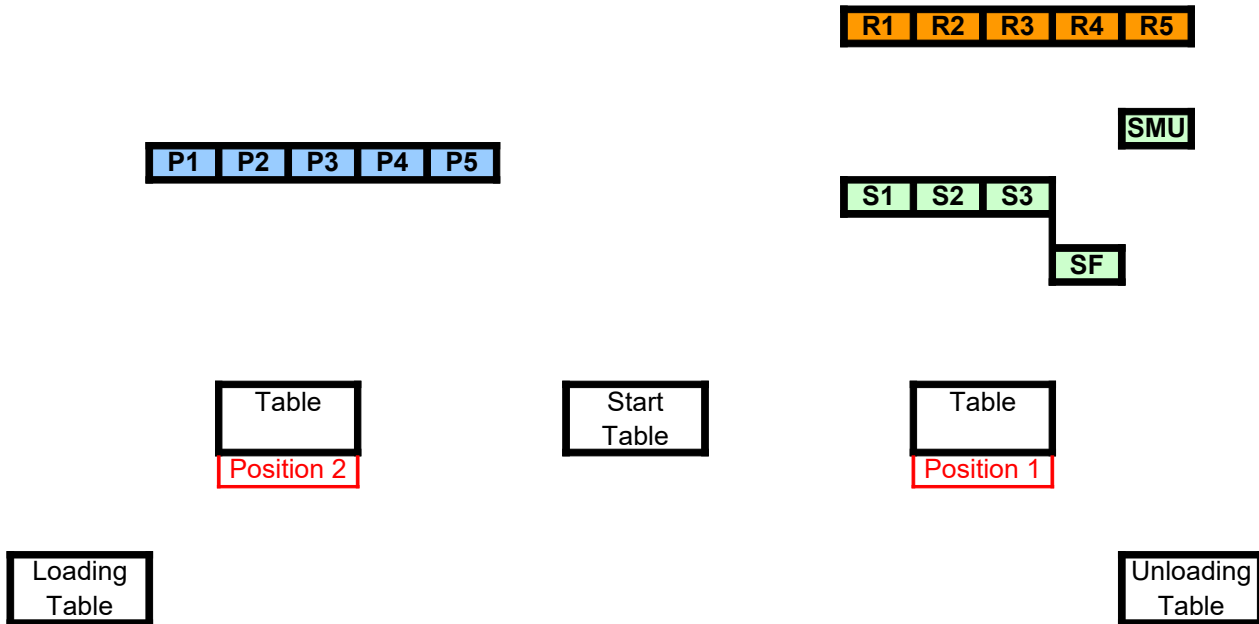
Move to right window and engage the pistol targets in a Tadpole sweep.

**P1 P2 P3 P4 P3 P3 P2 P2 P1 P1.** Reholster.

Engage the shotgun targets in any order; all must move.

Collect guns, proceed to unloading table, and show clear.

BApril4



- P** **Pistols** 10 rounds loaded, in holsters, with hammer down on empty chamber.
- R** **Rifle** 10 rounds loaded, staged on right table.
- S** **Shotgun** 3+ rounds, staged on start table, with action open and empty.

Starting at the start table, with hands on table, indicate ready by saying the line:

***Make mine a double!***

At the buzzer, engage pistol targets from position 2 in a Double Tap sweep.

**P1 P1 P2 P2 P3 P3 P4 P4 P5 P5.** Reholster.

Pick up rifle at Postion 1, engage rifle targets in a Double Tap sweep,

**R1 R1 R2 R2 R3 R3 R4 R4 R5 R5.** Restage rifle on the right table.

Pick up shotgun, move to Position 1, engage shotgun targets, any order, all must go down.

If you miss the flyer, shoot the make-up target.

Collect guns, proceed to unloading table, and show clear.

BApril5

R1 R2 R3 R4 R5

P1 P2 P3 P4 P5

S1 S2 S3 S4

Table  
Position 2

Table

Table  
Position 1

Loading  
Table

Unloading  
Table

- P** **Pistols** 10 rounds loaded, in holsters, with hammer down on empty chamber.
- R** **Rifle** 10 rounds loaded with hammer down on empty chamber
- S** **Shotgun** 2+ rounds, staged on right table, with action open and empty.

Starting at Position 1, with rifle at cowboy port arms, indicate ready by saying the line:

### ***What's a Wyoming?***

At the buzzer, engage rifle targets in Wyoming sweep, **R1 R5 R1 R5 R2 R4 R2 R4 R3 R3**. Stage rifle, open and empty, on right table.

Engage pistol targets from position 2 in a Wyoming sweep, **P1 P5 P1 P5 P2 P4 P2 P4 P3 P3**. Reholster.

Move to Position 1, engage shotgun targets, any order, all must go move.

Collect guns, proceed to unloading table, and show clear.