

## A Sep1

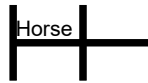
R1 R2 R3

P1

S1

S2

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 the horse, with hammer down on empty chamber
- S** **Shotgun** 2+ rounds, staged on the horse, with action open and empty.

Start beside the horse with hands on the horse. When ready say the line:

***Fall fer this!***

At the buzzer, engage the pistol target in a 10 shot dump,

**P1 P1 P1 P1 P1 P1 P1 P1 P1 P1**. Reholster.

Engage rifle targets in a double tap Nevada sweep,

**R1 R1 R2 R2 R3 R3 R2 R2 R1 R1**. Restage rifle, open and empty, on the horse.

Engage shotgun targets in any order with one shot each, all must move.

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

## A Sep 2

R1 R2 R3 R4

P1 P2 P3 P4

S1 S2 S3 S4

Table

Left Window Doorway Right Window

Loading  
Table

Unloading  
Table

P

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

R

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

S

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

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

### ***Neck tie time!***

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

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

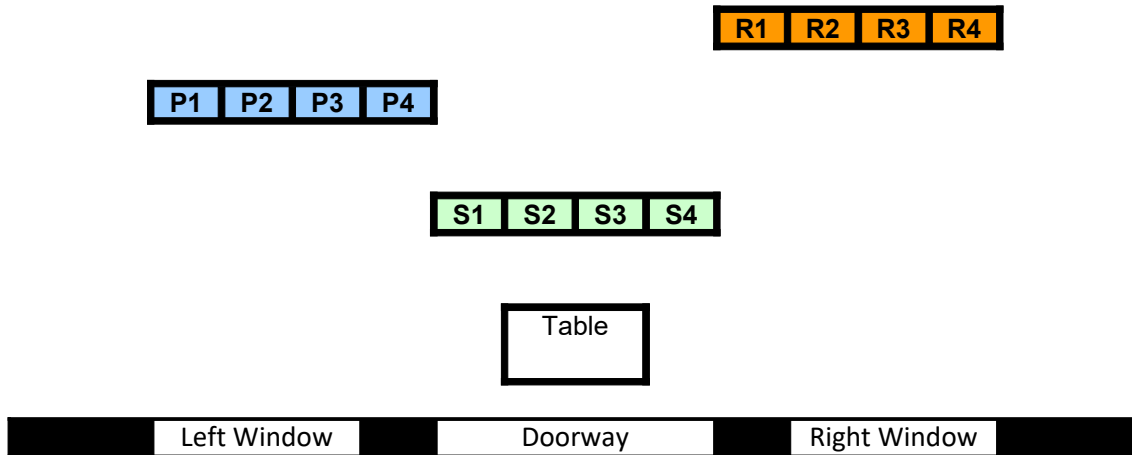
Move to right window, pick up rifle and engage the rifle targets in a Dogtail sweep.

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

Move to doorway and engage the shotgun targets in any order; must go down.

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

### A Sep 3



Loading  
Table

Unloading  
Table

**P**

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

**R**

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

**S**

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

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

***Time's up!***

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

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

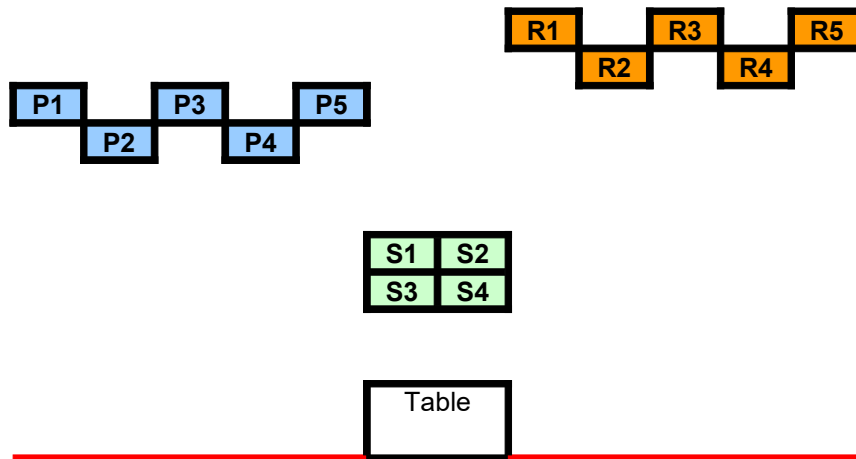
Move to left window and engage the pistol targets in a Countdown sweep.

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

Move to doorway and engage the shotgun targets in any order; must go down.

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

## A Sep 4



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 1+ rounds, staged on table on table, with action open and empty.

Start anywhere behind the red line with dynamite in hands. When ready say the line:

***Stick this!***

At the buzzer, engage the rifle targets in two Odd-Even sweeps:

**R1 R3 R5 R2 R4 R1 R3 R5 R2 R4.** Restage rifle, open and empty, on table.

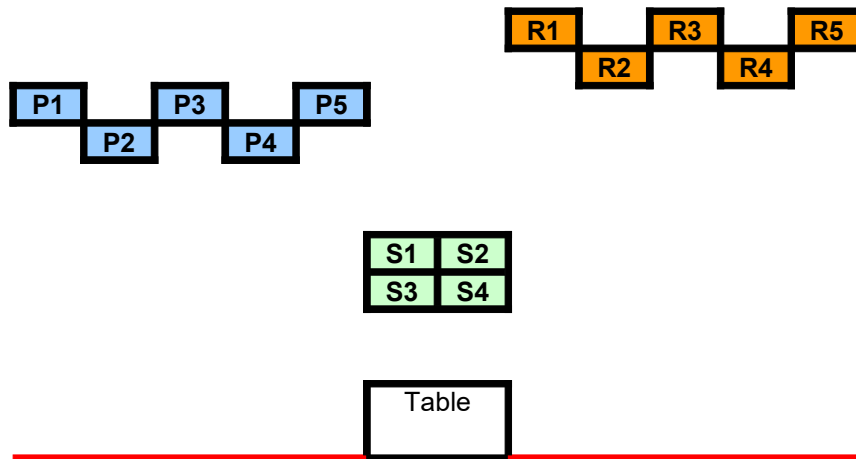
Engage pistol targets in two Odd-Even sweeps:

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

Pick up shotgun and engage the shotgun targets in any order, all must go down.

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

## A Sep 5



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** 1+ rounds, staged on table on table, with action open and empty.

Start anywhere behind the red line with dynamite in hands. When ready say the line:

***Well blow me down!***

At the buzzer, engage the pistol targets in two W sweeps:

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

Pick up rifle and engage rifle targets in two W sweeps:

**R1 R2 R3 R4 R5 R1 R2 R3 R4 R5**. Restage rifle, open and empty, on table.

Pick up shotgun and engage the shotgun targets in any order, all must go down.

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