

**Stage 1 Berm 2**

**We've been Ambushed**

**Round count**

10 pistol  
10 rifle  
4 + shotgun on your person

**Shooting Order**

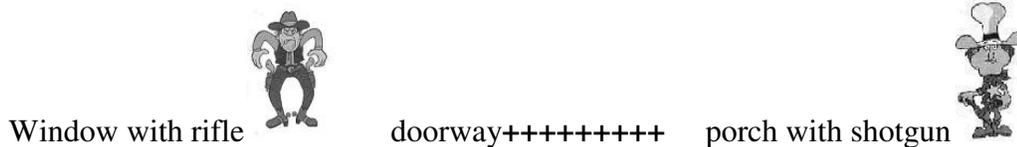
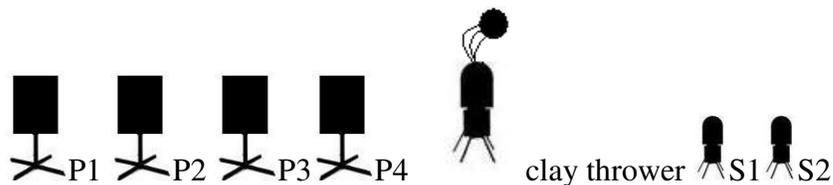
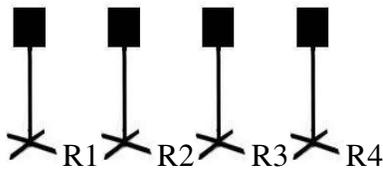
rifle  
pistol  
pistol  
shotgun

**Staging**

Shotgun staged on table in right porch. Rifle in hand at left window. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts standing at the left window with rifle in hand. Shooter indicates ready by saying the line **“Where'd everyone go?”** With the rifle; shoot the rifle targets starting on either end with a double tap sweep - then put one round each on targets 2 and 3 (in any order), place rifle open and empty in window. Through the doorway, with pistols shoot the pistol targets, starting on either end, with a double tap sweep - then put one round each on targets 2 and 3 (in any order), Holster. Move to right porch and knockdown the two standing shotgun targets and the popper in any order. Clay is a bonus not a miss.



**Stage 2 Berm 3 Well We've Been Ambushed**

**Round count**

10 pistol  
10 rifle  
2 + shotgun on your person

**Shooting Order**

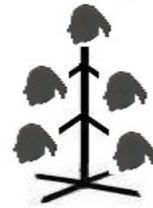
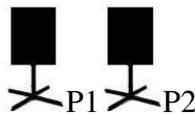
rifle  
pistol  
pistol  
Shotgun

**Staging**

Rifle and Shotgun are staged on table. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts with both hands flat on table. Shooter indicates ready by saying a favorite line from Gone with the Wind or **“Happy Ground Hog Day”** At the beep, pick up rifle from table. Shoot the rifle pyramid targets by double tapping in any order. Return open and empty rifle to table. With the first pistol double tap P1 and triple tap P2. (either end) Return pistol to holster and with the second pistol double tap P2 and triple tap P1. Holster and take shotgun. Shoot the shotgun targets in any order.



**Stage 3    Berm 4    Fort    We've Been Ambushed**

**Round count**

10 pistol  
10 rifle  
6 + shotgun on your person

**Shooting Order**

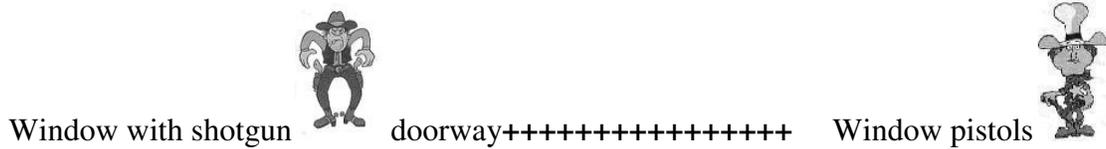
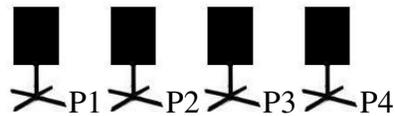
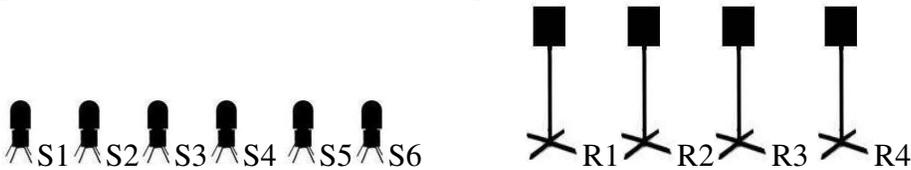
rifle  
shooter's choice

**Staging**

Rifle in hand. Shotgun in left window. Two pistols loaded with five rounds each and holstered

**Procedure**

Shooter starts anywhere in the door way with rifle in hand. Shooter indicates ready by saying a favorite Doc Holliday line or **“Happy Ground Hog Day”** At the beep, with rifle, shoot a Lawrence Welk sweep from either direction. (Example, 1 on R1-2 on R2 – 3 on R3 – 4 on R4). Take rifle to either window and make safe. Shoot the six shotgun targets in any order. With pistols, shoot a Lawrence Welk sweep from either direction.



**Stage 4 Berm 5 Jail We've Been Ambushed**

**Round count**

10 pistol  
10 rifle  
4 + shotgun on your person

**Shooting Order**

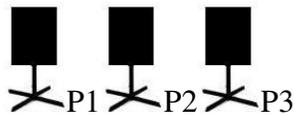
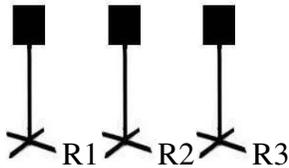
shotgun  
rifle  
pistol  
pistol

**Staging**

Rifle staged on target box. Shotgun in the right window or on vertical rack. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts by standing behind line at the door, on front porch of the jail, both hands at end of sleeves. Shooter indicates ready by saying a favorite Wyatt Earp line or **“Happy Ground Hog Day”** At the beep, go to the window on the right, shoot the 4 shotgun targets through the window in any order. Place safe shotgun on window ledge or in vertical rack. With the rifle, sweep the rifle targets from either direction, shooting 5 - 3 - 2. Put the rifle open and empty back in the box. With the pistols shoot a sweep from either direction, shooting 2 - 3 - 5.



Shooter starts in front of the jail



**Stage 5    Berm 6    Cemetery    We've Been Ambushed**

**Round count**

10 pistol  
9 rifle  
4 + shotgun on your person

**Shooting Order**

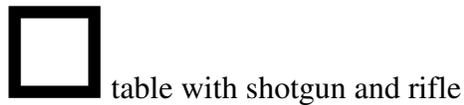
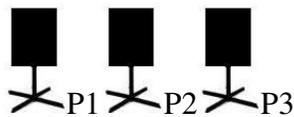
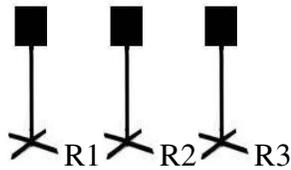
rifle  
shotgun  
pistol  
pistol

**Staging**

Rifle and Shotgun staged on table. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts standing by the table with hands at default position. Shooter indicates ready by saying the line **“Wow, you have your own holiday”** At the beep, take rifle from table; shoot a *progressive* Nevada sweep from the left with nine shots on three targets, R1-R2-R2-R3-R3-R3-R2-R2-R1. (The number of shots matches the target number) Return open and empty rifle to table. Take shotgun. Shoot the 4 shotgun targets in a Pig Iron sweep. Return shotgun to table and shoot pistols in two Nevada sweeps from either direction.



**Round count**

10 pistol  
10 rifle  
4 + shotgun on your person

**Shooting Order**

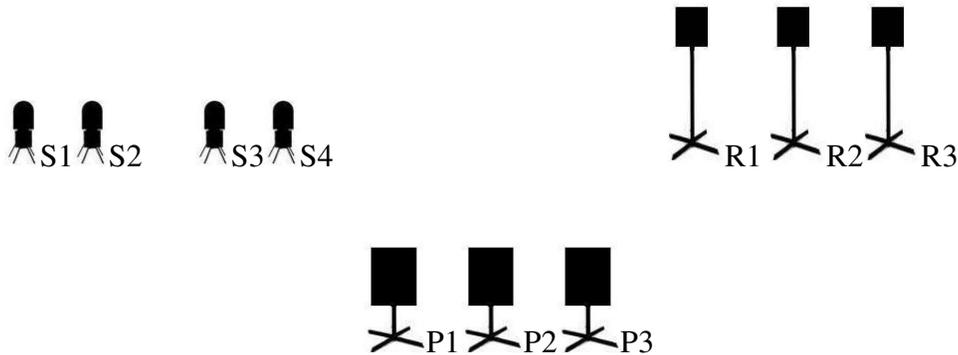
rifle  
pistol  
pistol  
shotgun

**Staging**

Rifle in right window. Shotgun in left window. Two pistols loaded with five rounds each and holstered

**Procedure**

Shooter starts with hands at shoulder height holding frame at the right window. Shooter indicates ready by saying the line **“Happy April Fool's Day”** Pick up the rifle and put at least three shots on each target. Return rifle to window. Move to the center of the doorway. With first pistol triple tap P1, put one round on P2 and then P3. Holster and with second pistol repeat sweep from the same direction. Either end can be considered P1. Holster and move to the left window. Shoot the four shotgun targets in a Pig Iron sweep.



Window with shotgun

doorway+++++

Window with rifle

Warm up    Berm 7    Livery

**Round count**

10 pistol  
10 rifle  
4 + shotgun on your person

**Shooting Order**

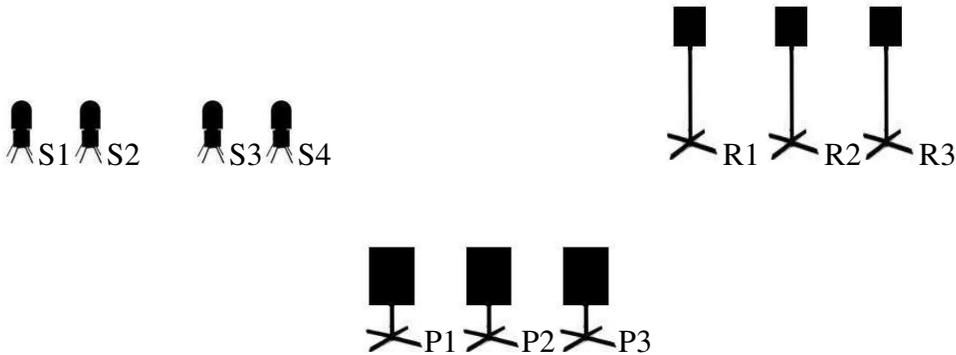
rifle  
pistol  
pistol  
shotgun

**Staging**

Rifle in right window. Shotgun in left window. Two pistols loaded with five rounds each and holstered

**Procedure**

Shooter starts sitting on stump. Shooter indicates ready by saying the line **“Happy April Fool's Day”** Pick up the rifle and shoot two 1-3-1 sweeps - from the same end - starting on either end. Return rifle to window. Move to the center of the doorway. With first pistol shoot a 1-3-1 sweep from either direction. Holster and with second pistol repeat sweep from the same direction. Holster and move to the left window. Shoot the four shotgun targets in a Pig Iron sweep.



Window with shotgun     doorway+++++++    Window with rifle