

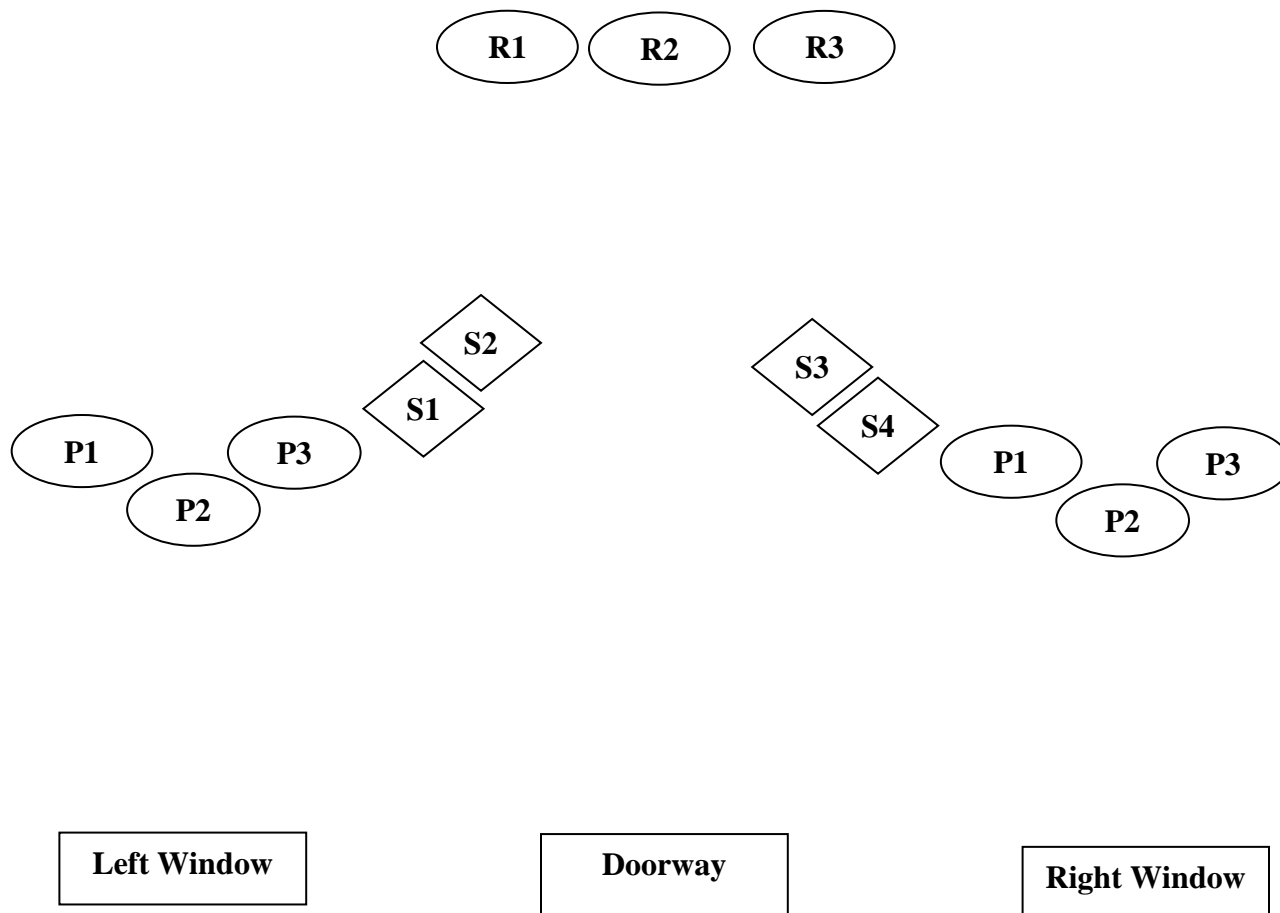
Non-Annual-Annual The Fort (Friday)

Rifle with 10 rounds; HDEC, staged in doorway

Pistols with 5 rounds each, HDEC, staged at either window

Shotgun with 4+/- rounds on person, open and empty, staged in doorway

Shooter starts in doorway, both hands touching rifle. Indicate ready by saying, "This is for fun!" RO will give standby and timer will start. Using rifle engage the rifle targets in a 3-4-3 sweep starting at either end. Make rifle safe and with shotgun engage S1-S4 any order, all must fall. Move to shooter's choice of window and using pistols as necessary engage the pistol targets using the rifle instructions. At RO direction take long guns to unloading table.



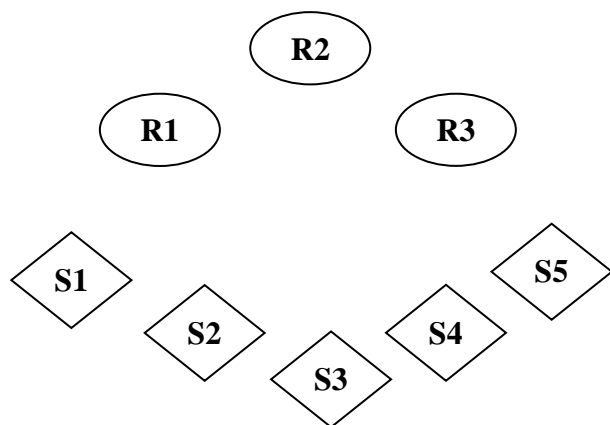
Non-Annual-Annual Yellow Bird Mine (Friday)

Rifle with 10 rounds; hammer down on empty chamber, staged on left spool.

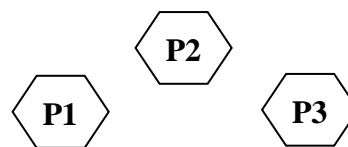
Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 5+/- rounds on person, open and empty, staged on left spool.

Shooter starts at right spool, both hands touching spool. When ready, RO will give standby and timer will start. Using pistols as necessary engage the 3 pistol targets in a 3-1-1 sweep starting on either end, then engage the pistol targets in a 3-1-1 sweep in the opposite direction. Move to the left spool and with rifle engage the three targets in a 3-1-1 sweep starting on either end then engage the targets in a 3-1-1 sweep in the opposite direction. Make rifle safe and with shotgun, engage the five KD's, S1-S5, in front of you, any order until down. At RO direction take long guns to unloading table.



Left Spool



Right Spool

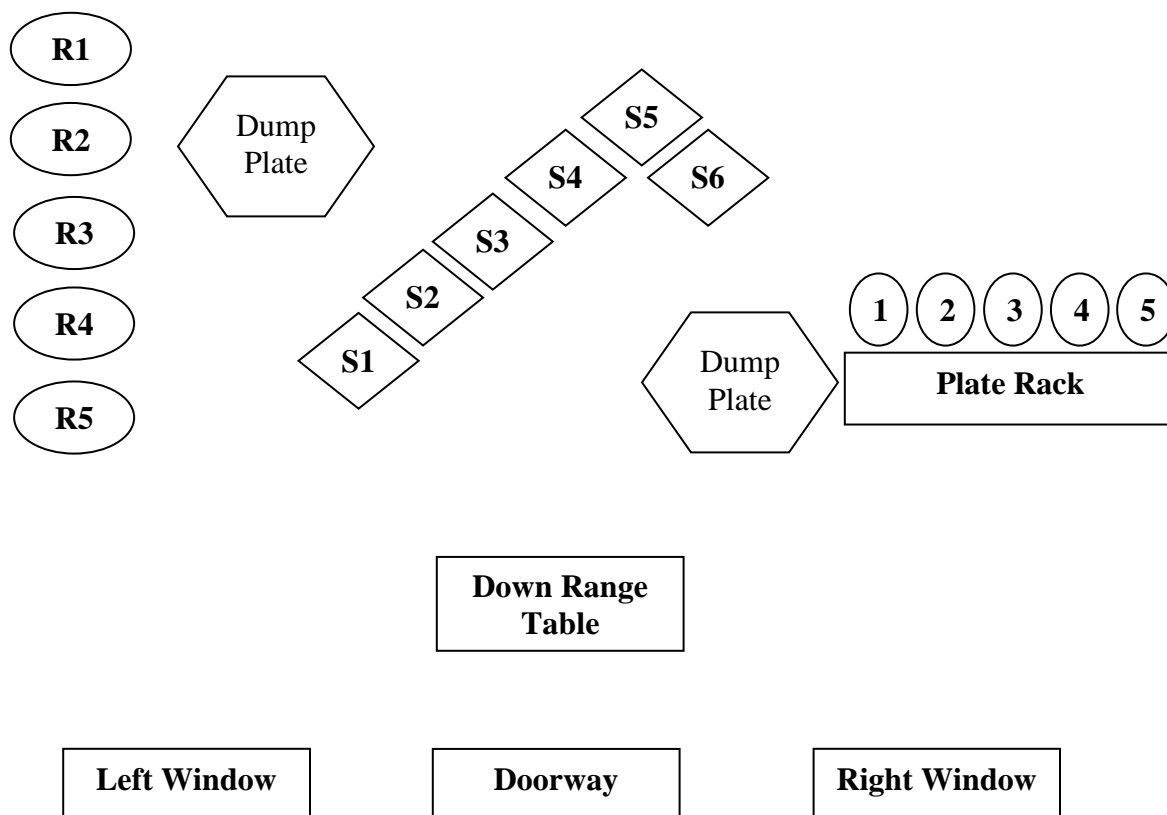
Non-Annual-Annual Saloon (Friday)

Rifle with 10 rounds; hammer down on empty chamber staged at down range table

Pistol(s) with 5 rounds each, hammer down on empty chamber, in hand at right window

Shotgun with 6+/- rounds on person, open and empty, staged at down range table

Shooter starts standing at right window, pistol(s) in hand. When ready TO will give standby and timer will start. Engage the pistol plate rack targets till down then put any remaining rounds on dump plate. Misses on dump plate count as misses. Move to down range table and with rifle engage the dueling tree targets for one hit each, then put any remaining rounds on Dump Plate. Dueling tree plates do not need to go around, only be hit. Misses on dump plate count as misses. Engage the 6 KD's, S1-S6, until down, any order, all must fall to count. At RO direction take long guns to unloading table.



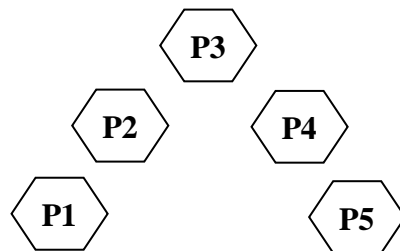
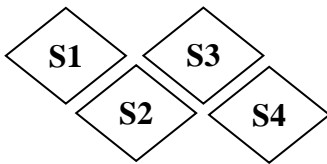
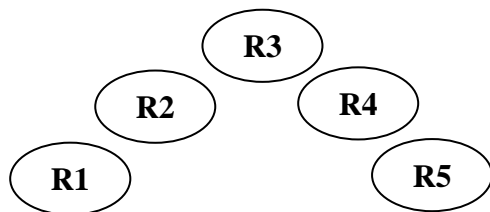
Non-Annual-Annual Train (Friday)

Rifle with 10 rounds; hammer down on empty chamber, staged in the locomotive.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged on the coal car.

Shooter starts in locomotive, hands touching pistols. Indicate ready by saying, “Dang, it’s hot!” RO will give standby and timer will start. Using rifle sweep the rifle targets from one end to the other for 5 rounds, then sweep them in the opposite direction for 5 rounds. Make rifle safe anywhere. Move to coal car and with shotgun engage four KD’s, S1-S4 any order all must fall to count. Make shotgun safe anywhere. Move to caboose and using pistols as necessary sweep the pistol targets from one end to the other for 5 rounds, then sweep them in the opposite direction for 5 rounds. At RO direction take long guns to unloading table.



Locomotive

Coal Car

Caboose

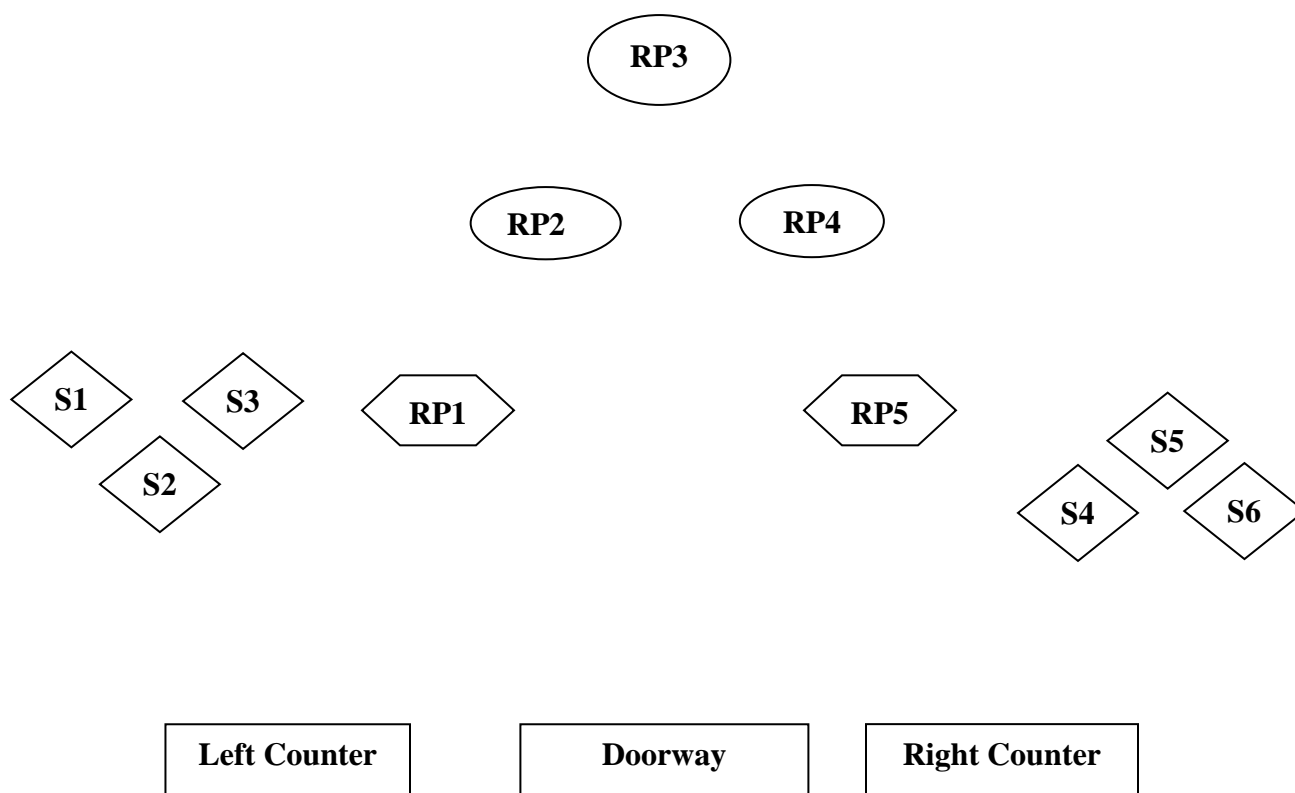
Non-Annual-Annual Livery (Friday)

Rifle with 10 rounds; hammer down on empty chamber, in hand at doorway.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 3+/- rounds on person, open and empty, staged on left or right counter.

Shooter starts at doorway, rifle in hand. Indicate ready by saying, "Not with my horse!" RO will give standby and timer will start. With rifle double tap the five targets in any order. Make rifle safe anywhere. Move to counter with shotgun and with shotgun, engage the three KD's in front of you, any order until down. Make shotgun safe. Return to doorway and using pistols as necessary double tap the five targets in any order. At RO direction take long guns to unloading table.



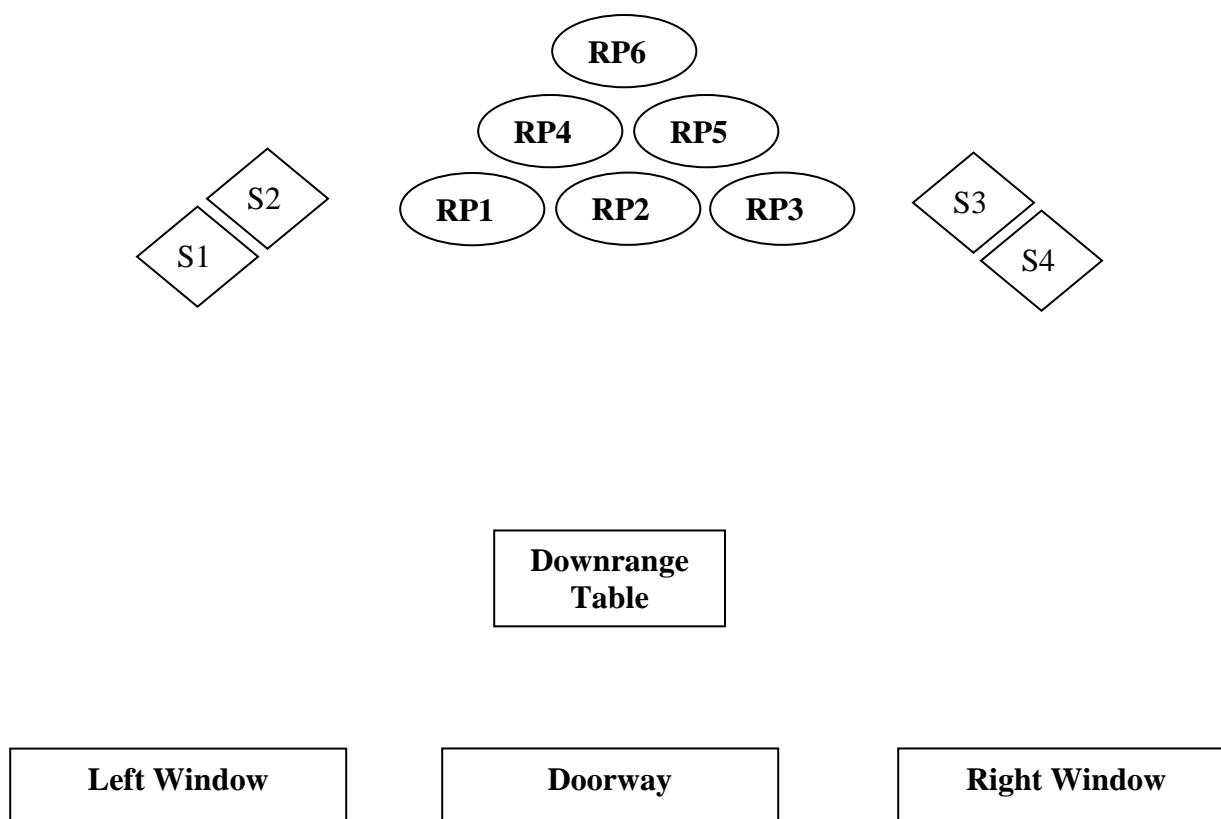
Non-Annual-Annual Lulu's (Friday)

Rifle with 10 rounds, HDEC, in hand at shooters choice of window

Pistols with 5 rounds each, HDEC, holstered.

Shotgun with 4+/- rounds on person, O&E, staged at downrange table

Shooter starts at left or right window with rifle in hand. Indicate ready by saying, "It's a party!" TO will give standby and timer will start. From window engage RP1, RP2, RP3 once each, RP4 and RP5 twice each and RP6 three times. Restage rifle pointed into berm using guide (pointing outside of SG targets) OR take rifle with you to downrange table. Using pistols repeat rifle instructions on RP targets. With shotgun engage 4 KD's, S1-S4, in any order, all must fall to count. At TO direction take long guns to unloading table. Both rifle and pistols are Round Count engagements, ie any order so long as targets are hit appropriately.



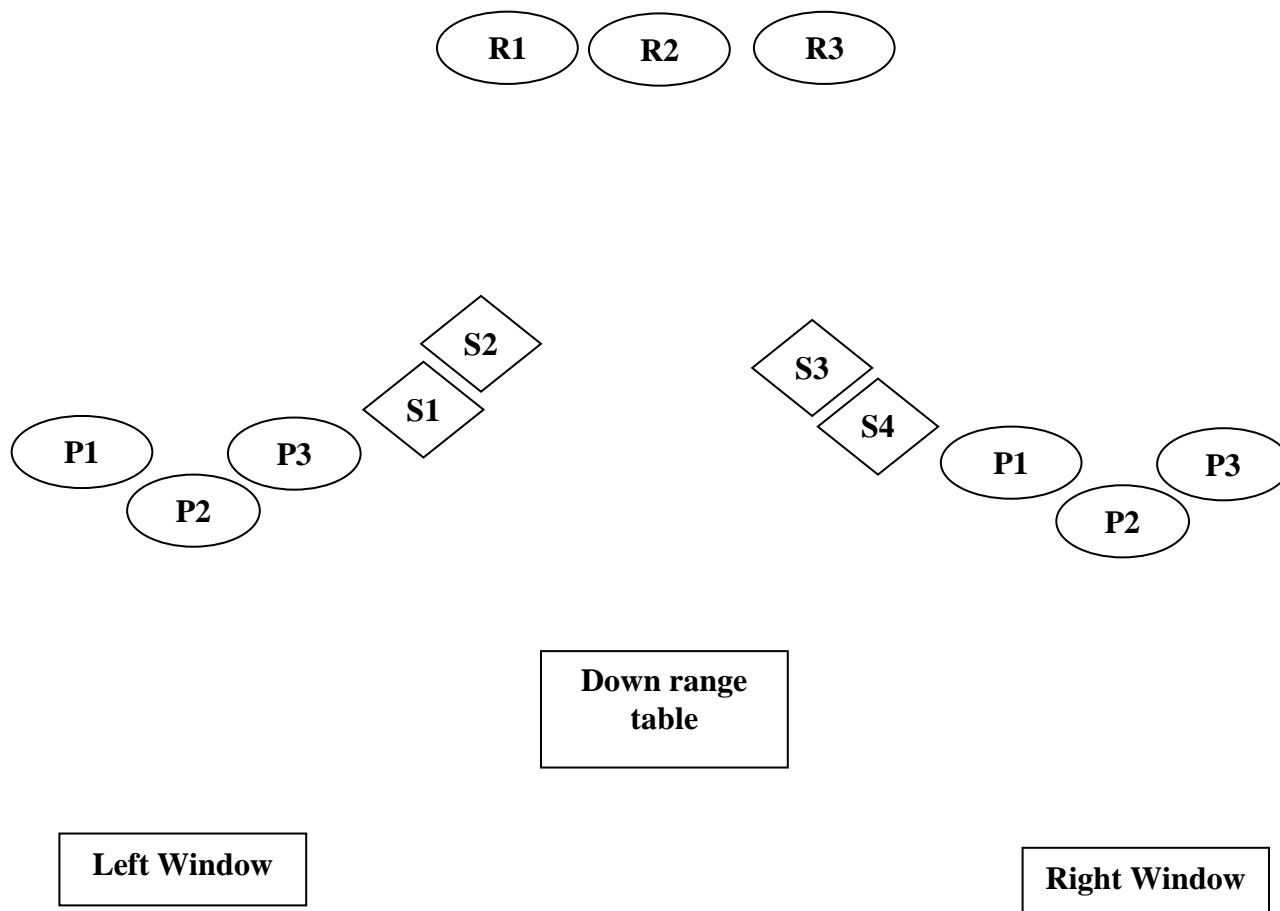
Non-Annual-Annual The Fort (Saturday)

Rifle with 10 rounds; HDEC, staged on downrange table.

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at downrange table.

Shooter starts in at either window, hands touching hat. Indicate ready by saying, “This is still for fun!” RO will give standby and timer will start. Using pistols as necessary engage the pistol targets at least 3 times each – NO triple taps. Move to downrange table and with rifle engage the rifle targets at least 3 times each – NO triple taps. Make rifle safe and with shotgun engage S1-S4 any order, all must fall. At RO direction take long guns to unloading table.



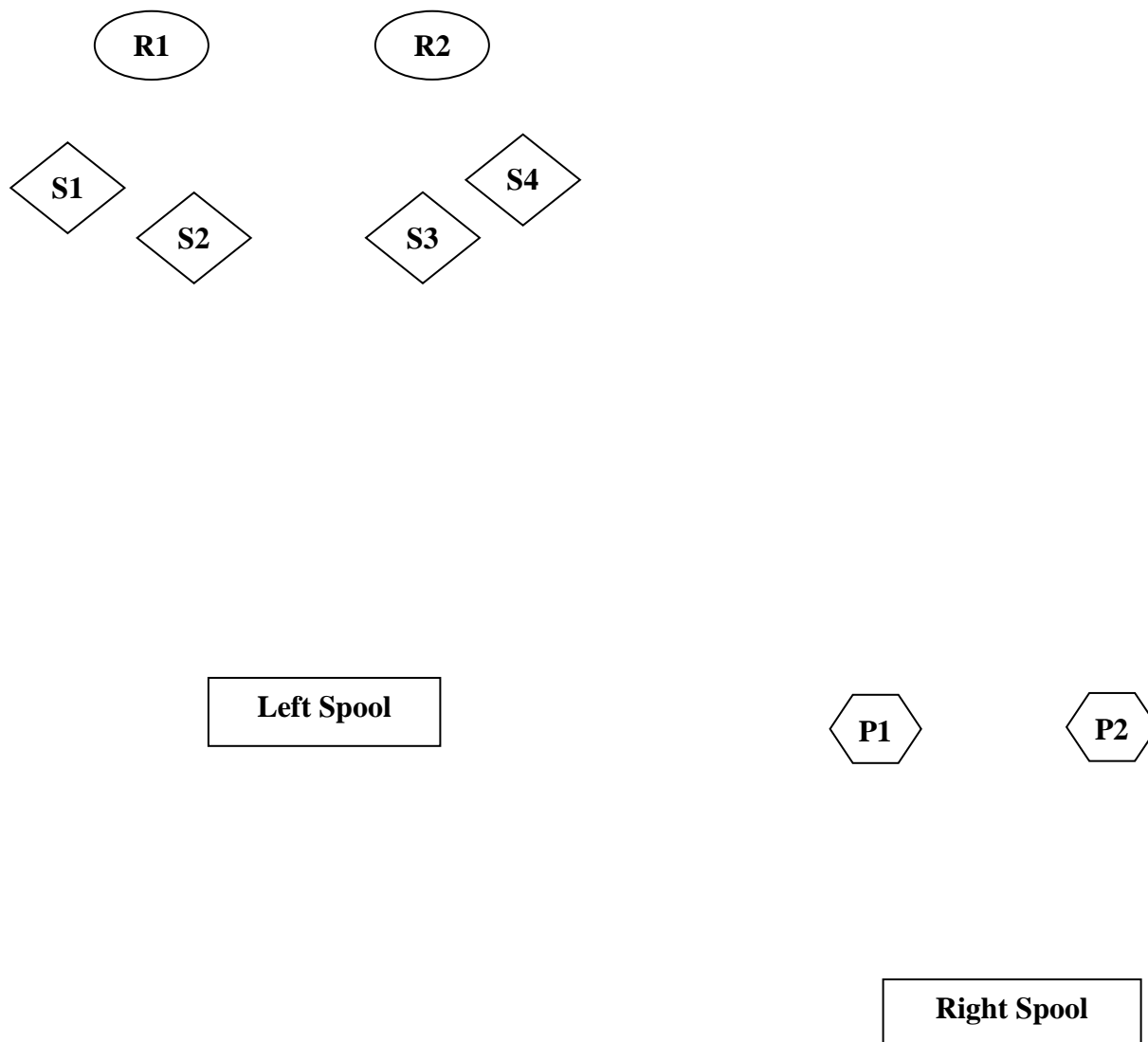
Non-Annual-Annual Yellow Bird Mine (Saturday)

Rifle with 10 rounds; hammer down on empty chamber, staged on left spool.

Pistols with 5 rounds each, HDEC, in hand at right spool

Shotgun with 4+/- rounds on person, open and empty, staged on left spool.

Shooter starts at right spool, pistol(s) in hand. When ready, RO will give standby and timer will start. Using pistols as necessary engage the two pistol targets in a continuous alternating sweep (P1,P2,P1,P2,P1,P2,P1,P2,P1,P2). Move to the left spool and with rifle engage the two targets in a continuous alternating sweep (R1,R2,R1,R2,R1,R2,R1,R2,R1,R2). Make rifle safe and with shotgun, engage the four KD's, S1-S4, in front of you, any order until down. At RO direction take long guns to unloading table.



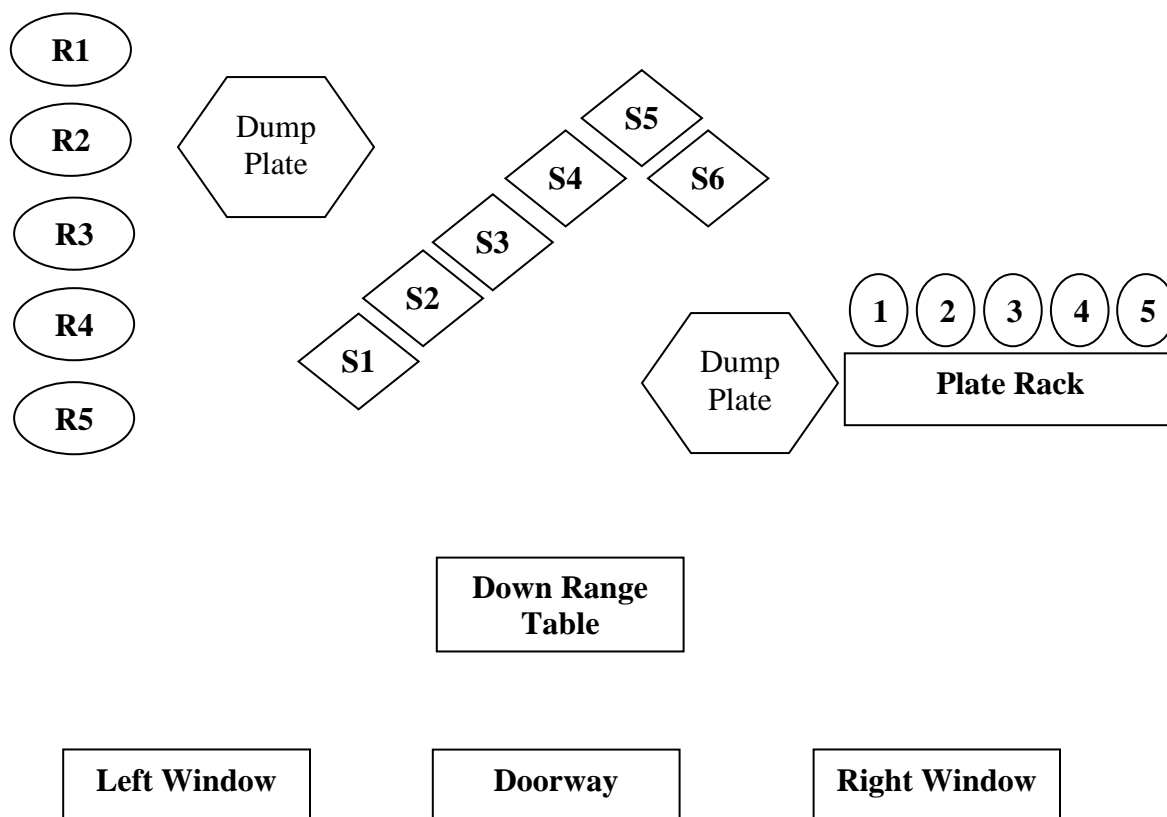
Non-Annual-Annual Saloon (Saturday)

Rifle with 10 rounds; hammer down on empty chamber, in hand at left window

Pistols with 5 rounds each, hammer down on empty chamber, holstered

Shotgun with 6+/- rounds on person, open and empty, staged at down range table

Shooter starts standing at left window, rifle in hand. When ready TO will give standby and timer will start. With rifle engage the dueling tree targets for one hit each, then put any remaining rounds on Dump Plate. Dueling tree plates do not need to go around, only be hit. Misses on dump plate count as misses. Make rifle safe pointing into berm using the provided guide. Rifle must be restaged flat, NOT on guide. Move to downrange table. Shooters choice of pistol or shotgun first. Engage the 6 KD's, S1-S6 until down, any order, all must fall to count. Engage the pistol plate rack targets till down then put any remaining rounds on dump plate. Misses on dump plate count as misses. At RO direction take long guns to unloading table.



Non-Annual-Annual Train (Saturday)

Rifle with 10 rounds; hammer down on empty chamber, staged in the locomotive.

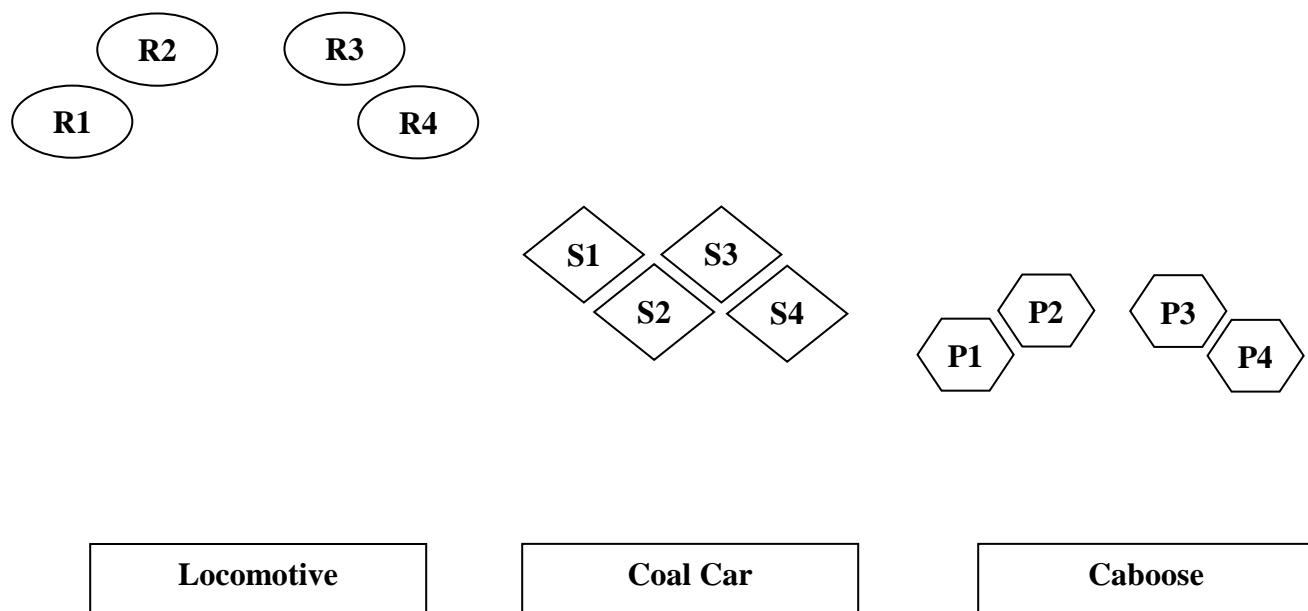
Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged at coal car.

Shooter starts at coal car, hands at low surrender (hands above waist & below shoulder.

Indicate ready by saying, "Dang, it's still hot!" RO will give standby and timer will start.

Using shotgun engage the four KD's, S1-S4 any order all must fall to count. Make shotgun safe anywhere. Move to locomotive and engage R1x1, R2x2, R3x3, R4x4 (Lawrence Welk Sweep). Move to caboose and using pistols as necessary repeat the rifle instructions. At RO direction take long guns to unloading table.



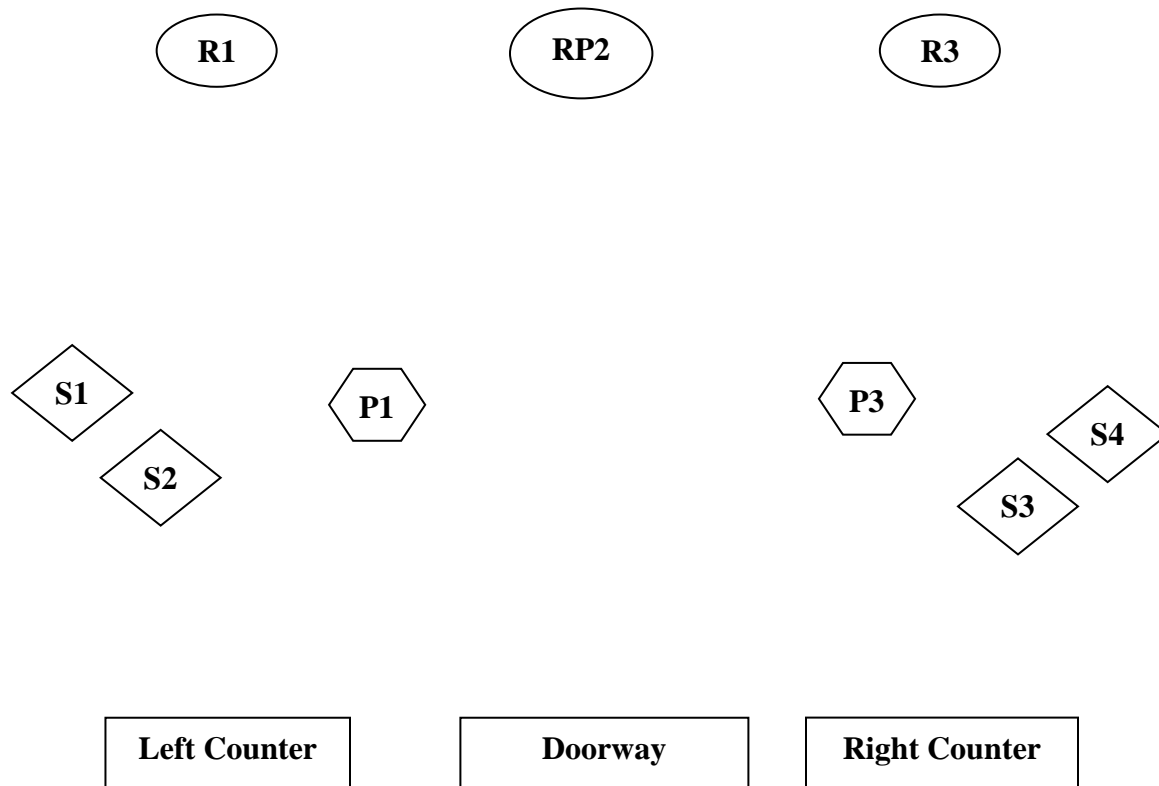
Non-Annual-Annual Livery (Saturday)

Rifle with 10 rounds; hammer down on empty chamber, staged in doorway

Pistols with 5 rounds each, hammer down on empty chamber, holstered.

Shotgun with 4+/- rounds on person, open and empty, staged on left or right counter.

Shooter starts at the ready, shooters choice of counter with shotgun. Indicate ready by saying, "You want some of this?" RO will give standby and timer will start. With shotgun, engage the two KD's in front of you, any order until down. Move to opposite counter, with shotgun engage the two KD's in front of you, any order until down. Any shotgun misses must be made up where originally shot. Move to doorway and engage rifle targets in a 1-3-1 sweep starting at either end and repeat, both in same direction. (R1x1, RP2x3, R3x1, repeat). Make rifle safe. Using pistols as necessary engage pistol targets in a 1-3-1 sweep starting at either end and repeat, both in same direction. (P1x1, RP2x3, P3x1, repeat). At RO direction take long guns to unloading table.



Non-Annual-Annual Lulu's (Saturday)

Rifle with 10 rounds, HDEC, Staged at shooters choice of window

Pistols with 5 rounds each, HDEC, holstered.

Shotgun with 4+/- rounds on person, O&E, staged at either window

Shooter starts at left or right window at the ready. Indicate ready by saying, "Time to rock and roll!" TO will give standby and timer will start. From window engage two SG targets in front of you, must fall to count. Move to opposite window and repeat with two SG targets there, must fall to count. Any KD misses must be made up where originally shot. Restage SG pointed into berm using guide. (pointing outside of SG targets). Shotgun must be flat, not on guide. Take rifle with you to doorway and engage RP targets in two Nevada sweeps, (ex RP2, RP3, RP2, RP1, RP2, then RP2, RP5, RP2, RP4, RP2) one vertical and one horizontal, both starting on RP2. Move to downrange table taking rifle with you and using pistols repeat rifle instructions on RP targets. At TO direction take long guns to unloading table.

