



**2024**

*WARMUP MATCH SPONSOR*

Michigan Rattler Leather

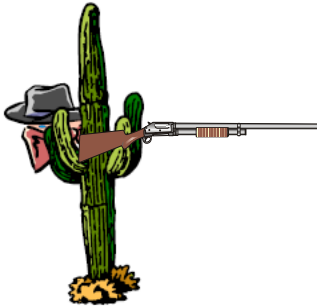


Custom leather cowboy accessories from hat bands to spurs and everything in between.

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616-745-1799





## Stage 7 Jail

### WARM UP MATCH SPONSOR



**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at shooters discretion in office with hands touching gun or guns. Pistols are holstered. Rifle is staged on office table. Shotgun is staged on office table.

**LINE:**      **Ready**

### **At The Buzzer:**

- ❖ Gun order is rifle not last.
- ❖ Rifle shot from office table. Triple tap a high rifle target then double tap both low rifle targets then triple tap the unengaged high rifle target. Make rifle safe.
- ❖ Shotgun shot from office table. Engage 4 KD's in any order. Make shotgun safe.
- ❖ Pistols shot from office table. Triple tap a high pistol target then quad tap the low pistol target then triple tap the unengaged high pistol target. Make rifle safe.

Load on Right  
Unload on Left

## Stage 8 Fort

### WARM UP MATCH SPONSOR



**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun.

**BEGIN** standing at shooter's discretion at either gun shelf or center table with both hands touching a gun or guns. Pistols are holstered. Rifle is staged on center table. Shotgun is staged on right gun shelf.

**Line:** Ready

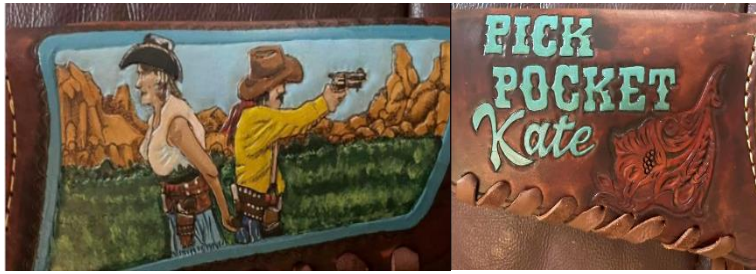
#### **At the Buzzer:**

- ❖ Gun order is rifle not last.
- ❖ Rifle shot from center table between 2x4 posts. Starting on either end rifle target single tap Nevada sweep the rifle targets with 1<sup>st</sup> 5 rounds then engage the center rifle target with remaining 5 rounds.
- ❖ Shotgun shot from right gun shelf between 2x4 post and Fort wall. Engage KD's in any order. Make shotgun safe.
- ❖ Pistols shot from left gun shelf between 2x4 post and Fort wall. Starting on either end pistol target single tap Nevada sweep the pistol targets with 1<sup>st</sup> 5 rounds then engage the center pistol target with remaining 5 rounds.

Load on Right  
Unload on Left

## Stage 9 Jersey Lilly

### WARM UP MATCH SPONSOR



**BEGIN** standing at shooter's discretion at any window with both hands touching window frame. Pistols are holstered. Rifle is staged in center window. Shotgun is staged in left window.

**Line:**                      **Ready**

#### **At the Buzzer:**

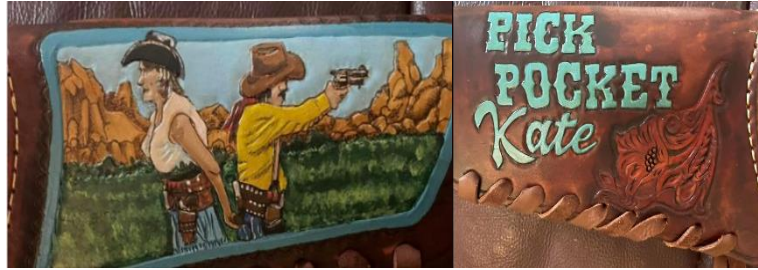
- ❖ Gun order is rifle not last.
- ❖ Pistols shot from right window. Starting on either end pistol target engage the pistol targets in a progressive sweep. (1-2-3-4)
- ❖ Rifle shot from center window. Starting on either end rifle target engage the rifle targets in a progressive sweep. (1-2-3-4) Make rifle safe.
- ❖ Shotgun shot from left window. Engage knockdowns in any order. Make shotgun safe.

Load on Left.

Unload on Right

## Stage 10 Cantina

### WARM UP MATCH SPONSOR



**BEGIN** standing at center table with arms crossed at chest level. Pistols are holstered. Rifle is staged on center table. Shotgun is staged in right window.

**Line:**                    **Ready**

#### **At the Buzzer:**

- ❖ Gun order is rifle first.
- ❖ Rifle shot from center table. Starting on either end rifle target single tap sweep the rifle targets twice in the same direction. Make rifle safe.
- ❖ Pistols shot from left window. Starting on either end pistol single tap sweep the pistol targets twice in the same direction.
- ❖ Shotgun shot from right window. Engage KD's in any order. Make shotgun safe.

Load on Right  
Unload on Left

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## Personal Score Sheet

Alias \_\_\_\_\_

Stage	Raw Time	Misses x5	Procedural x10	Bonus	Other	Total Time
STAGE 7 Jail						
STAGE 8 Fort						
STAGE 9 Jersey Lilly						
STAGE 10 Cantina						

