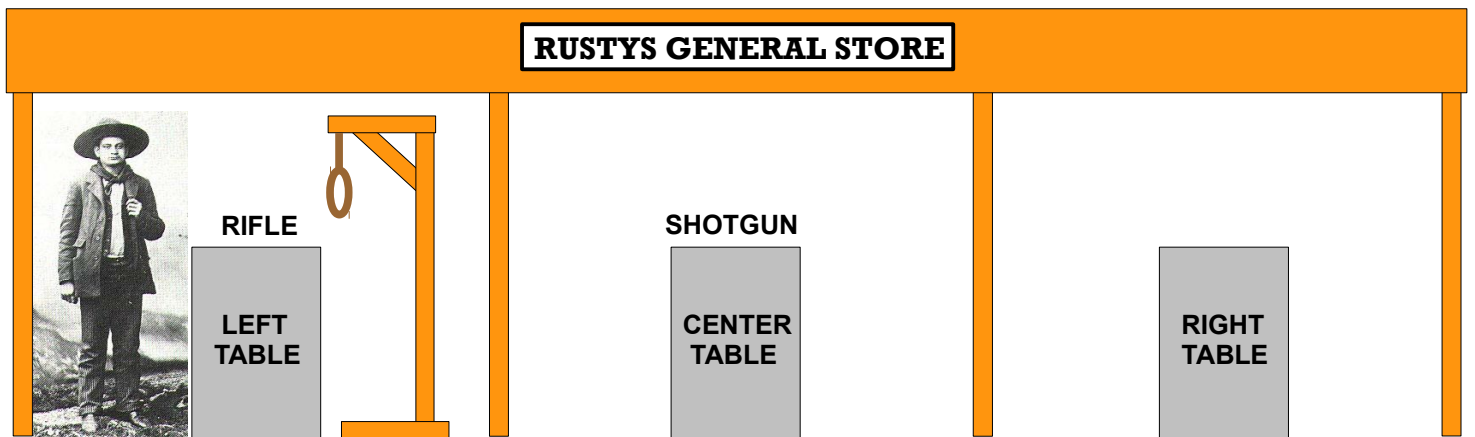
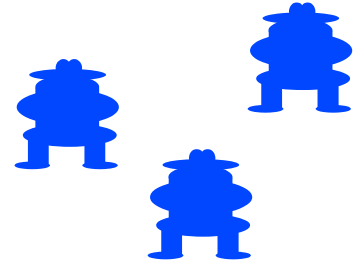
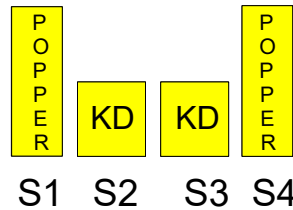
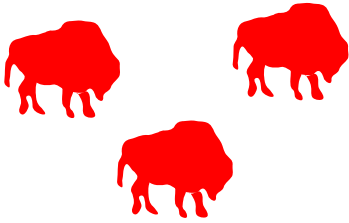


June 2018 Sweetwater Regulators Stage 2

RUSTY'S GENERAL STORE

Ammo required: 6 Rifle re-loads 10 Pistol 4+ Shotgun



Start here

Finish here with Pistol

You are working for Judge Issac Parker (the "Hanging Judge"). Today you are in charge of hanging Crawford Goldsby AKA Cherokee Bill. Ten of his gang charge the Gallows in an effort to save him. You pick up your Rifle and realize you forgot to load it. You only have six Rifle rounds. You will have to depend on your Pistols and Shotgun.

Stage Procedure: Pistol holstered with (5) rounds, hammer down on an empty chamber. Rifle staged on left table **empty** with the action closed and (6) re-loads staged next to it. Shotgun open and empty staged on center table.

Starting Position: Standing behind the table in the left bay holding the Noose with both hands. When the Shooter is ready say the line "**Dern it. Not again!**"

At the Beep, Retrieve your Rifle and load (6) rounds. Sweep the Buffalo's twice. No double taps. Make Rifle safe and re-stage on table. Move to center bay. Retrieve your shotgun and sweep the Shotgun targets in any direction. Make Shotgun safe and re-stage on table. Move to center of right bay With your first Pistol shoot a Nevada Sweep from **left to right**. Holster. With your second Pistol shoot a Nevada Sweep from **right to left**. Holster. Retrieve your Long arms and proceed to the unloading table.

Targets: (3) Buffalos, (3) Cowboys, (2) Knockdowns, (2) Poppers