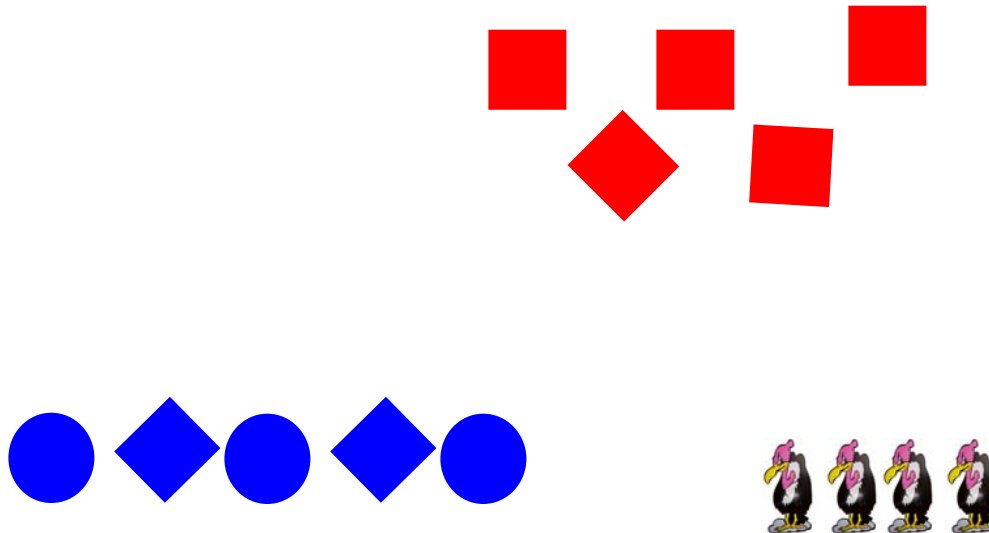


GREEN MOUNTAIN REGULATORS

The Jail – Stage 1



Round Count: 10 Rifle, 10 Pistol, 4+

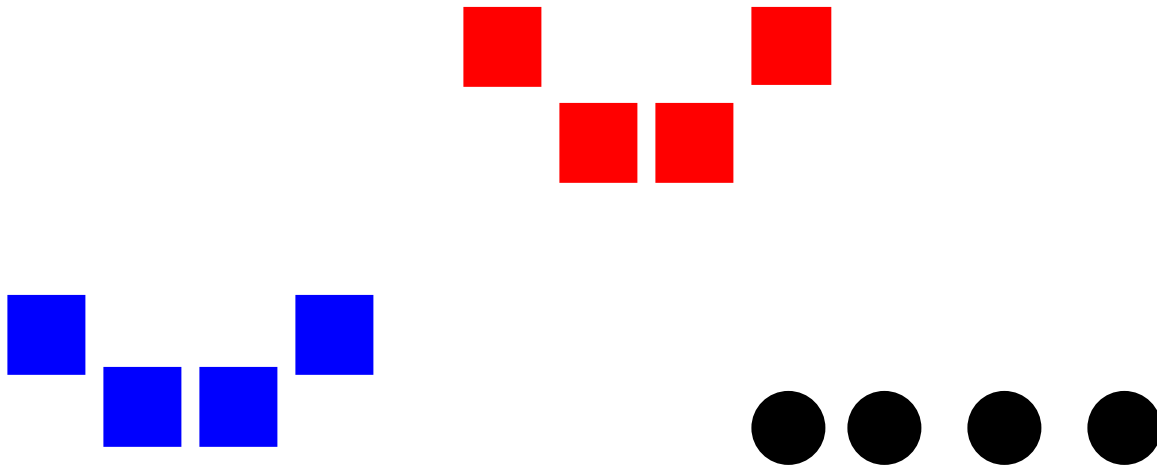
Start: At position 3, hands at the Texas surrender (on your pistols). Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged anywhere on the shelf at position 3. Shotgun - open and empty staged anywhere on the shelf at position 3. To signify ready shooter says: **"If I ever saw a man holdin' a bull by the tail, you're it."**

At the Buzzer: With your rifle engage the 5 rifle targets twice each - in any order - for a total of 10 rounds. Make your rifle safe. Grab your shotgun and engage the shotgun targets in any order. Move to position 2 and use your pistols to engage the 5 rifle targets twice each - in any order - for a total of 10 rounds.

Move to the unloading table.

GREEN MOUNTAIN REGULATORS

Black Smith Shop - Stage 2



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

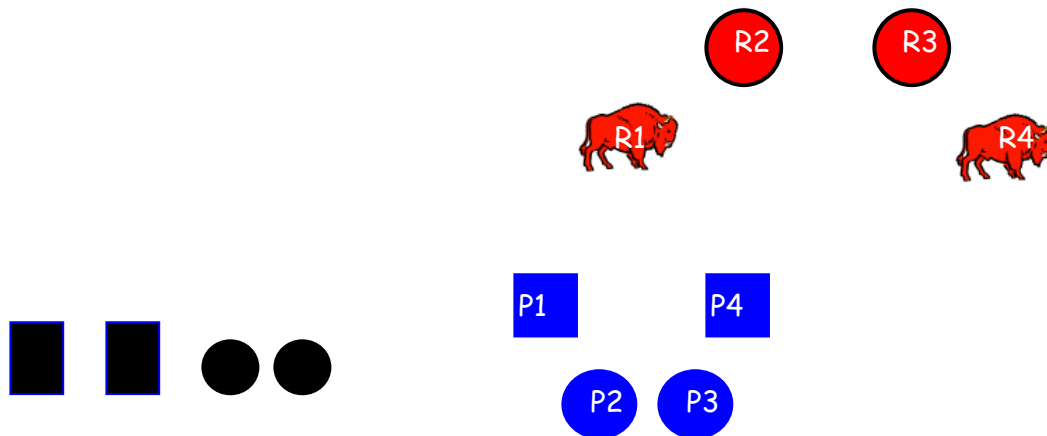
Start: At position 1, with both hands touching the window sill. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at position 2. Shotgun - open and empty staged on the shelf at position 3. To signify ready shooter says: **“Keep your shirt on, son. Your face looks honest to me even if it is homely.”**

At the Buzzer: With your pistols sweep the 4 pistol targets with TWO 2,3 sweeps. P1-P1, P2-P2-P2, P3-P3, P4-P4-P4 for a total of 10 rounds. Holster and move to your rifle. Retrieve your rifle and sweep the 4 rifle targets with TWO 2,3 sweeps. R1-R1, R2-R2-R2, R3-R3, R4-R4-R4 for a total of 10 rounds. Make the rifle safe and move to your shotgun. With the shotgun, engage the shotgun targets in any order.

Move to the unloading table.

GREEN MOUNTAIN REGULATORS

Zeke's Bar – Stage 5



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Start: At position 2 with both hands touching the rope to the swinger. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged on the shelf at position 3. Shotgun - open and empty staged on the shelf at position 1. To signify ready shooter says: "I'll be seeing you boys... prob'ly.!"

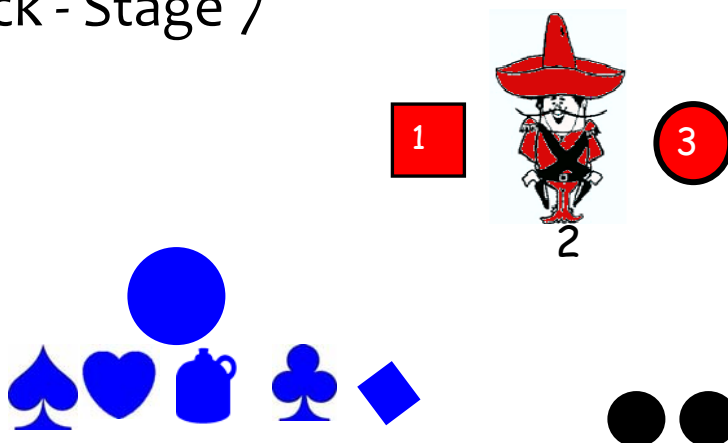
At the Buzzer: Release the rope to the swinger, use your pistols to perform a **San Juan sweep - P1, P1, P2, P1, P2, P3, P1, P2, P3, P4** (for a total of 10 rounds). Holster your pistols and move to position 3. Use your rifle to perform a **San Juan sweep - R1, R1, R2, R1, R2, R3, R1, R2, R3, R4** (for a total of 10 rounds). Make your rifle safe. Move to position 1 and use your shotgun to sweep the shotgun targets, starting on either end.

Move to the unloading table.

Info: San Juan Sweep - 10 shots on 4 targets 1-1-2-1-2-3-1-2-3-4 Think of sweeping repeatedly from left to right, adding one target with every pass.

GREEN MOUNTAIN REGULATORS

Cedar Shack - Stage 7



Round Count: 10 Rifle, 10 Pistol, 4+ Shotgun. Shotgun misses may be made up on the clock.

Start: Standing a position 2 with one hand touching your shotgun and one hand touching your rifle. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged anywhere on the shelf at position 2. Shotgun - open and empty staged anywhere on the shelf at position 2. To signify ready shooter says: "If you don't hear my first holler, you better read my mind!"

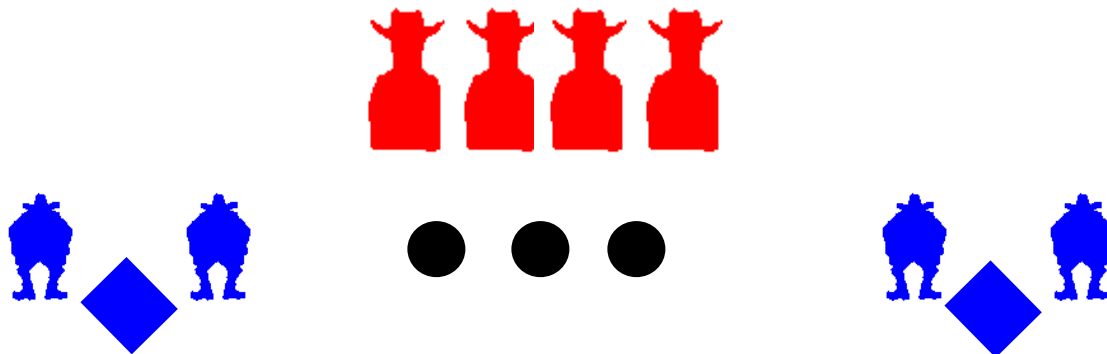
At the Buzzer: With your pistols engage the knockdown targets - in any order. You may make up misses on the knockdowns without a penalty. Once all the knockdowns are down, use your remaining rounds to engage the **blue circle** target. Holster and retrieve your rifle and perform a continuous sweep **always double tapping the bandito** (R1, R2, R2, R3, R2, R2, R1, R2, R2, R3) for a total of 10 rounds. Make your rifle safe and use your shotgun to sweep the shotgun targets twice in any order but with no double taps

Move to the unloading table.

Note: If you engage the Blue Circle target you must hit it or you will have earned a miss.

GREEN MOUNTAIN REGULATORS

Bath House - Stage 8



Round Count: 10 Rifle, 10 Pistol, 6+ Shotgun. Shotgun misses may be made up on the clock.

Start: At position 4 with your shotgun – open and empty in your hands. Pistols loaded with 5 rounds each holstered. Rifle loaded with 10 rounds staged at either position 2. To signify ready shooter says: **"I'm the hardcase you're up against out here."**

At the Buzzer: Make your shotgun safe and use one of your pistols to Nevada sweep (starting on either end) the 3 pistol targets in front of you for a total of 5 rounds. Holster and take your shotgun to position 3, use your shotgun to sweep the shotgun targets (starting on either end) twice with no double taps for a total of 6 rounds. Make your shotgun safe and move to your rifle. Use your rifle to perform a continuous Nevada sweep (starting on either end) on the 4 rifle targets for a total of 10 rounds. Make your rifle safe. Move to position 1 and use your other pistol to Nevada sweep (starting on either end) the 3 pistol targets in front of you for a total of 5 rounds.

Move to the unloading table.

Info: A Continuous Nevada Sweep is normally 10 shots on 4 targets, 1-2-3-4-3-2-1-2-3-4 or 4-3-2-1-2-3-4-3-2-1. It is sometimes called the Idaho or Zig-Zag sweep.