

Side Matches

Warm-Up Stages

Using Stages 1-3

Bay 4 - Corral

- Speed Pistol - 10 rounds, Double Tap Nevada Sweep starting on either end.
- Speed Rifle - 10 rounds. Engage rifle targets with at least 1 round on each target for a total of 10 rounds.

Bay 5 - Open Range

- Speed Shotgun - 6+ rounds, engage 2 shotgun targets until down from right side of cactus, move to the left side of the cactus and engage 4 shotgun targets until down.

Bay 6 - Livery

- 10 pistol rounds. Using your pistols shoot all plates off the star, any remaining rounds dump on the dump target.

Bay 7 - Hotel

- Derringer - 2 rounds on middle target
- Pocket Pistol - 5 round, Nevada Sweep, starting on either end.

Bay 10 - Jail

- String Shoot - 3 shots from rifle to cut the string

Bay 12 - Depot

- Cowboy Trap - 10+ rounds, shoot until you miss.