




# STAGE 1 NEUSE RIVER REGULATORS

16 may 26

| ROUND COUNT  | FIREARM STAGING LOCATION | STARTING POSITION      |
|--|--------------------------|------------------------|
| 10  | PISTOLS HOLSTERED        | STARTING AT POSITION 3 |
| 10  | RIFLE AT POSITION 3      | Hands AT TEXAS         |
| 4+  | SHOTGUN AT POSITION 4    | SURRENDER              |



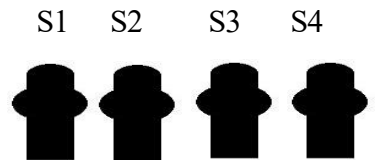
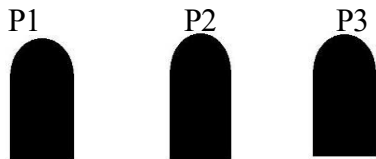
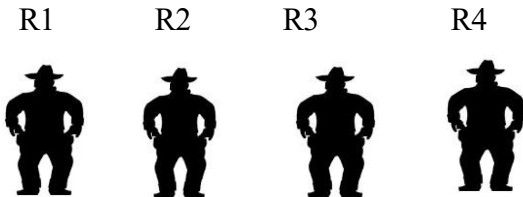
Cowboy Ready!

## AT THE BEEP

At position 3 with pistols engage p1-p3 with 1 rd ea, then engage p1, 2rds , p2 , 3rds 3, p3 2rds.

At Position 3 with rifle engage R1, R2, R3, R4 in 2, 3, 3, 2 sweep starting on either end

At Position 4 SG targets until down. Make gun safe go to unloading table



Position 2






Position 3



Position 4

# STAGE 2 NEUSE RIVER REGULATORS

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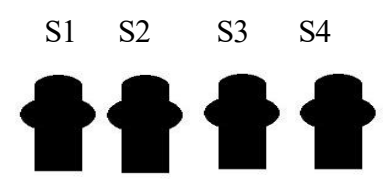
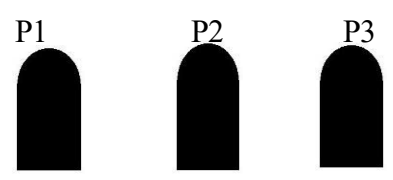
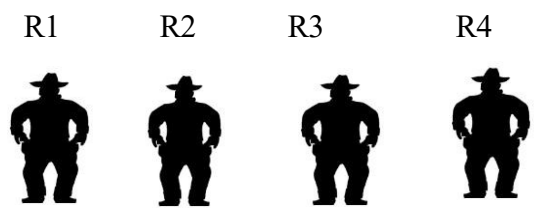
| ROUND COUNT  | FIREARM STAGING LOCATION | STARTING POSITION  |
|--|--------------------------|--|
| 10  | PISTOLS HOLSTERED        | START AT POSITION 3<br>Hands touching window or door frame |
| 10  | RIFLE AT POSITION 3      | Rifle not last   |
| 4+  | SHOTGUN AT POSITION 4    |  |



Park it Pilgrim!

**AT THE BEEP**

- At Position 3 with pistol engage pistol targets in a double tap Nevada sweep starting on P1
- At Position 3 with Rifle engage rifle target in continuous Nevada sweep
- At Position 4 engage SG target S1- S4 until down. Make gun safe go unloading Table



Position 2






Position 3



Position 4

# STAGE 3 NEUSE RIVER REGULATORS

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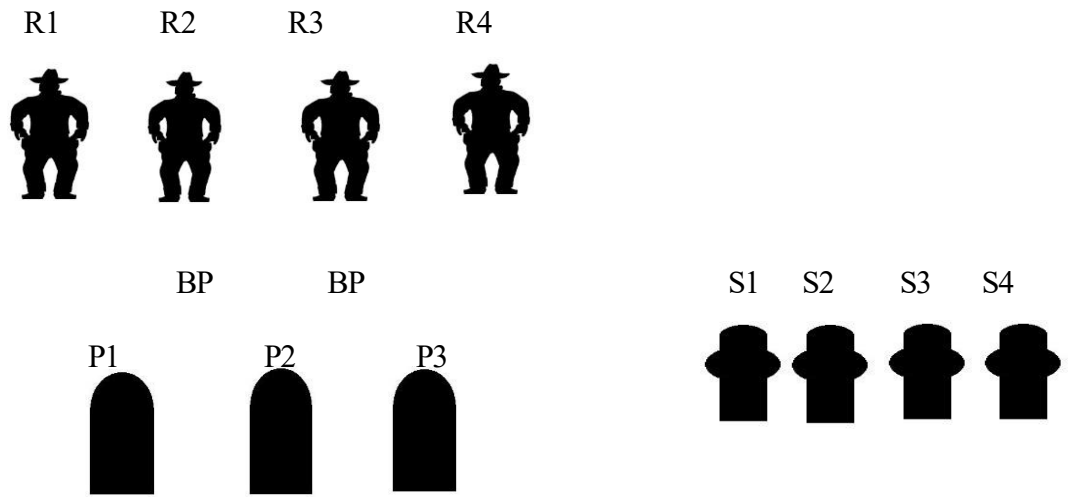
| ROUND COUNT  | FIREARM STAGING LOCATION | STARTING POSITION                            |
|--|--------------------------|--|
| 10  | PISTOLS HOLSTERED        | STARTING AT POSITION<br>3 Hands at your side |
| 10  | RIFLE AT POSITION 3      | Start with Rifle or Pistols                  |
| 4+  | SHOTGUN AT POSITION 4    |  |



Nevada Or Bust!

**AT THE BEEP**

At Position 3 with pistols engage pistol targets in 2 Nevada sweeps both starting on P1.  
 At Position 3 with Rifle double tap r1-r4, then the 2 BP. Misses on BP do not count, hit both for 5 sec bonus  
 At Position 4 engage S1 - S4 until down. Make gun safe go to unloading Table



Position 2






Position 3



Position 4

# STAGE 4 NEUSE RIVER REGULATORS

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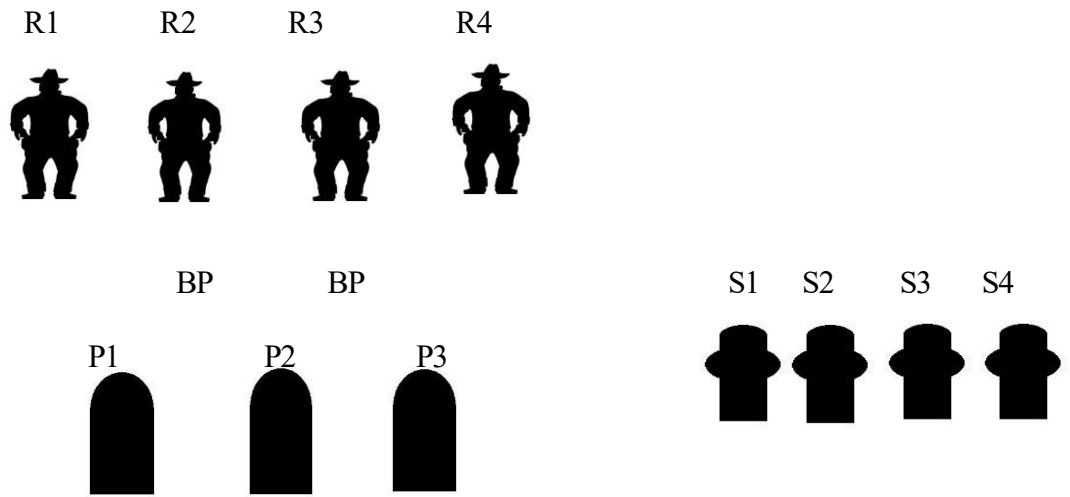
| ROUND COUNT  | FIREARM STAGING LOCATION | STARTING POSITION                                       |
|--|--------------------------|---|
| 10  | PISTOLS HOLSTERED        | STARTING AT POSITION<br>3 Hands touching Belt<br>Buckle |
| 10  | RIFLE AT POSITION 3      |   |
| 4+  | Shotgun at Position 4    |   |



Doubles and Triples!

**AT THE BEEP**

At position 3 use rifle double tap r1-r4, then the 2 bp.  
 At Position 3 with pistol triple tap p1-p3, then bp.  
 Misses on bp do not count, hit all 3 for 5 sec bonus.  
 At position 4 engage SG until down Make Guns safe go to unloading table



Position 2



Position 3



Position 4

# STAGE 5 NEUSE RIVER REGULATORS

16 may 26

## ROUND COUNT

## FIREARM STAGING LOCATION

## STARTING POSITION



Pistols Holstered or staged on table

STARTING AT POSITION

3

Hand touching Hat



STAGED at position3



STAGED at Position 4



Watch me Now!

### AT THE BEEP

At Position 3 with rifle alternate 1 rd between R1 - R2 for 5 rounds, then repeat with R3 -

R4. At Position 3 use the first pistol alternate 1 rd between P1 and P2 for 5 rounds.

At Position 3 use the second pistol alternate 1 rd between P2 and P3 for 5 rounds

At Position 4 use SG to engage S1 – S4 until down

Make guns safe move to unloading table

R1

R2

R3

R4



P1

P2

P3



S1

S2

S3

S4



Position 2



Position 3



Position 4

# STAGE 6 NEUSE RIVER REGULATORS

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## ROUND COUNT

## FIREARM STAGING LOCATION

## STARTING POSITION



Pistols Holstered

STARTING AT POSITION  
3 Rifle at port arms



STAGED at position3



STAGED at Position 4



### AT THE BEEP

At Position 3 with rifle engage rifle targets with 10 rds, with 2 rds on each target

At Position 3 use pistols engage pistol targets with 10 rds, with 2 rds on each target.

At Position 4 use SG to engage S1 – S4 until down

Make guns safe move to unloading table

R1

R2

R3

R4



S1

S2

S3

S4



Position 2

Position 3

Position 4