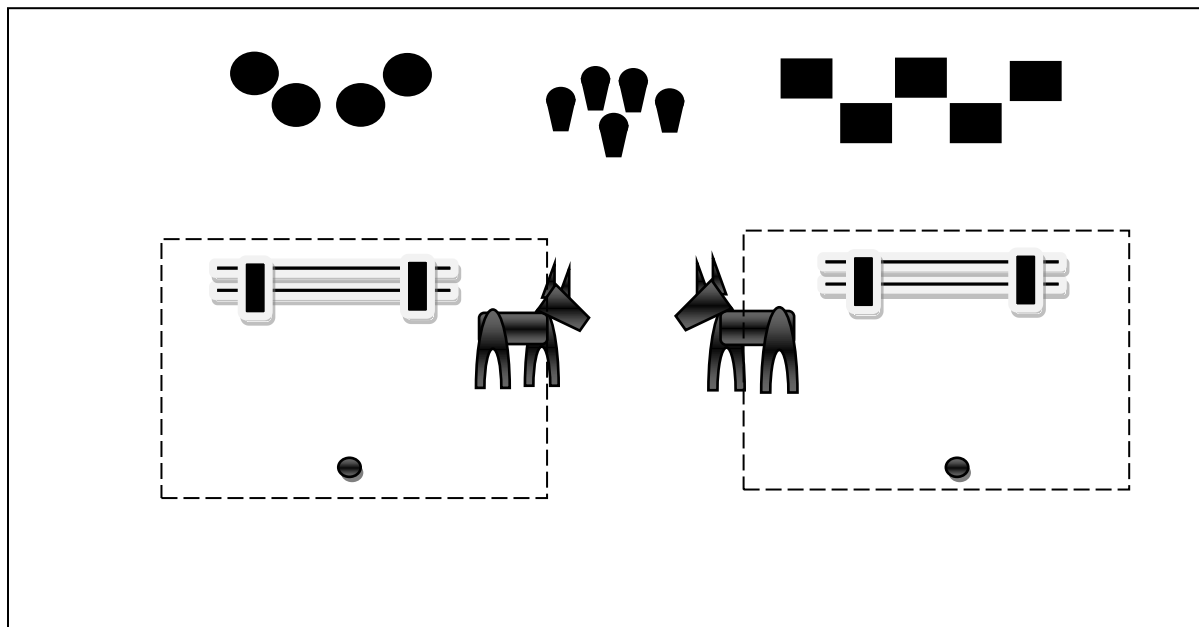


Double Mulligan

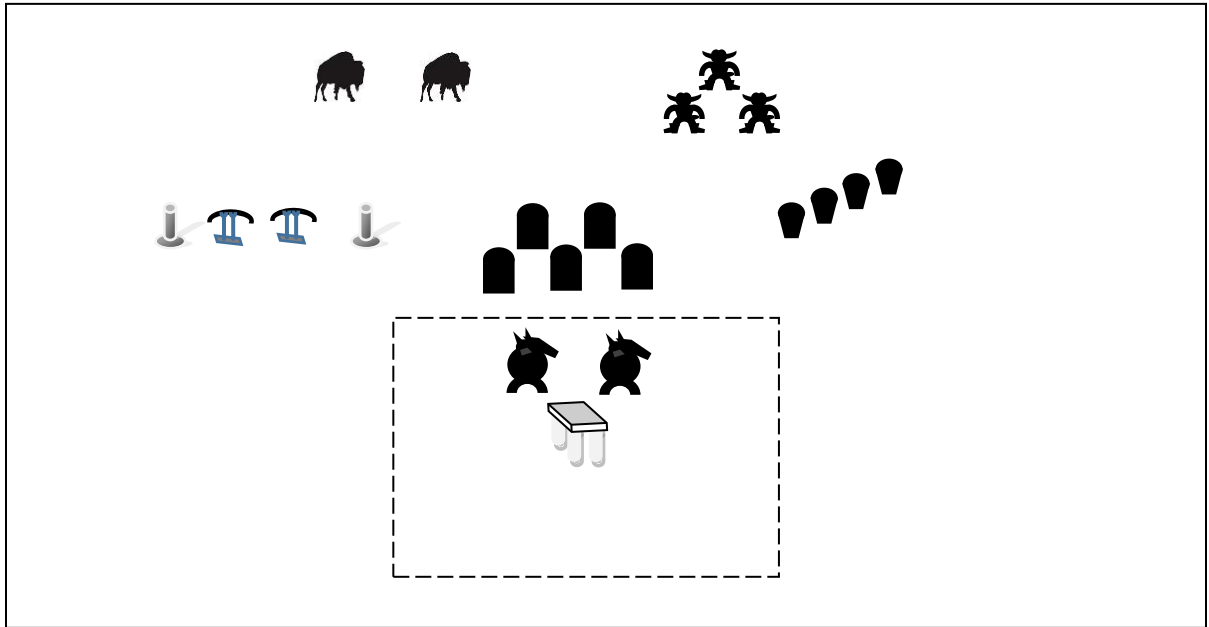


Story / Stage Description

**Shooter needs: 10 Pistol, 10 Rifle, and As Needed Shotgun.**

- 1) Shooter starts:** Hovering over start plate at left fence with rifle in hand. Shotgun staged on horse. **Shooter says: "Ready". ATB:** Engage the circles with two on the outside and three on the center circles in any order. Move to shotgun, make rifle safe, and knockdown poppers in any order. Make shotgun safe and move to fence. With pistols, engage as rifle. \*\*\* Decide if Double Mulligan is taken – See stage #3.
- 2) Shooter starts:** Hovering over start plate at right fence with rifle in hand. **Shooter says: "Ready". ATB:** Engage the squares with a double-tap sweep in either direction. Move to shotgun, make rifle safe, and knockdown poppers in any order. Make shotgun safe and move to fence. With pistols, engage as rifle. \*\*\* Take Double Mulligan if did not after stage #1 – See stage #3.
- 3) Double Mulligan:** After shooting stage one, shooter chooses to reshoot stage one, or opts to shoot stage two (2) times. The "Double Mulligan" stage on this bay will be entered as stage 3. **Shooter says: Double Mulligan when ready.**

Double Mulligan



Story / Stage Description

**Shooter needs: 10 Pistol, 10 Rifle, and As Needed Shotgun.**

- 4) **Shooter starts:** Standing at the table hands at side. Long guns staged on table and pistols holstered. **Shooter says: "Ready"**. **ATB:** Engage shooter's choice, rifle not last, as follows: Rifle – Lawrence Welch Sweep the (2) Buffalos starting on either target. Shotgun - Knockdown cylinders and knockoff snakes in any order. Pistols – Triple-tap the center tombstone and single the right/left two, then triple the center and single the opposite two. \*\*\* Decide if Double Mulligan is taken – See stage #6.
- 5) **Shooter starts:** Standing at the table hands at side. Long guns staged on table and pistols holstered. **Shooter says: "Ready"**. **ATB:** Engage shooter's choice, rifle not last, as follows: Rifle – Double-tap and outside Cowboy and triple-tap the center, then double the other outside and triple the center. Shotgun – knockdown popper any order. Pistols – Dirty Sweep the Tombstones starting from either direction. \*\*\* Take Double Mulligan if did not after stage #4 – See stage #6.
- 6) **Shooter starts:** After shooting stage four, shooter chooses to reshoot stage four, or opts to shoot stage five (2) times. The "Double Mulligan" stage on this bay will be entered as stage 6. **Shooter says: *Double Mulligan* when ready.**