

SILVER QUEEN MINE REGULATORS

June 21, 2009

Main Match

Ammunition Requirements:

81 Pistol

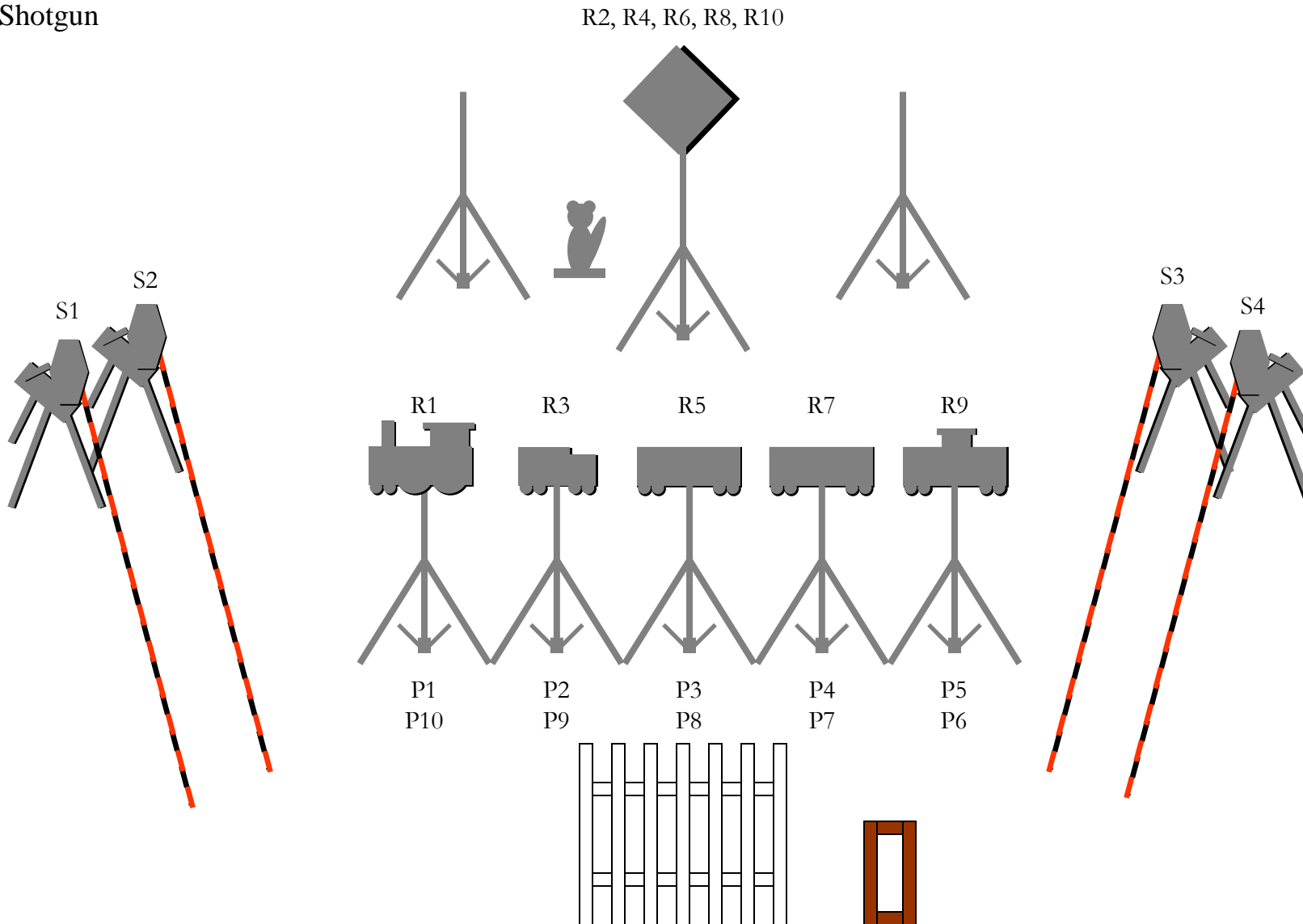
81 Rifle

24+ Shotgun

10 Pistol
10 Rifle
4+ Shotgun

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Stage 1

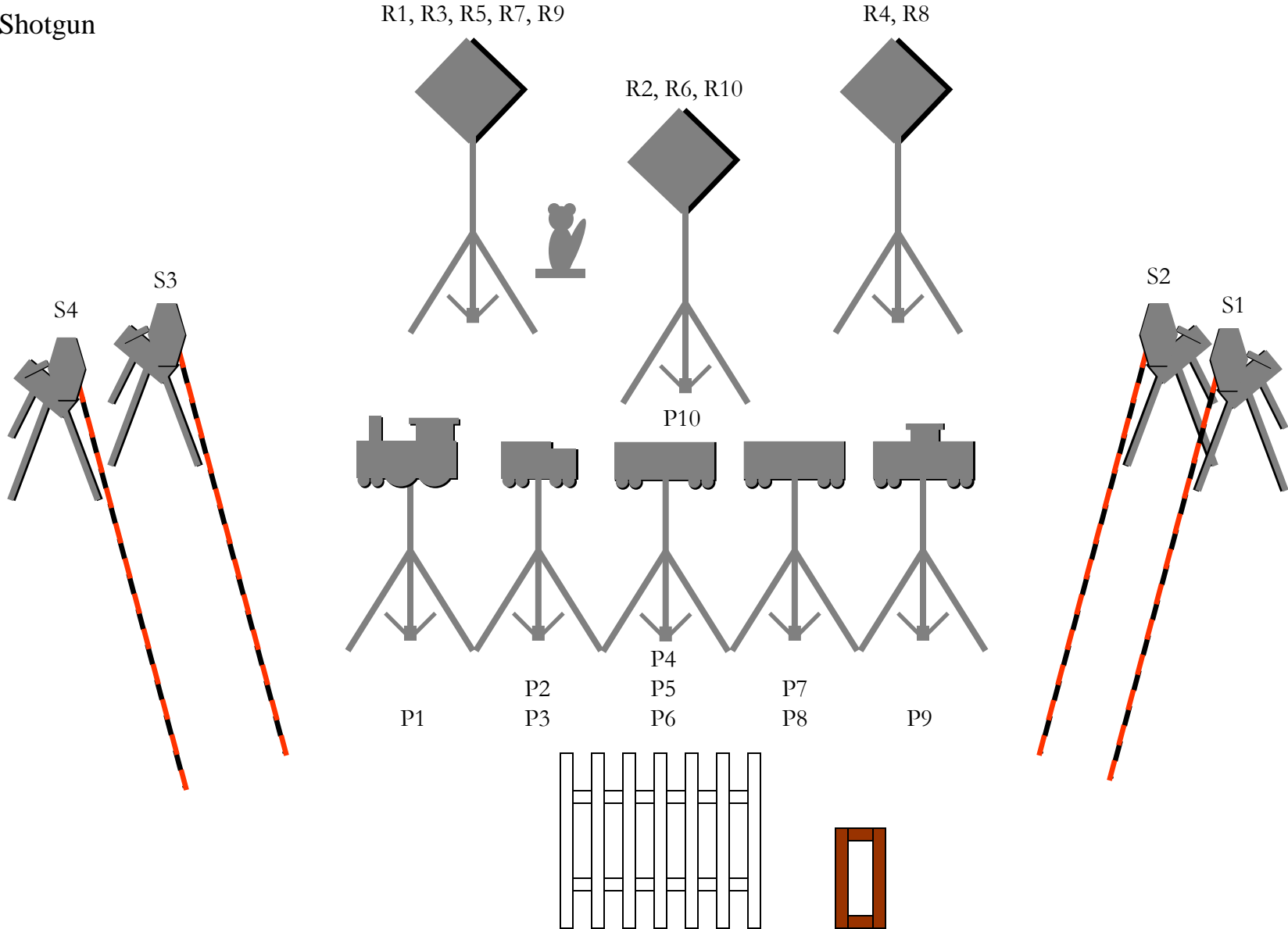


Start behind the Fence with Pistols holstered, Rifle and Shotgun staged on the Rack – Hands on Hat. Beep – Draw First Pistol and shoot as shown (Sweep), holster. Pick up Shotgun and shoot as shown (Sweep), return to Rack. Pick up Rifle and shoot as shown (Front – Back Alternate Sweep). Draw Second Pistol and shoot as shown (Reverse Sweep).

10 Pistol
10 Rifle
4+ Shotgun

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Stage 2

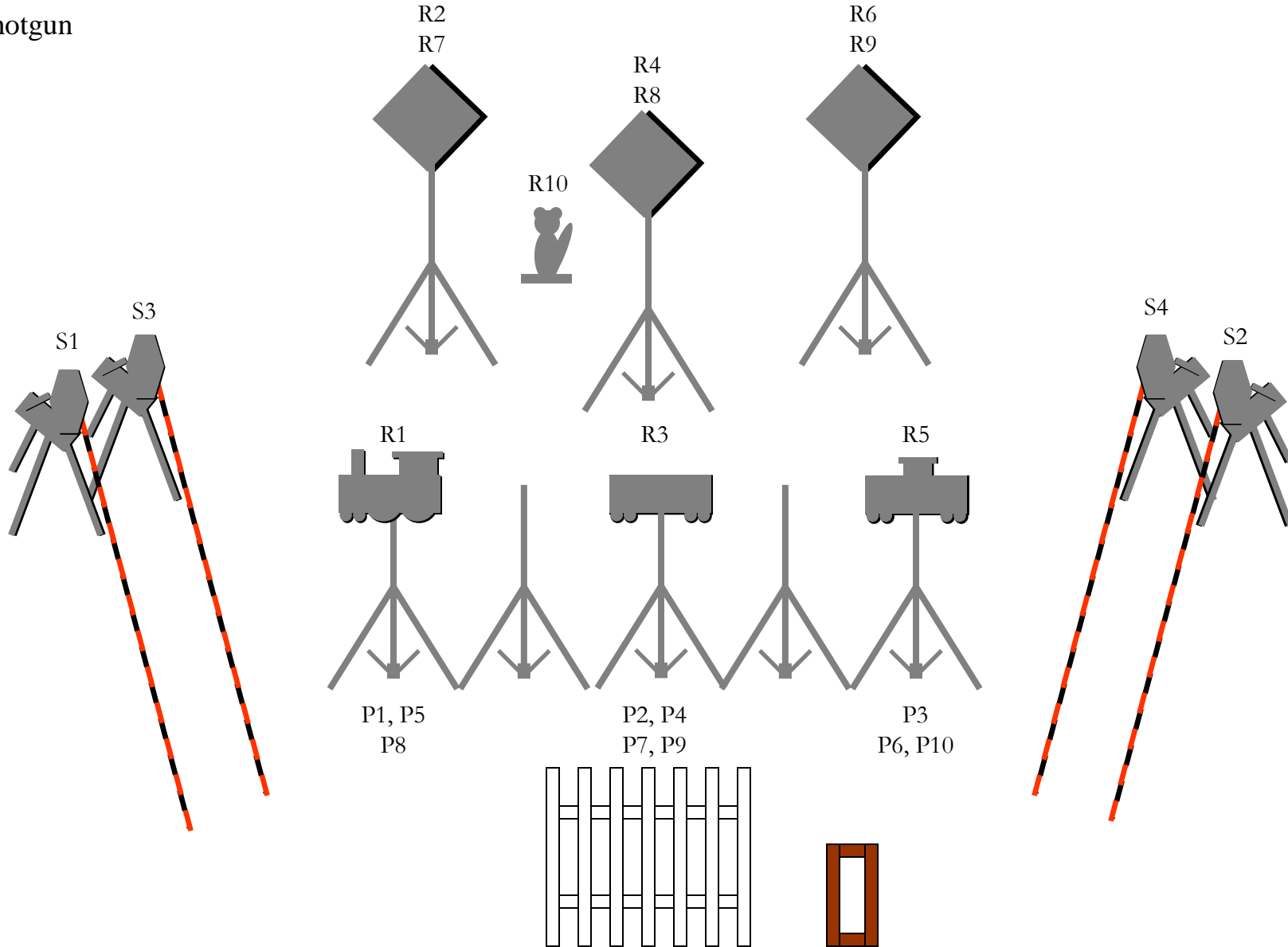


Start behind the Fence with Pistols holstered, Rifle and Shotgun staged on the Rack – Hands at side.
Beep – Draw First Pistol and shoot as shown (Pikes Peak Sweep, +Far Center), holster. Draw Second Pistol and continue. Pick up Shotgun and shoot as shown (Reverse Sweep), return to Prop. Pick up Rifle and shoot as shown (Lefty Sweep).

10 Pistol
10 Rifle
4+ Shotgun

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Stage 3

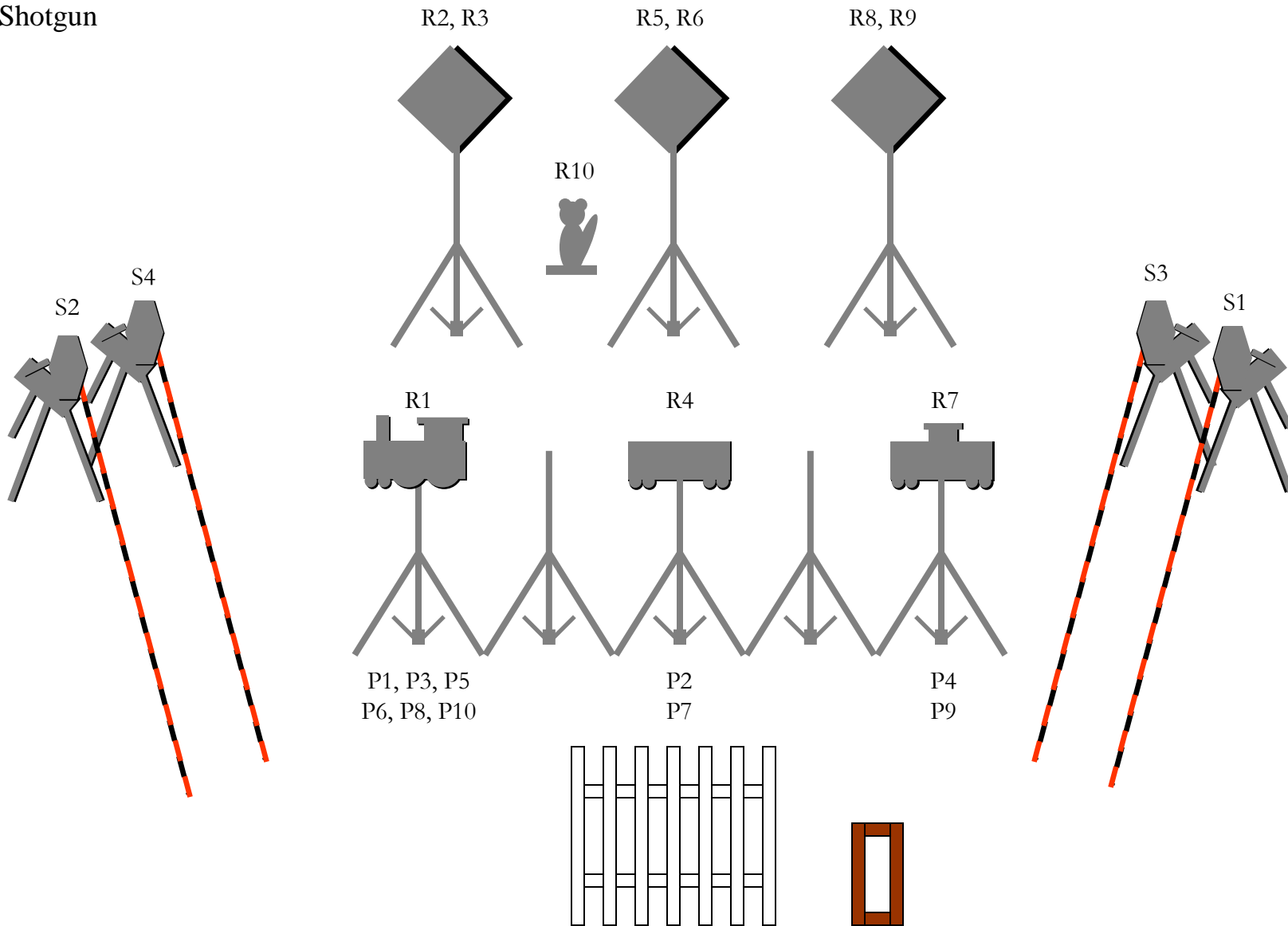


Start behind the Fence with Pistols holstered, Rifle and Shotgun on the Rack – Hands on the Fence. Beep – Draw First Pistol and shoot as shown (Nevada Sweep), holster. Pick up Shotgun and shoot as shown (Outside - Inside), return. Pick up Rifle and shoot as shown (Front – Back, Sweep, + Knockdown). Draw Second Pistol and shoot as shown (Reverse Nevada Sweep).

10 Pistol
10 Rifle
4+ Shotgun

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Stage 4

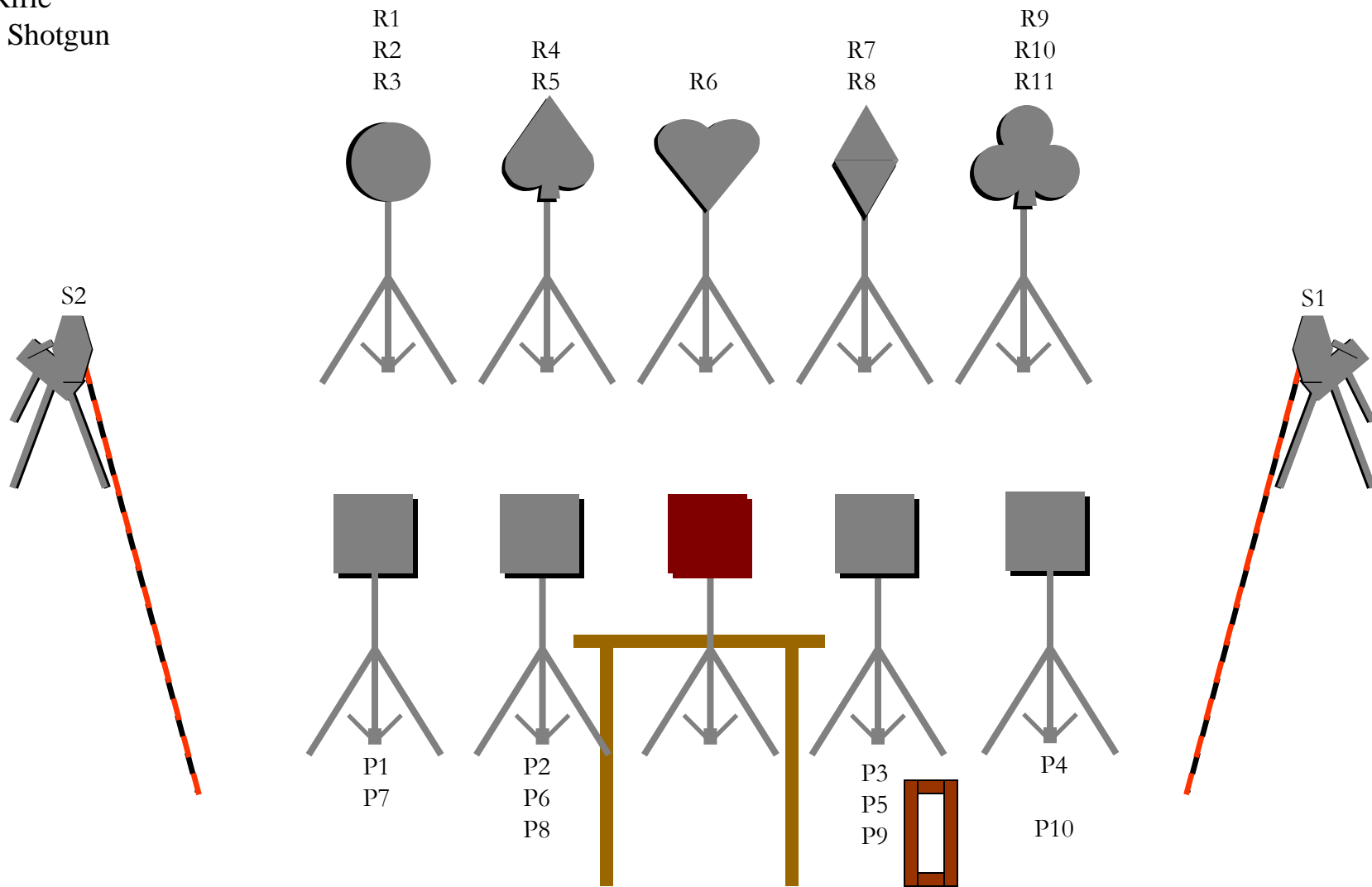


Start behind the Fence with Rifle and Shotgun staged on the Rack, 1st Pistol at 45 degrees. Shoot First Pistol as shown (Lefty Sweep), holster. Pick up Shotgun and shoot as shown (Reverse Outside - Inside), return to Rack. Pick up Rifle and shoot as shown (Front - Double Tap Back Sweep, + Knockdown). Draw Second Pistol and shoot as shown (Lefty Sweep).

10 Pistol
11 Rifle
2+ Shotgun

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Stage 5



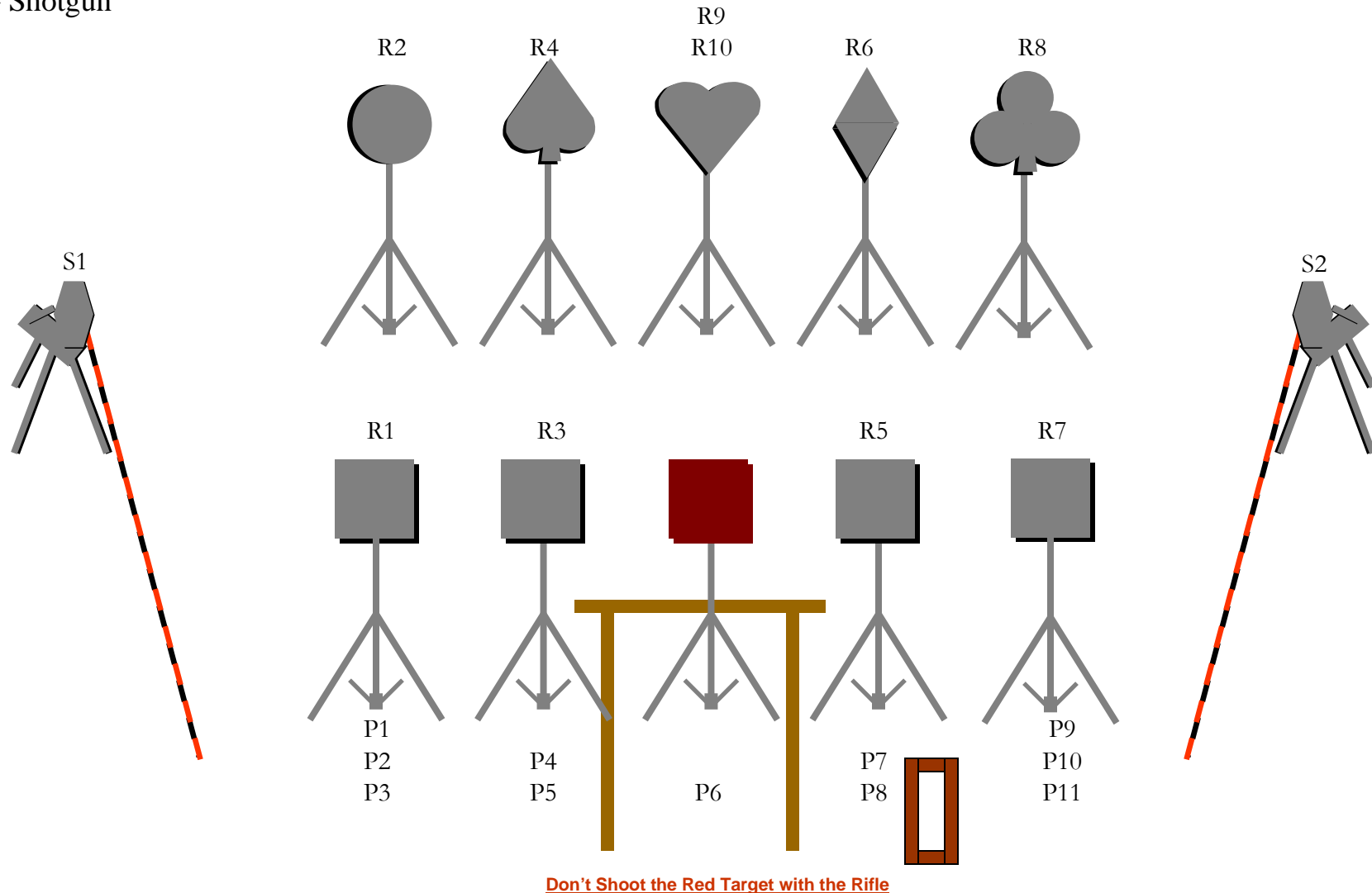
Don't Shoot the Red Target with a Pistol

Start behind the Mine with Pistols holstered, Rifle and Shotgun staged on the Rack – Hands on Hat. Beep – Draw 1st Pistol and shoot as shown (Continuous Nevada Sweep). Draw 2nd Pistol and continue the sweep. Pick up Rifle and shoot as shown (Grand Canyon Sweep). Return Rifle to Prop. Pick up Shotgun and shoot as shown (Right-Left).

11 Pistol
10 Rifle
2+ Shotgun

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Stage 6

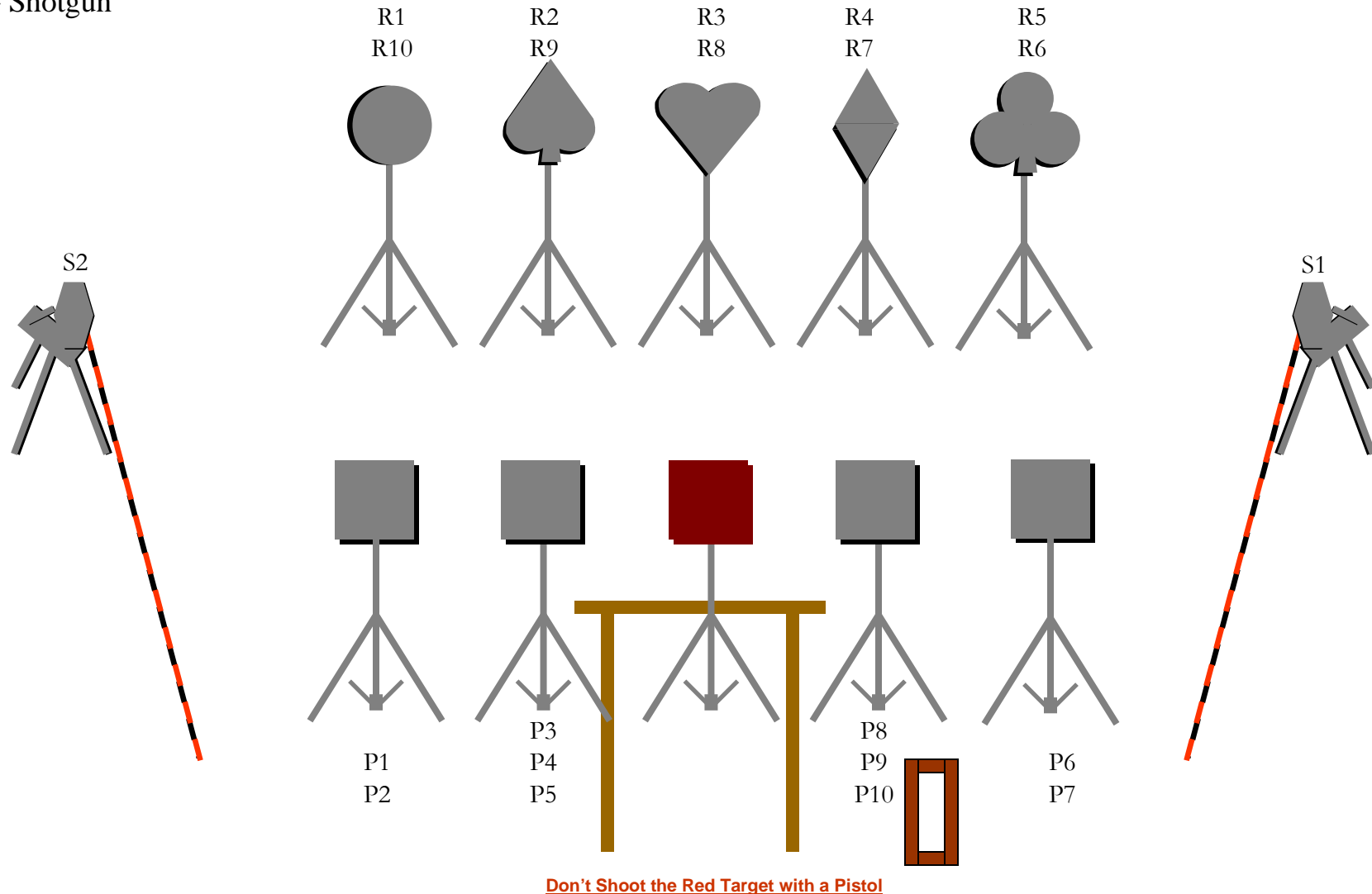


Start behind the Mine with Pistols holstered, Rifle and Shotgun staged on the Rack – Hands at Side. Beep – Draw 1st Pistol and shoot as shown (Grand Canyon Sweep). Draw 2nd Pistol and continue the sweep (11th Round may be loaded at any time, either gun). Pick up Rifle and shoot as shown (Front - Back Sweep +2 Center). Return Rifle to Prop. Pick up Shotgun and shoot as shown (Left - Right).

10 Pistol
10 Rifle
2+ Shotgun

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Stage 7

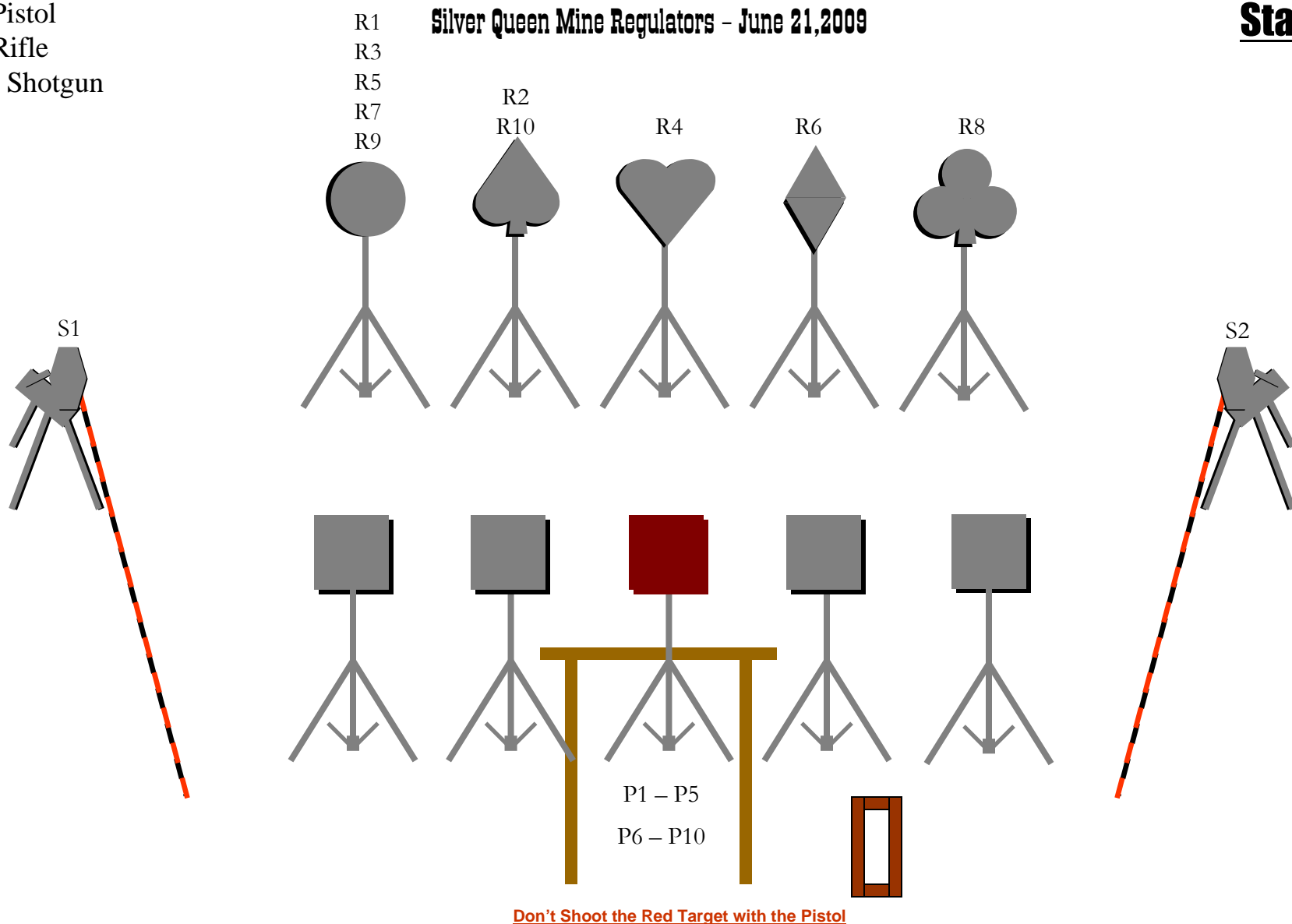


Start behind the Mine with Pistols holstered, Rifle and Shotgun staged on the Rack – Hands on Mine. Beep – Draw 1st Pistol and shoot as shown (2- 3) Holster. Pick up Rifle and shoot as shown (Dirty Sweep). Return Rifle to Prop. Pick up Shotgun and shoot as shown (Right - Left). Draw 2nd Pistol and shoot as shown (Reverse 2- 3).

10 Pistol
10 Rifle
2+ Shotgun

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Stage 8



Start behind the Mine with Pistols holstered, Rifle and Shotgun staged on the Rack – 1st Pistol at 45 Degrees. Beep shoot as shown (5 on 4, No Double Tap). Pick up Rifle and shoot as shown (Lefty Sweep). Return Rifle to Prop. Pick up Shotgun and shoot as shown (Left - Right). Draw 2nd and shoot as shown (5 on 4, No Double Tap).