

CANNING CLUB



LEVER ACTION RULE BOOK

November 11, 2025

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Document History

Curriculum Owner (Manager)	Work area/team responsible	Date created	Date endorsement
President Canning Club	Safety Officer	V2 12/10/2025	

Modification Table

Date modified (XX/XX/XX)	Modified by (Name)	Authorised by (Club President)	Modification details (Must be concise and include all relevant modification details – e.g. Originator of the change, rationale behind the change and the details of the change including what was removed/replaced)

The Rules and Regulations shown here will allow Lever Action matches to be run in an orderly, efficient and most importantly SAFE manner.

As a Canning Club Member or Official we all have a responsibility to read and know the Rules to ensure that we are familiar with the Courses of Fire, Equipment and Safety aspects of the Lever Action discipline within the Canning Club.

The range is cold! All firearms will be kept UNLOADED except on the firing line under the direct supervision of a Range Officer.

Always abide by the 4 International Firearm Safety Rules

Treat every firearm as if it is loaded.

Keep the Barrel pointed downrange at all times.

Keep your finger off the trigger until on target, on target on trigger, off target off trigger.

At the Canning Club off trigger means that your trigger finger is outside the trigger guard.

Identify your own target.

SECTION 1:

THE MATCH

The match consists of 50 + rounds across five (5) alternative courses of fire which are designated by the Range Officer.

The sequence of target engagement is explained to the shooter prior to commencing the serial, on the signal the shooter will engage the targets in the correct sequence.

A miss of a target will result in a five (5) second penalty being added to the shooters time for that serial.

Shooting the targets out of the nominated sequence will result in a ten (10) second penalty being added to the shooters time for that serial.

TARGETS

Targets consist of steel silhouettes and are placed at a minimum of ten (10) meters from the firing line on ranges 4, 5 and 6. Paper targets can be shot on ranges 3, 4, 5, 6 and 7, when shooting paper targets maximum calibre permitted is .357 magnum

LAYOUT OF STAGES

All courses of fire will be fired from the nominated firing line, identified by the Range Officer.

Firearm Ready Conditions

You will load the lever action rifle at the loading table and wait to be called to the firing line by the Range Officer, the lever must remain closed until directed by the Range Officer.

SECTION 2:

FIREARM SPECIFICATIONS PRINCIPLES:

RIMFIRE LEVER ACTION

Open to any Iron-sighted Rimfire Lever Action Rifle without optic sights. Fiber-optic sight inserts are specifically allowed. Lever Action Rifle firing .22 Long Rifle ammunition. Optics, Red Dot and Compensators are specifically allowed.

CENTERFIRE LEVER ACTION

Any Lever Action firing (.38 Special) or larger ammunition
This event has multiple equipment divisions as follows.

Open: This is the race division. All legal Lever Action Rifles are allowed. Optics and Compensators are specifically allowed.

Limited: Any iron-sighted Lever Action Rifles without a compensator or optical sight. Fiber optic inserts are specifically allowed.

GENERAL:

Minimum calibre allowable for centre fire is .45 calibre for steel otherwise .38. Any Rim fire in .22 Long rifle only.

Sights there shall be no restriction on sights or sight radius or the barrel length. There shall be no restrictions on the weight of the trigger pull, provided it functions safely and as originally intended.

Trigger shoes or extensions of any kind will not protrude beyond the dimensions of the trigger guard. Lever Action Rifle used in the match shall be serviceable and safe. Competitors Lever Action Rifle may be inspected at any time throughout the conduct of the competition, to ensure that it complies with the competition rules. One Lever Action Rifle only will be used by a competitor in all stages of a match. If during a match the original Lever Action Rifle becomes unserviceable, the competitor may continue to compete using another Lever Action Rifle, of the same calibre provided the competitor doesn't gain an advantage over their prior rifle.

AMMUNITION: Minimum calibre allowable for centre fire is .45 calibre for steel otherwise .38. Any Rim fire in .22 Long rifle only. All ammunition used must be safe. Any ammunition considered to be unsafe by the Range Officer must not be used. No replacement time will be allowed for ammunition failure, or failure of the lever action rifle to feed the ammunition. In the event of ammunition failure or malfunction you may rectify and continue to fire provided you can do so in the allocated time left but you can only fire the designated number of rounds each time the target faces. Jacketed ammunition is **NOT** to be used. Copper washed or Berry's projectiles may be used.

SECTION 3: EQUIPMENT & MODE OF DRESS.

SAFETY EQUIPMENT Ear and eye protection will be worn at all times by competitors when handling a firearm at the line and by persons who are in the vicinity of the firing line whilst shooting is underway.

Eye protection standard glasses will be excepted but impact resistant is recommended.

Hearing protection minimum **C5** grade electronic ear muffs are strongly recommended.

FOOTWEAR - It is required that enclosed shoes or boots, be worn at all times by a competitor whilst engaged in the competition and in the vicinity of the firing line.

MEDICAL EQUIPMENT: A competitor may wear or use medical equipment which may be seen as giving support. If a medical certificate confirming the competitors need to wear or use such a device for health reasons are submitted before a match to the Committee.

CLOTHING – Camouflage, pattern disruptive or high visibility clothing is not permitted. Competitor using such clothing will be asked to leave the range.

RANGE OFFICERS: Shall wear a Yellow Vest on the line for ease of identification

SAFETY OFFICERS: Shall wear an Orange Vest on the line for ease of identification

NEW MEMBERS: Shall wear a Blue Vest on the line for ease of identification

MEMBERS FROM OTHER CLUBS: Shall wear a Green Vest on the line for ease of identification

SECTION 4:

STAFFING REQUIREMENTS & DUTIES

The Range Officer is responsible for the overall conduct of the course of fire, briefing competitors & answering questions about the course of fire. They are responsible for the safe and efficient operation of the match directing the Safety officers and shooters in matters of safety and procedure.

Safety Officers will assist the Range Officer.

It is preferential to have one Safety Officer for each 5 competitors.

It is preferential to have one mentor for assistance for each new member (Blue Vest) on the line.

Scorer will score the results of each string of shots and record them in accordance with Canning Club requirements

It is recommended 3 spotters be used to identify misses.

SECTION 5: SCORING.

Lever Action Rifle Steel Match and Lever Action Rifle scoring is simple: your time is your score; lowest time wins.

Each stage consists of five targets, either steel plates, or s single paper targets. Each steel plate must be hit the number of times and in the nominated order. Competitors may fire as many rounds as they deem necessary for each string of fire. The worst string on each stage will be thrown out, and the total of the remaining times will be the competitor's score for that stage.

Maximum Time

The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor will be stopped and asked to prepare for their next string if they reach the 30 second limit.

The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

Sound-Actuated Timing: Sound-actuated timing uses conventional shot timers that “hear” each shot. The competitor's elapsed time stops with the last shot fired. Timers will not be backed up for multiple hits on the stop plate or hits after the stop plate. The time stops with the LAST SHOT FIRED.

Misses (Standard Plates)

Any standard plate which has not been hit before the stop plate will count as a Miss. Each Miss on a standard plate will result in a 5 second penalty, added to the competitor's time for that string.

When a Range Officer scores a miss, he must inform the competitor at the end of each string. It is the competitor's responsibility to appeal the decision at the end of that string. The Range Officer will go downrange to inspect the target.

If the bullet has left a clear mark on the edge or face of the plate, it will be scored as a hit. If there is no discernible mark, the Range Officer will consult the 3 spotters for clarification, if a consensus cannot be achieved it will be counted as a hit.

SECTION 6:

SAFETY VIOLATIONS

A Safety violation will disqualify the competitor from further participation in the competition. Safety Violations will include but not limited to the following:

- Unauthorised discharge
- Dropping an unloaded rifle
- Leaving the firing line with a loaded rifle
- Casing a rifle that has not been cleared.
- Engaging the trigger while at the ready position
- Accidental discharge while at the ready will result in Match DQ
- Handling live ammunition in the safety area
- Allowing the rifle to swing from the down range position excessively while loading, clearing or correcting a malfunction.
- Finger in the trigger guard during reload, unloading or during remedial action will result in Match DQ.

BREACHES OF SAFETY

This is a breach of safety where the possibility of injury is high. A breach of safety requires automatic disqualification from the match. They are not limited to the following.

- Pointing a loaded rifle up range
- Dropping a loaded rifle
- Picking up a dropped loaded rifle
- Any shot into the ground less than 2 metres down range from the firing line
- Consumption of alcohol or non-prescription drugs before or during competing in a match

SECTION 7: RANGE PROCEDURES

The Range officer will brief the competitors on the course of fire to be shot. Range Commands “**SHOOTER DO YOU UNDERSTAND THE COURSE OF FIRE?**”,

The range officer will give the next command. “**STANDBY**” - the competitor must remain at the ready until the cue to commence fire is given. The command will be given as an audible start signal. “**CEASE FIRE**” after the designated time will be given as a verbal command.

When completed the serial, the Range Officer will direct the competitor to the unloading table, where the Range Officer will clear the firearm.

Once the firearm is cleared the range officer will then give the command to “**PICK UP BRASS**”, Competitors may not return to the bench. The Range Officer will then give the command, “**RANGE CLEAR**” the competitor may now move forward and perform their duties and reset the targets.

SECTION 8: COMPETITORS

It is the competitor’s responsibility to ensure that their equipment meets the rules and is serviceable. In the event of a malfunction of the firearm and the malfunction can be rectified before the end of the time limit for that detail, the competitor may continue until the time limit expires for that detail. All competitors and their guest will behave in a sportsman like manner. In the event of boisterous or disruptive behaviour the range officer shall caution the offender once and should there be a repetition of such conduct the offender if a competitor they shall be disqualified and asked to leave the firing line. If a guest or spectator they shall be asked to leave the range. It is the competitor’s responsibility to ensure that they understood the course of fire.

A junior competitor shall be any member aged between 12 to 17 years; they are to have a one on supervisor on the line at all times in accordance with Section 31 Firearms Act 2024.

STUCK LIVE ROUND:

MANDATORY RULE: In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is taken to the unloading table to be made safe and removed from the range for repairs.

SECTION 9: CATEGORIES

LADY Competitors identifying as female.

JUNIOR All competitors 13-17 years old on the first day of the event qualify.

NOTE: AS per section 31 WA Firearms Act 2024 All competitors under the age of 18 must be accompanied by their parent or guardian throughout the competition. And are to supervise their conduct on the line. All Junior competitors must be able to safely handle a loaded firearm. A LSF211 Declaration for Unverified Persons must be signed by both the competitor and their parent or legal guardian

SENIOR All competitors who are 55-64 years of age on the first day of the event qualify

SUPER SENIOR All competitors who are 65-69 years of age on the first day of the event qualify

DISTINGUISHED SENIOR All competitors who are 70 years of age or older on the first day of the event qualify

NOTE: The table above represents the minimum category awards the match director should recognize. The match director has the discretion to add additional category awards such as "Lady High Senior" or "Veteran", etc. provided category recognition minimums are met.

SECTION 10: STAGE BRIEFING:

Make all guns safe for all stages.

Revolvers from leather are to be returned to leather.

Revolvers will be loaded with 5 rounds each and holstered unless specified by stage description.

Rifle will be loaded per stage requirements with hammer down on an empty chamber.

All shotguns will be staged with the action open and chamber empty.

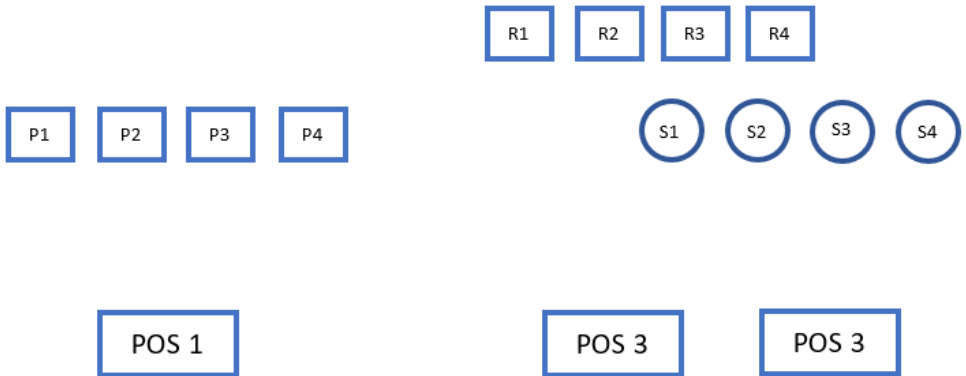
The shooter will carry enough shotgun ammunition on person to complete the stage.

The shooter must be within arm's reach of the position and have at least one foot behind the table / position.

SECTION 11: COURSES OF FIRE

CANNING CLUB

STAGE ONE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 3.

Sequence: Revolver – Rifle – Shotgun.

Start: Shooter standing upright at position 1 with hands at sides

Shooter indicates when ready

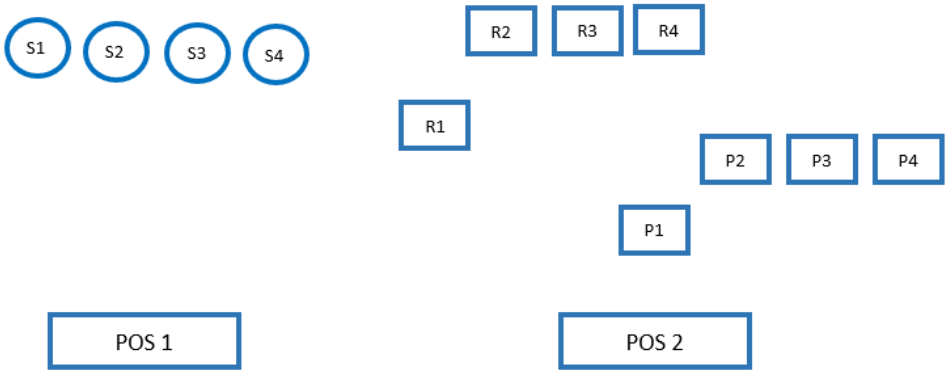
On Signal:

From Position 1 engage the 4P targets in a 2-3-3-2 sweep starting at either end.

From Position 2 engage the 4R targets in a 2-3-3-2 sweep starting at either end.

From Position 1 engage the 4S targets in a 2-3-3-2 sweep starting at either end

STAGE TWO



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 1.

Sequence: Shotgun – Rifle – Revolvers.

Start: Shooter standing at position 1 with shotgun in hand

Shooter indicates when ready

On Signal:

From Position 1 engage the 4S targets in any order.

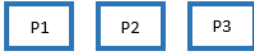
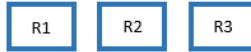
From Position 2 engage the 4R targets with two rounds on R1 and one round each on R2 to R4, repeat for ten rounds.

From Position 2 engage the 4P targets in with same instructions as rifle.

NOTE: Rifle may be staged and fired from position 1 on match day depending on target placement. Targets 2, 3 and 4 will be large targets.

If target placement will allow, the stage will be written as above.

STAGE THREE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 1R.

Sequence: Shotgun – Rifle – Revolvers.

Start: Shooter standing at position 1L or 1R with hands at side
Shooter indicates when ready

On Signal:

From Position 1L with Revolvers put two shots on the middle target then sweep the three Revolver targets from either end for a total of ten rounds.

From Position 2 engage the rifle targets using same instructions as Revolver.

From Position 1R engage shotgun targets in any order

STAGE FOUR



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 3.

Sequence: Shotgun – Rifle – Revolvers.

Start: Shooter standing at position 3 with hands flat on the table

Shooter indicates when ready

On Signal:

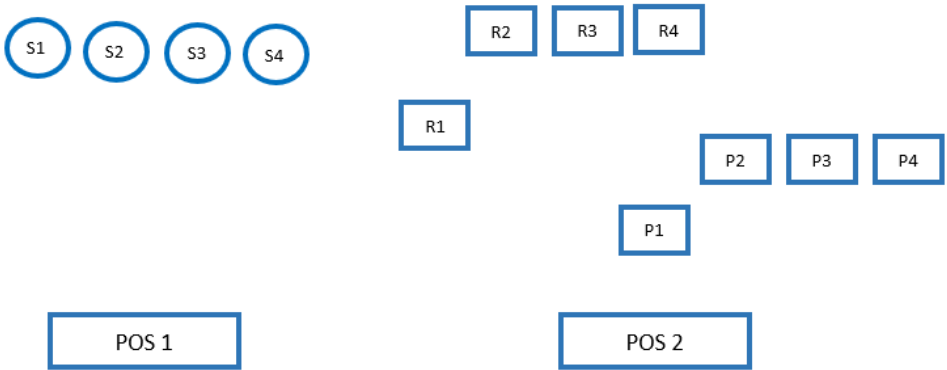
From Position 3 engage shotgun targets in any order.

From Position 2 engage the rifle targets in a PROGRESSIVE SWEEP starting from either end.

From Position 1 engage Revolver targets in a PROGRESSIVE SWEEP starting from either end

NOTE: PROGRESSIVE SWEEP = 1-2-2-3-3-3-4-4-4-4

STAGE FIVE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 1

Sequence – Revolver – Rifle - Shotgun.

Start: Shooter standing at position 2 with hands on hat.

Shooter indicates when ready

On Signal:

From Position 2 engage Revolver targets in following order;

P1 with one round

P2 with three rounds

P3 with three rounds

P4 with three rounds

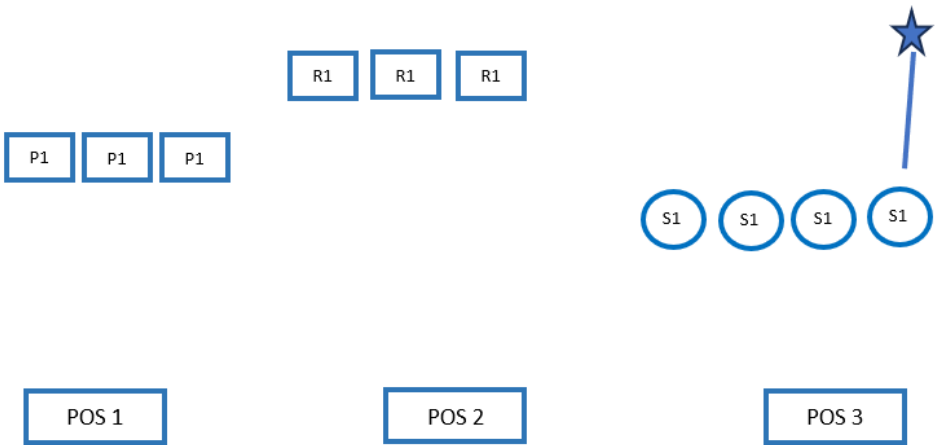
From Position 2 engage the rifle targets same as Revolver.

From Position 1 engage shotgun targets in any orders.

NOTE: Rifle may be staged and fired from position 1 on match day depending on target placement. Targets 2, 3 and 4 will be large targets.

If target placement will allow, the stage will be written as above.

STAGE SIX



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle Staged at position 2.

Open empty Shotgun staged at position 3.

Sequence: Shotgun – Rifle – Revolvers.

Start: Shooter standing at position 1 with hands on Revolvers.

Shooter indicates when ready

On Signal:

From Position 1 with Revolvers engage in a double tap continuous Nevada sweep.

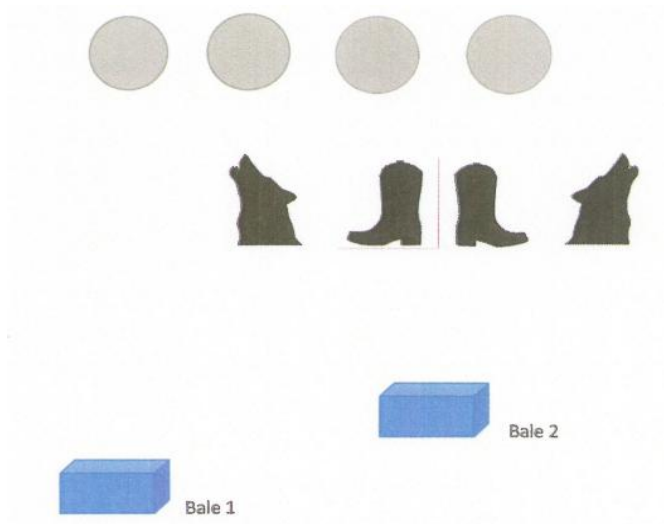
From Position 2 with rifle engage in a double tap continuous Nevada sweep.

From Position 3 engage any two shotgun knockdown targets, and the activator target in any order.

VAQUEROS

STAGE ONE

Range 4



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle at the port arms

Open empty Shotgun staged Bale 2.

Sequence: Rifle – Revolver – Shotgun.

Start: Shooter standing behind Bale 1, Rifle at the port arms.

Shooter indicates when ready

On Signal:

Engage 4 rifle targets in a “Badger Sweep”

(1, 2, 3, 4... 1,2,3.... 1,2.... 1)

Move to bale 2 stage rifle.

With Revolver engage four targets same as rifle

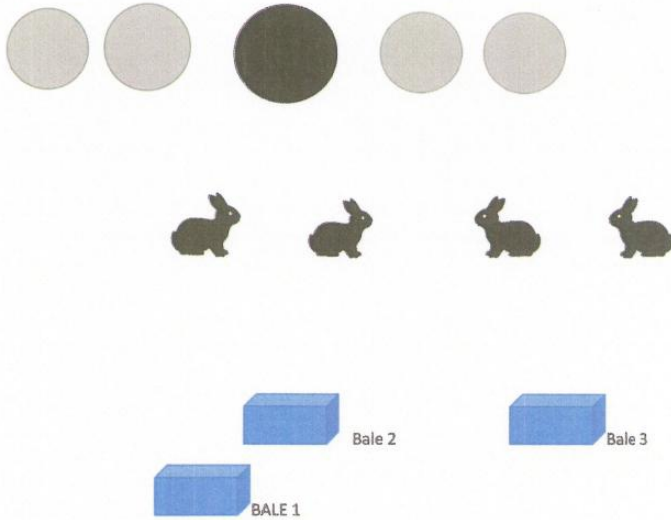
(1, 2, 3, 4... 1,2,3.... 1,2.... 1)

Pick up shotgun engage 2 cowboy boots knockdown, then 2 wolf knockdown

STAGE COMPLETE

STAGE TWO

Range 4



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle staged Bale 1

Open empty Shotgun staged Bale 2.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing behind Bale 1, hands on Revolvers.

Shooter indicates when ready

On Signal:

Pick up the rifle engage two left targets with double tap then single round on centre.

(11, 22, 3, 55, 44, 3)

Move to bale 2 stage rifle.

With shotgun engage two rabbit knockdown and stage shotgun

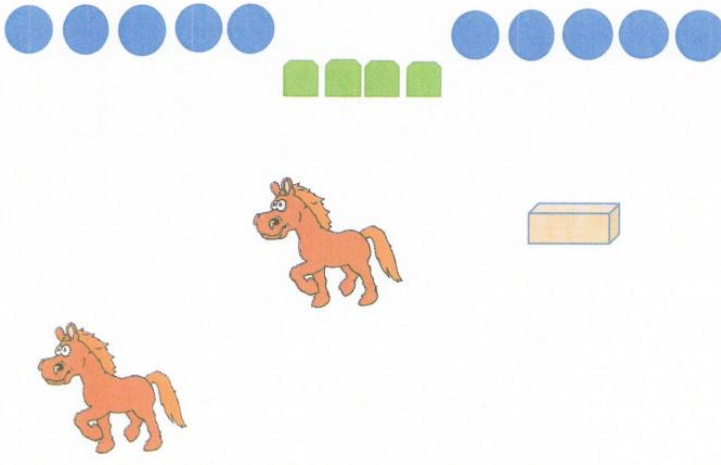
With Revolvers engage 5 targets same sequence as rifle (11, 22, 3, 55, 44, 3)

Move to bale 3 engage two Rabbit knockdown

STAGE COMPLETE

STAGE THREE

Range 5



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on closest horse.

Open empty Shotgun staged on closest horse.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing behind Closest horse, hands on horse.

Shooter indicates when ready call out ***“Indians”***

On Signal:

Pick up the rifle and engage all five left targets, two rounds each

Stage rifle on horse, pick up shotgun and move to second horse

With shotgun engage all four knockdown targets

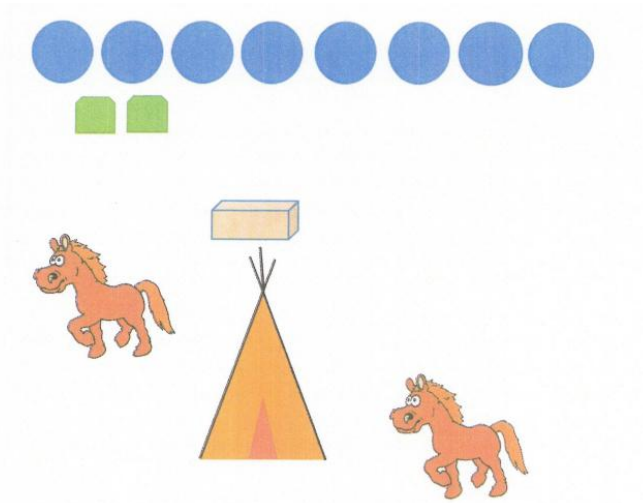
Stage shotgun on second horse

Move to table and with Revolvers engage 5 targets 2 rounds each target

STAGE COMPLETE

STAGE FOUR

Range 5



8 Revolver – 8 Rifle – 2+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on closest horse.

Open empty Shotgun staged on closest horse.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing behind Closest horse, hands on horse.

Shooter indicates when ready call out ***“I only have eight”***

On Signal:

Pick up the rifle and engage all eight targets

Stage rifle on horse, pick up shotgun and move forward to second horse

With shotgun engage two knockdown targets

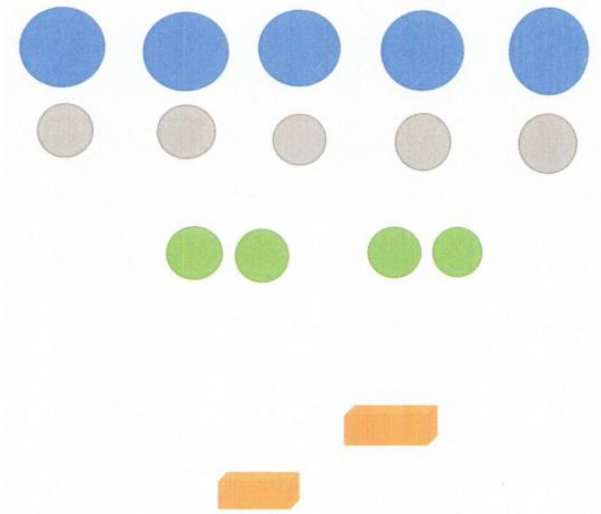
Stage shotgun on second horse

Move to bale and with Revolvers engage all eight targets

STAGE COMPLETE

STAGE FIVE

Range 6



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle held at the port arms.

Open empty Shotgun staged on second bale.

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at first bale.

Shooter indicates when ready call out *“Here we go again”*

On Signal:

Engage all five targets, left to right and then right to left.

Move forward to second bale and stage rifle

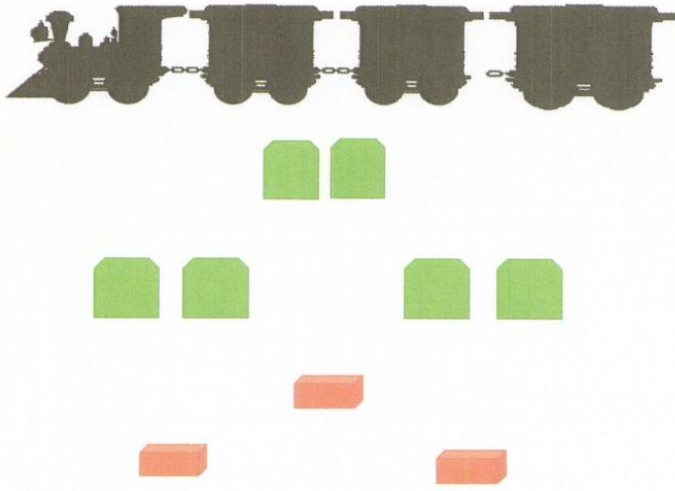
With Revolvers engage five targets same as rifle

Pick up shotgun and engage four knockdowns – two inside, two outside

STAGE COMPLETE

STAGE SIX

Range 6



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on table

Open empty Shotgun staged on table

Sequence: Rifle – Shotgun – Revolver – Shotgun

Start: Shooter standing at first bale.

Shooter indicates when ready call out ***“The train is not moving”***

On Signal:

Pick up rifle and engage four targets with Tax Office Sweep.

(1 on 1 – 2 on 2 – 3 on 3 – 4 on 4)

Stage rifle and pick up shotgun engage two knockdowns.

Move to next position, stage shotgun.

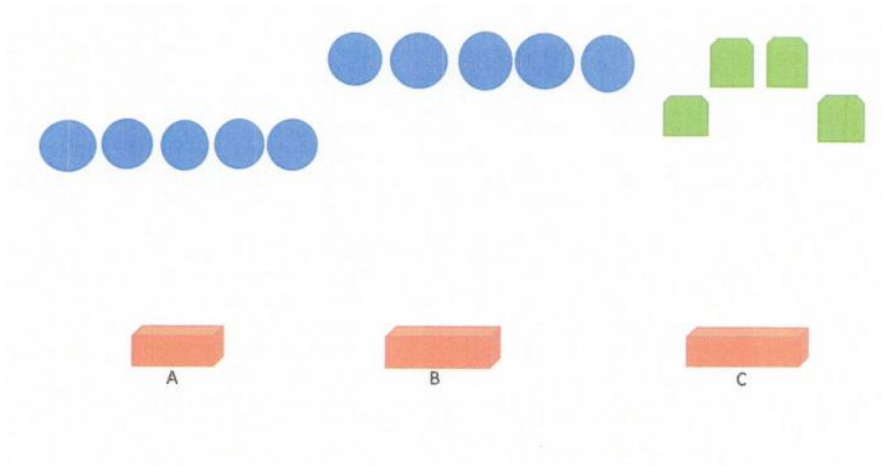
With Revolvers engage four targets same as rifle.

Pick up shotgun engage two knockdowns.

STAGE COMPLETE

STAGE SEVEN

Range 4



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on Bale B.

Open empty Shotgun staged on Bale C

Sequence: Revolver – Rifle – Shotgun

Start: Shooter standing at Bale A, hands on hat.

Shooter indicates when ready call out *“It’s a dirty sweep”*

On Signal:

With Revolvers engage five targets either end sweep one round on each plate twice.

Move to Bale B.

Pick up rifle engage five targets either end sweep one round on each plate twice.

Stage rifle, move to Bale C.

Pick up shotgun engage four knockdowns, two front and then two rear.

STAGE COMPLETE

STAGE EIGHT

Range 5



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle in hand.

Open empty Shotgun staged on Bale 3

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing behind bale 1, rifle in hand.

Shooter indicates when ready call out ***“Eggs for everyone”***

On Signal:

With rifle engage 3 targets in following order;

(1 on 1, 1 on 2, 1 on 3, 1 on 1, 1 on 3 then repeat)

Stage rifle at bale 1.

Move to bale 2

With Revolvers engage three targets same as rifle, holster.

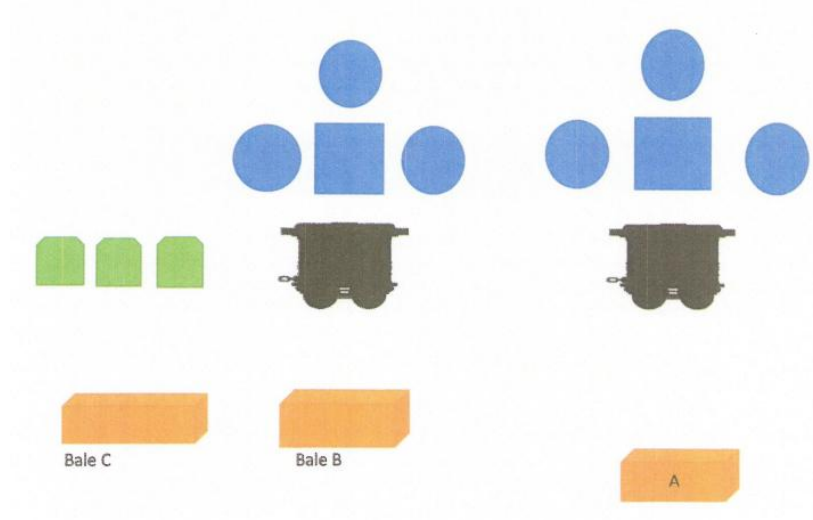
Move to bale 3

With Shotgun engage all four knockdowns front to back.

STAGE COMPLETE

STAGE NINE

Range 6



10 Revolver – 10 Rifle – 3+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on Bale A

Open empty Shotgun staged on Bale C

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at bale A, “Texas Surrender”.

Shooter indicates when ready call out **“It’s Time”**

On Signal:

With rifle engage targets with nine rounds starting on Ore Cart – Clockwise direction, tenth round on centre square

Stage rifle at bale A.

Move to bale B,

With Revolvers engage targets same as rifle, holster.

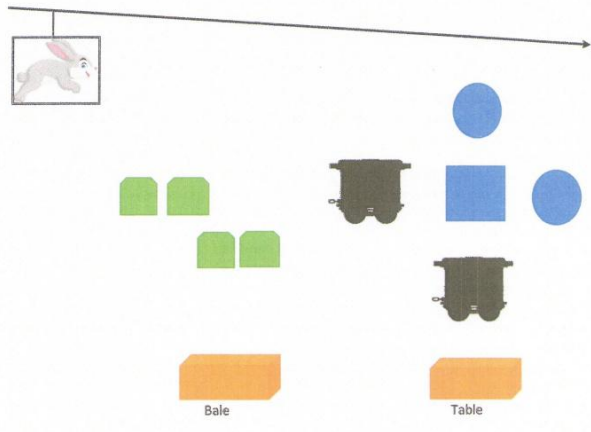
Move to bale C,

With Shotgun engage all three knockdowns.

STAGE COMPLETE

STAGE TEN

Range 6



5 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers holstered.

Rifle staged on Bale.

Open empty Shotgun staged on Bale.

Sequence: Revolver – Rifle – Shotgun

Start: Shooter standing behind bale 1, rifle in hand.

Shooter indicates when ready – throw stick of dynamite into grave yard, hands flat on table

On Signal:

With Revolver engage lower ore cart “Nevada Sweep” vertically (Five Rounds), then engage left ore cart “Nevada Sweep” horizontally (Five Rounds), Holster

Move to bale.

Pull rope to release Easter Bunny, and with rifle engage running Bunny with five rounds (*Rabbit will be scored and patched, only hits on rabbit count*)

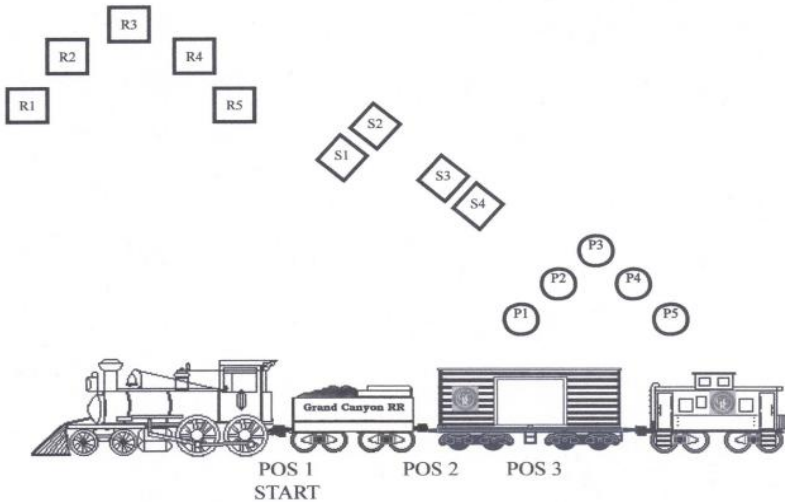
Stage rifle on bale

With Shotgun engage all four knockdowns in any order.

STAGE COMPLETE

CITY SLICKERS

STAGE ONE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and open, staged at POS 2.

Open empty Shotgun staged at POS 1 or POS 3

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing upright with hands on revolvers.

Shooter indicates when ready call out ***“This Train ain’t goin’ nowhers!”***

On Signal:

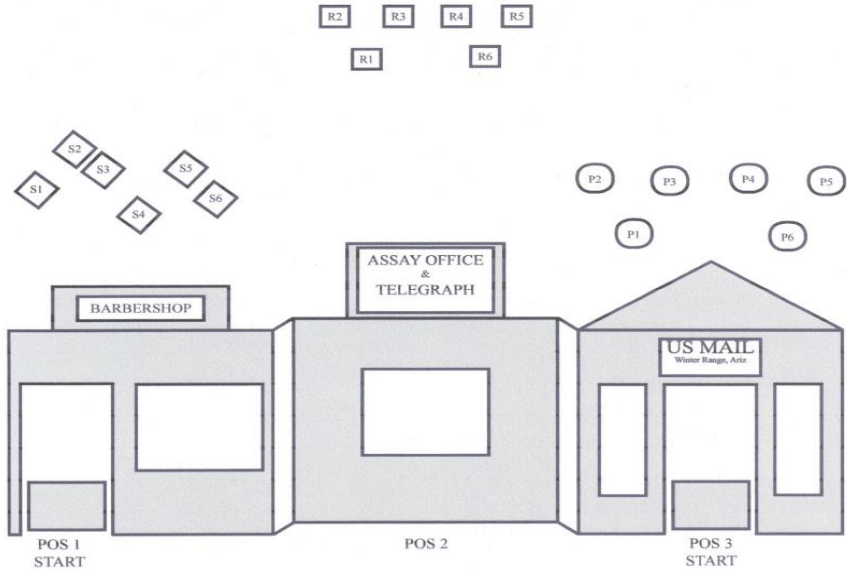
From POS 1 with rifle engage R1 to R5 with a “Misty Mozie” sweep from either direction - (1, 2, 4, 2, 1), make safe, stage rifle at POS 1. Move to POS 2.

From POS 2 with shotgun engage S1 to S4, make safe, Stage shotgun at POS 2. Move to POS 3

From POS 3 with revolver engage P1 to P5 as per rifle instruction, make safe, re-holster

STAGE COMPLETE

STAGE TWO



10 Revolver – 10 Rifle – 6+ Shotgun.

Staging: *Stages may be engaged from right to left or left to right – Rifle not last*

Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and open, staged at POS 2.

Open empty Shotgun staged at POS 1 or POS 3

Sequence: Shotgun – Rifle – Revolver

Start: Shooter standing upright with hands on door frame.

Shooter indicates when ready.

On Signal:

From POS 1 (POS 3) with shotgun engage S1 TO S6, make safe, stage shotgun.

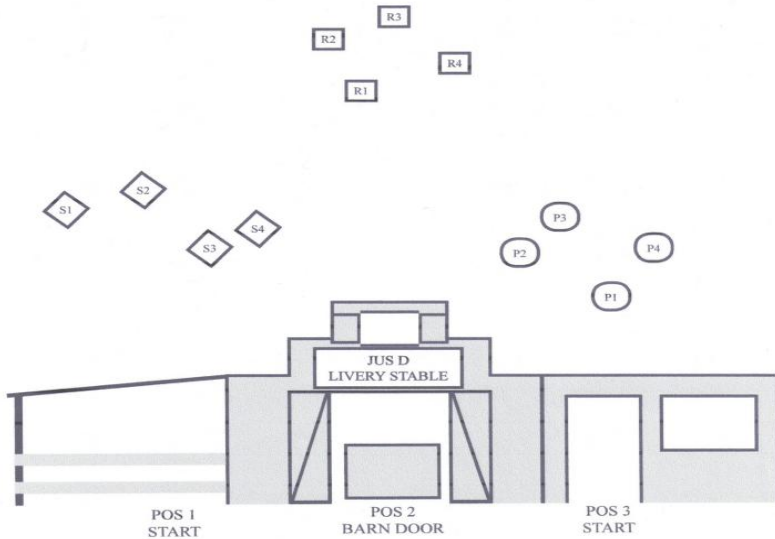
Move to POS 2.

From POS 2 with rifle engage R 1 TO R 6 three time each, make safe, Stage rifle at POS 2. Move to POS 3

From POS 3 (POS 1) with revolver engage P1 to P6 as per rifle instruction, make safe, re-holster

STAGE COMPLETE

STAGE THREE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: *Stages may be engaged from right to left or left to right – Rifle not last*
Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and open, staged at POS 2.

Open empty Shotgun staged at POS 1 or POS 3

Sequence: Shotgun – Rifle – Revolver

Start: Shooter standing upright with hands on door frame.

Shooter indicates when ready call out *“They’re try’n to steal the horses!”*

On Signal:

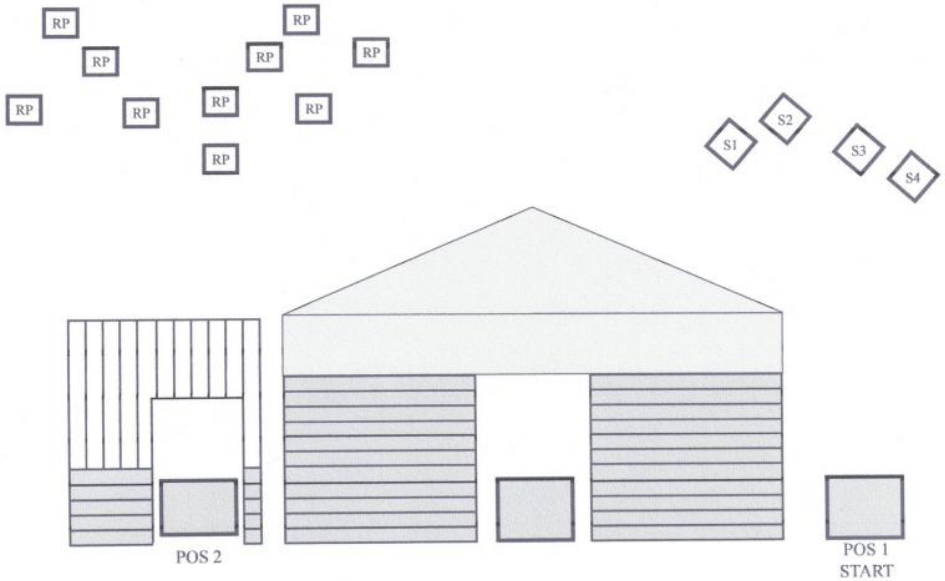
From POS 1 (POS 3) with shotgun engage S1 to S4 , make safe, stage shotgun.
Move to POS 2.

From POS 2 with rifle alternate between R1 and R3 for five rounds and then R2 and R4 for five rounds, starting with either target and either pair, make safe,
Stage rifle at POS 2. Move to POS 3

From POS 3 (POS 1) with revolver engage P targets as per rifle instruction, make safe, re-holster

STAGE COMPLETE

STAGE FOUR



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and open, staged at POS 2.

Open empty Shotgun staged at POS 1 or POS 3

Sequence: Shotgun – Rifle – Revolver

Start: Shooter standing at POS 1 with open empty shotgun in hands.

Shooter indicates when ready.

On Signal:

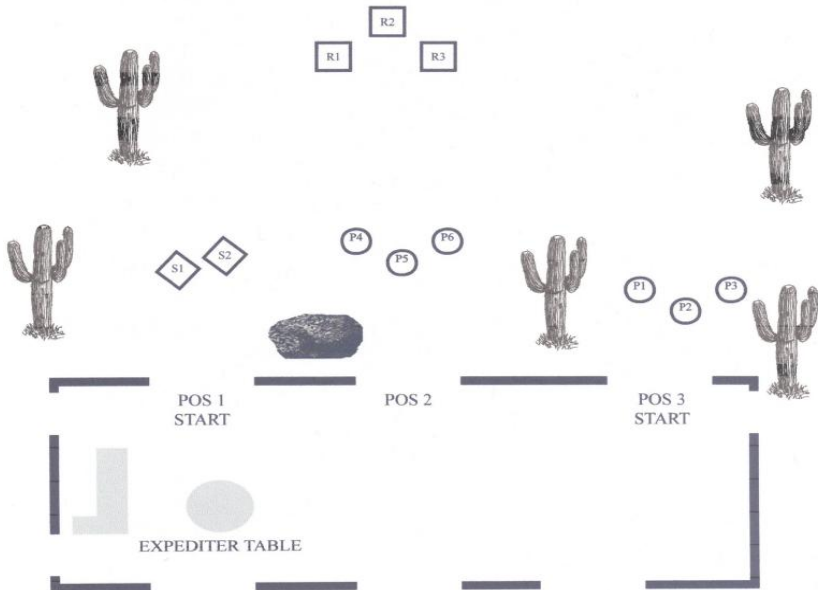
From POS 1 with shotgun engage S1 to S4, make safe, stage shotgun. Move to POS 2.

From POS 2 with rifle engage RP1 to RP10 one round each, make safe, Stage rifle at POS 2.

From POS 2 with revolver engage RP1 to RP10 one round each, make safe, re-holster

STAGE COMPLETE

STAGE FIVE



10 Revolver – 10 Rifle – 2+ Shotgun.

Staging: *Stages may be engaged from right to left or left to right – Rifle not last*

Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and open, staged at POS 2.

Empty Shotgun staged at POS 1 or POS 3

Sequence: Shotgun – Rifle – Revolver

Start: Shooter standing at POS 1 or POS 3 with hands at side.

Shooter indicates when ready call out *"It's like playing cards with my sisters' kids"*

On Signal:

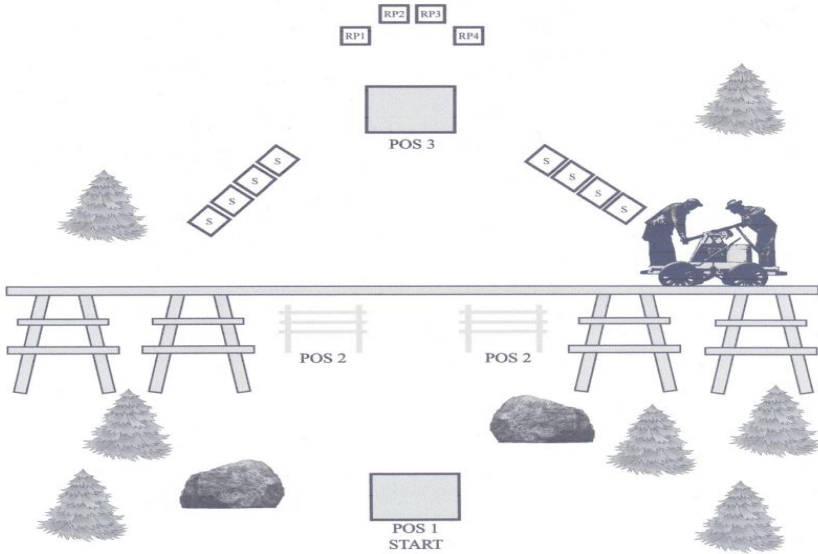
From POS 1 (POS 3) with shotgun engage S1 to S4, make safe, stage shotgun.
Move to POS 2.

From POS 2 with rifle engage R2 twice, then sweep R1 – R3 once from either end, repeat course of fire, make safe, Stage rifle at POS 2.

From POS 3 (POS 1) with revolver engage P5 twice then sweep P4-P6 once from either end, then engage P2 twice then sweep P1-P3 once from either end, make safe, re-holster

STAGE COMPLETE

STAGE SIX



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds held in both hands

Open empty Shotgun staged at either POS 1.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing at POS 1 with rifle held in both hands.

Shooter indicates when ready.

On Signal:

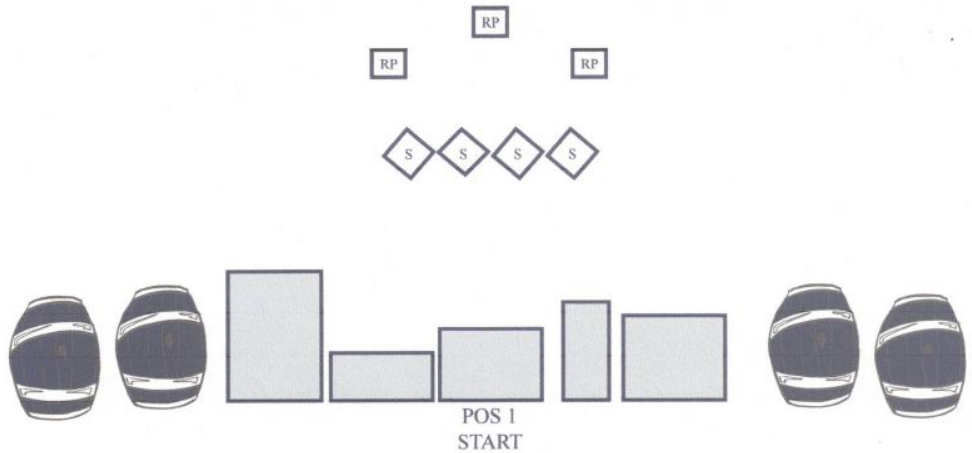
From POS 1 with rifle engage RP1 to RP4 with regressive sweep starting at either end (4,4,4,4,3,3,3,2,2,1), make safe vertically, retrieve shotgun. Move to POS 2.

From POS 2 with shotgun engage any four S targets, cannot be engaged past the fence. One round each, make safe, Stage rifle at POS 3.

From POS 3 with revolver engage RP1 to RP4 with same instruction as rifle, make safe, re-holster

STAGE COMPLETE

STAGE SEVEN



10 Revolver – 10 Rifle + 1 Reload – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each.

Rifle loaded with ten rounds and open.

Open empty Shotgun.

ALL STAGED ON THE BOX

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at POS 1 hands anywhere other than touching their guns.
Shooter indicates when ready. ***“All my guns are on the table!”***

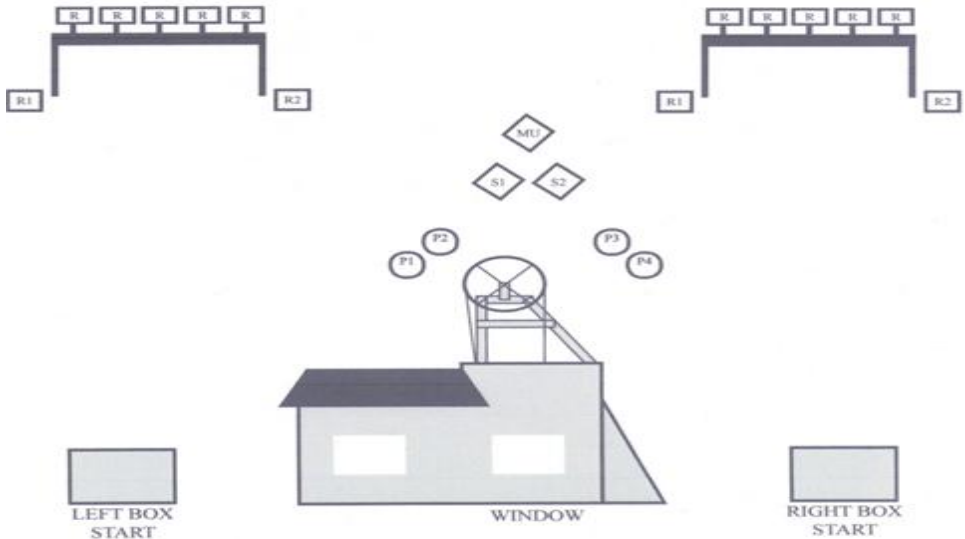
On Signal:

Using Rifle and revolver as necessary, and in any order engage each RP target 7 times, reloading the rifle at any time after the first shot, revolvers may be reholstered or placed back on the table after use.

Picking up shotgun engage targets S1 to S4,

STAGE COMPLETE

STAGE EIGHT



10 Revolver – 10 Rifle – 2+ Shotgun.

Staging: Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and staged at box with shooter.

Open empty Shotgun staged at the window.

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at either left or right start box, thumbs hooked into gun or shotgun belt.

Shooter indicates when ready.

On Signal:

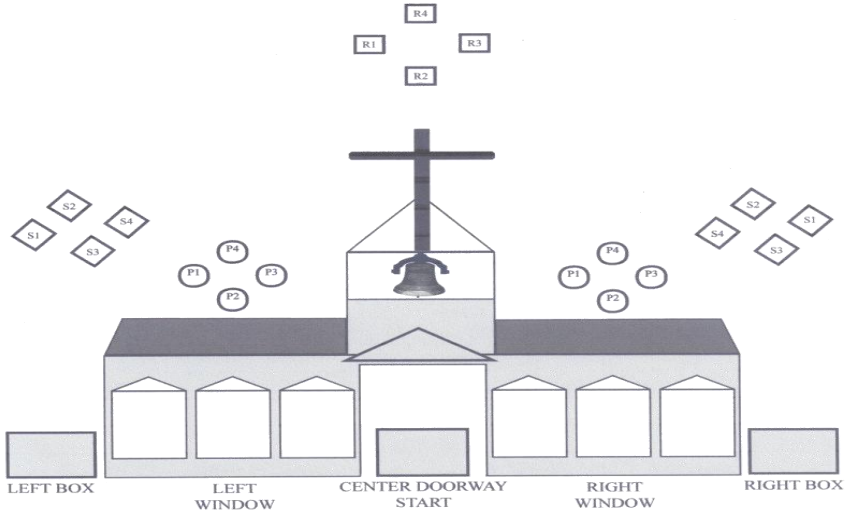
Using Rifle engage all 5 plates on the rack once each only, and R1-R2 at least twice each for a total of 10 rounds, make rifle safe and stage on box.

Move to Window and engage P1-P4 with revolver at least twice each for ten rounds.

With shotgun engage S1-S2. Then make up any misses on the rifle plates by engaging the Make-Up target (MU) with shotgun, one shot for each rounds standing.

STAGE COMPLETE

STAGE NINE



10 Revolver – 10 Rifle – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each and holstered.

Rifle loaded with ten rounds and staged at doorway.

Open empty Shotgun staged at either left or right box.

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at centre doorway with hands at side.

Shooter indicates when ready.

On Signal:

Using Rifle sweep R1-R4 left to right or right to left with a “2-1-2” sweep using R2 as centre target for first five rounds, sweep again in the same direction with a “2-1-2” sweep using R4 and the centre target. You may start on either lower or upper sweep. Make rifle safe and stage at doorway.

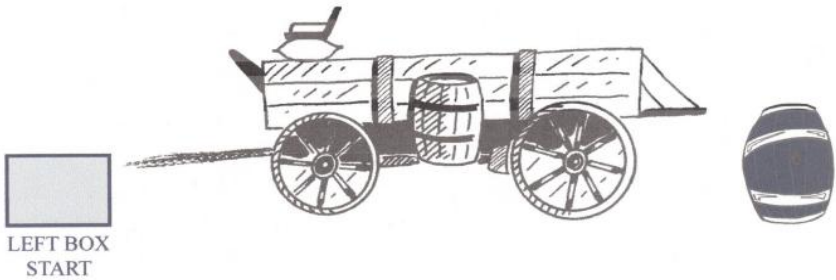
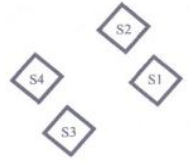
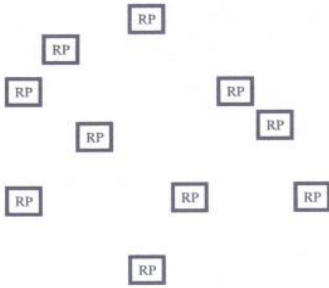
Move to either window with revolvers and engage P1-P4 using same instructions as rifle.

Move to staged shotgun and engage S1 – S4, make safe.

Move to Window and engage P1-P4 with revolver at least twice each for ten rounds.

STAGE COMPLETE

STAGE TEN



10 Revolver – 10 Rifle + 1 Reload – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each, holstered.

Rifle loaded with ten rounds and open.

Open empty Shotgun staged on cargo box.

Sequence: Rifle – Revolver – Shotgun

Start: Shooter standing at left cargo box, loaded rifle held in both hands.

Shooter indicates when ready.

On Signal:

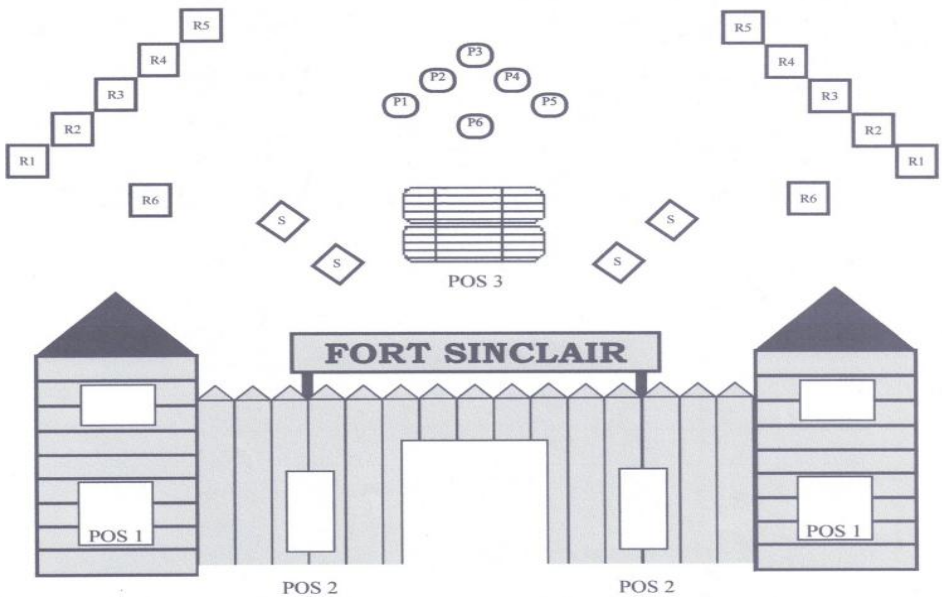
Using Rifle pick any five RP targets and engage with a double tap, Make file safe and stage on cargo box.

Using revolvers pick any five RP targets and engage with a double tap, Make file safe and holster.

Using shotgun, move to right of wagon and engage S1-S4, make shotgun safe.

STAGE COMPLETE

STAGE ELEVEN



10 Revolver – 10 Rifle + 1 Reload – 2+ Shotgun.

Staging: Revolvers loaded with 5 rounds each, holstered.

Rifle loaded with ten rounds and open staged at POS 1 of choice.

Open empty Shotgun staged POS 2 of choice.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing at either POS 1, with hands at side.

Shooter indicates when ready.

On Signal:

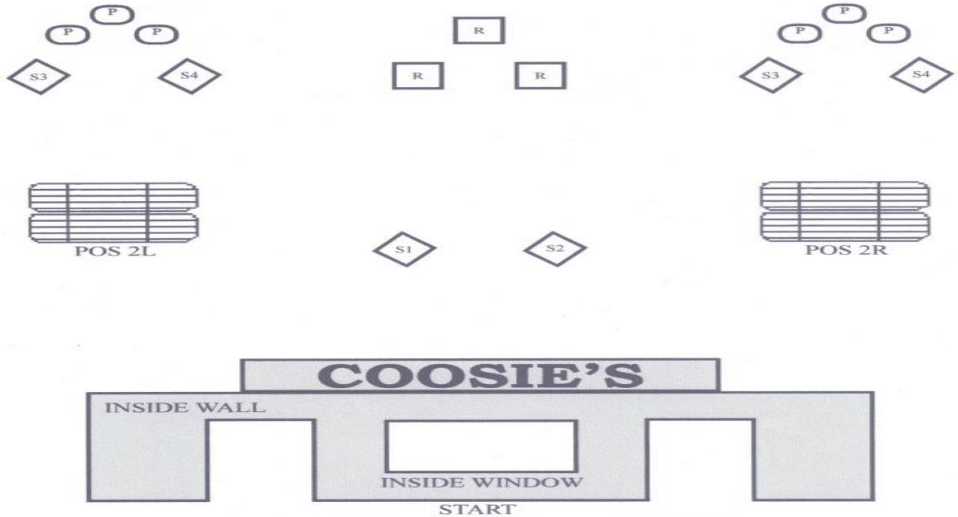
Using Rifle sweep R1-R5 once, starting at either end and engage R6 five times, make file safe and stage vertically or horizontally pointing in to the berm.

Using shotgun from either POS 2, engage S1-S2. Taking the shotgun with you move to POS 3 and make safe on the straw bale.

Using revolvers sweep P1-P5 once from either side and engage P6 five times, make safe and holster.

STAGE COMPLETE

STAGE TWELVE



10 Revolver – 10 Rifle + 1 Reload – 4+ Shotgun.

Staging: Revolvers loaded with 5 rounds each, holstered.

Rifle loaded with ten rounds and open.

Open empty Shotgun staged anywhere safe.

Sequence: Rifle – Shotgun – Revolver

Start: Shooter standing at centre window at low surrender. (Hands Shoulder High)
Shooter indicates when ready.

On Signal:

Using Rifle pick any two R targets and while double tapping alternate between targets for ten rounds, Make file safe vertically.

Using shotgun S1-S2 targets, move to either POS 2L or POS 2R make shotgun safe for future use.

Using revolver pick any two P targets, while double tapping alternate between targets for ten rounds, make safe and holster.

Using shotgun engage S3-S4, make safe.

Once you pass the doorway, (both feet out) you cannot return to start position or engage S1-S2,

STAGE COMPLETE

SWINGS AND ROUND-ABOUTS



Ammunition – P:10 / R:10+4

Staging: Revolvers holstered.

Rifle Staged on bale, Spare round can be on bale or person.

Start: Shooter behind bale, Upright hands by sides.

Shooter indicates when ready

On Signal:

Engage all three elements of stage in any order.

Once a stage is started it must be completed before moving to next stage.

All 24 rounds must be loaded and fired.

With oscillator you have a maximum of five rounds. To shoot activator and then two rounds on target. Hitting the oscillator in the circle zone is a bonus of minus 10 seconds.

The square plate is only a dump plate for any spare rounds once all elements are completed.

Loading additional rounds can only commence after firing the first rifle round.

Scoring: Shooter starts with Score of 50.

Every miss is plus 5 seconds

A bonus is minus 10 seconds

OPTIONAL: It is not a speed event but if it exceeds (70/90) seconds you will incur a 1 second penalty for each second over.

SECTION 12: CHANGES TO THE RULES.

Amendments, alterations, additions and changes to the Rules can only be made by a majority vote of elected committee members and do not take effect until they are published in the Canning Club Inc, newsletter. The cover sheet shall show the date of the amendment, the amended section and the Newsletter publication date. The amendments shall be recorded in the Committee Meeting minutes.