

# Summer in the South

Stage 1 Bay 2

May 2009

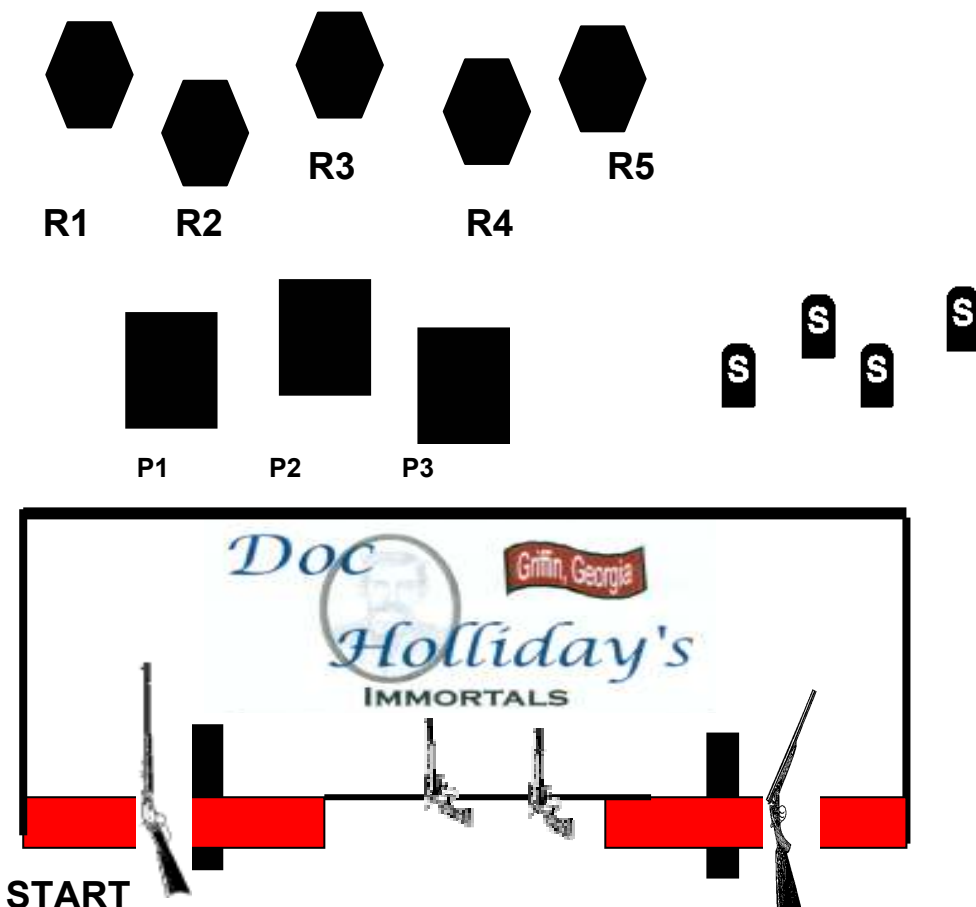
**Two Revolvers - 10 cartridges, Rifle - 10 Cartridges, Shotgun and 4 +**

Its summer in the South, so the ranch hands are gearing up to start round up on the range. Time to get the herds down to the lower ranges, but first they have to round up some bad guys.

**Starting Position:** Standing at left window with hands at side not touching pistols.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged in left window tray. Shotgun staged in right window tray with at least four rounds on your person.

**Procedure:** Say "ROUND UP TIME" and wait for the beep. At the beep engage the rifle targets with two sweeps from either direction. Return open and empty rifle to tray. Move to doorway and with first pistol engage pistol targets with at least one round on each (5 on 3). Draw second pistol and again engage pistol targets with at least one round on each. (5 on 3). Move to shotgun and engage shotgun targets in any order.



# Ranch hands run into some old boys trying to take cattle

Stage 2 Bay 2

May 2009

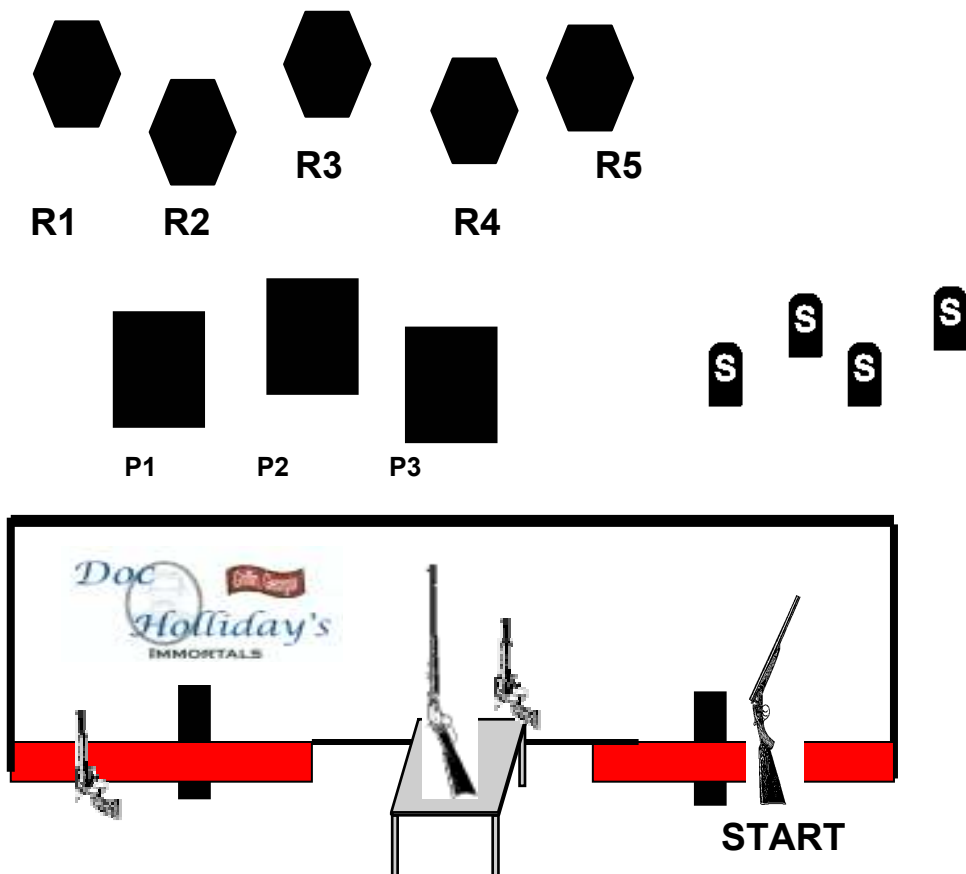
Two Revolvers - 10 cartridges, Rifle - 9 Cartridges, Shotgun and 4 +

The Ranch hands came up on some old boys herding cattle down a draw. They approached and they were met with gun fire. This resulted in the ranch hands opening fire and running off the cattle thieves.

**Starting Position:** Shotgun at Cowboy port arms at the right window.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds staged on table in door. Shotgun held at cowboy port arms at right window - at least 4 rounds on your person.

**Procedure:** Say "HOLD ON THERE BOYS" and wait for the beep. At the beep engage the shotgun targets in any order. Put open and empty shotgun in right tray. Move to doorway and with first pistol Nevada sweep the pistol targets from either direction. Holster. Pick up rifle and engage rifle targets in a Nevada sweep from either direction. Return open and empty rifle to table. Move to left window and with second pistol engage pistol targets in a Nevada sweep from either direction. Holster.



# The Cowboys are on watch after the run in with would be rustlers

Stage 3 Bay3

May 2009

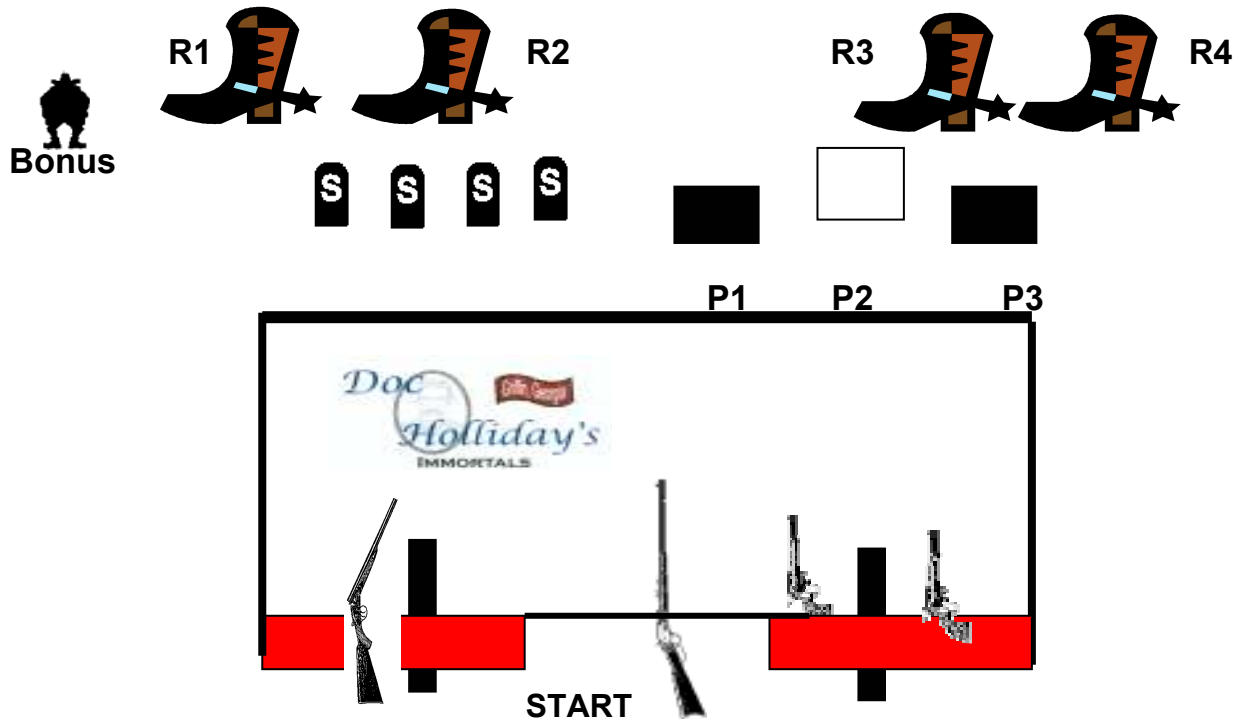
**Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells**

The ranch hands are now standing watch in larger numbers since their run in with the would be rustlers. The night riders notice movement at the far end of the herd and start that way. It is the rustlers trying to scatter the herd. The riders move in quick to stop them with help from the camp.

**Starting Position:** Start at doorway with rifle at cowboy port arms.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and held at cowboy port arms. Shotgun in left window tray with at least 4 rounds on your person.

**Procedure:** Say "RUSTLERS" and wait for the beep. At the beep, engage rifle targets from the right in a double tap sweep. With the ninth round engage the bonus target for a 5 second bonus. A miss on the bonus will not count as a miss, but it must be engaged or its a procedural Take rifle with you to the right window and place open and empty rifle in window tray. With first pistol engage the pistol targets from the right as follows, P3-2 rounds, P2-1 round, P1-2 rounds (2-1-2 from the right). Holster. Repeat with second pistol. Holster. Move to shotgun and engage shotgun targets in any order.



# Trouble on the Range

Stage 4 Bay 3

May 2009

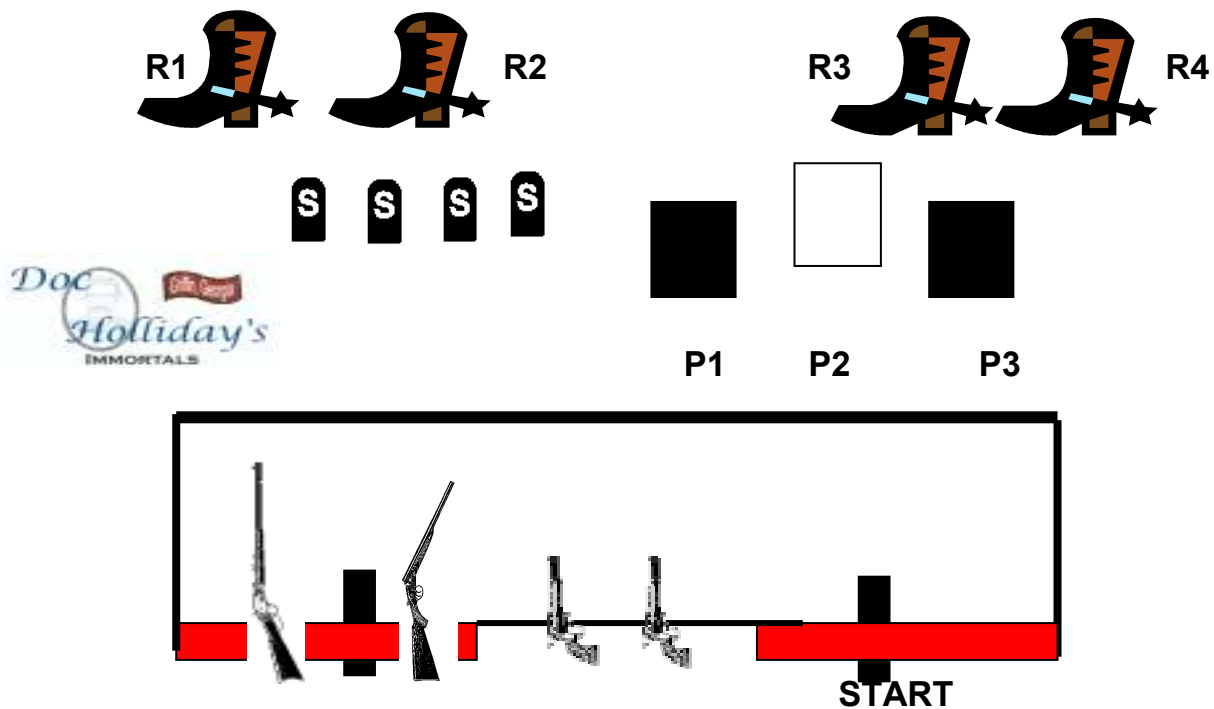
Two Revolvers - 10 cartridges, Rifle - 8 Cartridges, Shotgun and 4 +

An uneasy feeling affects all the ranch hands. The summer round up is not going smooth because of the constant threat from the rustlers. The foreman sends back to the ranch for extra hands because it is time to deal with these rustlers once and for all.

**Starting Position:** Right window with hands at shoulder height on the window frame.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds staged in the left window tray. Shotgun staged in left window tray with at least 4 shells on your person.

**Procedure:** Say "TIME TO DEAL WITH IT" and wait for the beep. At the beep, move to door way and, using both pistols as needed, engage pistol targets in a double tap Nevada sweep from the left. Holster, Move to rifle and double tap sweep rifle targets from the left. Return open and empty rifle to tray. Pick up shotgun and engage shotgun targets in any order.



# Time to hunt down the rustler gang

Stage 5 Bay 5

May 2009

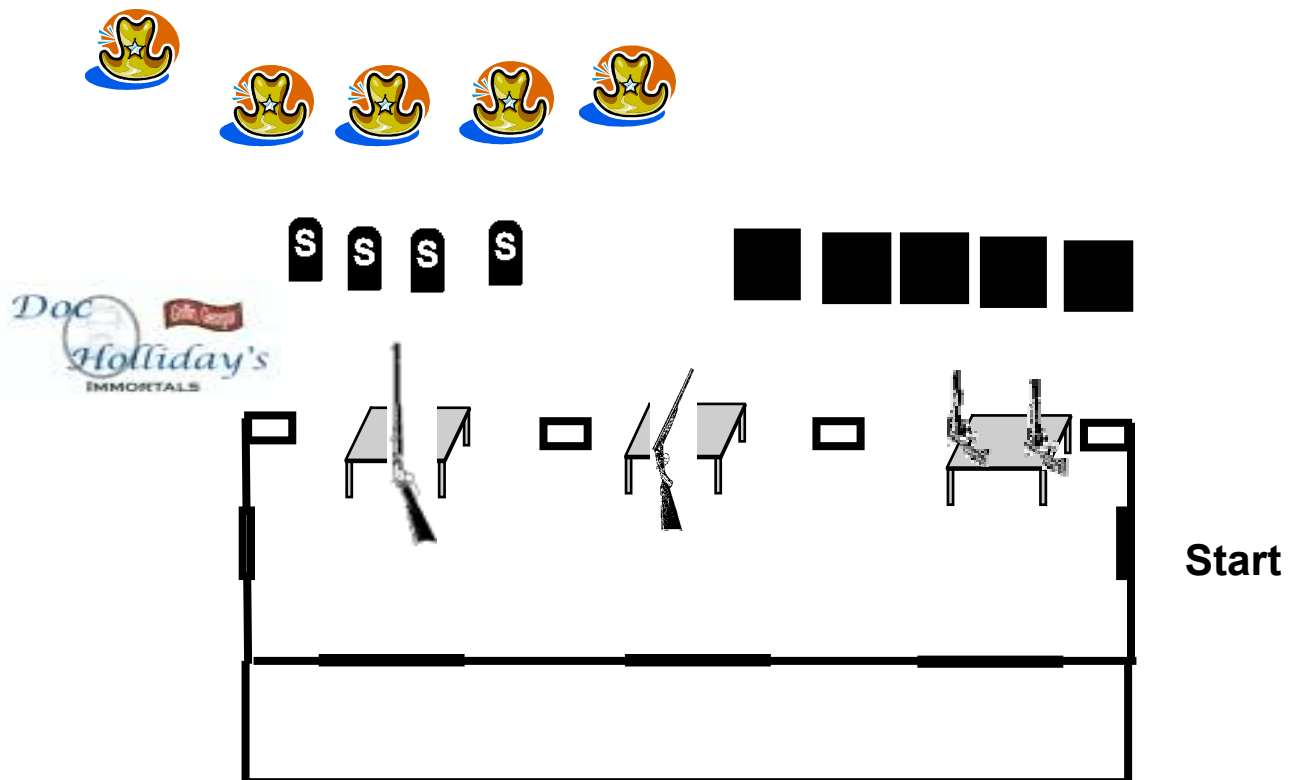
Two Revolvers - 10 cartridges, Rifle - 10 Cartridges, Shotgun and 4 +

The extra ranch hands have arrived at the camp. The forman sets some to guard the herd while the rest set out to track down the rustler gang and put them out of business. The ranch hands follow their trail and get ready to deal with them.

**Start:** Start standing outside the right side doorway with both hands on hat brim.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the left table. Shotgun is staged on the center table with at least 4 rounds on your person.

**Procedure:** Say "GIVE IT UP" and wait for the beep. At the beep move inside to the right side of building and, using both pistols as needed, engage pistol targets with one round on each with two sweeps from either direction, double tap permitted. Holster. Move to left table, pick up rifle and engage rifle targets in two sweeps from either direction. Return open and empty rifle to table. Move to shotgun and engage shotgun targets in any order.



# Rustlers have been dispatched

Stage 6 Bay 5

May 2009

**Two Revolvers five rounds each, Rifle and 10 + 1, Shotgun and 4+**

The Ranch hands have encountered the rustlers at their camp and a gun battle takes place. Some of the rustlers are dispatched and the rest captured and taken to the sheriff in town. Time to finish the round up now.

**Start:** Standing behind the left table with hands flat on table not touching your rifle.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the left table with at least one round on your person. Shotgun is staged on the center table.

**Procedure:** Say "It's DONE" and wait for the beep. At the beep pick up your rifle, engage the rifle targets in two sweeps from the right. Reload rifle with one round from your person and engage the bonus target for a 5 second bonus. The bonus target must be engaged, a miss will not count. (Failure to engage is a procedural.) Return open and empty rifle to table. Move to right table and, using pistols as needed, engage pistol targets with one round round each in two sweeps from the right. Holster. Move to shotgun and engage the shotgun targets in any order.

