

July 2011
Monthly Match
Stages

Stage 1 July 2011

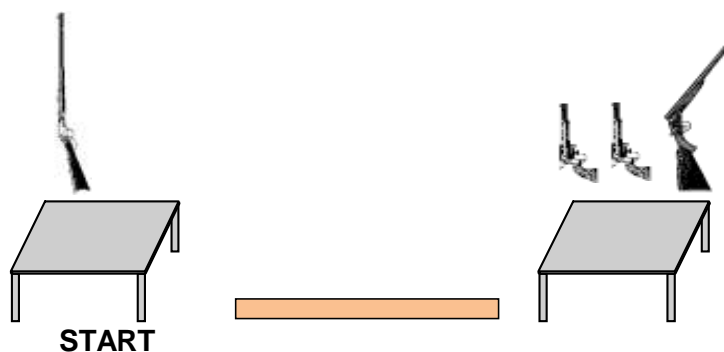
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Georgia Slayer has just finished setting up tables for lunch at the ranch when he spots the Boot Gang sneaking up to attack the ranch house. The other cowboys haven't gotten in yet, so its up to him to stop those outlaws.

Starting Position: Standing behind the left table.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds held in both hands. Shotgun, with at least four rounds on your person, staged on the right table.

Procedure: Say "NO LUNCH FOR YOU" and wait for the beep. ATB, engage the rifle targets with two 2-1-2 sweeps from either direction. Return rifle to left table. Move to the right table and, using pistols as needed, engage the pistols targets with two 2-1-2 sweeps from either direction. Holster. Retrieve shotgun and engage the shotgun targets in any order.



Stage 2 July 2011

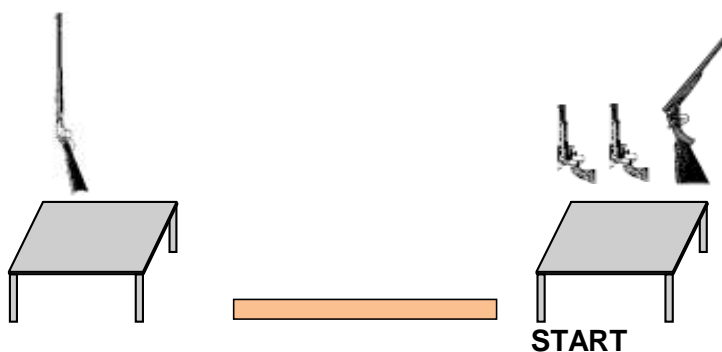
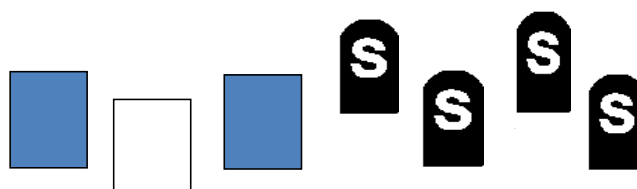
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Georgia Slayer is holding his own with the Boot Gang, but he has to keep up his deadly and accurate fire to win the fight.

Starting Position: Standing behind the right table with hands on pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on the left table. Shotgun, with at least four rounds on your person, staged on the right table.

Procedure: Say "YOU WANT MORE LUNCH" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep from either direction. Holster. Move to the left table, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep from either direction. Return rifle to left table. Move to the right table, retrieve shotgun and engage the shotgun targets in any order.



Stage 3 July 2011

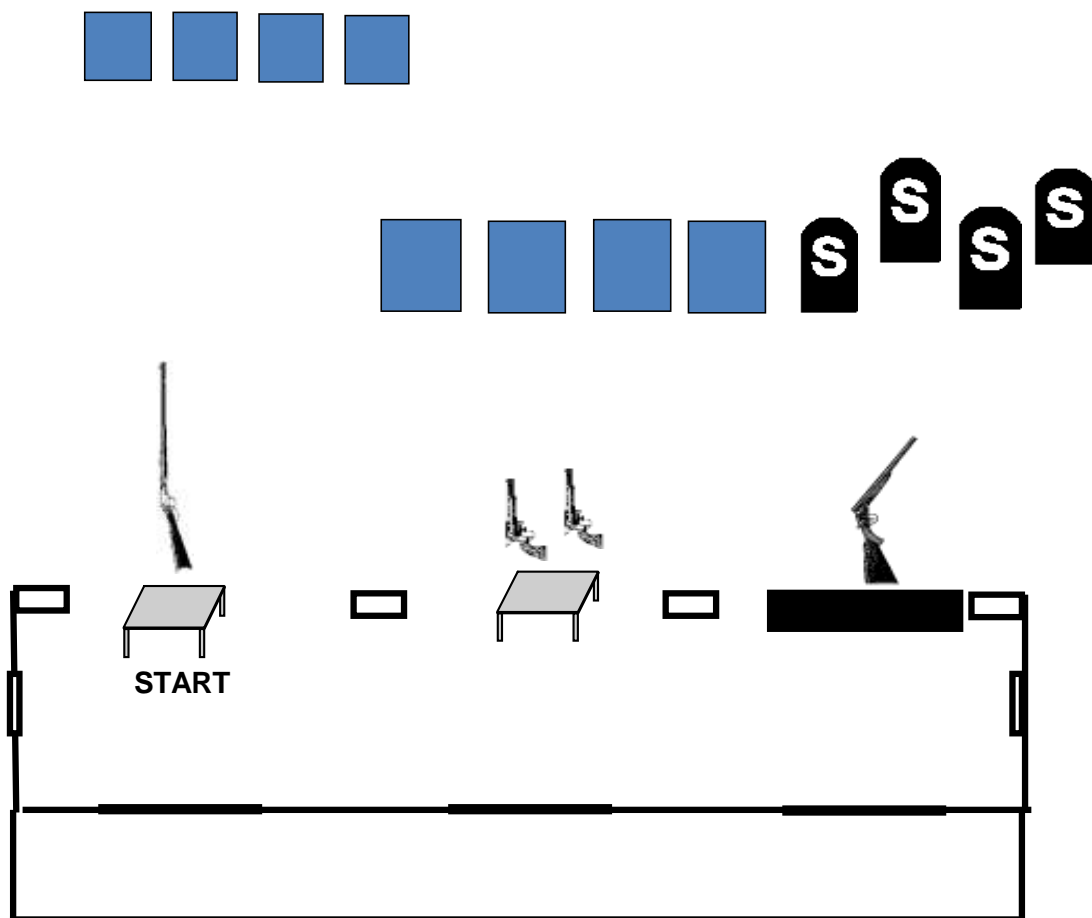
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Big John visits the Prairie Store to get some good cigars, when a group of outlaws starts firing and states their intention to rob the store and customers. Well, Big John ain't about to give up his money or his cigars, so he starts shooting.

Starting Position: Standing behind the left table with rifle held in both hands.

Staging: Two pistols loaded with five rounds each **staged on center table**. Rifle loaded with 10 rounds staged on left table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure: Say "NO CIGARS FOR YOU" and wait for the beep. ATB engage the rifle targets in a Nevada Sweep from either direction. Return rifle to left table. Move to the center table and, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep from either direction. **Return pistols to table**. Move behind the bar, retrieve shotgun and engage the shotgun targets in any order.



Stage 4 July 2011

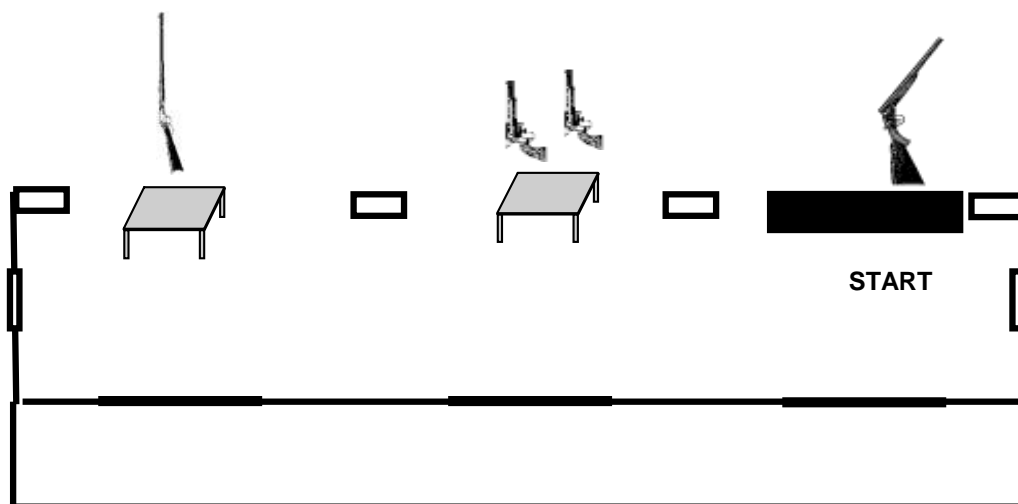
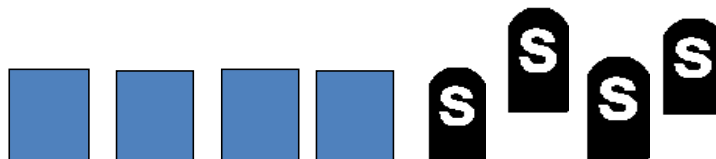
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Big John is keeping the outlaws at bay, but he has to pour on even more lead to win the day.

Starting Position: Standing behind the bar holding the shotgun so the palms of both hands touch the shotgun.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged on the left table. Shotgun, with at least four rounds on your person, held in both hands behind the bar so the palms of both hands touch the shotgun.

Procedure: Say "**YOU'LL GET YOUR SMOKES IN HELL**" and wait for the beep. ATB engage the shotgun targets in any order. Return shotgun to the bar. Move to the center table and, using pistols as needed, shoot each pistol target at least twice. Holster. Retrieve rifle and engage the rifle targets with two rounds on each.



Stage 5 July 2011

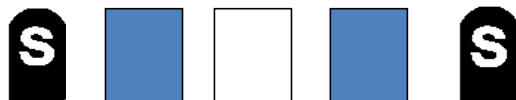
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 2 + Shells

Easy Rider is taking the payroll and a remount to the DHI Ranch when the Big Hat Gang tries to waylay him. There ain't no way Easy Rider is going to give up that payroll, so he sets about stopping the outlaws for good.

Starting Position: Standing behind the left horse with rifle held in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds and held in both hands at the left horse. Shotgun staged on the right horse with at least two rounds on your person.

Procedure: Say "I'VE GOT YOU OUTGUNED" and wait for the beep. ATB, engage the rifle targets with two sweeps from either direction. Place rifle on left horse. Move to the right horse and, using pistols as needed, shoot each blue target twice and the white target six times in any order. Holster. Retrieve shotgun and engage the shotgun targets in any order.



START



Stage 6 July 2011

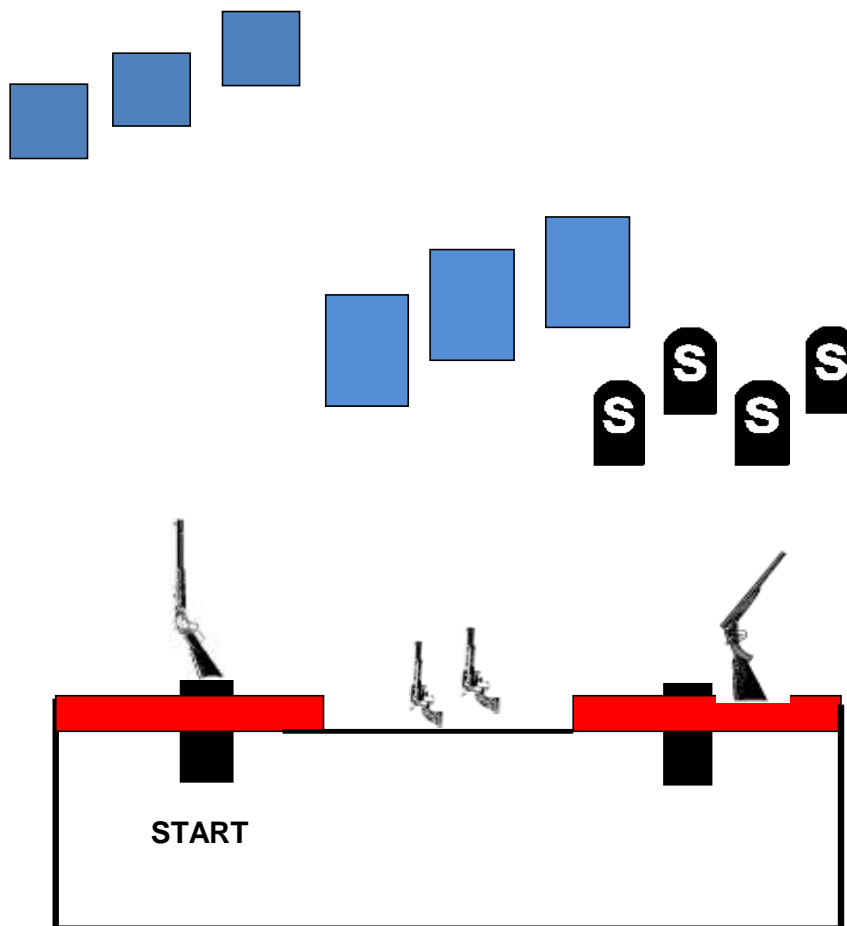
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Marauder is checking a line shack when he finds a group of outlaws have moved in. He's seen by one of the outlaws who says "Don't come in here if you're not ready for a fight.". Marauder gives his answer and proceeds to clean house.

Starting Position: Standing at the left window.

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

Procedure: Say "**MARAUDER'S ALWAYS READY**" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep from either direction. Return rifle to tray. Move to the doorway and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep from either direction. Holster. Retrieve shotgun and shoot the shotgun targets in any order.



Sidematch Stage July 2011

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

Starting Position: Standing at the left window with hands on pistols.

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

Procedure: Say "LET'S SHOOT" and wait for the beep. ATB, retrieve rifle and engage the rifle targets with three shots each. Return rifle to tray. Move to the doorway and, using pistols as needed, engage the pistol targets with at least three rounds each. Holster. Retrieve shotgun and shoot the shotgun targets in any order.

