

March 2011
Monthly Match
Stages

Modified for Range Conditions 3/11/11

Stage 1 March 2011

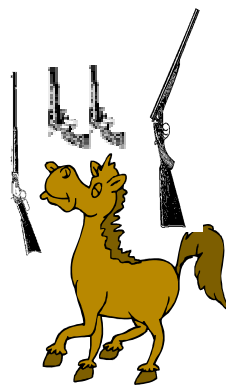
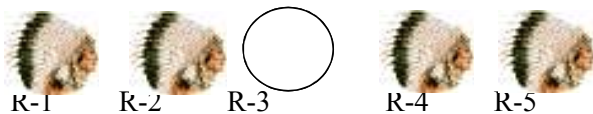
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Easy Rider is riding back from town when he sees hostile Indians and some odd cowboys waiting to ambush him. He dismounts and acts fast to stop the attackers.

Starting Position: Standing behind the horse.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the horse. Shotgun staged on the horse with at least four rounds on your person.

Procedure: Say "**THIS WILL END FAST**" and wait for the beep. ATB, retrieve rifle and engage rifle targets in the following order R3,R1,R3,R2,R3,R4,R3,R5,R3. Return rifle to horse. With first pistol shoot P-1 three times and P-2 twice. With second pistol shoot P-3 three times and P-2 twice. Holster. Retrieve shotgun and engage shotgun targets in any order.



START

Stage 2 March 2011

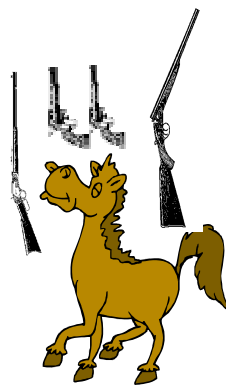
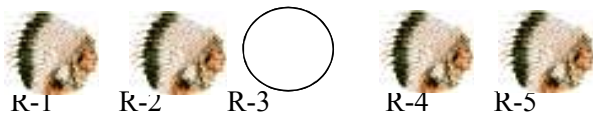
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider is getting the upper hand in the fight. All he has to do now is pour on more lead where its needed.

Starting Position: Standing behind the horse.

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

Procedure: Say "**THE END IS HERE**" and wait for the beep. ATB, with first pistol engage the pistol targets with a Nevada Sweep starting on the left. With second pistol engage the pistol targets with a Nevada Sweep from the right. Holster. Retrieve rifle and engage rifle targets with two sweeps from either direction. Return rifle to horse. Retrieve shotgun and engage shotgun targets in any order.



START

Stage 3 March 2011

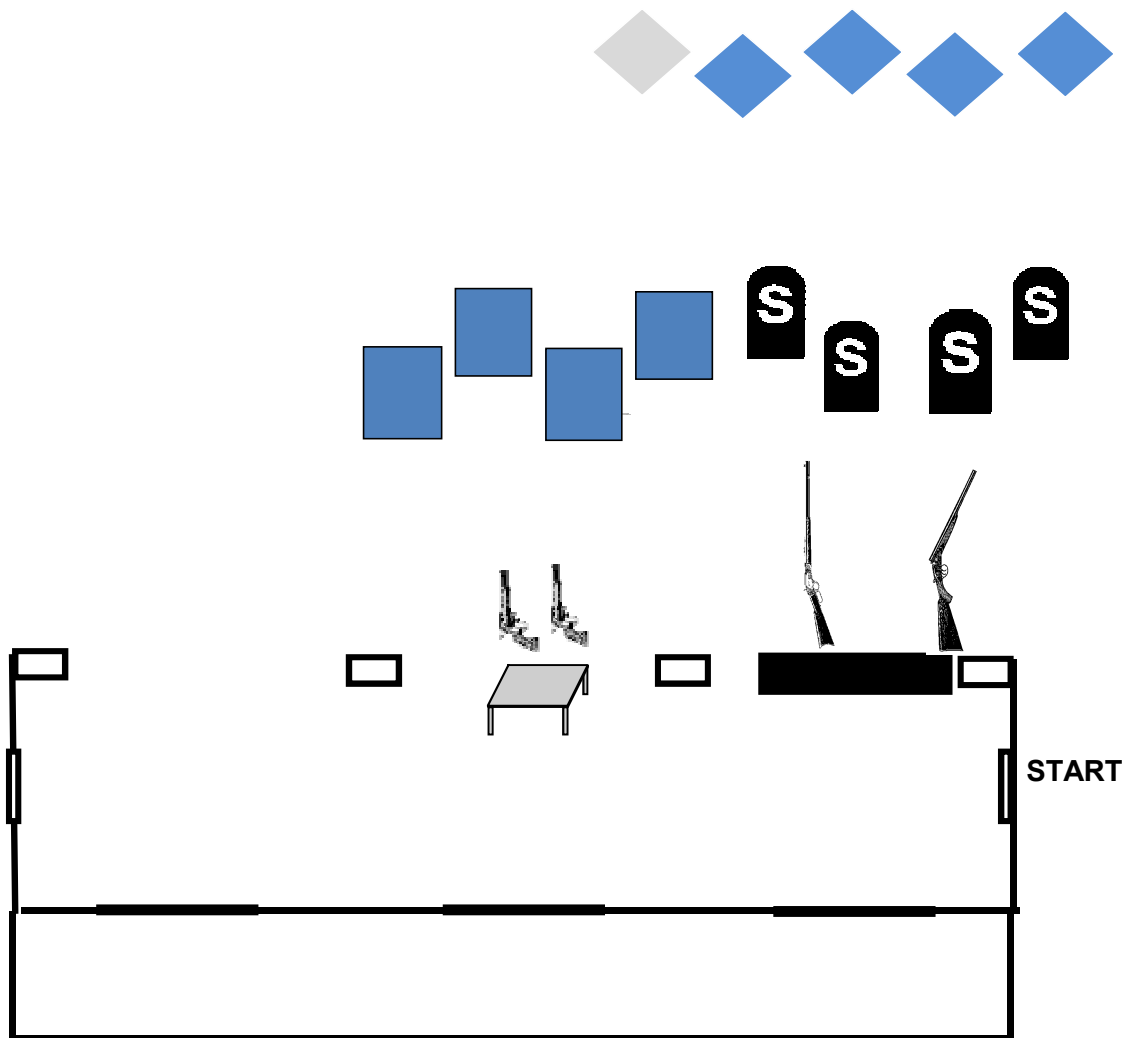
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Marauder enters the Prairie Saloon and sees the Diamond Gang getting ready to rob the place and its customers. He acts fast and shoots straight to stop them.

Starting Position: Standing with both feet outside the right door.

Staging: Two pistols loaded with five rounds each and staged on center table. Rifle loaded with 10 rounds, and shotgun, with at least 4 rounds on your person, staged on the bar.

Procedure: Say "**NO MONEY FOR YOU**" and wait for the beep. ATB, move behind the center table and, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep from either direction. Return pistols to table. Retrieve rifle and engage the rifle targets with two sweeps both starting on the left. Return rifle to bar. Retrieve shotgun and engage the shotgun targets in any order.



Stage 4 March 2011

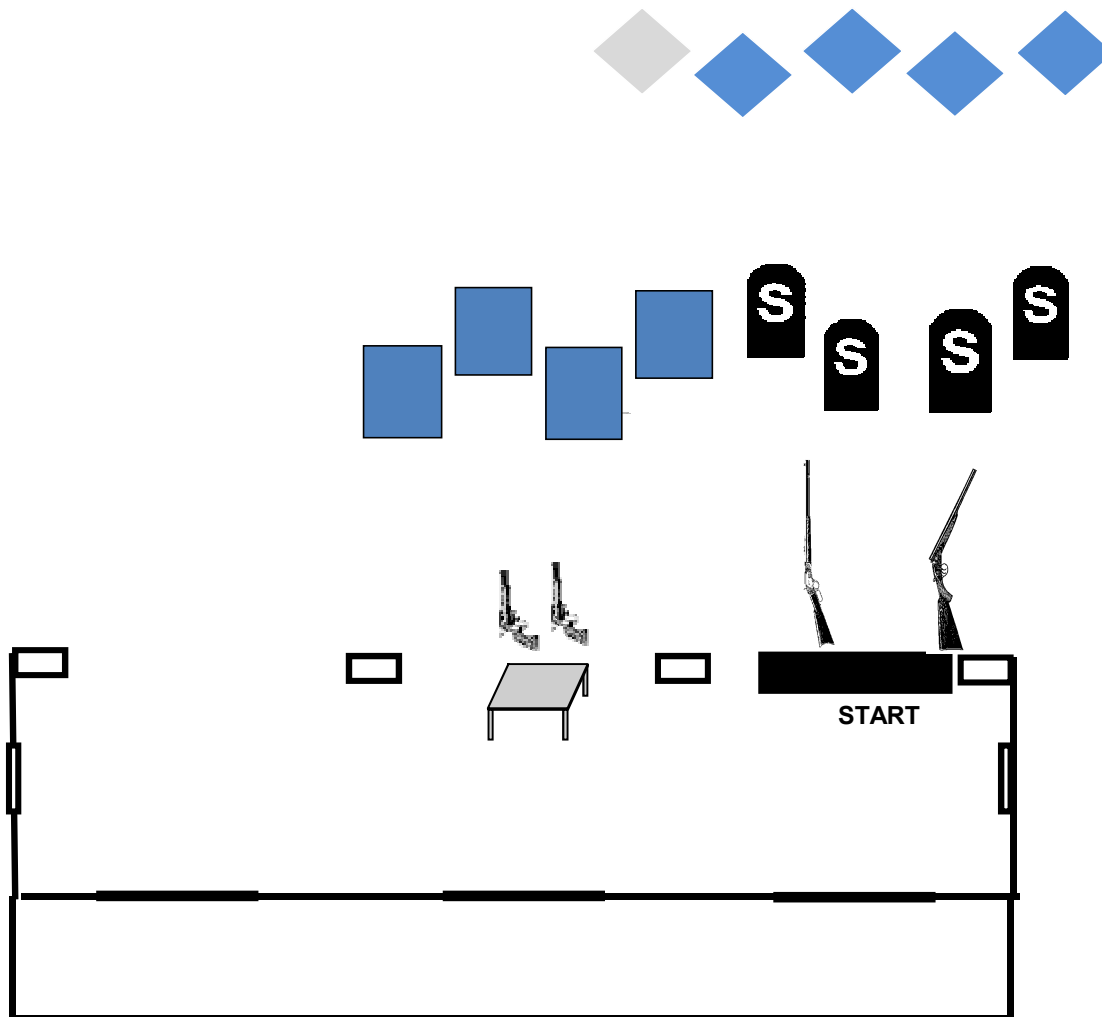
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Marauder finds himself in a hot fight with the Diamond Gang, and has to really shoot quicker to save the day.

Starting Position: Standing behind the bar with hands flat on the bar not touching guns.

Staging: Two pistols loaded with five rounds each and staged on center table. Rifle loaded with 9 rounds, and shotgun, with at least 4 rounds on your person, staged on the bar.

Procedure: Say " I TOLD YOU NO" and wait for the beep. ATB, retrieve the shotgun and engage the shotgun targets in any order. Return shotgun to bar. Retrieve rifle and engage the rifle targets with a Nevada Sweep starting from either direction. Return rifle to bar. Move behind the center table and, using pistols as needed, engage the pistol targets with a 3-2-3-2 sweep starting from either end. Holster.



Stage 5 March 2011

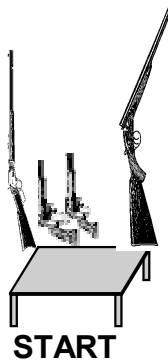
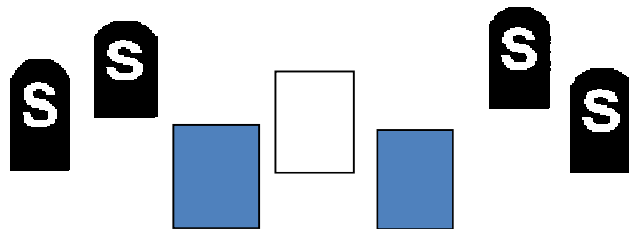
Two Revolvers- 10 Cartridges, Rifle - 9 Cartridges, Shotgun - 4 + Shells

Bronco Rider stops by the cook table for a cup of coffee when he notices some hombres sneaking up to the corral to steal horses. The other hands are on the range, so it's up to him to stop these horse thieves.

Starting Position: Standing behind the table holding the coffee pot and cup in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the table. Shotgun staged on the table with at least four rounds on your person.

Procedure: Say "**NO BRONCS FOR YOU**" and wait for the beep. ATB, retrieve rifle and shoot each rifle target three times. Return rifle to table. With first pistol shoot the center pistol target three times and then the blue targets once each. Repeat with second pistol. Holster. Retrieve shotgun and engage shotgun targets in any order.



Stage 6 March 2011

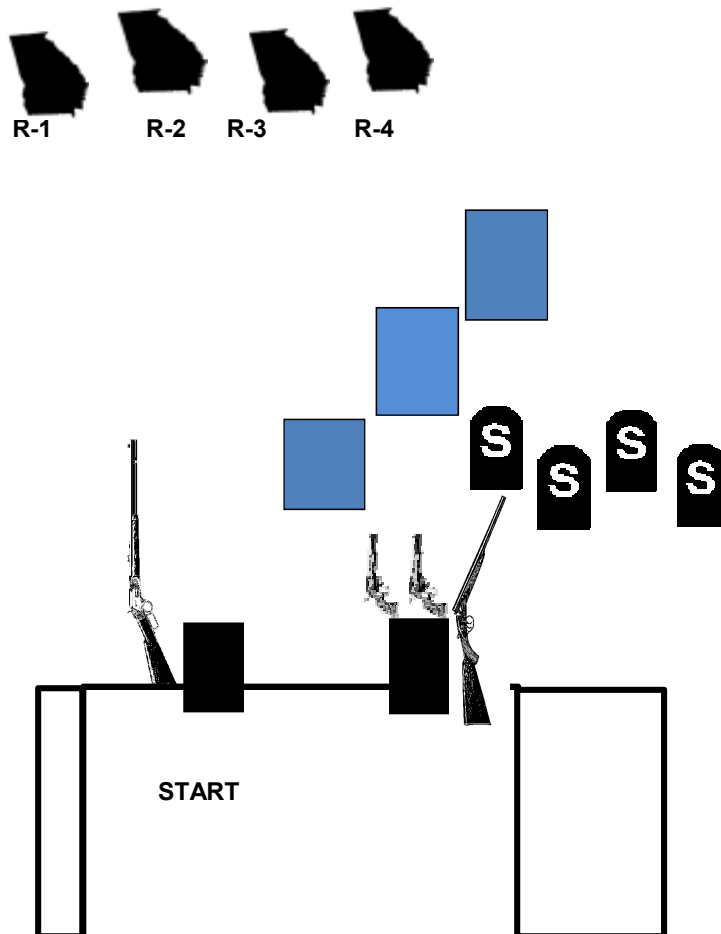
Two Revolvers, 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Shifty Eye is looking out the window of a Passenger Car when he spots the Georgia Gang approaching to rob the passengers. He's the only passenger with guns, and he has to stop the bad guys.

Starting Position: Standing at the left window.

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 "NO MONEY FOR YOU" and wait for the beep. ATB, retrieve rifle and engage the rifle targets as follows (R-1, R-2, R-1, R-2, R-3, R-1, R-2, R-3, R-4). Return rifle to tray. Move to the right window and with first pistol shoot the pistol targets in a back to front Nevada Sweep. With second pistol shoot the pistol targets in a front to back Nevada Sweep. Holster. Retrieve shotgun, move to the rear car platform and engage the shotgun targets in any order.



Sidematch March 2011

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

Starting Position: Standing with both feet behind the center table

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds, and shotgun, with at least 4 rounds on your person, staged on the bar.

Procedure: Say "LETS SHOOT" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep from either direction. Holster. Retrieve rifle and engage the rifle targets with a double tap sweep from either direction. Return rifle to bar. Retrieve shotgun and engage the shotgun targets in any order.

