

May 2011
Monthly Match
Stages

Stage 1 May 2011

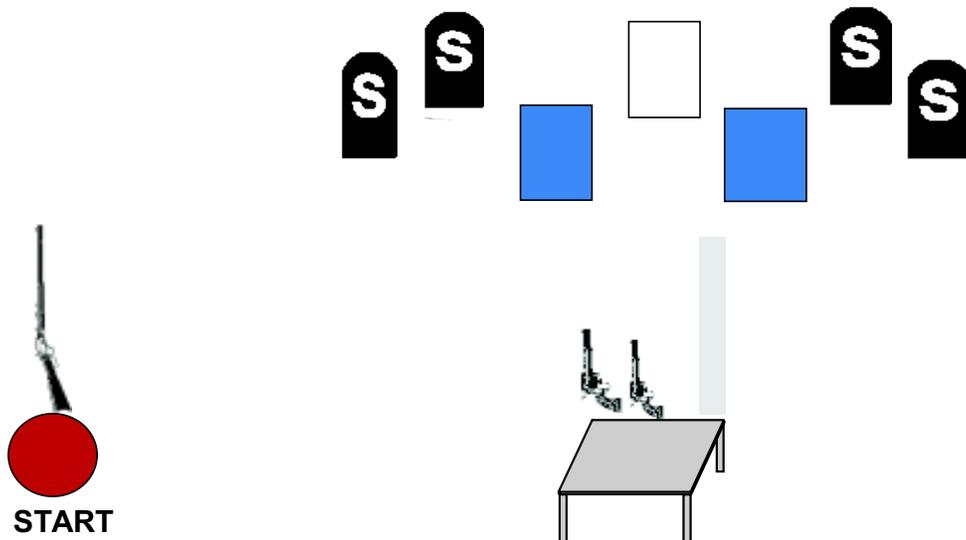
Two Revolvers - 10 Cartridges, Rifle - 10 Cartridges, Shotgun - 4 + Shells

Easy Rider is on the range to set up a table and wait the arrival of surveyors making a survey of the ranch boundaries, when a band of hostiles attacks him. Easy Rider takes quick and accurate action to stop their attack.

Starting Position: Standing with at least one foot touching the stone with rifle held in both hands.

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 table.

Procedure: Say "I'M TOO FAST FOR YOU" and wait for the beep. ATB, engage the rifle targets in a Nevada Sweep from either direction. Move to the table and make rifle safe. Using pistols as needed, engage the pistols targets in a double tap Nevada Sweep from either direction. Holster. Retrieve shotgun and engage the shotgun targets in any order.



Stage 2 May 2011

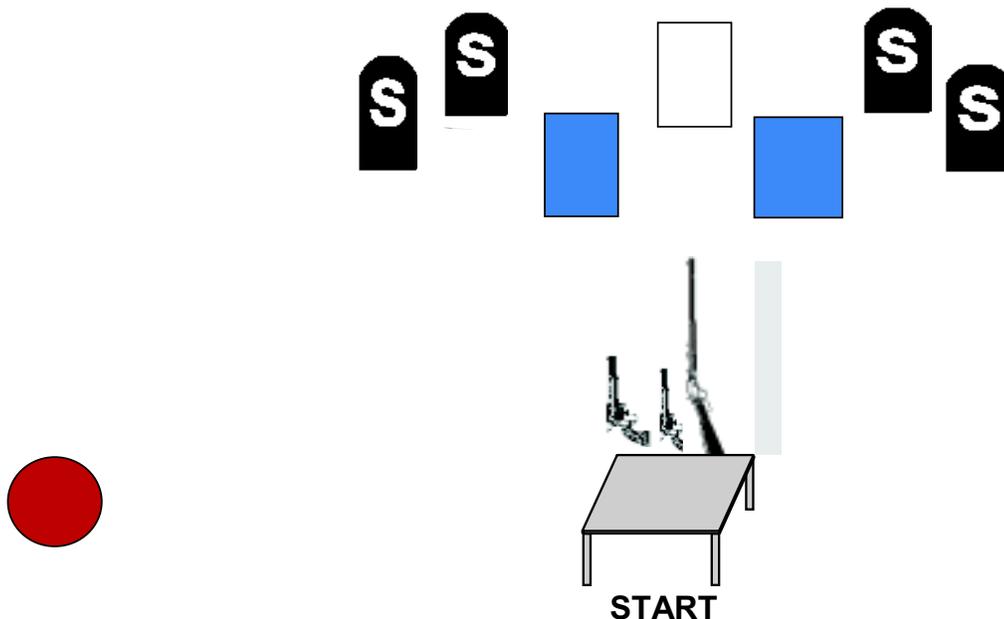
Two Revolvers - 10 Cartridges, Rifle - 8 Cartridges, Shotgun - 4 + Shells

Easy Rider is in a tough fight, but he reloads and puts deadly heat on those hostiles.

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

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged on the table. Shotgun, with at least four rounds on your person, staged on the table.

Procedure: Say "I TOLD YOU I WAS FAST" and wait for the beep. ATB, using pistols as needed, shoot each blue target three times and the white target four times in any order. Holster. Retrieve shotgun and engage the shotgun targets in any order. Retrieve rifle, move toward the stone and engage the rifle targets with two sweeps from either direction. **NOTE: THE RIFLE MAY BE SHOT ANYWHERE BETWEEN THE END OF THE TABLE AND THE STONE.**



Stage 3 May 2011

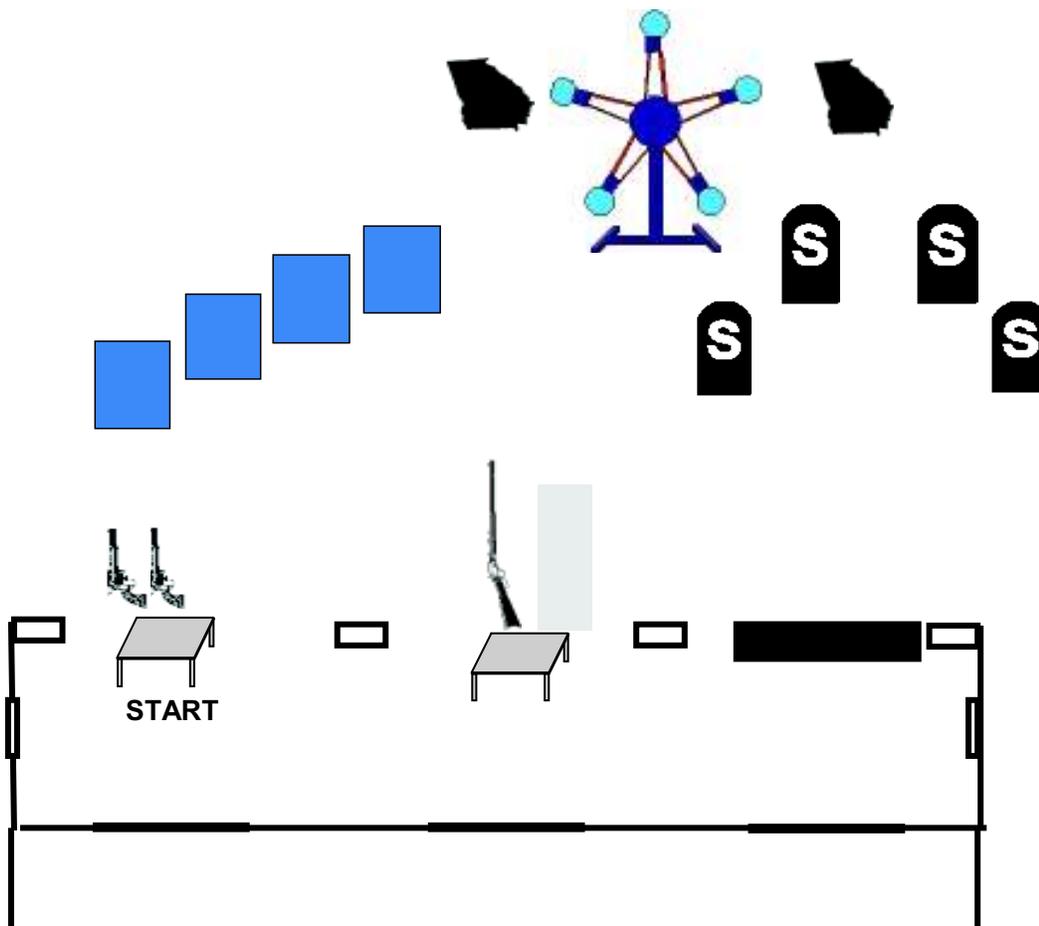
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Marshal Tuco Forsyth goes in the Prairie Store and sees the Star Gang, all of whom are wanted, gathered there. Tuco has to bring them to justice and sets about doing just that, though he knows he has to fight them and win.

Starting Position: Standing with both feet behind the left table.

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

Procedure: Say "**YOU'RE GOING TO JAIL**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep from either direction. Return pistols to table. Move behind the center table, retrieve rifle and shoot the star plates off the star. If any rifle rounds are left in the rifle, dump them on either State target. Misses on the State targets will count. Return rifle to table, retrieve shotgun, move to the bar and engage the shotgun targets in any order. **NOTE: SHOTGUN MAY BE USED ONLY FROM THE CENTER TABLE TO MAKE UP ANY MISSES ON THE STAR.**



Stage 4 May 2011

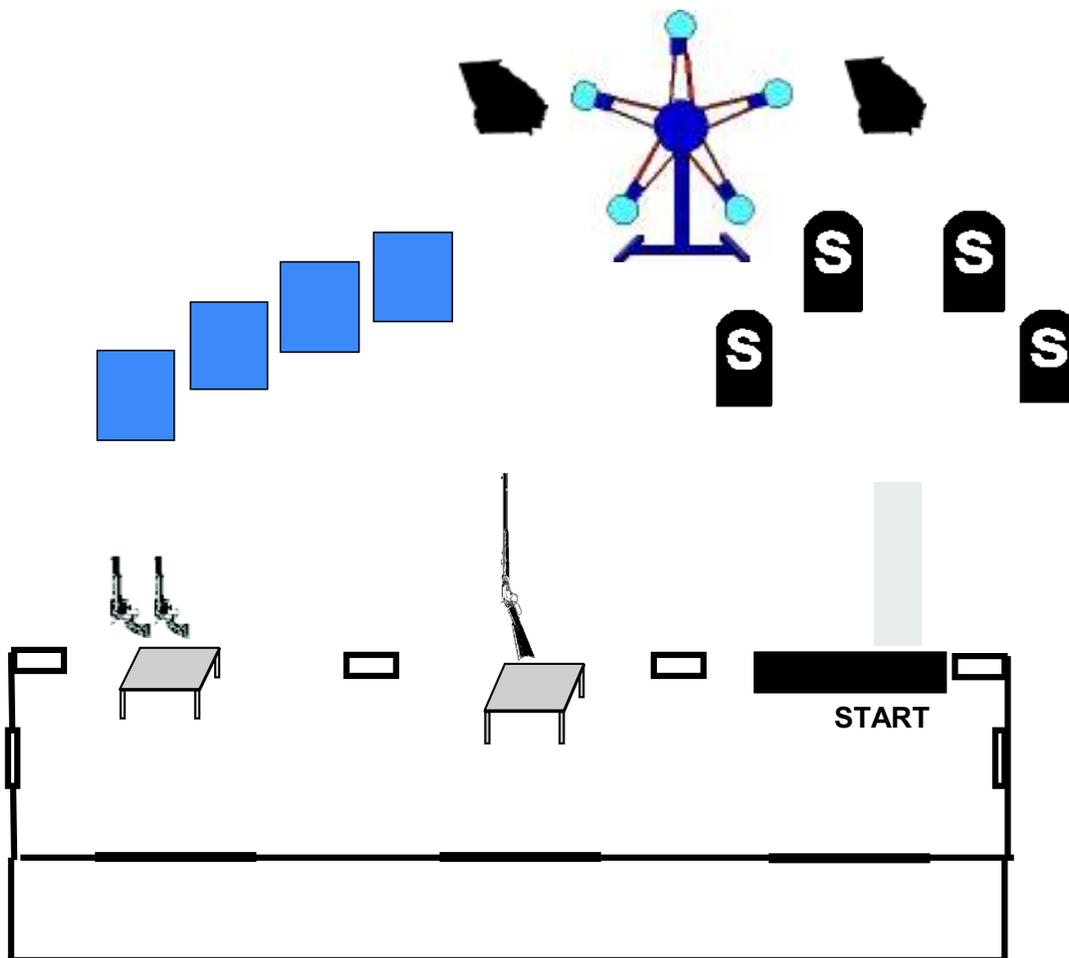
Two Revolvers - 10 Cartridges, Rifle - 8 Cartridges, Shotgun - 4 + Shells

Marshal Tuco Forsyth finds himself in a tough fight, but all he has to do is keep the bullets firing in the bad guys direction.

Starting Position: Standing with both feet behind the bar.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged on center table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure: Say "IT'S JAIL FOR YOU NOW" and wait for the beep. ATB, retrieve shotgun and engage the shotgun targets in any order. Return shotgun to bar. Move behind the center table, retrieve rifle and shoot each of the State targets four times in any order. Return rifle to table. Move behind the left table and, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep from either direction. Holster.



Stage 5 May 2011

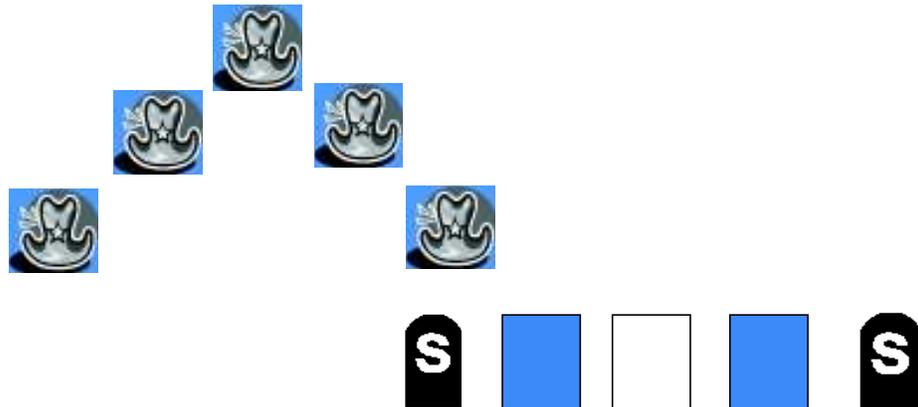
Two Revolvers- 10 Cartridges, Rifle - 10 Cartridges, Shotgun and 2 + Shells

McKenzie River Drifter is in the "Necessary" when he sees members of the Big Hat Gang sneaking up on the bunk house. Fortunately he has his guns with him and opens fire to stop this sneak attack.

Starting Position: Sitting on the seat in the Necessary.

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

Procedure: Say "YOU INTERRUPTED MY BUISNESS" and wait for the beep. ATB, retrieve rifle and engage rifle targets with two shots each. Return rifle to seat. With first pistol engage the pistol targets in a Nevada Sweep starting on the center target. Repeat the instruction with second pistol. Holster. Retrieve shotgun and engage shotgun targets in any order.



START

Stage 6 May 2011

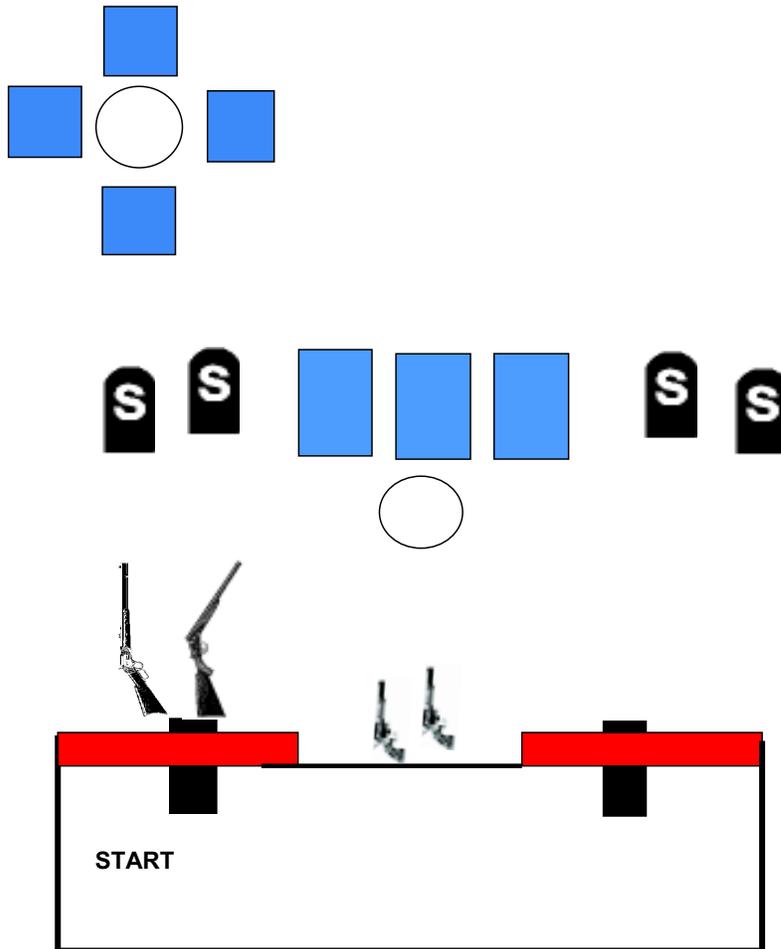
Two Revolvers, 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Bronco Rider is going to the town's café for dinner when he hears gunfire and sees some ruffians shooting up the place. Bronco has to act to save the diners from harm.

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 left window tray.

Procedure: Say "**BRONCO'S GOING TO STOP YOU**" and wait for the beep. ATB, retrieve rifle and, starting on the circle target, alternate shots between the circle target and the blue square targets. Return rifle to tray. Retrieve shotgun and shoot the left two shotgun targets. Move with the shotgun to the right window and shoot the two right shotgun targets. Put shotgun on the right tray. Move to the doorway and, using pistols as needed, starting on the circle target, alternate shots between the circle target and the blue pistol targets. Holster.



Sidematch Stage May 2011

Two Revolvers, 10 Cartridges, Rifle and 10 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 10 rounds staged in the left window tray. Shotgun, with at least four rounds on your person, staged in the left window tray.

Procedure: Say "LET'S SHOOT" and wait for the beep. ATB, retrieve rifle and shoot each rifle target twice. Return rifle to tray. Retrieve shotgun and shoot the left two shotgun targets. Move with the shotgun to the doorway and make it safe. Using pistols as needed, shoot each blue target twice and the Circle target four times in any order. Holster. Move with the shotgun to the right window and shoot the two right shotgun targets.

