

Stage 1 August 2012

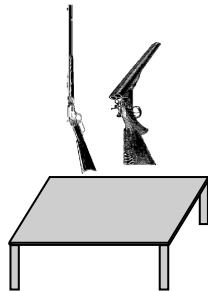
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Loose Trigger is setting down paving stones outside the line shack when he spots the infamous Coffin Gang riding up with guns drawn. Loose Trigger needs to act fast to stop the outlaws from doing him harm.

Starting Position: Standing behind the paving stone.

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

Procedure: Shooter will say "**YOU'LL BE SORRY**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **CONTINUOUS** double tap Nevada Sweep. Holster. Retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



START

Stage 2 August 2012

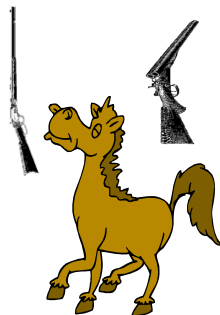
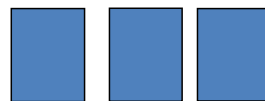
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

Bronco Jim stops to rest after a long day on the range. While getting the kinks out by kicking a boundary stone, he sees the Square Head gang and their cohorts riding up to take his horse. He takes quick action to keep his horse.

Starting Position: Standing behind the boundary stone.

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

Procedure: Shooter will say "**THAT'S MY HORSE**" OR indicate ready and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least three times. Holster. Retrieve rifle and shoot each rifle target three times. Retrieve shotgun and engage the shotgun targets in any order.



Stage 3 August 2012

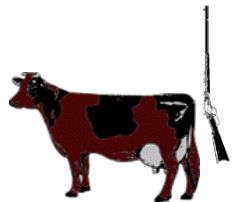
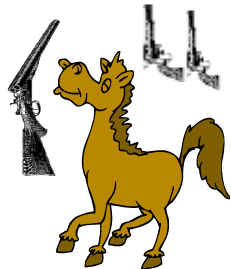
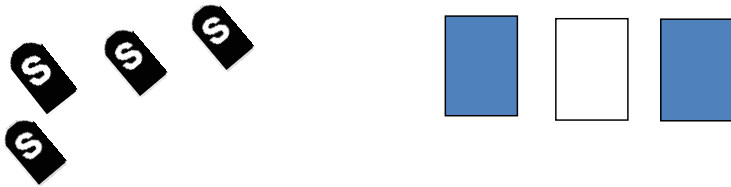
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Easy Rider is riding the outskirts of the herd when he spots a lone cow that looks like it's stuck in a hole. He dismounts and goes to check on the cow, but when he gets there he sees rustlers riding hard toward him. He will have to stop them.

Starting Position: Standing behind the cow with rifle in hands.

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

Procedure : Shooter will say "NO COWS FOR YOU" OR indicate ready and wait for the beep. ATB, engage the rifle/pistol targets in a 3-4-3 sweep. Put the rifle on the horse, and, using pistols as needed, engage the rifle/pistol targets in a **CONTINUIOUS** 3-4-3 sweep. Holster. Retrieve shotgun and engage the shotgun targets in any order.



START

Stage 4 August 2012

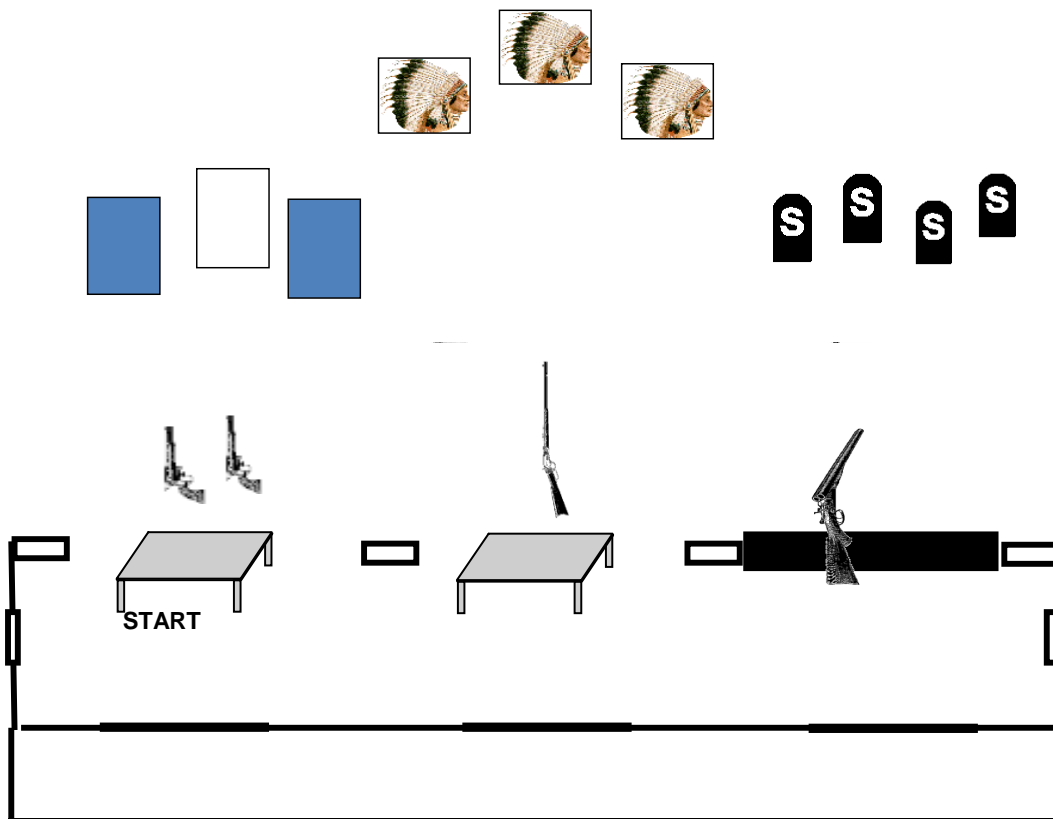
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Fast Eddie stops by the Prairie Store to get some lunch. once inside he sees hostile Indians approaching the store with guns drawn. Fast Eddie wants his lunch, but he has to chase off the Indians before he can get it.

Starting Position: Standing behind the left table.

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

Procedure : Shooter will say "I WANT LUNCH" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a CONTINUOUS DHI Sweep. Holster. Retrieve rifle and engage the rifle targets in a DHI Sweep. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: A DHI Sweep is shot the same as a Nevada Sweep but the center (WHITE) target is shot with double taps.**



Stage 5 August 2012

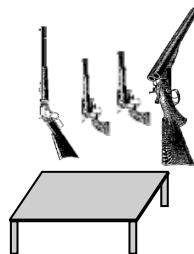
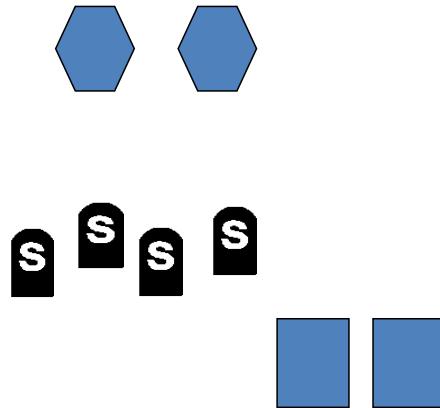
Two Revolvers, 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Before the other DHI Cowboys get back to the ranch, Biscuit is getting ready to clean his dirty guns. Before he can start, he sees outlaws fast approaching to raid the ranch. Biscuit can't let that happen, so he grabs his guns and goes to work to stop their raid.

Starting Position: Standing behind the table with rifle in hand.

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

Procedure: Shooter will say **"I'LL CLEAN THEM LATER" OR** indicate ready and wait for the beep. ATB, shoot the rifle targets with four rounds each. Using pistols as needed, shoot each pistol target at least four times. Holster. Retrieve shotgun and engage the shotgun targets in any order.



START

Stage 6 August 2012

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

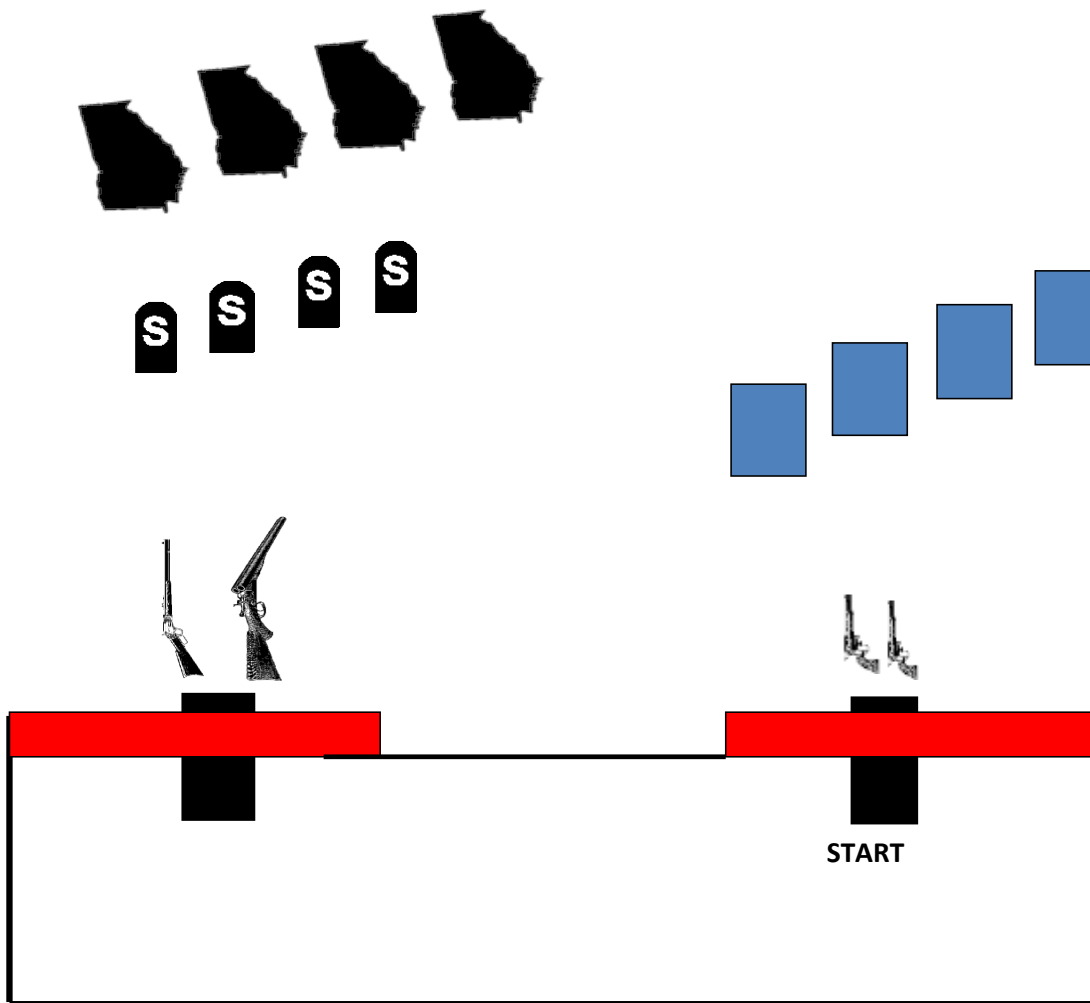
GA Slayer goes to the town store to buy supplies, but when he gets there he sees the store is being robbed by the Georgia Gang. GA Slayer needs those supplies, so he takes action to chase off the gang.

Starting Position: Standing at the right window.

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

Procedure: Shooter will say "**GET OUT OF HERE**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep. Holster. Retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep. Retrieve Shotgun and engage the shotgun targets in any order.

NOTE: A Lawrence Welk Sweep is 1 shot on first target, 2 shots on second target, 3 shots on third target and 4 shots on fourth target.



Sidematch Stage August 2012

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

Starting Position: Standing behind either table or the bar.

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

Procedure : Shooter will say "LET'S SHOOT" OR indicate ready and wait for the beep. ATB, using firearms in any order, targets are engaged as follows: **BLUE** Pistol targets are shot five times each. **BLUE** rifle targets are shot five times each. Shotgun targets are shot in any order.

