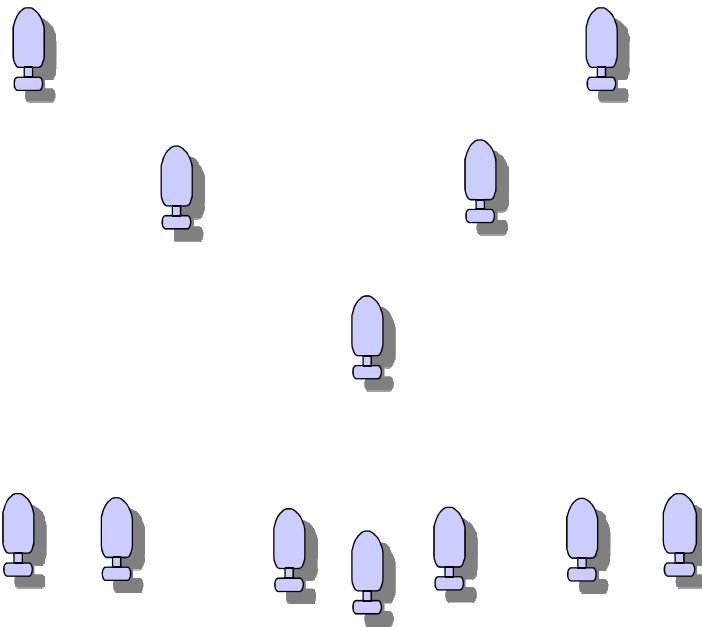


Stage 1 December 2012 The Twelve Days of Christmas

One or two revolvers, 5 cartridges total; Rifle and 5 cartridges; Shotgun and 2+ shells



Fast Eddie came up with a game for Christmas: The Twelve Days of Christmas with twelve targets. Knock them all down, just don't take twelve days to do it.

Starting Position:

Standing in doorway with hands on pistols.

Staging: Rifle loaded with five rounds and staged in a window. Shotgun staged in the other window, at least two shells on your person.

One (or two) pistol loaded with **total of 5 rounds** holstered.

Procedure: Shooter

will say "**MERRY CHRISTMAS!**" **OR** indicate ready and wait for the beep.

ATB draw pistol and knock down five targets.

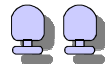
Move to rifle and knock down five targets.

Move to shotgun and clean up all still standing. NOTE: Gunfighters may use two guns.

Stage 2 December 2012 Trimming The Tree

Two revolvers, 10 cartridges; Rifle and 8 cartridges; Shotgun and 4+ shells

Big John found the perfect star to go on top of the big tree at the ranch house. McKenzie complained that it was too big, so John pulled his pistols and trimmed it down a bit.



Starting Position: Standing at the table with hands flat on table.

Staging: Two pistols loaded with five each and holstered.

Rifle loaded with 8 and staged on a horse.

Shotgun staged on the other horse with at least two rounds on your person.

Procedure:

Shooter will say, "MERRY CHRISTMAS, BUD!" OR indicate ready and wait for the beep.

ATB, draw first pistol and engage the star with five rounds. With second pistol, engage the two red Christmas ornament targets beside the star by alternating for five shots.

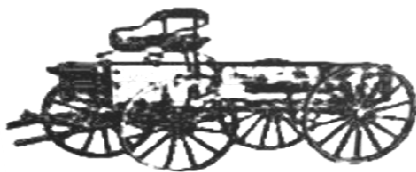
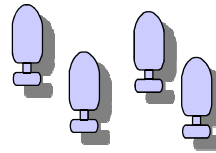
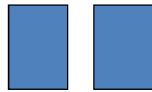
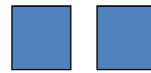
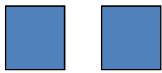
Move to your rifle, and engage the four rifle targets with two shots each.

Move to shotgun and engage two shotgun targets in any order.

Stage 3 December 2012 "The Grinch"

Two revolvers, 10 cartridges; Rifle and 8 cartridges; Shotgun and 4+ shells

Santa Claus had just finished loading his sleigh when the Grinch jumped out to steal his load of toys.



Starting Position:

Standing behind wagon

Staging: Two pistols loaded and holstered.

Rifle loaded with 8 and staged on wagon seat.

Shotgun staged on wagon bed with at least 4 rounds on your person.

Procedure: Shooter will yell, "HO, HO, HO" OR indicate ready and wait for the beep.

ATB, draw first pistol and engage the Grinch with one round. Place the other four rounds on the two pistol targets, two rounds each.

Move to shotgun and engage the 4 shotgun targets in any order.

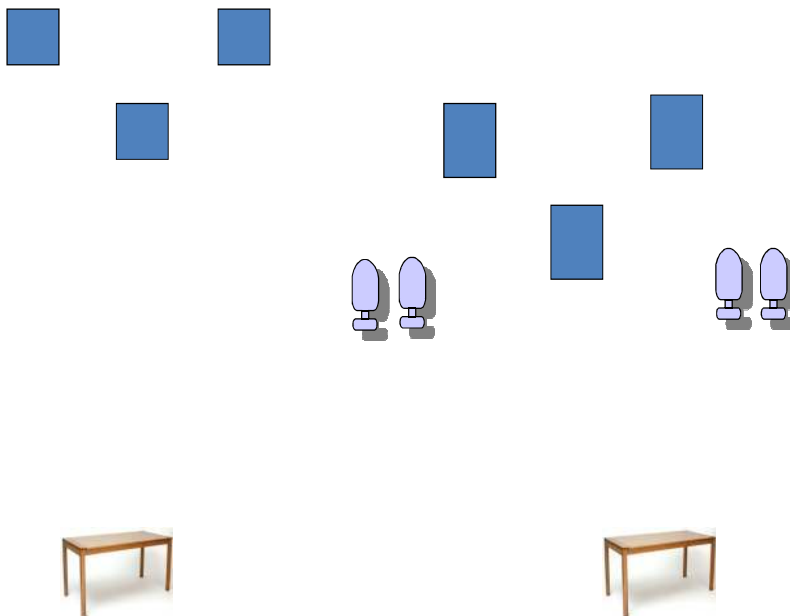
Move to rifle and engage 4 rifle targets with 2 rounds each.

Draw second pistol and engage the two pistol targets with 5 rounds alternating.

Stage 4 December 2012 "Pale Ale Rider"

Two revolvers, 10 cartridges; Rifle and 10 cartridges; Shotgun and 4+ shells

Pale Ale Rider stumbles into the saloon and naturally orders a pale ale. A young gunslinger challenges him to a gunfight. Pale Ale Rider immediately fills him full of lead without spilling a drop of his favorite pale ale.



Starting Position:

Standing at bar with one hand flat on bar and the other hand holding beer glass.

Staging: Two pistols loaded with 5 and holstered.

Rifle loaded with 10, staged on the table.

Shotgun with 4+ rounds, staged on the bar.

Procedure:

Shooter will say, **"I'M FASTER THAN LIGHTNING" OR** indicate ready and wait for the beep.

ATB, draw first pistol and engage the center pistol target with 5 rounds. With second pistol, engage the two outside pistol targets with 2 rounds each, and 5th round back on center target.

Move to the table and with rifle, engage the center rifle target with 5 rounds, then the outside targets with 2 each, with 10th round on the middle target.

Move to your shotgun and engage the 4 shotgun targets in any order.