

Stage 1 June 2012

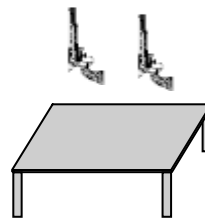
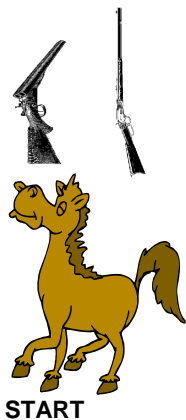
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

GA Slayer has ridden out to the ranch party site to set up some tables. After setting up one table, he sees the Georgia Gang fast approaching to set up an ambush for the DHI Cowboys. He can't let their evil intent succeed, so he grabs his guns and goes to work.

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

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

Procedure: Shooter will say "**YOU'RE NOT INVITED**" **OR** indicate ready and wait for the beep. ATB, engage the rifle targets in a Panhandle Sweep starting from the left. Put the rifle on the horse, retrieve shotgun and engage the left two shotgun targets in any order. Place shotgun on the **table** and, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep starting from the left. Holster. Retrieve shotgun and engage the right two shotgun targets in any order. **NOTE: A Panhandle Sweep is shot the same as a straight sweep but the center (WHITE) target is shot four times.**



Stage 2 June 2012

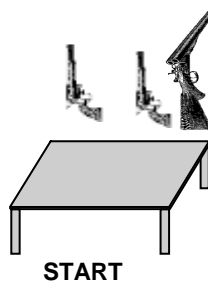
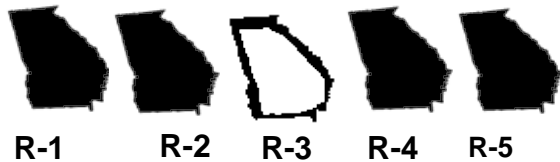
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

GA Slayer is holding his own against the Georgia Gang. It will only take some more accurate fire to get them running.

Starting Position: Standing behind the table.

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

Procedure: Shooter will say **"YOU NEED TO LEAVE"** OR indicate ready and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least twice in any order. Holster. Retrieve shotgun and engage the right two shotgun targets in any order. Put the shotgun on the **horse**, retrieve rifle and engage the rifle targets with single shots as follows (R-3, R-1, R-3, R-2, R-3, R-5, R-3, R-4, R-3). Put the rifle on the horse, retrieve shotgun and engage the left two shotgun targets in any order.



Stage 3 June 2012

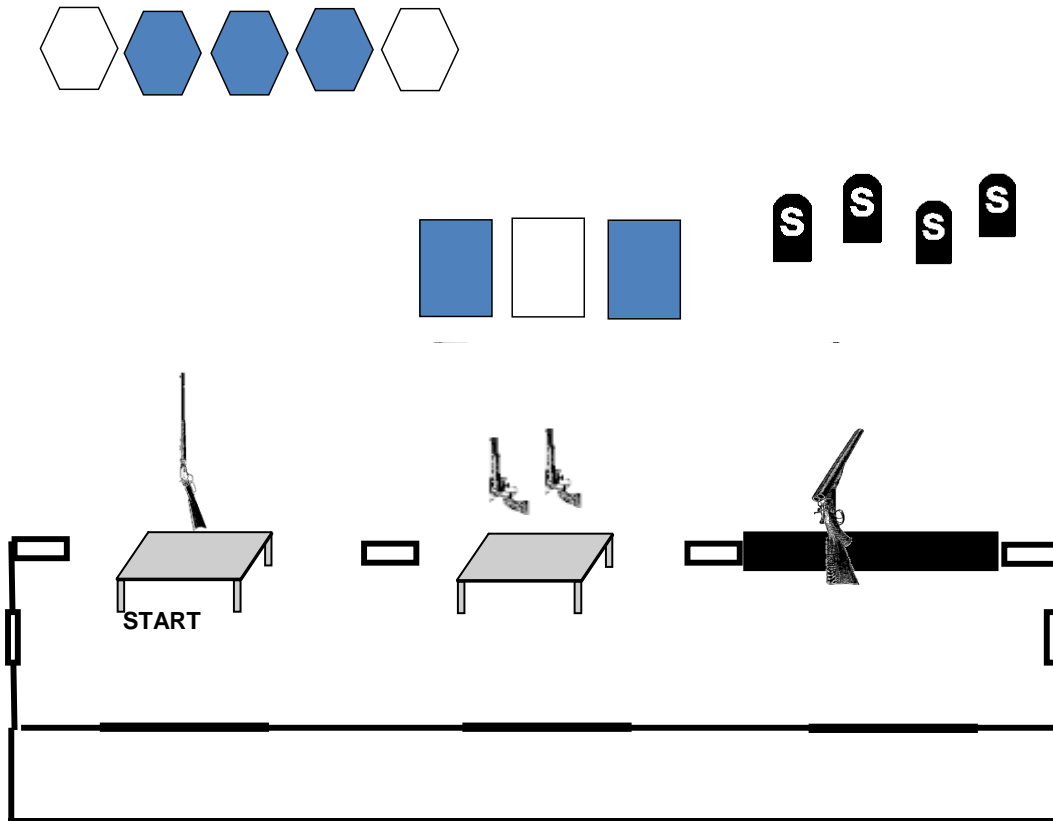
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Lily the Kid visits the Prairie Store to pick up supplies for her graduation party. While shopping, she notices the Coffin Gang sneaking up on the store with their guns drawn. She needs to stop the gang before they get in the store.

Starting Position: Standing behind the left table.

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

Procedure : Shooter will say "NO PARTY FOR YOU" OR indicate ready and wait for the beep. ATB, retrieve rifle and engage the rifle targets in an Easy Sweep from either direction. Return rifle to left table. Move behind the center table and with first pistol engage the pistol targets in a Nevada Sweep from either direction. Repeat instructions with second pistol. Holster. Retrieve shotgun and engage the shotgun targets in any order. **NOTE: An Easy Sweep is shot as a straight sweep, but the end (WHITE) targets are shot with triple taps.**



Stage 4 June 2012

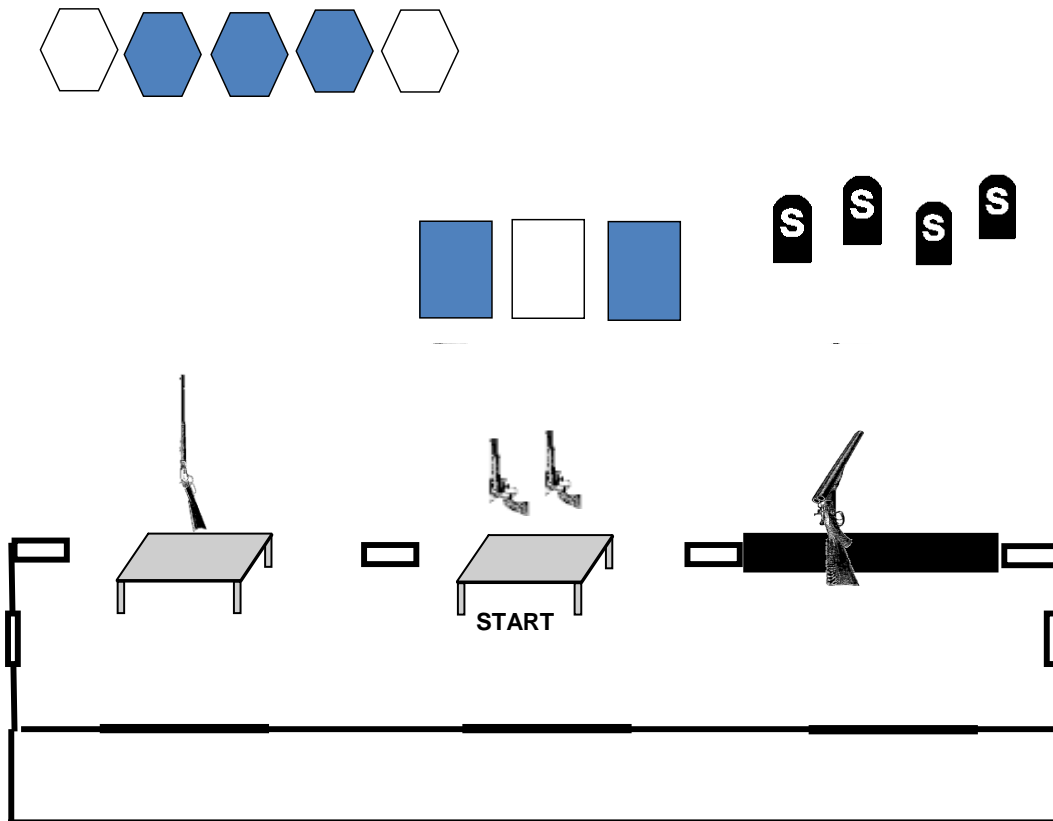
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Lily the Kid's quick and accurate fire has made the Coffin Gang think twice about their attack. She just decides to give them a second dose to get them running.

Starting Position: Standing behind the center table.

Staging: Two pistols loaded with five rounds each, staged on the center table. Rifle, loaded with 9 rounds, staged on the left table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure : Shooter will say **"I SAID NO PARTY"** OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **CONTINUOUS DHI Sweep** starting from either end. Return pistols to table. Retrieve rifle and engage the rifle targets with a Nevada Sweep starting from either end. Return rifle to left table. 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 June 2012

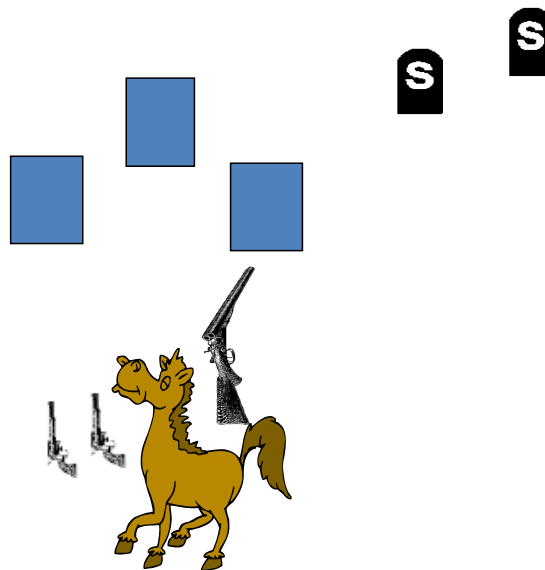
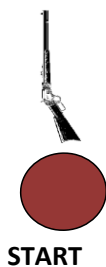
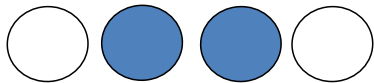
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Bushshot Bill is on the range to hunt for some Buffalo for a special ranch dinner. He sees a big cloud of dust just over a rise and gets ready to get a shot at what he suspects are approaching Buffalo. To his surprise the dust was caused by the infamous Circle Gang coming his way with intent to cause him harm.

Starting Position: Standing with at least one foot touching the stone.

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

Procedure: Shooter will say "**YOU AIN'T BUFFALO**" OR indicate ready and wait for the beep. ATB, engage the rifle targets in a Cat Herders Sweep starting from the left. Put the rifle on the horse. Using pistols as needed, engage the pistol targets in a double tap Nevada Sweep starting from the left. Holster. Retrieve shotgun and engage shotgun targets in any order. **NOTE: A Cat Herders Sweep is shot the same as a Nevada Sweep but the end (WHITE) targets are shot with double taps.**



Stage 6 June 2012

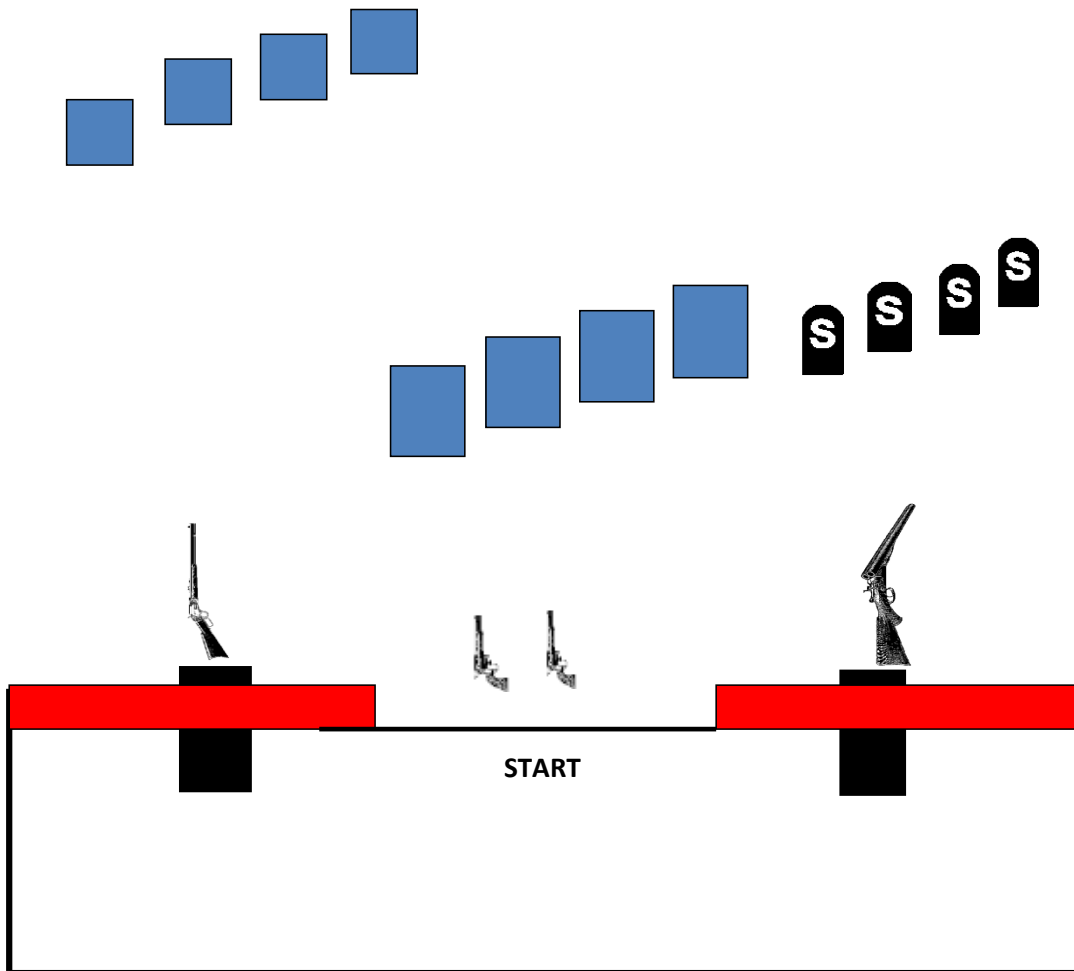
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Shorty Butte stops by the Saloon to get a bucket of beer for the DHI Cowboys when he sees the place and its patrons are being robbed by outlaws. It's a good thing that Shorty has his guns with him to stop this.

Starting Position: Standing in the doorway with bucket held in both hands.

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: Shooter will say "**I WANT SOME BEER**" OR indicate ready and wait for the beep. ATB, drop the bucket inside the saloon and, using pistols as needed, engage the pistol targets in a **CONTINUOUS** front to back Nevada Sweep. Holster. Retrieve your rifle and engage the rifle targets in a front to back Nevada Sweep. Return rifle to tray. Retrieve shotgun and engage the shotgun targets in any order.



Sidematch Stage June 2012

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

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 left 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, retrieve rifle and engage the rifle targets in a **Double Tap Sweep** starting from either direction. Return rifle to table. Move behind the center table and, using pistols as needed, engage the pistol targets with at least three rounds on each. Holster. Retrieve shotgun and engage the shotgun targets in any order.

