

## Stage 1 October 2013

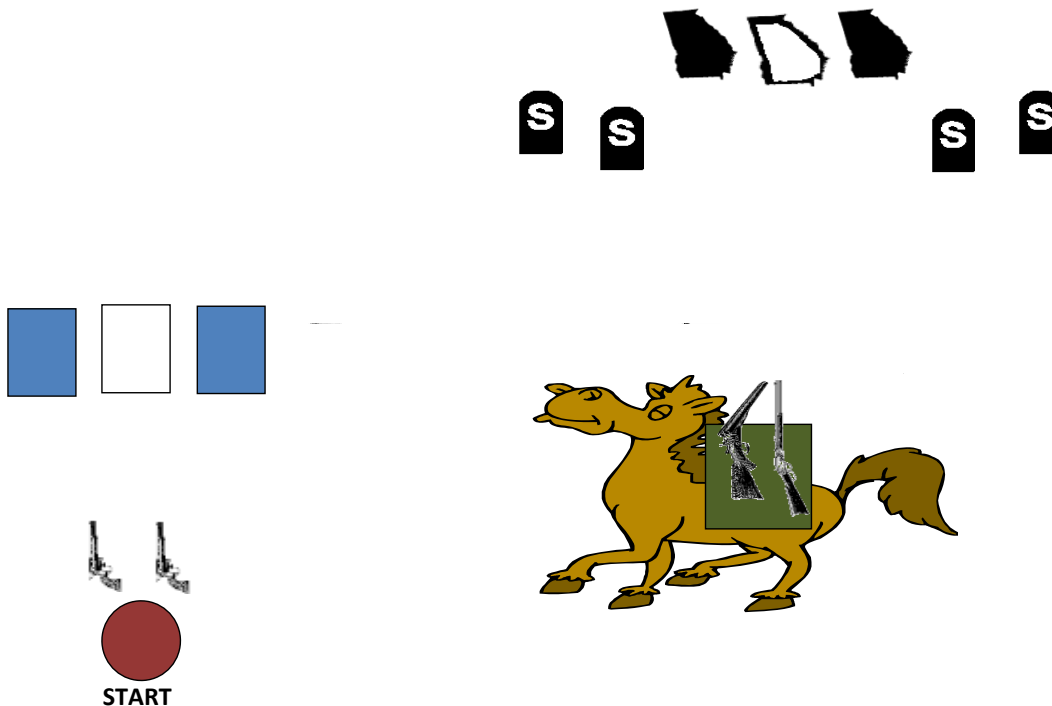
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

Wyatt Earp has gone for a ride to get away from the troubles of Tombstone for a while. Wyatt soon finds he just can't get away from trouble, when he spots a group of the Cowboys from Georgia riding hard at him with their pistols at the ready. He dismounts and gets ready for the attack.

**Starting Position:** Standing directly behind the starting stone.

**Staging:** 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 horse.

**Procedure:** Say "**I HATE RED SASHES**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with **TWO** 2-1-2 sweeps. Retrieve Rifle and engage the rifle targets with **TWO** 2-1-2 sweeps. Retrieve Shotgun and engage the shotgun targets in any order.



## Stage 2 October 2013

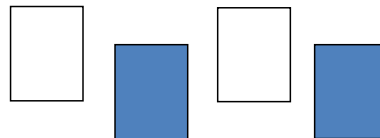
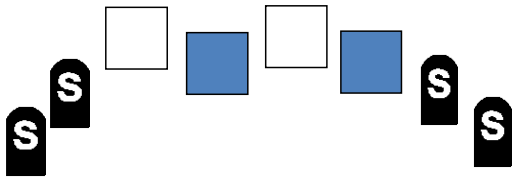
### Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Virgil Earp, worried about Wyatt riding out by himself, has gone looking for Wyatt. Instead of Wyatt he finds another band of Cowboys looking to end the days of any Earp.

**Starting Position:** Standing directly behind the starting stone.

**Staging:** 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 horse.

**Procedure:** Say "NOT MY TIME TO DIE" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a 2-3-2-3 Sweep. Retrieve Rifle and engage the rifle targets in a 2-3-2-3 Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



START

### Stage 3 October 2013

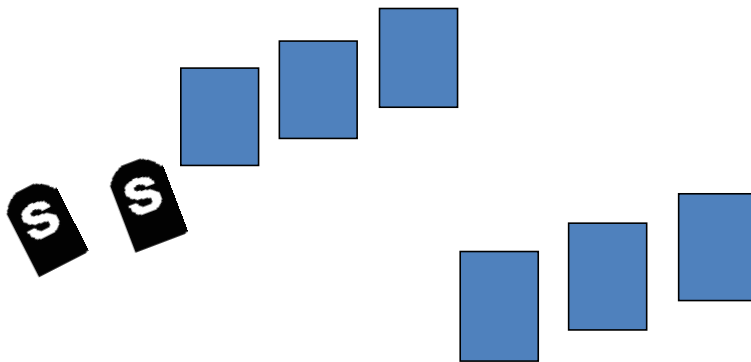
#### Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

Morgan Earp has set up a picnic table outside of town and is waiting on Wyatt and Virgil. He sees riders approaching, but they're not his brothers. Instead yet another group of Cowboys are looking for Earp blood. Morgan is not about to let them get the upper hand on him, so he grabs his rifle and takes aim.

**Starting Position:** Standing directly behind the table with rifle held in both hands.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, held in both hands. Shotgun, with at least two rounds on your person, staged on the table.

**Procedure :** Say "**NO PICNIC FOR YOU**" **OR** indicate ready and wait for the beep. ATB, starting on the left target, shoot each rifle target three times. Using pistols as needed and starting on the left target, engage the pistol targets with at three rounds on each. Retrieve Shotgun and engage the shotgun targets in any order.



## Stage 4 October 2013

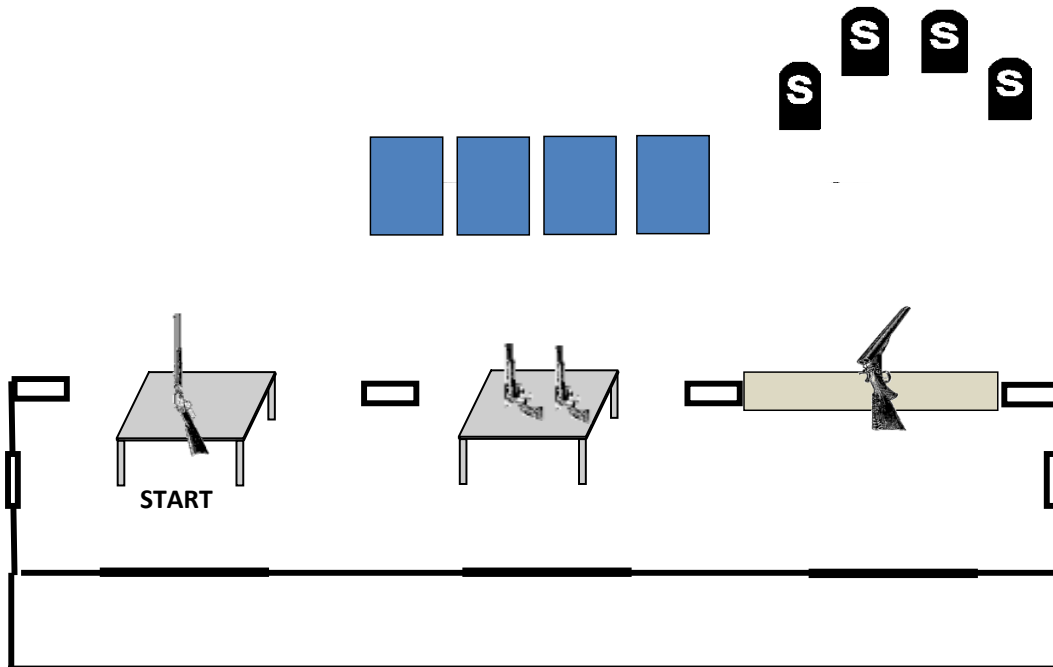
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

Doc Holliday stops by the saloon for a drink and, perhaps, a card game. To his surprise he finds Ringo and some other members of the Cowboys there. Doc wastes no time in clearing the Cowboys out of the saloon.

**Starting Position:** Standing behind the left table with hands flat on table.

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

**Procedure :** Say **"I'M YOUR HUCKELBERRY"** OR indicate ready and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a Nevada Sweep. Move to the center table and using pistols as needed, engage the pistol targets in a Nevada Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



## Stage 5 October 2013

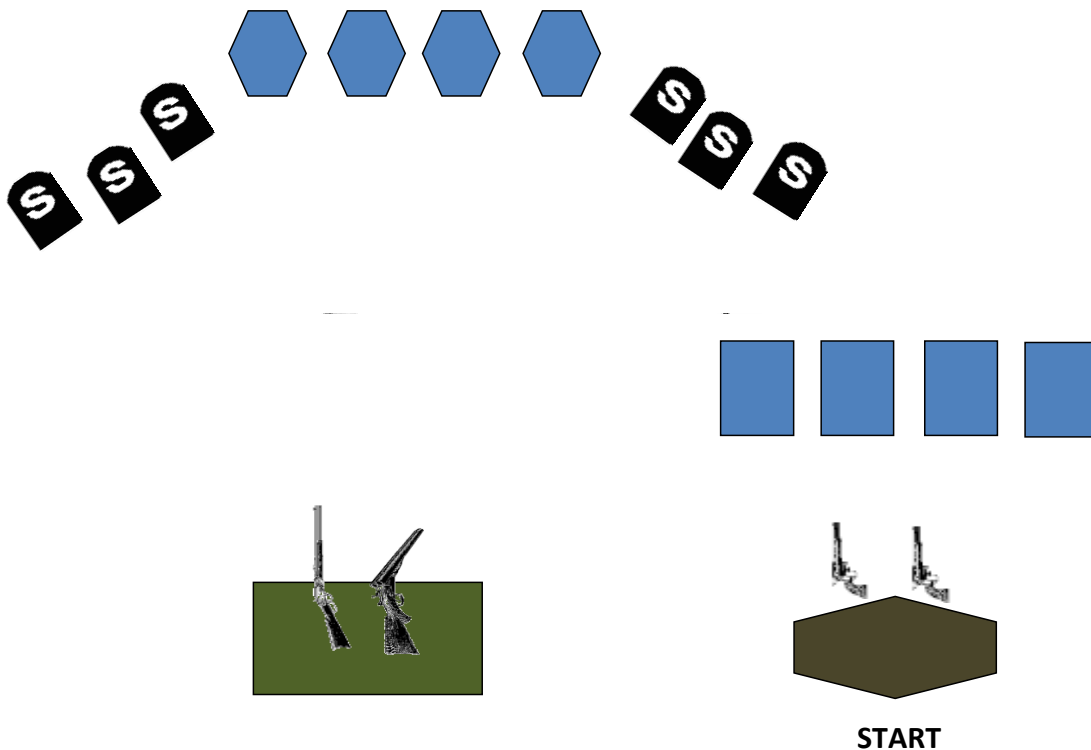
**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 6 + Shells**

Doc Holliday has gone to Boot Hill to pay his respects to the last Cowboy he put there. As usual, Doc has had a few drinks, and in his condition he thinks he's being attacked by the tombstones, coffins and other grave markers, so he starts shooting to halt this surreal attack.

**Starting Position:** Standing directly behind the coffin.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and Shotgun, with at least six rounds on your person, both staged on the table.

**Procedure:** Say **"I'LL JUST SHOOT YOU AGAIN"** OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a **REVERSE** Lawrence Welk Sweep. Retrieve Rifle and engage the rifle targets in a **REVERSE** Lawrence Welk Sweep. Retrieve Shotgun and engage the shotgun targets in any order. **NOTE: A reverse Lawrence Welk Sweep is four shots on first target, three shots on second target, two shots on third target and 1 shot on fourth target.**



## Stage 6 October 2013

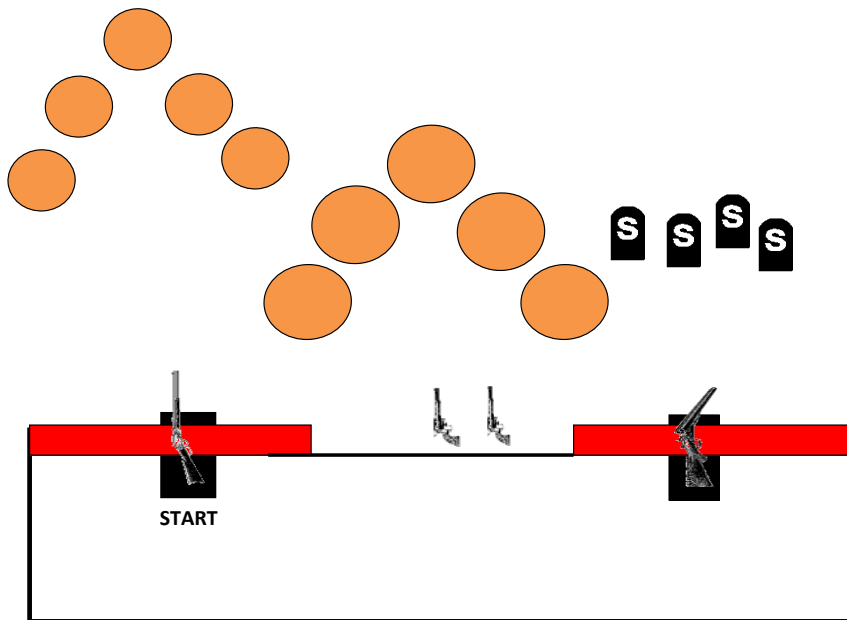
### Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Doc Holliday has been drinking pretty heavy and when he woke up this morning he thought he was being attacked by pumpkins, of all things, and caused quite a stir when he shot his neighbors pumpkin patch to pieces.

**Starting Position:** Standing at the left window with rifle held in both hands.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least 4 rounds on your person, staged in the right window tray.

**Procedure:** Say "YOU PUMPKINS WILL NOT GET ME" OR indicate ready and wait for the beep. ATB, starting on the **LEFT FRONT** target, engage the rifle targets in a Double Tap Sweep. Move to the doorway and, using pistols as needed, starting on the **LEFT FRONT** target, engage the pistol targets in a Double Tap Sweep. Retrieve Shotgun and engage the shotgun targets in any order.



## Sidematch Stage October 2013

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

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

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

**Procedure :** Say "LET'S SHOOT" OR indicate ready and wait for the beep. ATB, retrieve rifle and shoot each rifle target twice. Move to the center table and using pistols as needed, shoot each pistol target at least twice. Retrieve Shotgun and engage the shotgun targets in any order.

