

September 13, 2014
Annual Match
Stages

Targets will be generally large and very "hittable"

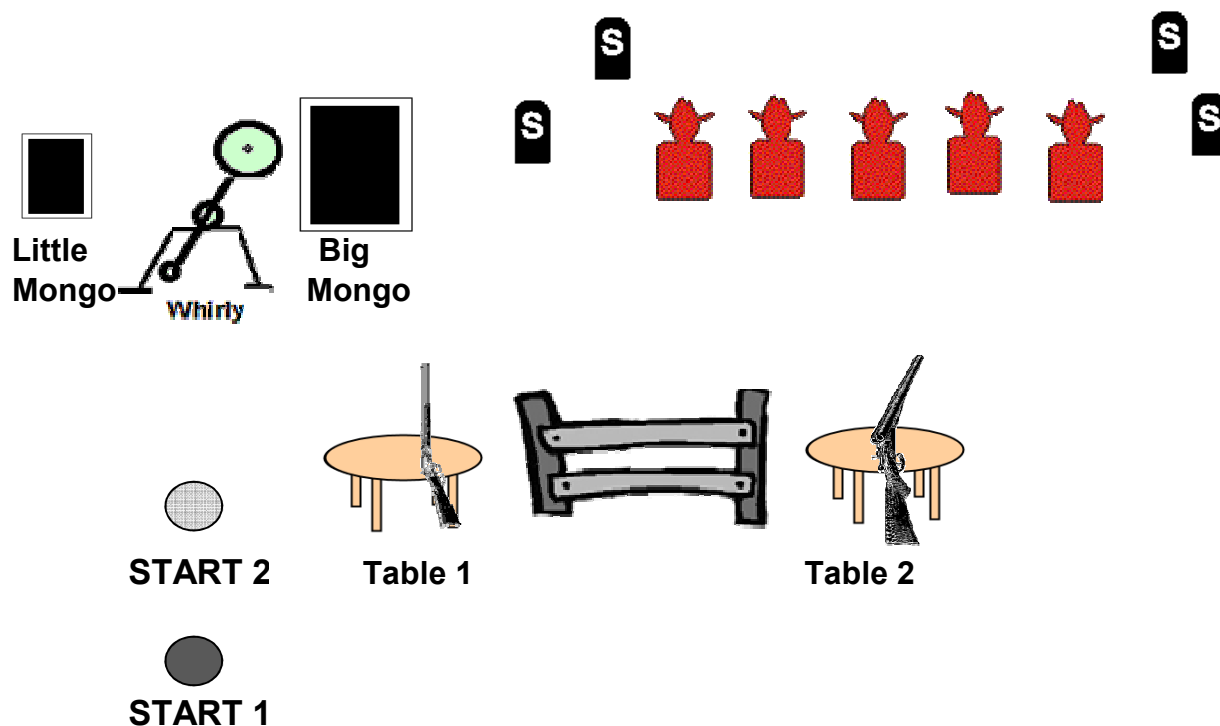
The Whirly (moving target) will be close and move relatively slowly.

The Star will be stationary and shot with the rifle.

Stages may be slightly modified for safety or range conditions.

STAGE 1 MONGO

After Mongo (Alex Karras) is in jail he says, "Mongo only pawn in game of life."



Rifle loaded with 10 rounds and staged on table 1

Pistols loaded with 5 rounds each and holstered

Shotgun staged on table 2 with at least 4 rounds on your person

Starting Position: One foot touching the **start stone #1**. Holding activator in hand.

When ready say, "**Mongo only pawn.**" At the beep activate the Whirly Gig Target.

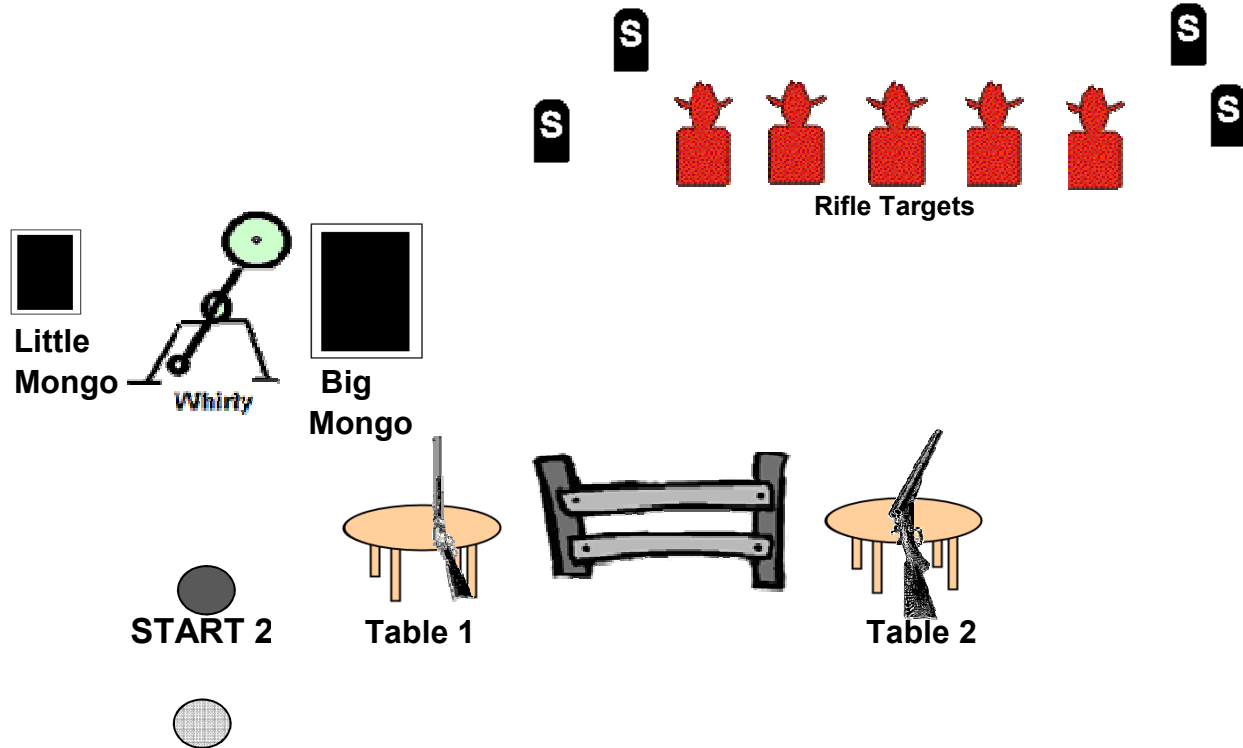
Retrieve rifle and in any order place 5 rounds on the Whirly Gig and 5 rounds on Big Mongo. Making rifle safe wherever, and when within kicking distance of table 2 with your choice of shotgun or pistol first, engage pistol targets in a double tap sweep and with shotgun engage shotgun targets in any order.

Buckaroos and Buckerettes may engage Little Hoss instead of Whirly.

The Whirly Gig target will be painted after every shooter to ensure being credited the proper number of hits. Be sure to paint the edges of target.

STAGE 2

Lamarr's posse rides up on Bart's diversion: a single tollbooth in the middle of the desert. *LePetomaine Thruway* Somebody's gotta go back and get a load of dimes!



Rifle loaded with 10 rounds and staged on left table

Pistols loaded with 5 rounds each and holstered

Shotgun staged right table with at least 4 rounds on your person

Starting Position: One foot touching the **start stone #2**.

When ready pull the activator. The timer will say standby, and then beep you after an approximate 3 second pause of you pulling the activator. After the beep, engage the Whirly Gig with three shots and then Big Mongo with two shots. Repeat with second pistol.

Move to table 1 and engage the rifle targets with two rounds on each target. Make rifle safe wherever.

At table 2 engage the shotgun targets in any order.

Buckaroos and Buckerettes may engage Little Hoss instead of Whirly.

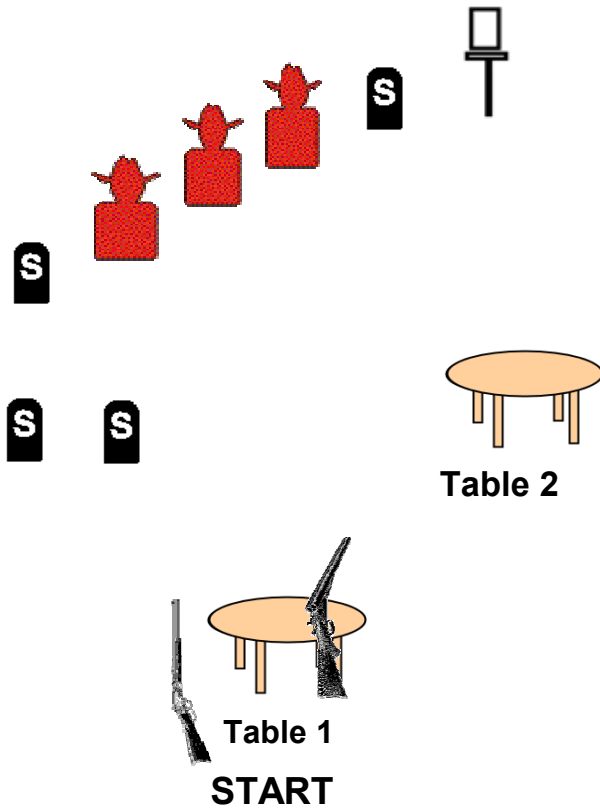
The Whirly Gig target will be painted after every shooter to ensure being credited the proper number of hits. Be sure to paint the edges of the target.

STAGE 3

The Johnsons point their guns at Bart. Bart then points his own pistol at his head

Bart: [low voice] Hold it! Next man makes a move, the sheriff gets it!

Olson Johnson: Hold it, men. He's not bluffing.



Rifle loaded with 10 rounds and held in both hands behind table 1

Pistols loaded with 5 rounds each and holstered

Shotgun staged at table 1 with at least 4 rounds on your person

Begin standing behind table one, rifle in both hands

When ready say "**Hold it men, He's not bluffing!**" At the beep engage the 3 rifle targets with a Nevada Sweep for 9 rounds starting on either end. Put tenth round on the knockoff target.

Put rifle on table one, in long gun holder pointed at side berm.

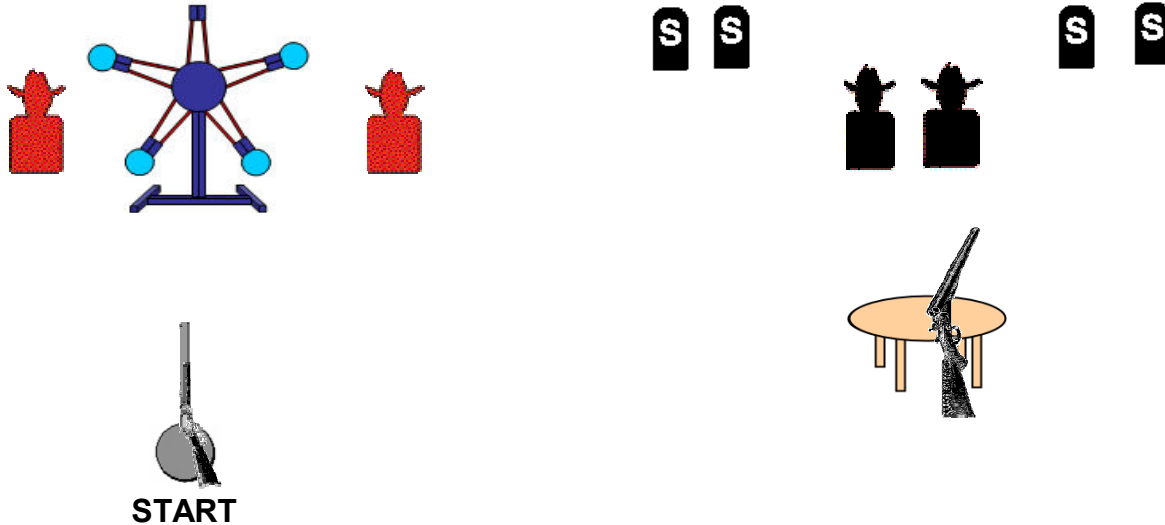
Get shotgun and engage the two shotgun targets. Move to within kicking distance of table 2 and engage 2 more shotgun targets. You may also take down the knockoff target if you missed it with the rifle.

With pistols engage the pistol targets with 2 separate Nevada Sweeps.

Shotgun targets can **only be made up at the designated shooting positions.**

Stage 4

After Bart escapes using his kidnapping ploy he says, "Ooh, baby, you are so talented!"



Rifle loaded with 10 rounds, held in hands; one foot on start stone.

Pistols loaded with 5 rounds each and holstered

Shotgun staged on table with at least 4 rounds on your person

Starting Position: One foot touching the start stone. Rifle held in hands.

When ready say, "**Ooh, baby, you are so talented!**" At the beep with rifle engage left rifle target with two rounds. Then engage the Texas Star with 4 rounds. You have four extra rounds if you need them to clean the Texas Star. Any round left after cleaning the Texas Star will be shot at the right target. **Every** shot that hits the right target will be a **two second bonus**. Misses on the right target will be counted as misses. Make rifle safe.

With shotgun engage 4 shotgun targets.

With pistols engage each the pistol targets with 5 rounds on each pistol target.

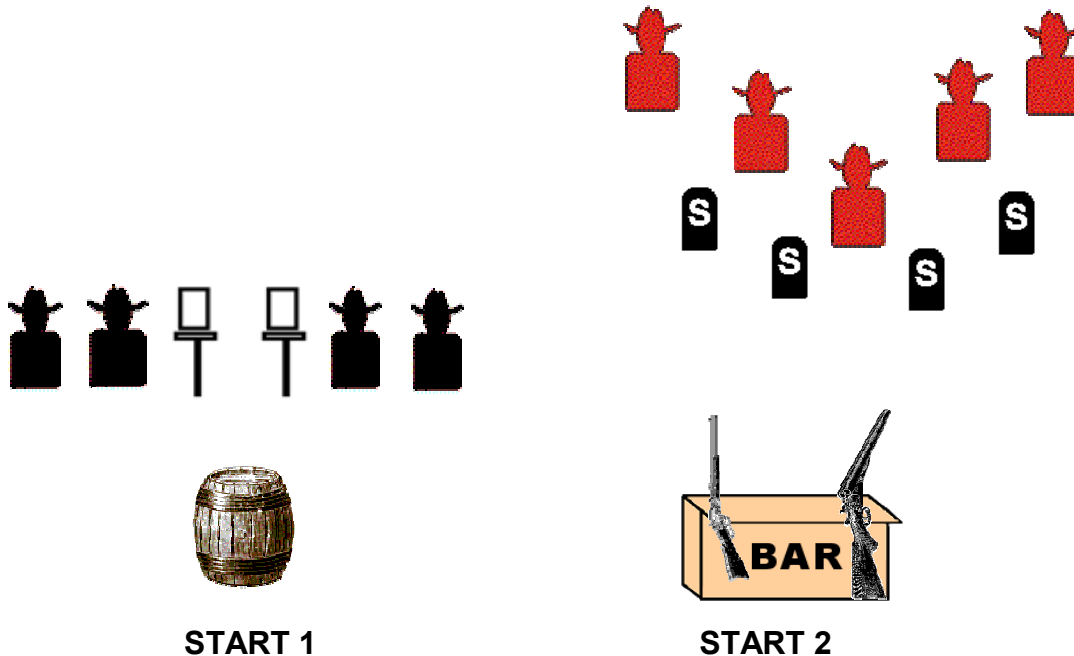
(The Texas Star is a non-moving knock off target.)

Any targets left on Texas Star will be called a miss.

Up to four shots can hit the right rifle target for up to an eight second bonus

STAGE 5

Jim (Gene Wilder) is in jail and shows his hand to Sheriff Bart - steady as a rock. But he



Rifle loaded with 10 rounds and staged on the bar.

Pistols loaded with 5 rounds each and holstered

Shotgun staged on bar with at least 4 rounds on your person

Starting Position 1: Standing behind barrel with pistol or pistols (as required by class) in hand, pointed at first knockdown target.

Start this stage with a pistol or pistols (NOT COCKED) pointed at first knockdown target. When you are in the start position the timer will instruct you to draw you pistol(s).

Do NOT draw your pistol(s) until instructed by the timer.

When ready say your line "**But I shoot with THIS hand!**" At the beep engage a knockoff pistol target then double tap any two pistol targets Engage the last knockoff pistol target and double tap the two remaining pistol targets.

Get your rifle from the bar and engage middle rifle target with one shot. Then double tap any two outside rifle targets. Engage the middle rifle target again with one shot. Then double tap the last two remaining outside rifle targets. Make rifle safe.

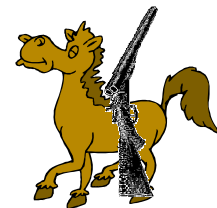
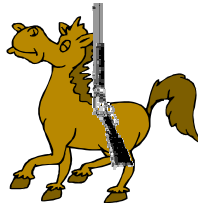
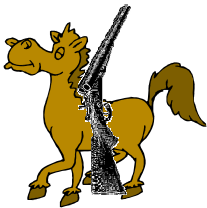
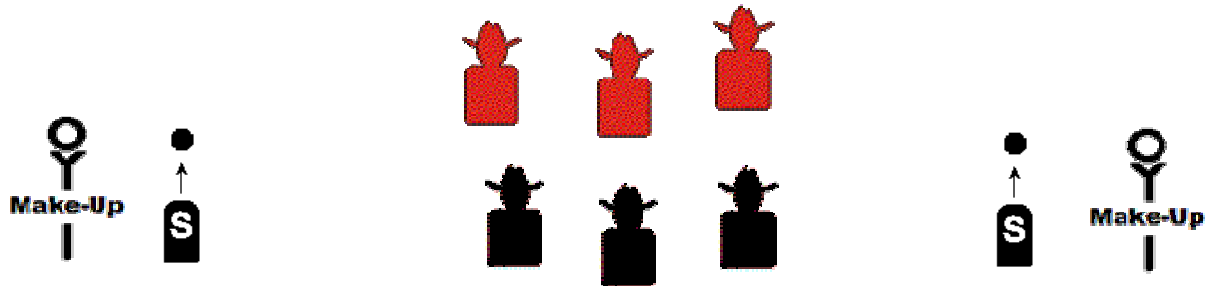
With shotgun engage the four shotgun targets.

A hit on the pistol knockdown targets is a hit.

Starting Position 2: Standing behind bar with Rifle in both hands. Then shoot as above except - Rifle, Shotgun, pistols.

STAGE 6

When Taggart comes on the crew singing and dancing around he says, Taggart yells: " ...What in the Wide World of Sports is a-going on here?"



Rifle loaded with 10 rounds and staged middle horse.

Pistols loaded with 5 rounds each and holstered

Shotgun staged on left or right horse with at least 4 rounds on your person

Starting Position: Near either left or right horse. One hand on the shotgun (staged on horse) and other hand holding a couple of shotgun shells located on your person.

When ready say "**What in the Wide World of Sports?**". At the beep engage one vomit target. If you unfortunately miss the flying clay you may engage the make-up clay to avoid the miss on the flying clay. No magic pellet allowed. Clay must be significantly* gone from make-up holder. Taking shotgun with you move to middle horse and make shotgun safe.

At middle horse with your choice of either rifle or pistols first, engage the closer targets with your pistols using a couple of 1,3,1 sweeps. Engage the further targets with your rifle using a couple of 1,3,1 sweeps.

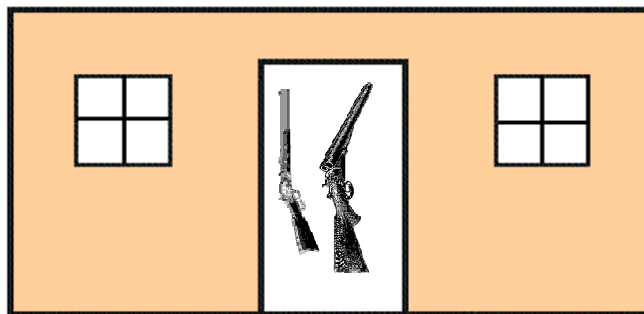
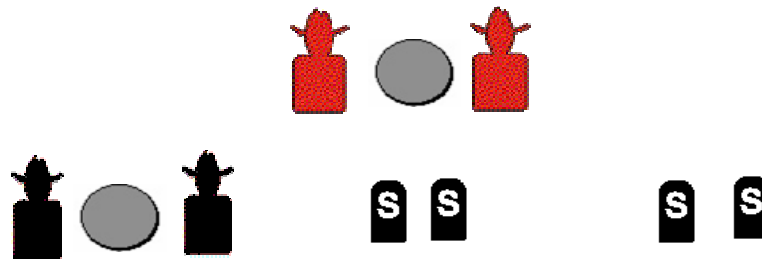
Retrieve you shotgun and when you are within kicking distance of the last horse engage the last vomit target. You may also engage the make-up clay to avoid the miss on the flying clay (same rules as first Vomit target).

* **Significant = Mostly gone**

STAGE 7

Mongo is beating up a bar full of toughs, Bart walks in, dressed as a messenger boy and carrying a box

Bart: Candygram for Mongo! Candygram for Mongo!



START

Rifle loaded with 10 rounds and staged in doorway.

Pistols loaded with 5 rounds each and holstered

Shotgun staged in doorway with at least 4 rounds on your person

Starting Position: Standing in front of left window, hands on ledge.

Shooter says, "**Candy-gram for Mongo.**" At the beep using your first pistol, engage the pistol targets in a Nevada Sweep starting with target #1*. With second pistol engage the pistol targets in a 2, 1, 2 sweep beginning with target #1.

Move to rifle and engage the rifle targets in the same sequence you shot the pistol targets.

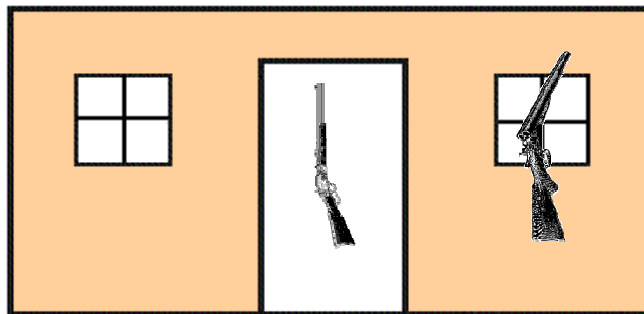
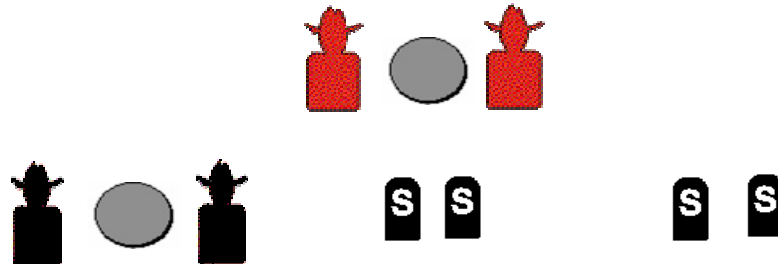
Retrieve shotgun and engage two shotgun targets through the doorway. **Move** to right window and engage the last two shotgun targets.

* **The shooter chooses which target is #1. That target will remain #1 target throughout the sequence.**

Spotters - Stay behind the shooter to allow for the 170.

STAGE 8

After Gabby Johnson's speech, Olsen Johnson says, " Now who can argue with that? I think we're all indebted to Gabby Johnson for clearly stating what needed to be said. I'm particularly glad that these lovely children were here today to hear that speech. Not only was it authentic frontier gibberish, it expressed a courage little seen in this day and age.



START

Rifle loaded with 10 rounds and staged in doorway

Pistols loaded with 5 rounds each and holstered

Shotgun staged in right window with at least 4 rounds on your person

Starting Position: Standing in doorway.

When ready say, "**Now who can argue with that!**"

At the beep move to **left or right** window.

At right window, engage four shotgun targets.

Move to doorway and with rifle engage rifle targets with three shots each. Put tenth round on a "pistol" target.

Move to left window and engage pistol targets with three rounds each. Put tenth round on a "rifle" target.

Shooter may also start at the LEFT window and work their way to the right window, shooting shotgun last.

Spotters - Stay behind the shooter to allow for the 170.