

May 2014
Monthly Match
Stages

Stage 1 May 2014

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

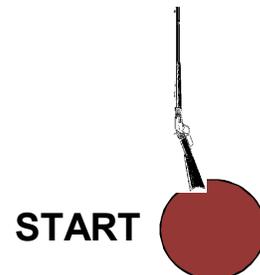
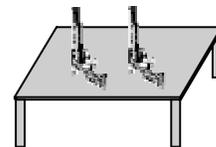
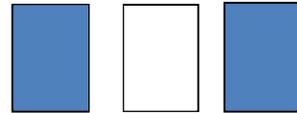
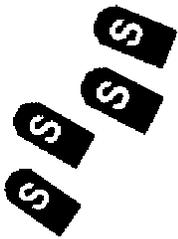
Fast Eddie has a new rifle and is going out to test its accuracy. As he's walking towards his horse he sees a bunch of horse thieves heading for his horse. He can't let them steal his horse, and figures now is as good a time as any to test that new rifle.

Starting Position: Standing with at least one foot touching the starting stone with rifle held in both hands.

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

Procedure: Shooter will say "LET THE TEST BEGIN" OR indicate ready and wait for the beep. ATB, engage the rifle targets in a DHI Sweep starting from either end. Put the rifle on the table and, using pistols as needed, engage the pistol targets in a **CONTINUIOUS** DHI Sweep starting from either end. Holster. 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 2 May 2014

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

Bluff returned from Northern Territory where he won a big shooting event. When asked what his prize was, Bluff replied "I sure do miss my old dog, but I love my new suspenders.

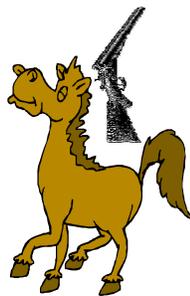
Starting Position: Standing behind the horse.

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

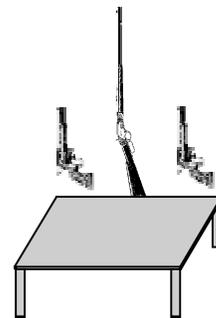
Procedure: Shooter will say "I LOVE MY SUSPENDERS" OR indicate ready and wait for the beep.

ATB, retrieve shotgun and engage the two shotgun targets in any order. Return shotgun to horse, retrieve rifle and engage the rifle targets with three rounds on each in any order.

Return to the table and, using pistols as needed, engage the pistol targets with at least three rounds on each in any order. Holster.



START



Stage 3 May 2014

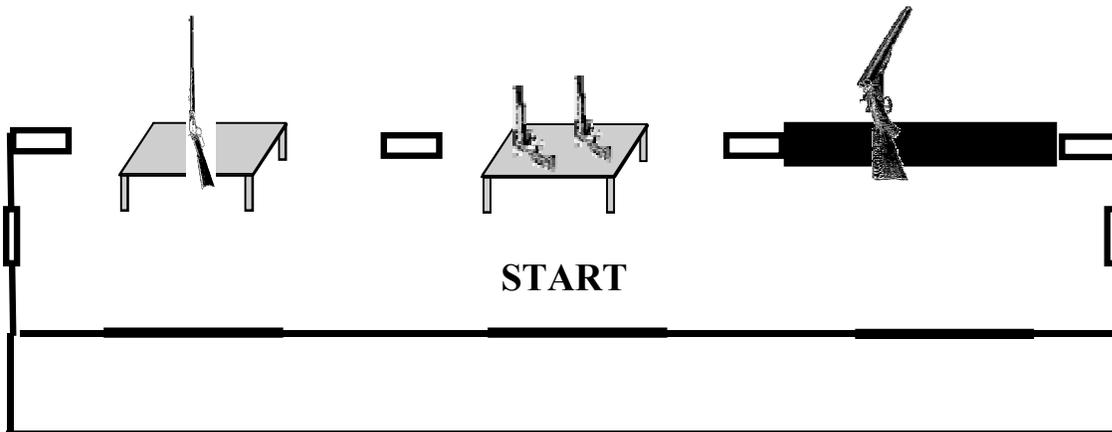
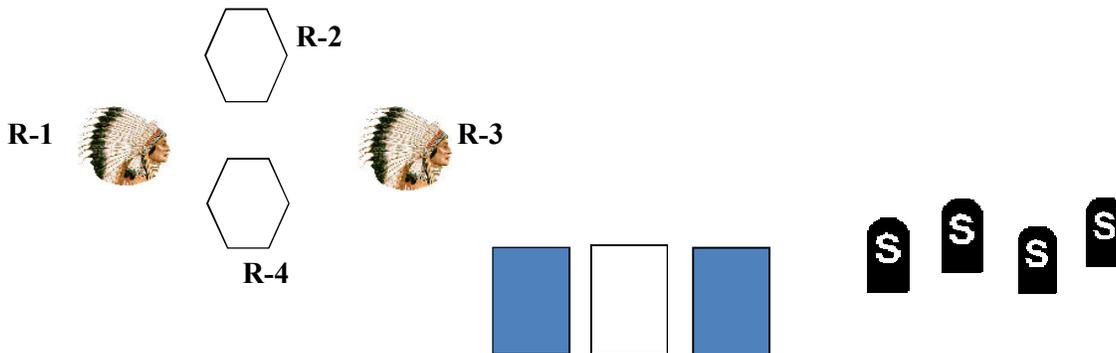
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Marshal Ruger has walked into the Prairie Saloon. After he gets in, he sees a group of renegades approaching to loot the place. The Marshal takes quick and accurate action to stop the attack. He just needs to decide where to start.

Starting Position: Standing inside the center of the Saloon.

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 "NO LOOTING TODAY" OR indicate ready and wait for the beep. ATB, move to the long gun of your choice. Rifle targets R-1, R-2, R-3 are engaged in a 1-3-1 sweep from either end. Then engage R-1, R-4, and R-3 in a 1-3-1 sweep from either end. Return rifle to left table. Pistol targets are engaged in two separate 1-3-1 sweeps starting from either end. Holster. Shotgun targets are engaged in any order and shotgun is returned to the bar.



Stage 4 May 2014

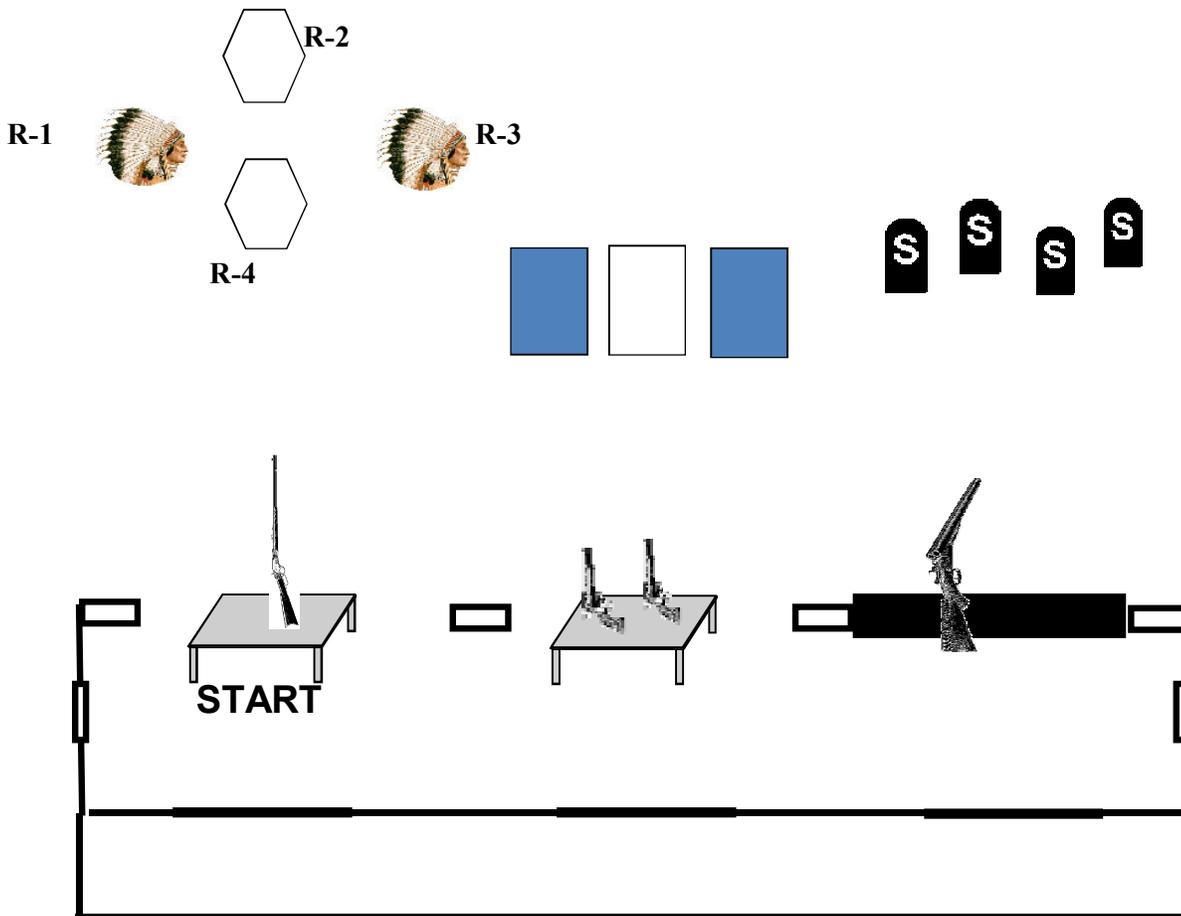
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Dugannon Gunner has dampened the desire of the renegades to loot the bar, but they haven't left yet. He decides to give them another dose of get away medicine.

Starting Position: Standing behind the left table with hands flat on the 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 **"I SAID NO LOOTING"** OR indicate ready and wait for the beep. ATB, retrieve rifle and, starting on R-1, engage the rifle targets in a **CLOCKWISE** sweep. Return rifle to table. Move behind the center table and, using pistols as needed, engage the pistol targets in a 3-4-3 sweep from either end. Holster. Retrieve Shotgun and engage the shotgun targets in any order.



Stage 5 May 2014

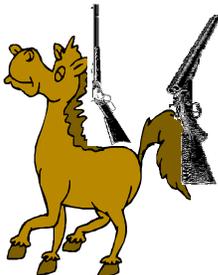
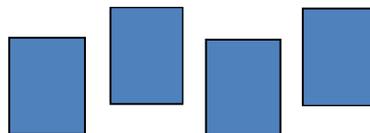
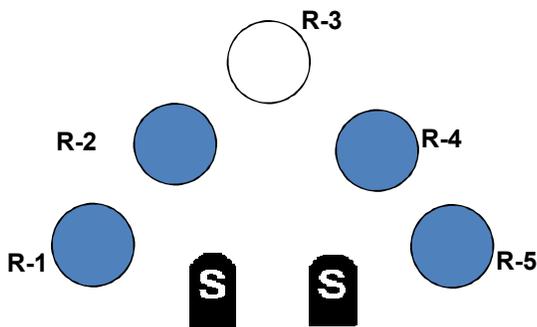
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells

Loose Trigger is taking a ride on the range to check on the herd. He stops to stretch his legs when he sees rustlers sneaking up on him. He's not about to let those rustlers steal his horse and the herd, so he draws his pistols and proceeds to stop them.

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

Procedure: Shooter will say "**NO RUSTLERS ALLOWED**" OR indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets in a Reverse Lawrence Welk Sweep (4-3-2-1) starting from either direction. Holster. Retrieve rifle and engage the rifle targets with double taps as follows (R-1, R-5, R-2, R-4, R3). Retrieve shotgun and engage shotgun targets in any order.



Stage 6 May 2014

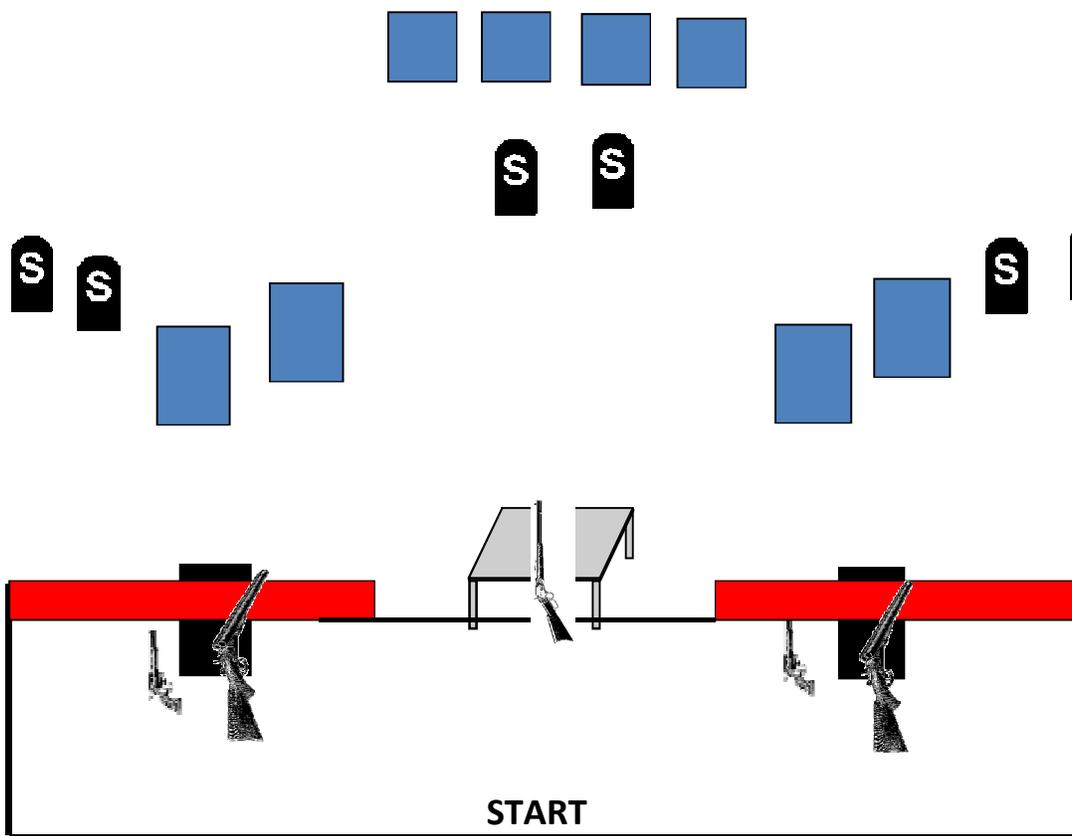
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 6 + Shells

The Lego Kid steps on the porch of the bank to get some money to buy his gal a present, when he sees a gang of robbers holding up the bank. He acts fast to save the town's money.

Starting Position: Standing between the center porch posts.

Staging: Two pistols loaded with 5 rounds each and holstered. Rifle, loaded with 10 rounds, staged on the doorway table. Shotgun, with as at least six rounds on your person, staged in either window tray.

Procedure: Shooter will say "**YOU'LL BE SORRY**" OR indicate ready and wait for the beep. ATB, go to the window where your shotgun is, and with first pistol engage the pistol targets in a 2, 3 sweep from the left. Holster. Retrieve shotgun and engage the two shotgun targets at that window in any order. Take shotgun to the doorway table, retrieve rifle and engage the rifle targets in 2, 3, 2, 3 sweep from the left. Retrieve shotgun and engage the center shotgun targets in any order. Take shotgun to the other window, and with second pistol engage the pistol targets in a 2, 3 sweep from the left. Holster. Retrieve shotgun and engage the shotgun targets there in any order.



Sidematch Stage May 2014

Two Revolvers and 10 Cartridges, Rifle and 8 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 8 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 with two rounds on each. Return rifle to table.

Move behind the center table and with first pistol engage the pistol targets in a Nevada Sweep sweep from either end. Repeat instructions with second pistol. Holster. Retrieve Shotgun and engage the shotgun targets in any order.

