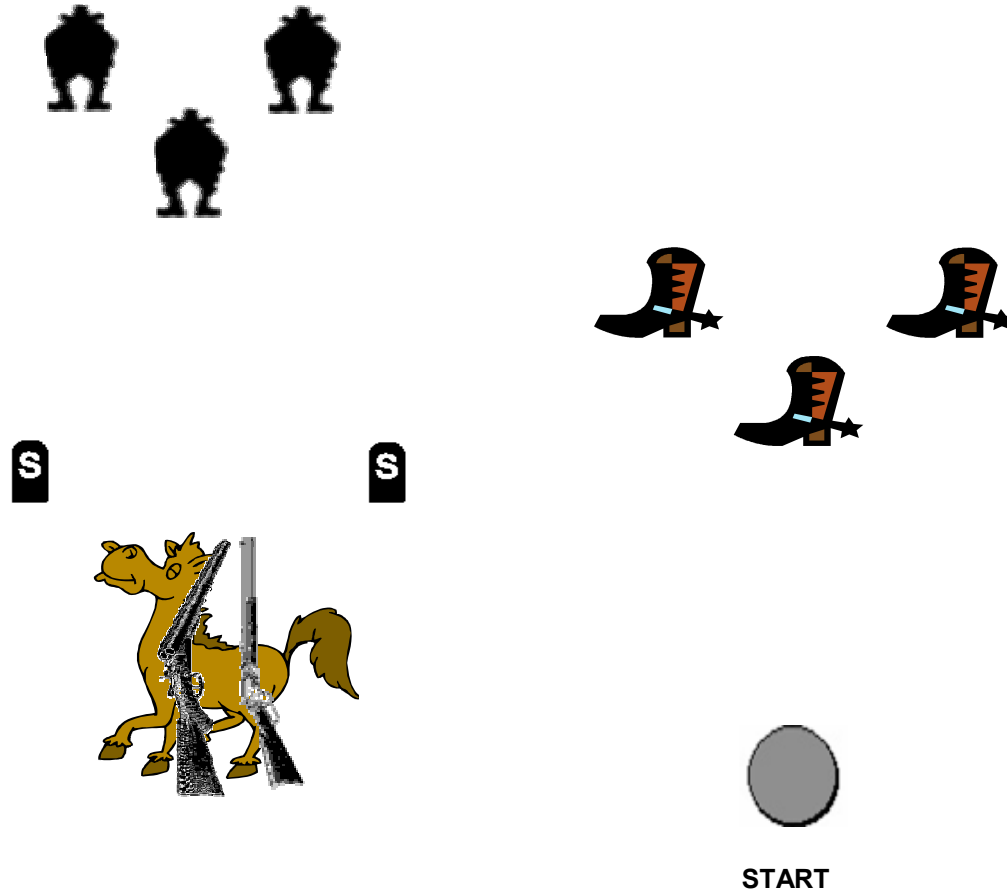


Doc Holliday's Immortals May '15 Match

STAGE 1 MARAUDER'S IDENTITY

Our friend, Marauder, appears to be a mild mannered shootist, shooting alongside his fellow posse members. But when you look at his shooting skills and the glimmer in his eye, he bears an eerie resemblance to the ever elusive Masked Marauder. Could it be???



Ammo: Pistols 10, Rifle 10, Shotgun 2+

Staging: Rifle loaded with 10 rounds, staged on the horse. Pistols loaded with five rounds each and holstered, shotgun open and empty, staged on the horse.

Start: Standing within kicking distance of the Start stone, hands on hips.

Procedure: Say "Could it be?" and wait for the beep. At the beep, with pistols as needed, engage P1 through P3 with a continuous Raindrop Loop.

With rifle, engage R1 through R3 with a Raindrop Loop.

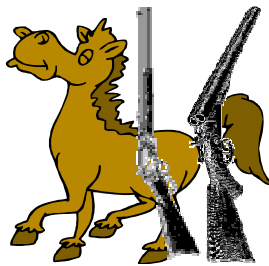
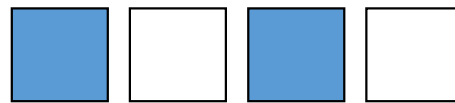
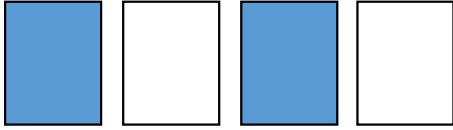
Engage shotgun targets in any order

Note: A Raindrop Loop is shot R1, R3, R2, R1, R3, R2, R1, etc.

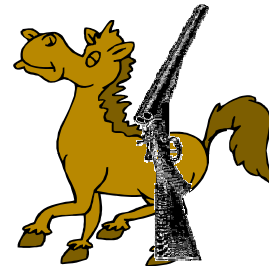
Doc Holliday's Immortals May '15 Match

STAGE 2 OZARK AZZ

Doc Holliday's Immortals have a problem, we waste too much ammunition. Well, we just happen to have a fella that really, really hates it when shots are wasted being shot into the dirt. Ozark Azz does his best to help his fellow shooters to avoid the terrible waste of missing targets. He's an intense competitor, but always has time to help a fellow shooter.



START



START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds and staged on the left horse, Pistols loaded with five rounds each and holstered, shotgun open and empty, staged on the Starting horse.

Start: Shooter's Choice to start behind either horse.

Procedure: Say "You're shootin a little low!" and wait for the beep. At the beep, If starting with rifle, engage R1 through R4 in a continuous sweep placing 1 round on the blue targets and two on the white.

Engage left shotgun targets in any order. Take shotgun to other horse, engage last two knockdowns and make safe.

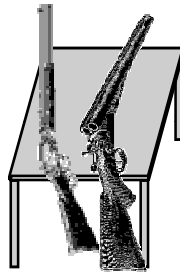
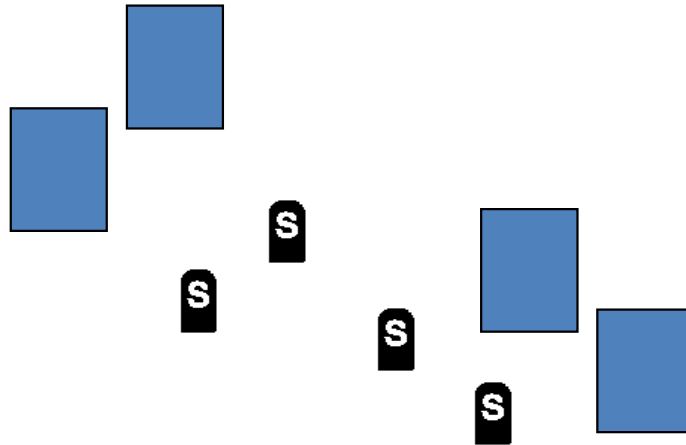
With pistols as needed, engage P1 through P4 with the same instructions as rifle then engage right shotgun targets in any order.

If starting with pistols, stage shotgun on right, start behind the right horse and reverse the sequence PP-S-S-R.

Doc Holliday's Immortals May '15 Match

STAGE 3 STEAMBOAT

You never know what guns Steamboat is gonna show up with. One time he's shootin fire and brimstone black powder, the next time it's them newfangled Schofields. You never can tell. When you ask him about his irons, he grins real big and is happy to tell you all about it. Steamboat may have more different guns than the Springfield Armory and if you're lucky, he just might let ya try one.



START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds and staged on the table. Pistols loaded with five rounds each and holstered. Shotgun, open and empty and held in both hands.

Start: Standing behind the table, shotgun held in both hands.

Procedure: Say "**Check out my Twist Draw!**" or indicate ready.

At the beep, engage the shotgun targets in any order.

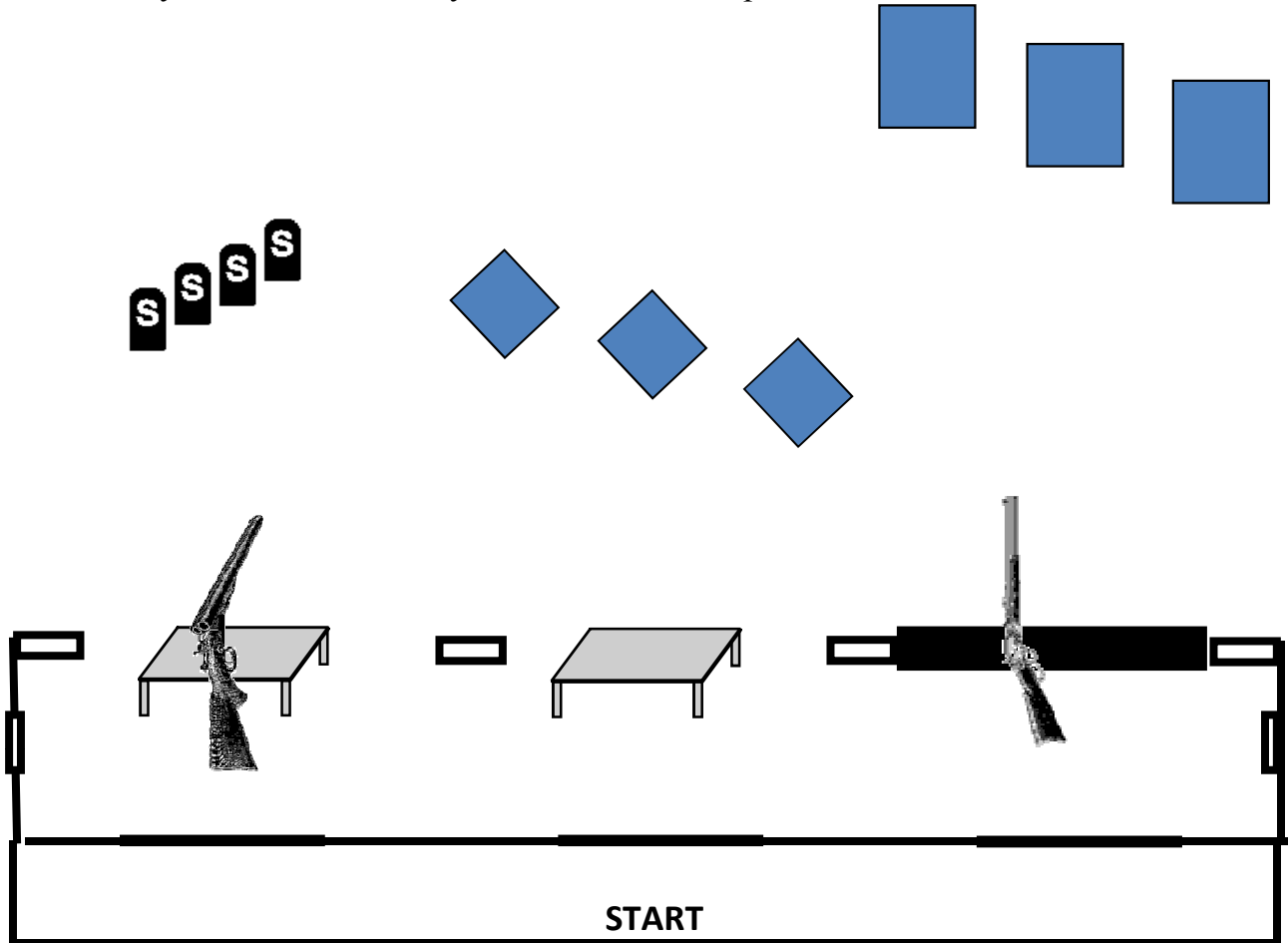
With rifle, engage R1 & R2 with two separate 3-2 Sweeps beginning on either end.

With pistols as needed, engage P1 and P2 same as rifle instructions.

Doc Holliday's Immortals May '15 Match

STAGE 4 SHORTY BUTTE

Shorty Butte is the kind of guy that will give ya the shirt off his back. He once loaned out a spare guncart and forgot who he loaned it to and didn't get it back for over a year. If a new shooter needs guns, he's the first to pull out a set and slap em on the newby. He'll help out just about anywhere he can. Shorty Butte is a true blue pard.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with ten rounds, staged on the bar. Pistols loaded with five rounds each and holstered. Shotgun open and empty on the left table.

Start: Standing in the center doorway.

Procedure: Say ""Hey, I got some guns"" or indicate ready.

At the beep, move to bar and with rifle engage R1 through R3 with a Double Tap Nevada Sweep, from either direction.

Move to right table (center) and with pistols as needed, engage P1 through P3 with a continuous Double Tap Nevada Sweep, from either direction.

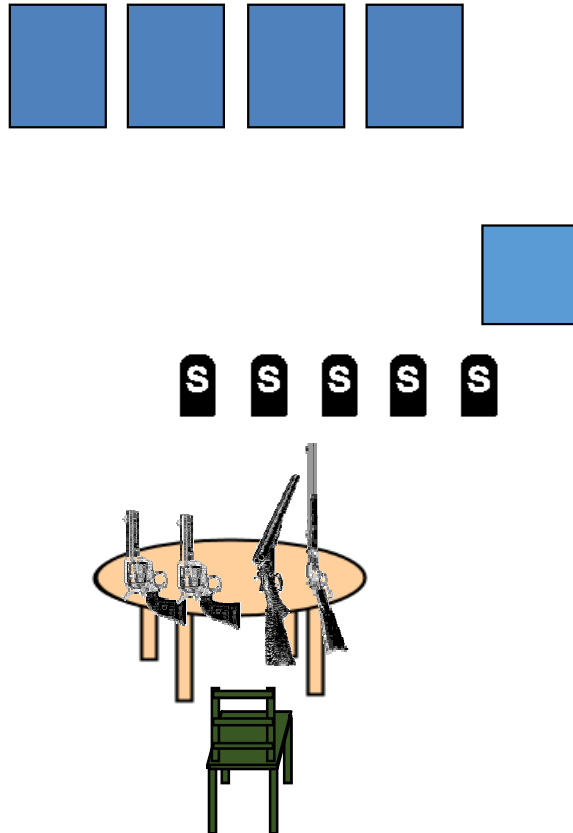
Engage the shotgun targets with a Shorty Sweep.

Note: There is no Shorty Sweep; just seein if you were payin attention.

Doc Holliday's Immortals May '15 Match

STAGE 5 CAPT BILL

Capt Bill Burt is a patient man. His occupation requires patience, nevermind dealing with a bunch of hard-to-please cowpokes. He does a great job keeping everyone in line...or just keeping us all corralled. He takes his shootin mighty serious though and has become hard to beat when it comes to tearin up a stage.



Ammo: Pistols 10, Rifle 10, Shotgun ?

Staging: Rifle loaded with 10 rounds and staged on the table. Pistols loaded with five rounds each, staged on the table. Shotgun open and empty staged on the table.

Start: Seated behind table with hand(s) on pistol(s).

Procedure: Say "**Alright all you crazy cowpokes!**" or indicate ready.

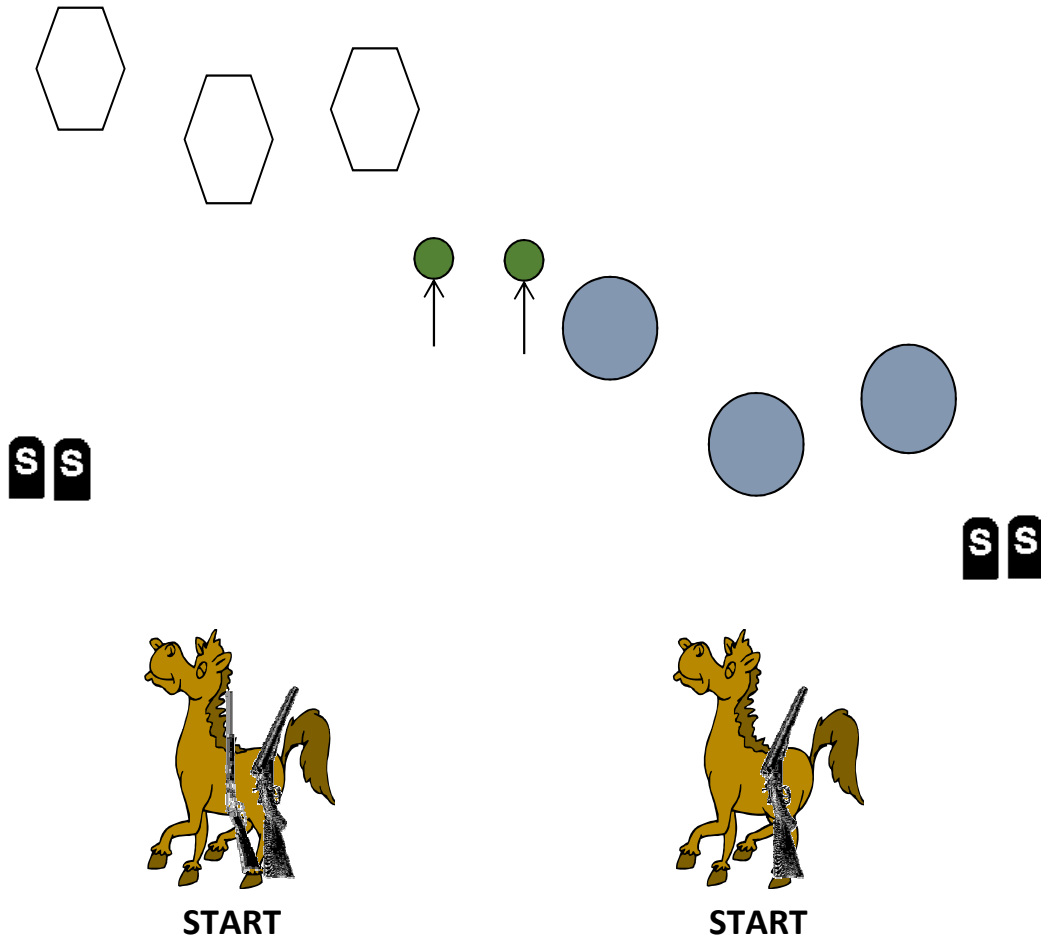
At the beep, Shooter may stand at any time after the beep. ATB with pistols as needed, engage the Pistol Knockdowns until down and any remaining rounds on the dump target. With rifle engage R1 through R4 with a Nevada Sweep.

**NOTE: Misses on the knockdowns may be made up with the shotgun at any time.
Pistols may be returned to leather, or to the table.**

Doc Holliday's Immortals May '15 Match

STAGE 6 RAINDROP RENEGADE

Raindrop Renegade is really starting to establish herself. She has a lot to live up to, as her sister, Lily The Kid has gone before her and set a chain of clean shoots that would make Big John Denny proud. Raindrop already has a handful of clean shoots under her belt and continues to impress with her calm, cool demeanor. She's one to watch out for...



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with ten rounds, staged on the left horse. Pistols loaded with five rounds each and holstered. Shotgun open and empty staged on one of the horses.

Start: Standing behind either horse with hands touching gun(s) of choice.

Procedure: Say "Who's Lily The Kid?" or indicate ready.

At the beep, shooters choice rifle or pistol. Engage Rifle/Pistol targets in any order with three rounds on each, then one of the clays.

Engage two shotgun targets in any order. Take the shotgun with you to the other firing position and make safe.

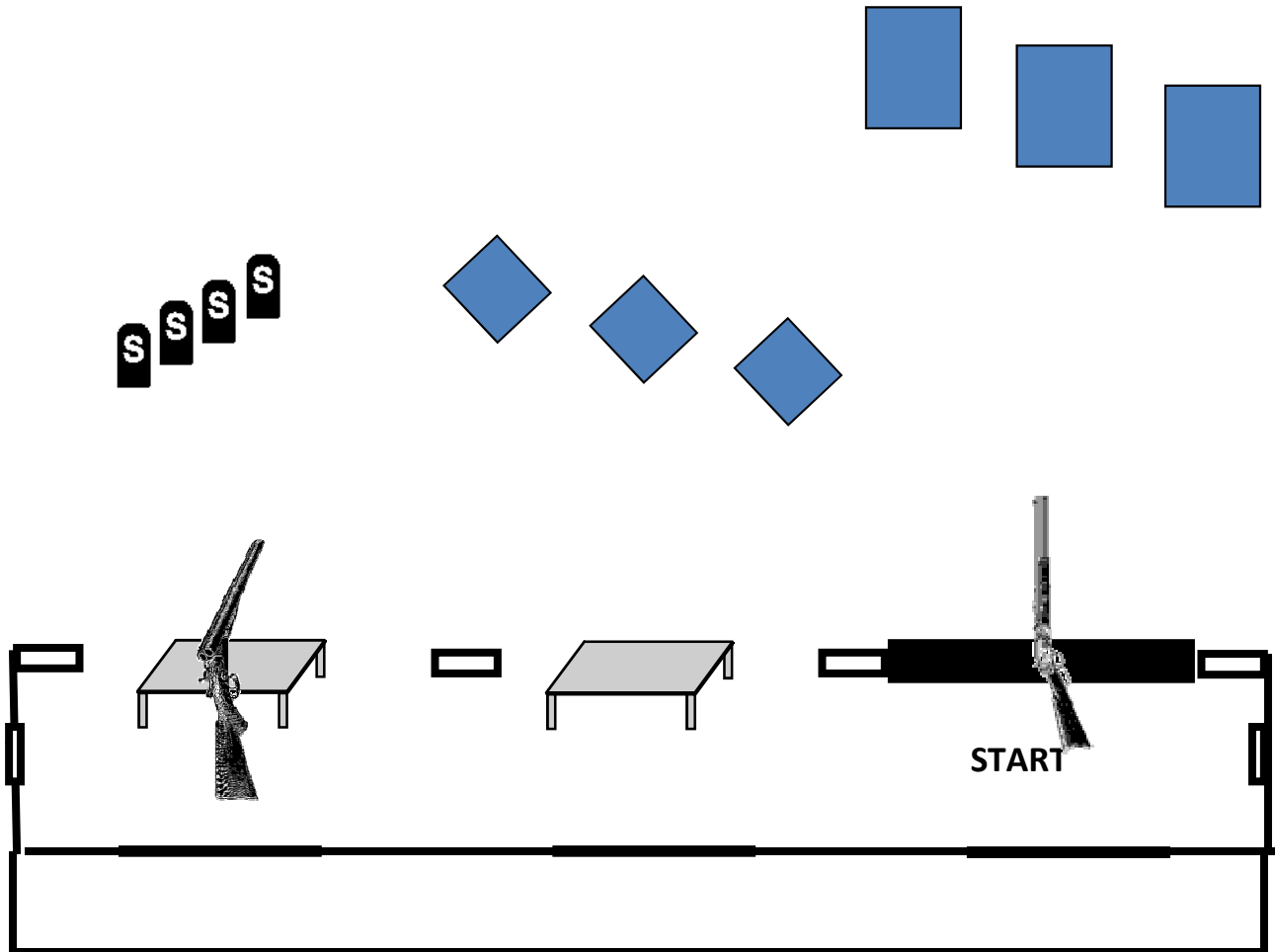
Engage the remaining rifle or pistol targets with three rounds each, then the remaining clays.

Engage the remaining shotgun targets in any order and any unbroken clays may be made up.

Note: Any unbroken clays will be scored as misses.

Doc Holliday's Immortals May '15 Match

WARM UP STAGE



Ammo: Pistols 10, **Rifle 9**, Shotgun 4+

Staging: **Rifle** loaded with **9 rounds** and held at Cowboy Port Arms.

Pistol loaded with five rounds each and holstered.

Shotgun open and empty on the left table.

Start: Standing behind bar, holding rifle at Cowboy Port Arms.

Procedure: Say "**Let's Shoot**" or indicate ready.

At the beep, engage R1 through R3 with three on each, starting on either end.

Move to the right table (center) and with pistols as needed, engage P1 through P3 with at least three on each.

From right table, with shotgun engage shotgun targets in any order till down.