

Stage 1 – “THE HOLY GRAIL”

Ammo requirements/gun staging:

- 10 Pistol – 5 rounds each/holstered
- 10 Rifle – Staged any opening
- 4+ Shotgun – Staged any opening

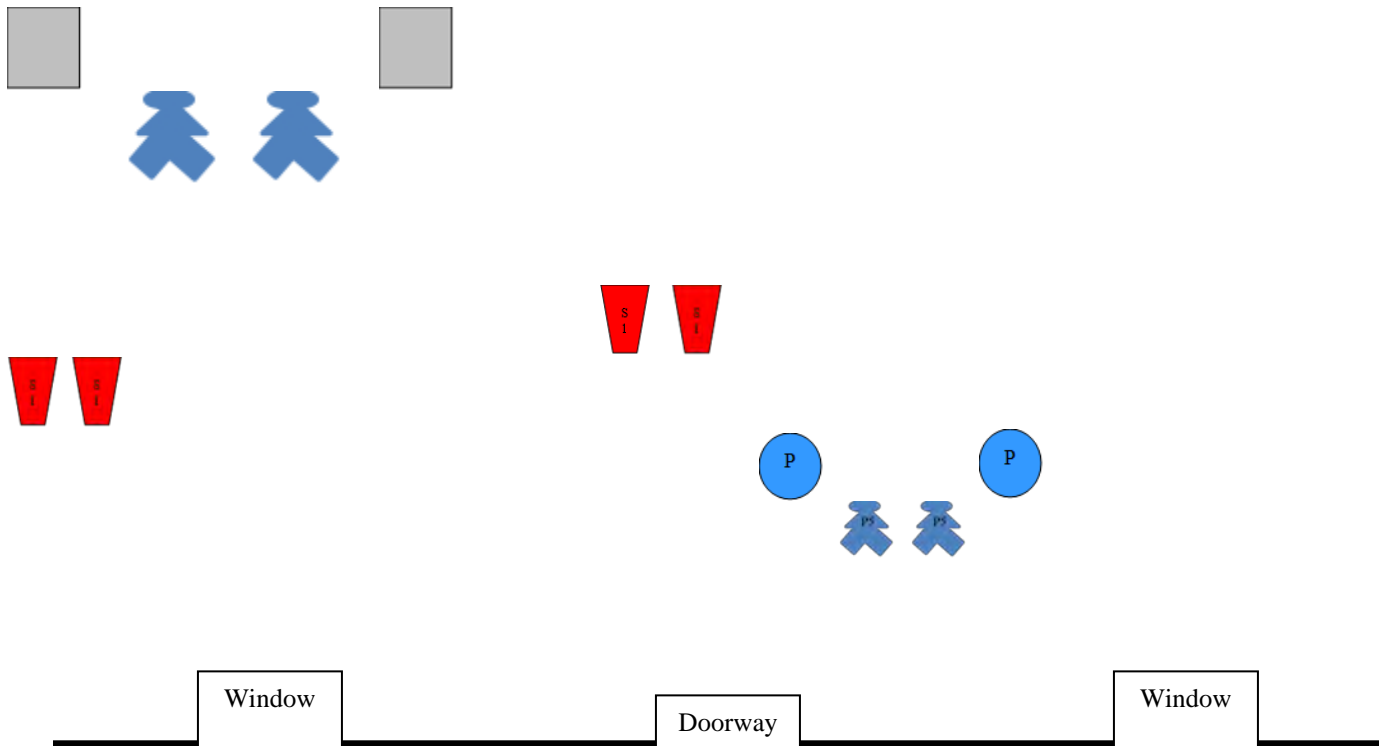
Many of us Cowboy Action Shooters at times wonder if there may be a different shooting style or a different load or bullet weight they'd like to try. Black powder shooters may have the same questions, but they all agree they'd never switch to smokeless powder because “Black powder is the Holy Grail of shooting!”

Starting Position: Opening of choice, both hands touching hat

Shooting Order: Shooter's Choice but RMNBL. Must use all three openings.

Course of Fire: Timer will start after shooter says “**Black powder is the Holy Grail of Shooting!**”

- From opening of choice, ATB, engage rifle (or pistol) targets in a Copperhead Joe Sweep, i.e., 3 rounds on either center target, then sweep all 4 targets starting on either end (L to R or R to L), then remaining 3 rounds on the **other** center target.
- Engage pistol (or rifle) targets same instructions as rifle (or pistol)
- With shotgun, engage KD shotgun targets any order until down. Shotgun may be split. Stage complete.



STAGE 2 - "YOU CALL THE ORDER?"

Ammo requirements/gun staging

10 Pistol/holstered or staged in left window

10 Rifle/staged either window

6+ Shotgun/staged either window

Pistol targets must be engaged from left window. Rifle & shotgun targets engaged from any opening.

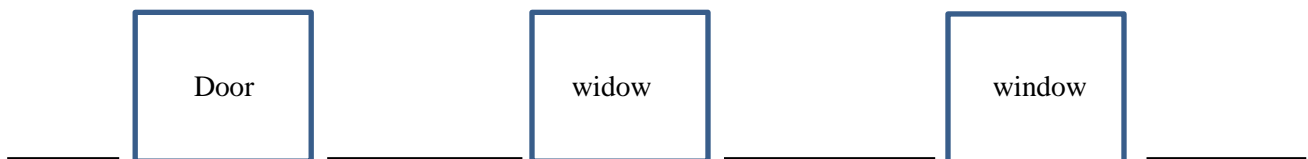
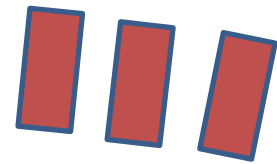
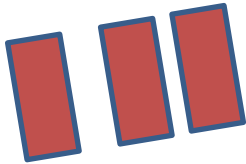
Count Sandor **always** allows variations so he's allowing you to decide what order you want to shoot targets in. Shooter's choice

Starting Position: Standing at opening of choice, hands touching gun(s), flat on the table, or in holsters.

Shooting Order: Shooter's Choice, **RMNBL.**

Course of Fire: Timer will start after shooter says "This is my choice!"

- ⇒ With pistols and with rifle, **place at least two rounds each on the appropriate targets.**
- ⇒ With shotgun, **engage six KD's. until down**



Stage 3 -- "Split Pistols, OH MY!"

Ammo requirements/gun staging:

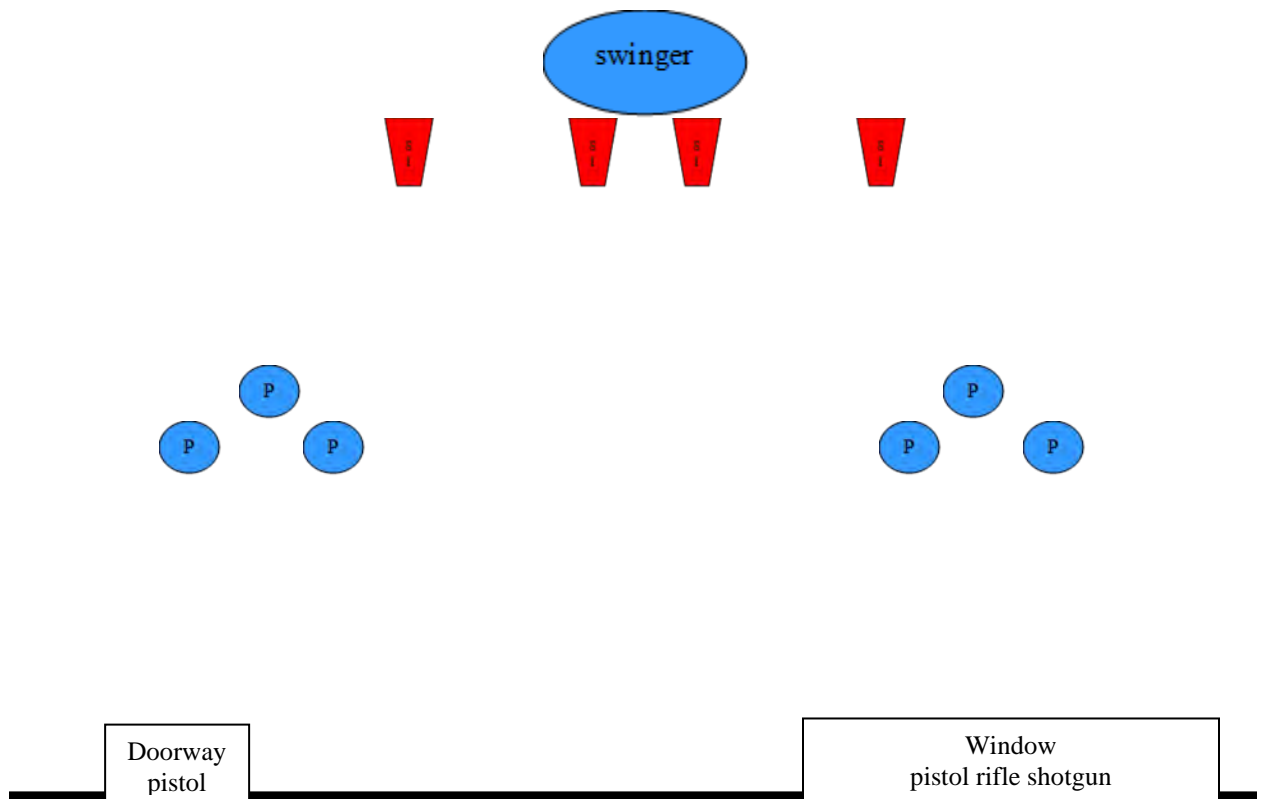
- 10 Pistol – 5 rounds each/holstered
- 10 Rifle – Staged in window
- 4+ Shotgun – Staged in window

On those lazy crazy days of summer, we dream about a match with no tricky stuff. Well today isn't summer, so we have a trick or two up our sleeve.

Starting Position: Right side of the deck with back up against the right pole
Shooting Order: Pistol, Rifle, Shotgun, Pistol

Course of Fire: Timer will start after the shooter says "Oh No! Split Pistols!"

- ATB, with first pistol engage pistol targets in a 1-3-1 sweep. Then
- With rifle, activate the swinger. Engage the swinger with remaining rifle rounds.
- With shotgun, engage 4 KD shotgun targets any order until down.
- Move to the doorway and engage remaining pistol targets in a 1-3-1 sweep. Stage complete.
- **Note: Because of the split pistol, Gunfighters and Outlaws must shoot only 1 pistol at a time.**



STAGE 4 - "I AM MR T, FOOL?"

Ammo requirements/gun staging

10 Pistol/holstered

10 Rifle/staged in either trough

6+ Shotgun/staged in either trough

Ken's gun shop range is a favorite place for Mr. "T". Ken always has some "different" shooting scenarios for him to try. He sure hopes this set-up will suit everyone to a "T."

Starting Position: On the down range side of the wall between the doors, both index fingers pointing downrange.

Shooting Order: Shooter's Choice of rifle/shotgun first, pistols shot last.

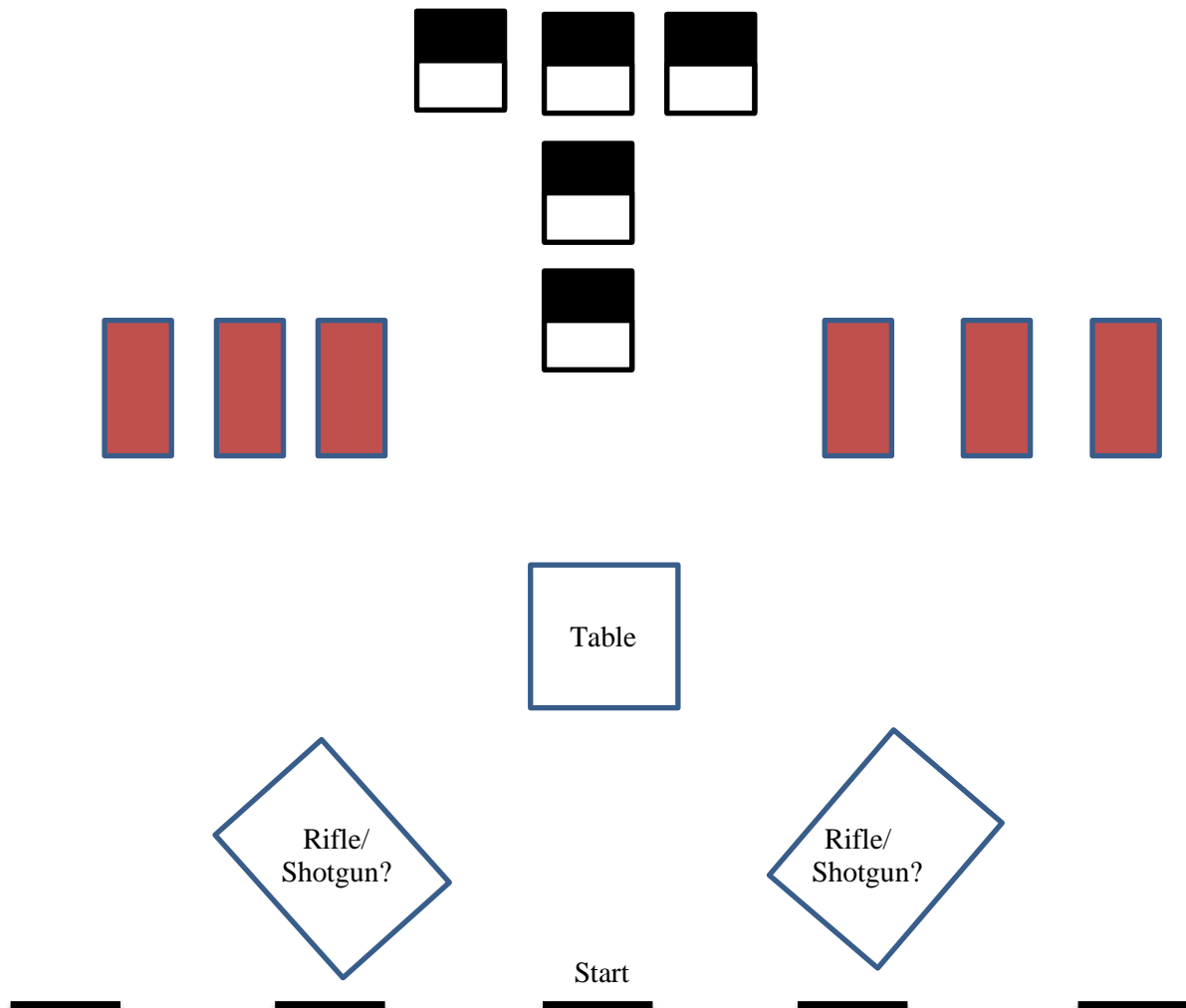
Course of Fire: Timer will start after shooter says, "I'm Mr. T!"

⇒ With rifle, from the deck, **double tap the two outside targets, then single tap sweep the middle targets twice – yes you can!**

⇒ With shotgun, from between the deck and the table, **engage KD's until down.**

Stage shotgun on the table

⇒ With pistols at the table, **engage targets in SAME sequence as rifle.**



STAGE 5 - "THERE'S A RUCKUS AT BROWN'S LIVERY!"

Ammo requirements/gun staging

10 Pistol/holstered

10 Rifle/staged in window

4+ Shotgun/staged in wagon shop door

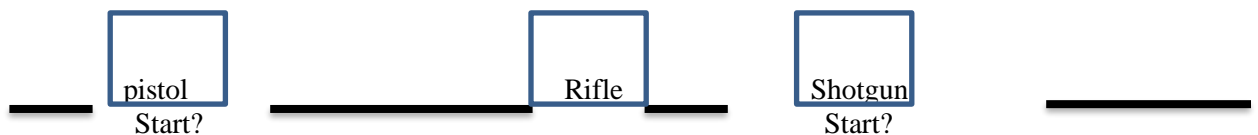
When Mr. Brown arrived at his Livery this morning, he discovered that a gang of armed men had taken over the place. While that doesn't make much sense, it's the duty of our posse to try to flush out these desperados one way or the other. We tried reasoning with them first – but then...

Starting Position: Behind table at wagon shop doorway, or at livery door, arms held out in a questioning pose, palms up and elbows bent.

Shooting Order: Shooter's Choice of S-R-P or P-R-S

Course of Fire: Timer will start after shooter says "Desperados, why don't you come to your senses?"

- With pistols, engage appropriate targets in a *Desperado Sweep*
- (1-2-2-3-3-3-3-4-4-5)
- With rifle engage rifle targets same as pistols
- With shotgun, engage KD's. until down



STAGE 6 - "IT CAN'T BE THAT EASY!"

Ammo requirements/gun staging

10 Pistol/holstered

10 Rifle/at doorway in a modified John Wayne pose

4+ Shotgun/staged in either trough

The ruckus over at the Livery was a distraction by the outlaws to steal gold from the local mining company. You've discovered them, and you know they won't go down without a fight. Be careful because they're on the run

Starting Position: John Wayne pose in doorway, off hand on chin in a thinking pose.
Rifle butt on your waste



Shooting Order: R-S-P

Course of Fire: Timer will start after shooter says "This looks too easy!"

- With rifle, standing in the doorway, **double tap T1, single tap T2 then T3, double tap T4, single tap T3 then T2, double tap T5**
(T1-T1-T2-T3-T4-T4-T3-T2-T5-T5 Stage rifle in either trough
- With shotgun from in front of left or right fence, engage two KD's. and move to the other fence and engage remaining two SG targets
- You can load on the run just don't close it until in front of the fence.
- With pistols from the table, engage targets same sequence as rifle.

