

## STAGE 1 - "COUNTING CADENCE"

### **Ammo requirements/gun staging**

**10 Pistol/holstered**

**10 Rifle/in doorway, held at the ready**

**6+ Shotgun/staged in either trough**

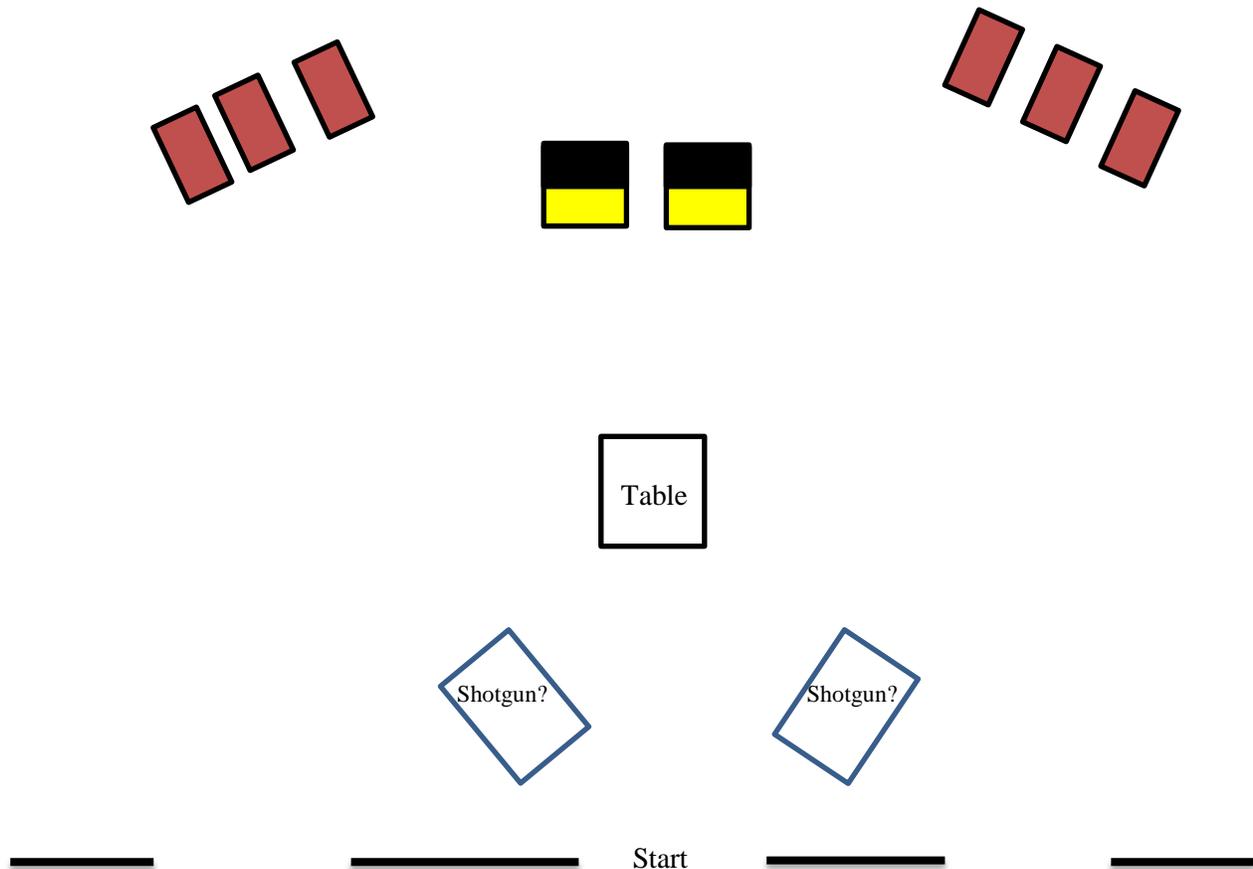
Back in the day, a lot of our cowboys and girls served in the military, and we sincerely thank them all for their service. No matter the branch, they all probably spent some time marching to a cadence, and Stage 1 today may have them recalling some of those "happy" marching moments.

**Starting Position:** Standing in doorway, rifle at the ready.

**Shooting Order: R-S-P**

**Course of Fire:** Timer will start after shooter says "If this marchin' don't kill me, nothin' will!" **ATB:**

- ⇒ With rifle, **with the first five rounds, engage the targets in a *military sweep*, then repeat with next five rounds (left, left, left, right, left).**
- ⇒ With shotgun, **at any point between door and downrange table, engage the knockdowns in any order. Shotgun must be made safe on downrange table.**
- ⇒ With pistols, engage targets same sequence as rifle.



## STAGE 2 - "REMEMBERING WILL DUNN...WITH CHOICES!"

### *Ammo requirements/gun staging*

10 Pistol/staged

10 Rifle/staged

4+ Shotgun/staged

**ALL guns will initially be staged, shooter's choice of openings, but at least one gun must be staged in each opening. Guns may be shot from any opening.**

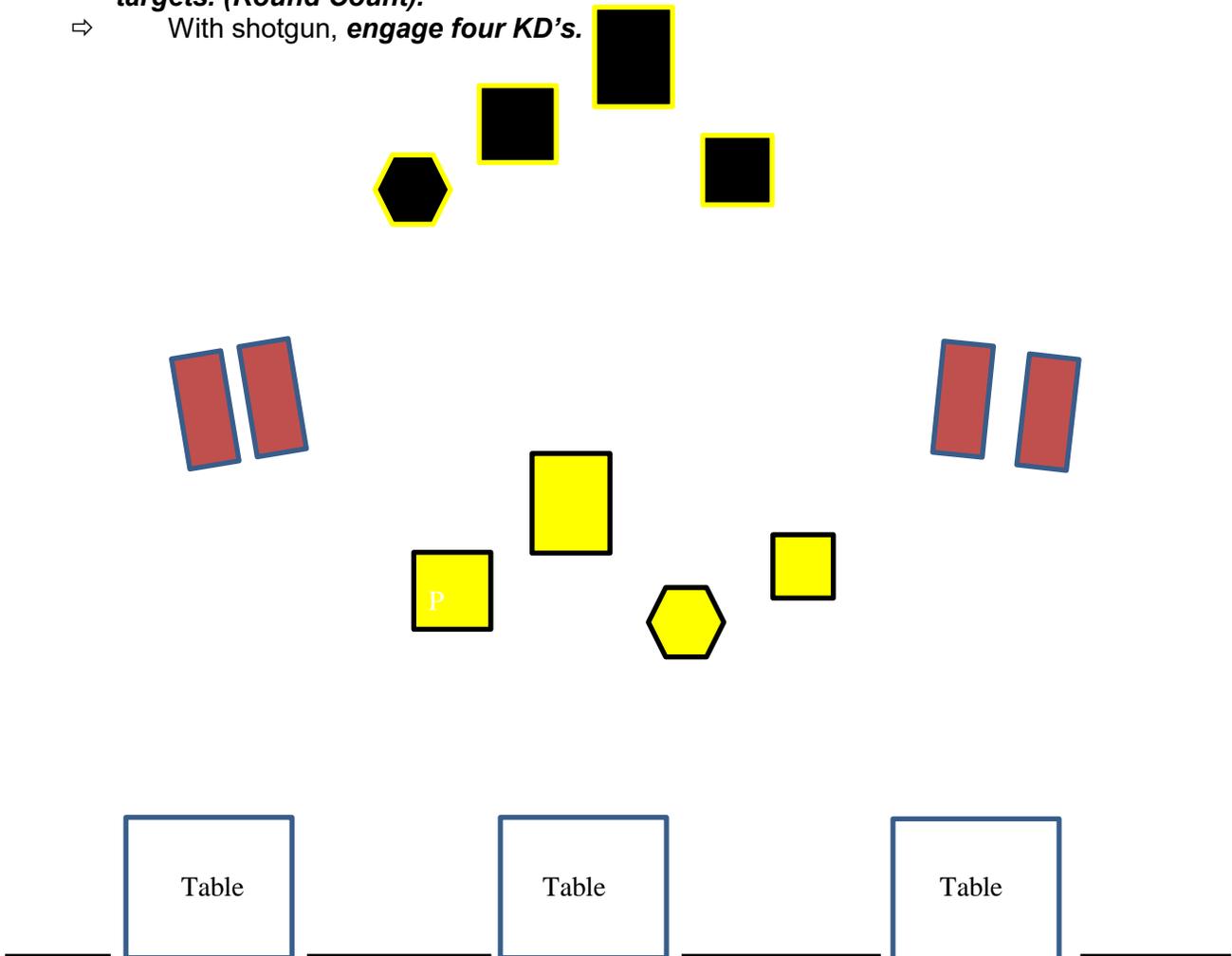
Back in the day, match directors used to have folks shoot in order, in complicated sequences, and almost always specified the direction on sweeps. These days, we **ALL** like to have choices, and our old friend Will Dunn **LOVED** to have them, so, in honor of Will...here's your chance to "game" a stage!

**Starting Position:** At opening of choice, standing in the *Will Dunn position*...that is, any **SAFE** position you can think of. Pistols/rifle may not be cocked before the beep, shotgun action must be open.

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

**Course of Fire:** Timer will start after shooter says "Here's to ya, Will!" ATB:

- ⇒ With pistols and with rifle, **place at least two rounds each on the appropriate targets. (Round Count).**
- ⇒ With shotgun, **engage four KD's.**



### STAGE 3 - "A SWEEP WITHOUT A NAME?"

#### ***Ammo requirements/gun staging***

**10 Pistol/holstered.**

**10 Rifle/staged in window, to the right of the safety board**

**4+ Shotgun/staged in window, to the right of the safety board**

Back in the day, a sweep without a name was rare, indeed. Technically, the sequence here might not be considered a sweep, but that's what they called it when it first showed up at the one-and-only *Central Division Championship* down at Sparta, so we're going to go with that today.

**Starting Position:** Standing at window, hands/arms in a questioning pose.

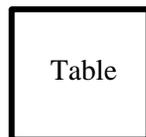
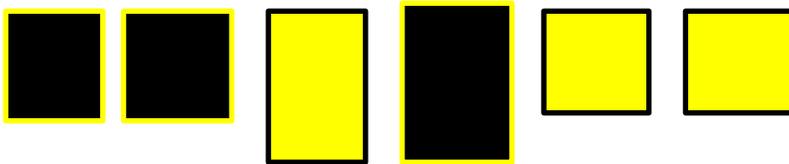
**Shooting Order:** Shooter's choice of long guns first, pistols will be last.

**Course of Fire:** Timer will start after shooter says "What do ya mean it ain't got no name?" **ATB:**

- ⇒ With rifle, ***engage targets in a No-Name Sweep. (Engaging each target at least once, place a total of 5 rounds on the yellow targets, AND THEN a total of 5 rounds on the black targets).***
- ⇒ With shotgun, ***engage targets in any order. Long guns must be restaged in same orientation as original staging.***
- ⇒ Move through doorway and ***engage pistol targets same sequence as rifle. Targets may be engaged at any point from the doorway to the downrange table.***

**DO NOT DRAW PISTOLS BEFORE ENTERING**

**DOORWAY!** Minimum penalty is a "P"



**STAGE 4 - "A SWEEP WITH A NAME!"**

***Ammo requirements/gun staging***

**10 Pistol/holstered or staged in one doorway**

**10 Rifle/staged in other doorway**

**4+ Shotgun/staged in either window**

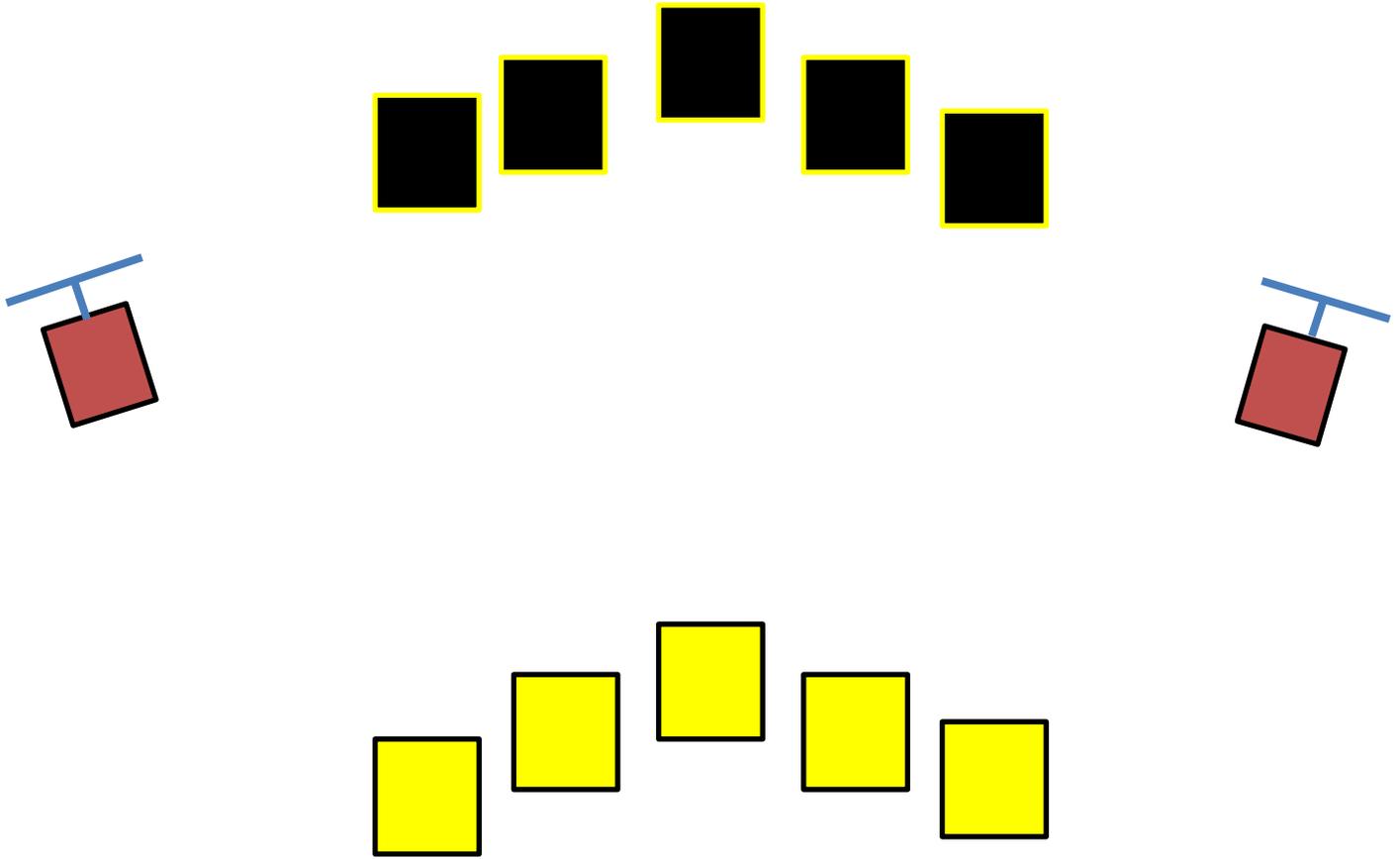
Back in the day, people went to a lot of trouble to come up with fancy names for sweeps, causing much confusion for anyone not familiar with local terminology. Here's a sweep that was named for a place in Colorado – you shouldn't have any trouble figuring out why.

**Starting Position:** Standing in doorway of choice, one fist raised above head.

**Shooting Order:** Shooter's choice of rifle/pistols first, shotgun last.

**Course of Fire:** Timer will start after shooter says "Its Pike's Peak or Bust!" **ATB:**

- ⇒ With rifle and with pistols, **engage targets in a *Pike's Peak Sweep* (1-2-4-2-1) from either direction**
- ⇒ With shotgun, **engage each swinger twice, NO DOUBLE TAPS. Target must move to count!**



Shotgun?

Pistols/Rifle?

Pistols/Rifle?

Shotgun?

**STAGE 5 - "AROUND AND TWO ROUNDS AND AROUND AGAIN!"**

***Ammo requirements/gun staging***

**10 Pistol/holstered or staged in livery doorway.**

**10 Rifle/staged in window**

**4+ Shotgun/staged in wagon shop doorway.**

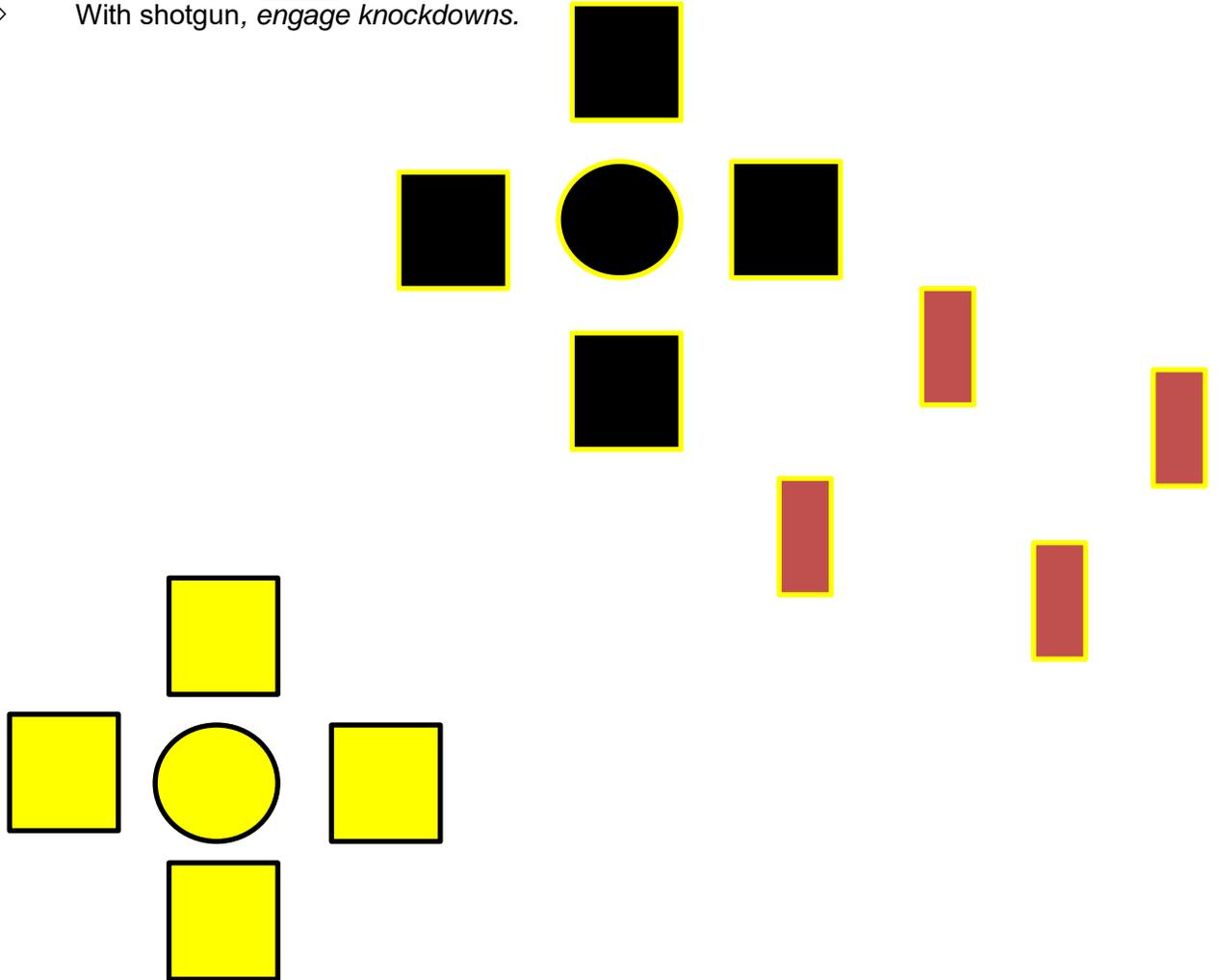
Back in the day, and even now in 2021, targets often were all the same size and shape, and were set in nice, even, straight-across rows. We're certainly not doing that today here in Camden Mills!

**Starting Position:** Standing at doorway of choice, arm extended, one finger tracing a circle in the air.

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

**Course of Fire:** Timer will start after shooter says "Around and two rounds!" **ATB:**

- ⇒ With pistols and with rifle, **starting on any square target, engage the appropriate squares in a circular pattern with one round each, THEN double tap the round target, THEN repeat the first instruction.**
- ⇒ With shotgun, *engage knockdowns.*



Pistols

Rifle

Shotgun

## STAGE 6 - "FAST ENOUGH FOR YOU?"

### *Ammo requirements/gun staging*

10 Pistol/holstered at right window

10 Rifle/staged in door

4+ Shotgun/in left window

Back in the day, targets were often small and far away, and were engaged with tricky sequences, keeping times slower. Nowadays, we often see big and close targets, with simple sequences, because the name of today's game is "speed"...so, this stage is your chance - how fast do you want to go?

**Starting Position:** At right window, at Texas Surrender, OR at left window, shotgun in hand – One hand MAY be touching shells...**NO CHEATING!**

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

**Course of Fire:** Timer will start after shooter says "Full speed ahead!" **ATB:**

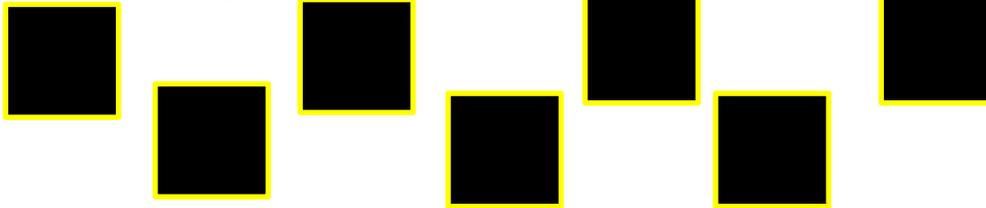
⇒ With pistols, **engage targets in a *Single-Double sweep***, starting on either end.

**BY TARGET NUMBER: (1-2-2-1-2-2-1-2-2-1)**

⇒ With rifle, **engage targets in a *Diablo Sweep***, starting on either end.

**BY TARGET NUMBER: (1-2-2-3-4-4-5-6-6-7)**

⇒ With shotgun, **engage knockdowns**.



Shotgun

Rifle

Pistols