

Stage 1 – “Crazy Cowboys”

Ammo requirements/gun staging:

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

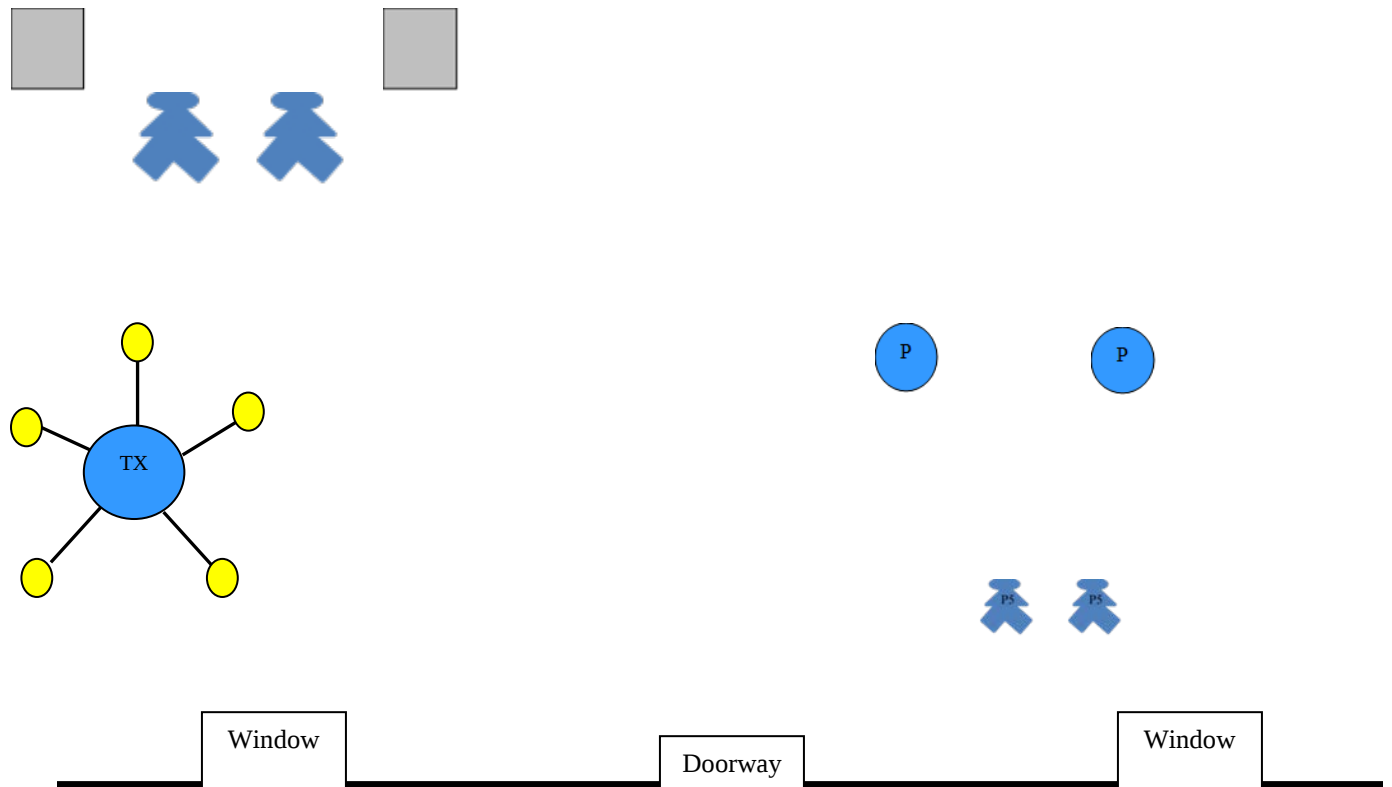
Many of us Cowboy Action Shooters are always looking for something you don't see very often, so here is a memory test.

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 “**Eneny Meney Minney Mo**”

- 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 shotgun star targets,. Until all are broke



STAGE 2 - "Pay attention to your shotgun?"

Ammo requirements/gun staging

10 Pistol/holstered or staged in left window

10 Rifle/staged

6+ Shotgun/staged

One long gun staged in right window, one staged in doorway. Pistol targets must be engaged from left window. Rifle & shotgun targets engaged from any opening.

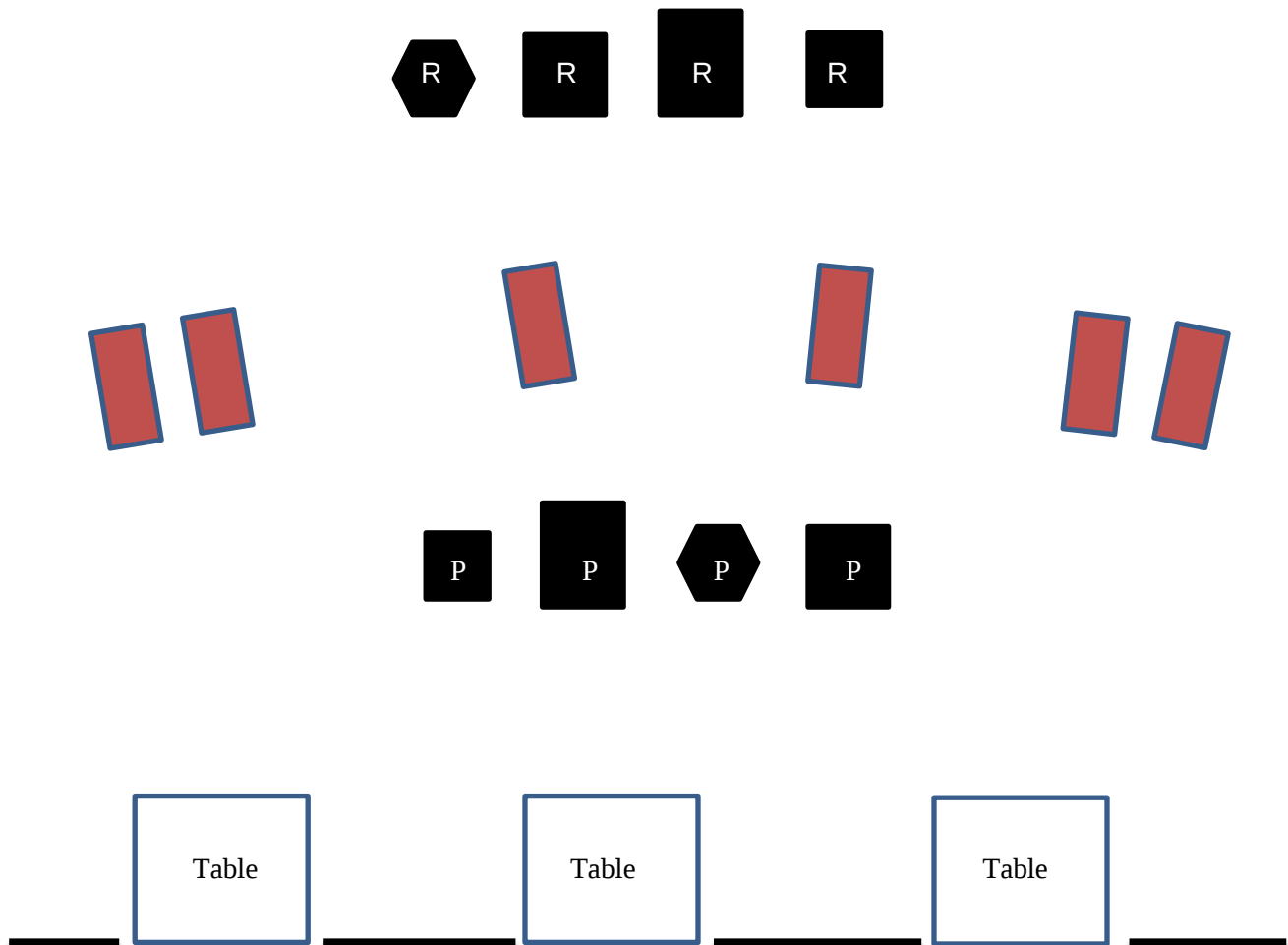
The Count ***always*** demands order in the streets of Camden Mills, but, he's allowing you to decide what order that will be...have fun with that!

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

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

Course of Fire: Timer will start after shooter says "We'll have order of some kind!"

- ⇒ With pistols and with rifle, ***place at least two rounds each on the appropriate targets.***
- ⇒ With shotgun, ***engage six KD's. leaving the 2 center targets for your last 2 rounds***



Stage 3– “Run and Gun!”

Ammo requirements/gun staging:

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

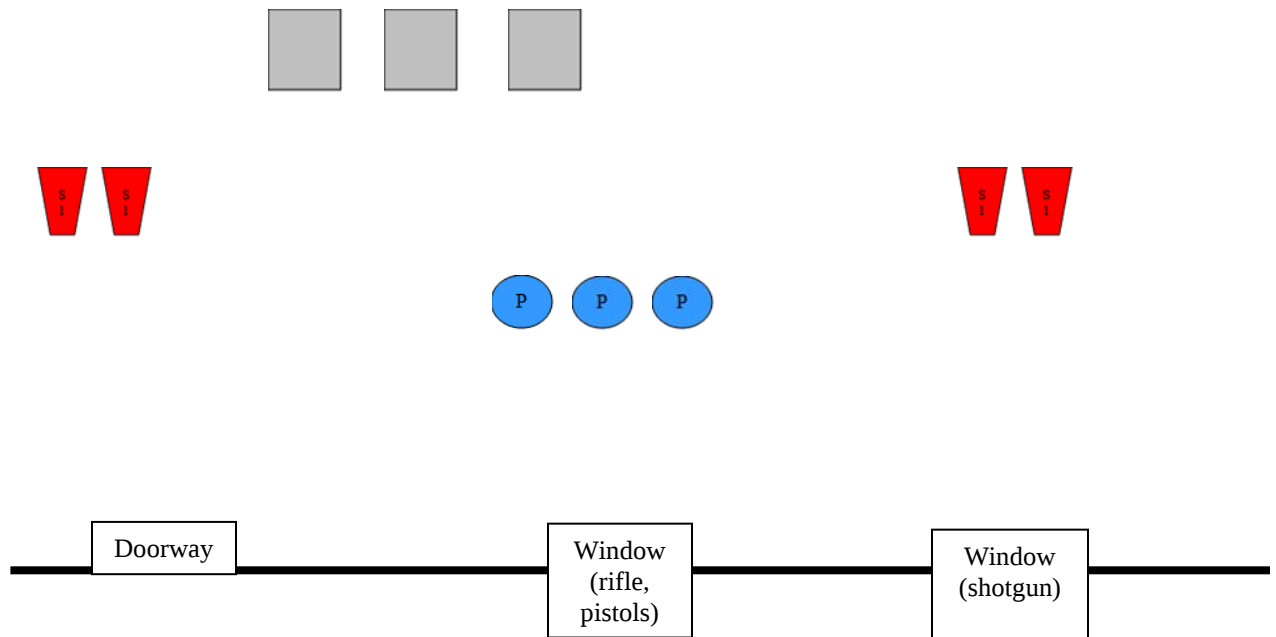
As many of you know, Count Sandor spent a long successful career in education and is a natural teacher. He would always say “Gotta be the black powder for fun!” Smokeless or Black Powder we hope this fun stage will put a smile on your face!

Starting Position: Either window or doorway, shotgun in hands

Shooting Order: Shotgun, Rifle, Pistols, Shotgun

Course of Fire: Timer will start after shooter says “**Black Powder Optional!**”

- ATB, engage left (or right) KD shotgun targets any order until down
- Move to window, make shotgun safe. With rifle engage the rifle targets: P1, P3, P1, P3, P2, P1, P3, P1, P3, P2 (Left, Right, Left, Right, Center, Left, Right, Left, Right, Center).
- Engage Pistol targets same instructions as rifle.
- Retrieve Shotgun and from doorway engage remaining KD shotgun targets any order until down. Stage complete.



Stage 4 – “You may need me and this Winchester”

Ammo requirements/gun staging:

10 Pistol – 5 rounds each/holstered

10 Rifle – Staged left or right doorway, shooter’s choice

4+ Shotgun – Staged right window

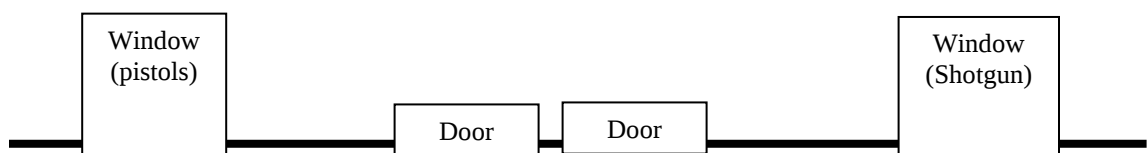
Nothing like a telegraph office combined with a gun shop to attract some of the rowdier elements in town. Five drunken cowboys are giving the telegrapher a really hard time. Badlands Charlie, though, thinks he sees a way to handle them with his special “Peacekeeper Sweep” and ensure they’re sobered up with a dose of high velocity lead.

Starting Position: Standing in left window, hands above shoulders on window frame

Shooting Order: Pistols, Rifle, Shotgun

Course of Fire: Timer will start after shooter says “You may need me and this Winchester”

- ATB, engage the 5 pistol targets in a Peacekeeper Sweep (double tap the middle target, then sweep the middle three targets from either direction, then sweep all 5 targets from either direction).
- Move to the doorway and engage rifle targets same instructions as pistol.
- With shotgun, engage the medusa lower plate then engage the swinger until broke or 3 additional shots.



Stage 5

10 Pistol – holstered or staged

10 Rifle – Staged pos 1

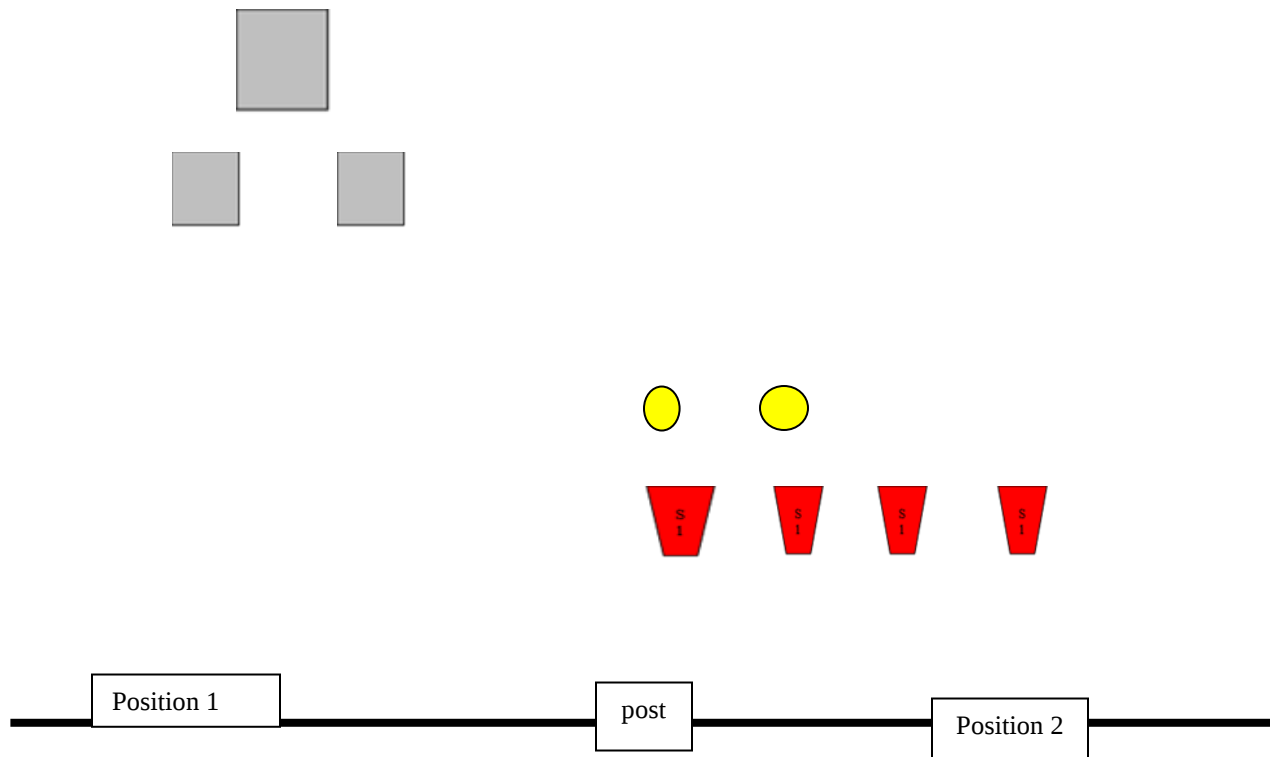
4+ Shotgun – Staged pos 2

Starting Position: , Facing the post with hands touching the post .

Shooting Order: -SG-R-P

Course of Fire: Timer will start when shooter indicates ready.

- **ATB move to pos 2 . Engage can launchers then 2 knock downs**
- **Engage rifle targets from pos 1 - Large target with a double tap FIRST, then 3 rounds left, 3 rounds right, then last 2 on the large target**
- **From position 1 targets the same instructions as rifle with pistols.**



Stage 6 – “Good Old Times”

Ammo requirements/gun staging:

10 Pistol – Holstered.

10 Rifle – Staged in left window

4+ Shotgun – Staged in right window

RT dug out more novelty targets for this match. He found the cowboy and the swinger, so have fun shooting it. Yup, he figured out a way to use it.

Starting Position: Standing in opening of choice, both hands touching hat.

Shooting Order: Shooter’s Choice, RMNBL.

Course of Fire: Timer will start when the shooter says, “Good old times!”

- With rifle, engage the two round targets from left window, starting on the swinger with two rounds, then alternating between the round target and the swinger.
- From left window, with pistols, engage the head, arms, and feet of the novelty target. Misses on the novelty cowboy do not count. NOTE: If you successfully hit the head, arms and feet you get a 5 second reduction. You must attempt with a minimum of 5 rounds to hit moving parts. Place any remaining rounds on the dump target. Misses on dump target are scored as misses.
- From the right window, engage shotgun targets with an inside-inside outside- outside until down.

