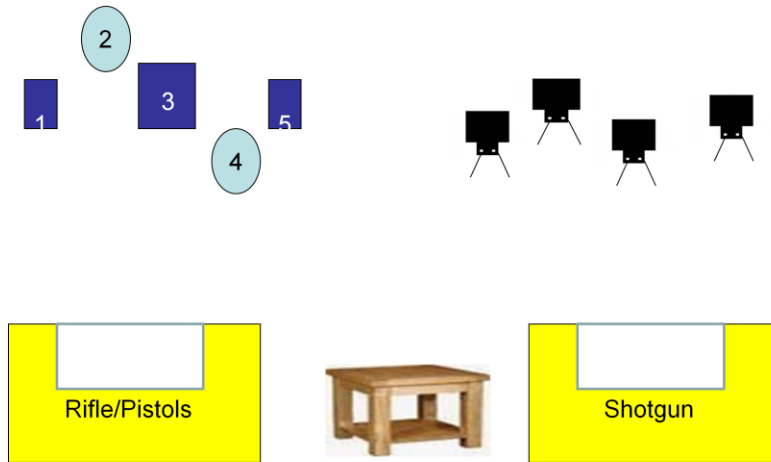




September 2017 Stages

1 – Making Waves



Let's Make some Waves

Pistol – 10, **Rifle** – 10, **Shotgun** – 4+

Pistols loaded and staged with rifle on shelf left of the entrance. Shotgun staged on shelf right of the entrance. Shooter starts at fort entrance, hands flat on table, not touching shotgun.

Starting line – “**Making Waves!**”

At the beep,

•**Shotgun** – four poppers until down.

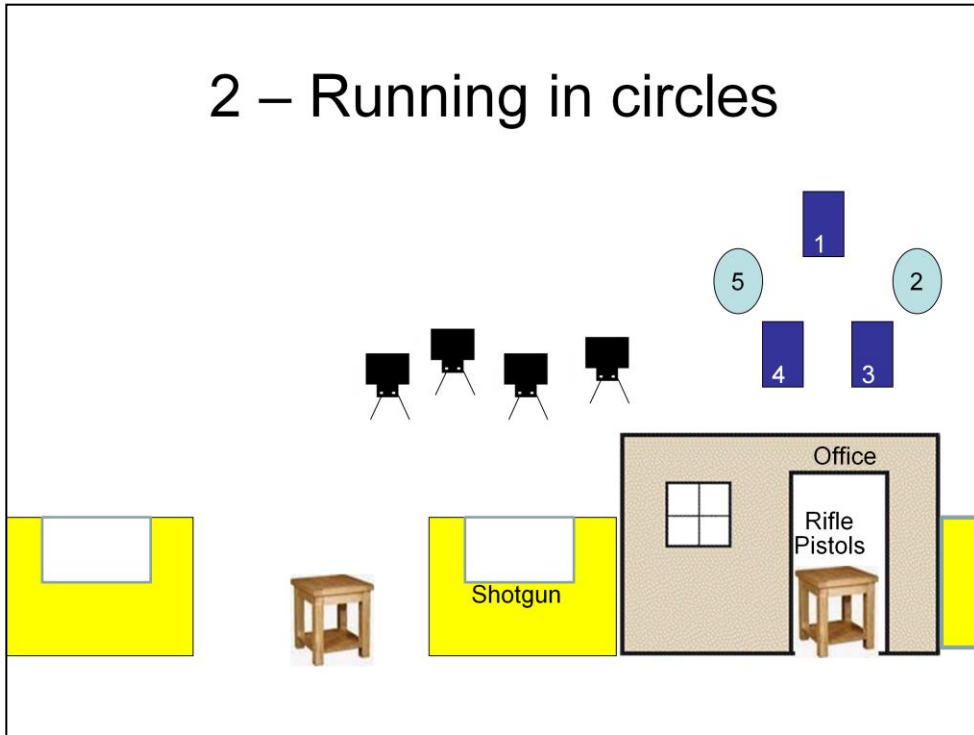
•**Rifle** – Pendulum sweep on five targets (1-2-3-4-5-5-4-3-2-1 or 5-4-3-2-1-1-2-3-4-5).

•**Pistols** – Pendulum Sweep on five targets (1-2-3-4-5-5-4-3-2-1 or 5-4-3-2-1-1-2-3-4-5).

(shooter's choice on order of weapons)

Note: TO be sure to get last shots from rifle on timer.

2 – Running in circles



Running around in circles

Rifle – 10, Pistol – 10, Shotgun – 4+

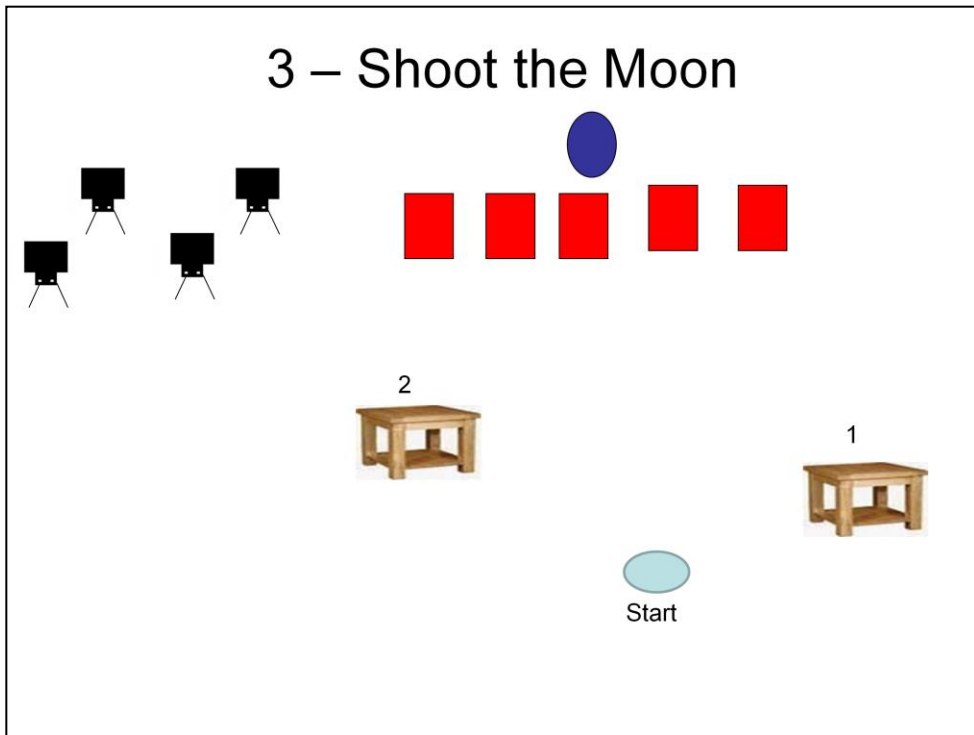
Pistols loaded and holstered. Shotgun staged on shelf right of entrance. Rifle on table in office doorway. Shooter starts at either shooting position, hands on hat.

Starting line: **“Round and Round we go!”**

At the beep,

- **Pistols** – Modified circular Sweep (1-1-2-3-3-4-4-5-1-1 or 1-1-5-4-4-3-3-2-1-1) [double tap each rectangle, single tap the ovals]
- **Rifle** – Repeat the pistol instructions.
- **Shotgun** – engage the 4 knockdowns until down.

(shooter’s choice on order of weapons)



About to have a solar eclipse – so shoot the moon.

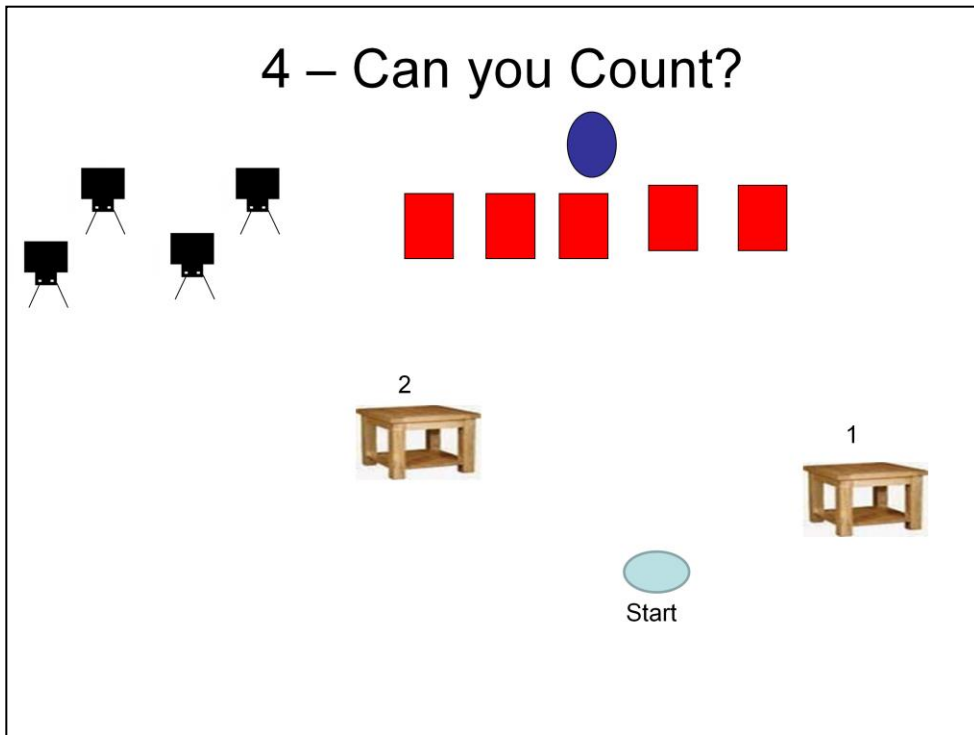
Pistol – 10, Rifle – 10, Shotgun – 4+

Pistols loaded and holstered, rifle staged on table 1 and shotgun staged on table 2. Shooter starts in default position, one foot touching start stone.

Starting line: **“Shoot the Moon!”** At the beep,

- Rifle** – Put 5 shots on the oval then Sweep the 5 rectangles. Make rifle safe on either table.
- Shotgun** – engage four knockdowns until down.
- Pistols** – Repeat Rifle instructions.

(Rifle – Shotgun - Pistols)



About to have a solar eclipse – so shoot the moon.

Pistol – 10, Rifle – 10, Shotgun – 4+

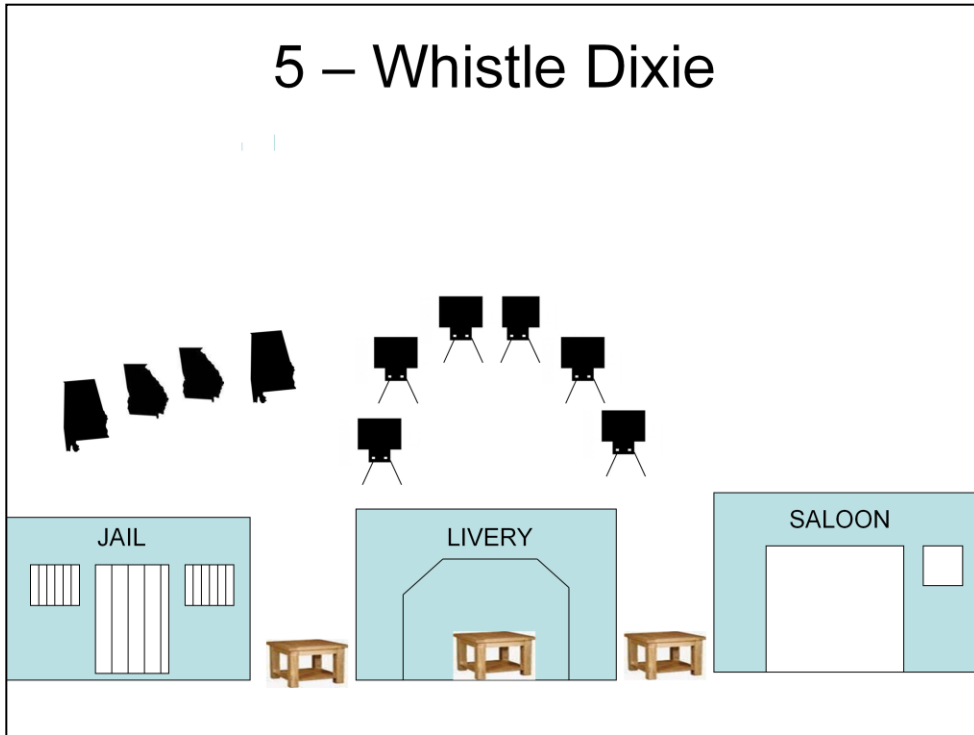
Pistols loaded and holstered, rifle staged on table 1 and shotgun staged on table 2. Shooter starts in default position, one foot touching start stone.

Starting line: **“Can you Count?”** At the beep,

- Rifle** – Round count: 2-1-2-1-2 on the five rectangles and 2 on the oval. Make rifle safe on table 1 or 2.
- Shotgun** – engage four knockdowns until down. Make safe on any table
- Pistols** – Repeat Rifle instructions.

(Rifle – Shotgun - Pistols)

5 – Whistle Dixie



Whistlin' Dixie??

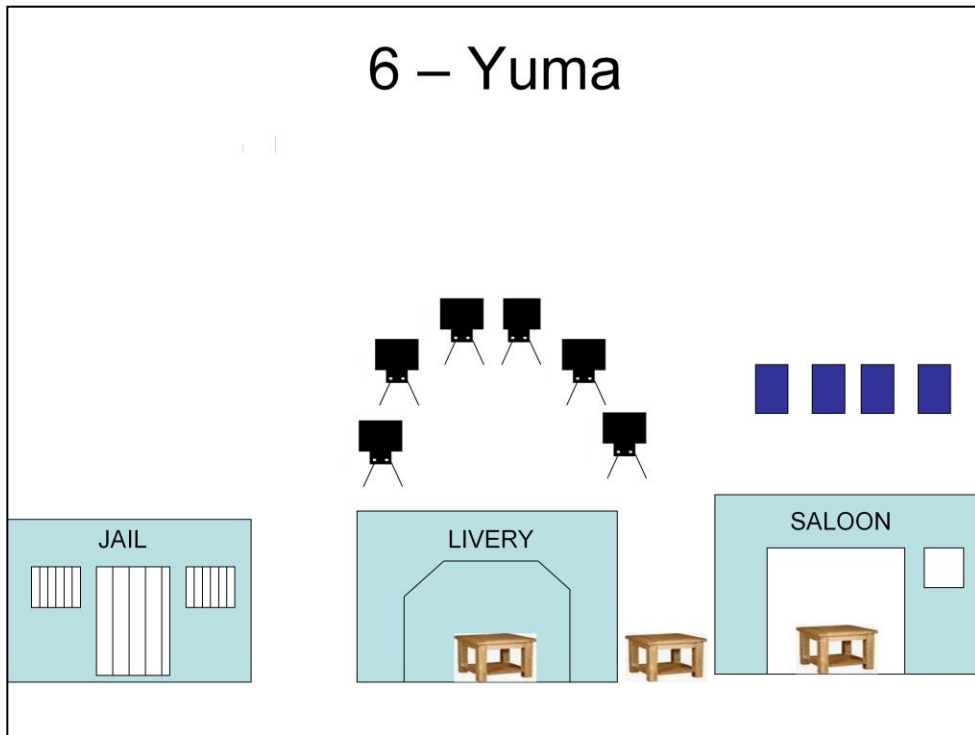
Pistol – 10, Rifle – 10, Shotgun – 6+

Pistols loaded and holstered, rifle on table to the right of Jail and shotgun on Livery table. Shooter starts at position of choice, hands on pistols.

Starting line: **“You Gonna Draw or Whistle Dixie?”** At the beep

- Rifle/Pistols** – 2-4-6-8 sweep starting on either end. (Pistols from Jail, Rifle from table between Jail & Livery)
- Shotgun** – Engage the 6 knockdowns until down.

Shooter's Choice on order of weapons



Yuma Sweep

Pistol – 10, **Rifle** – 10, **Shotgun** – 6+

Pistols loaded and holstered, rifle loaded and on table in the Saloon, shotgun staged on Livery table. Shooter starts at position of choice, one hand on hip, shaking finger with the other hand down range.

Starting line: sing **“You killed the Marshal!”**

- Rifle** – Yuma Sweep on the 4 targets (1-2-3-4-3-2-2-1-1-1) from either end.
- Pistols** – Repeat Rifle Instructions.
- Shotgun** – Engage the 6 knockdowns until down

Shooter’s choice on order of weapons