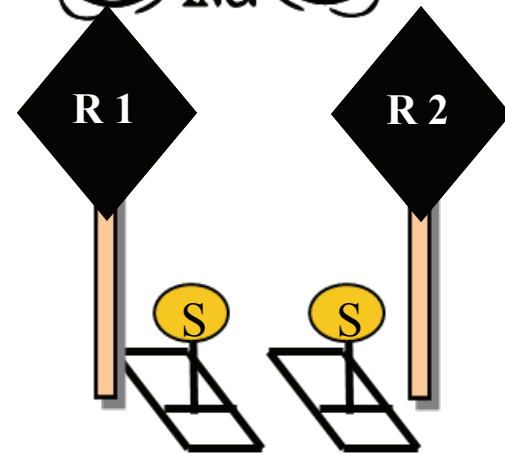
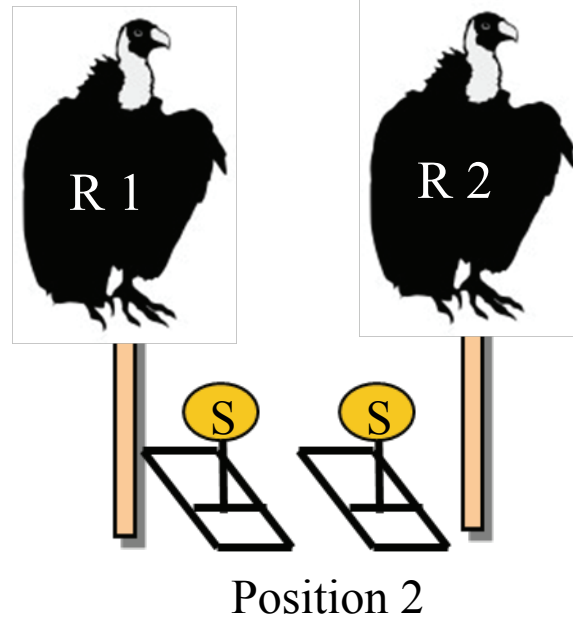
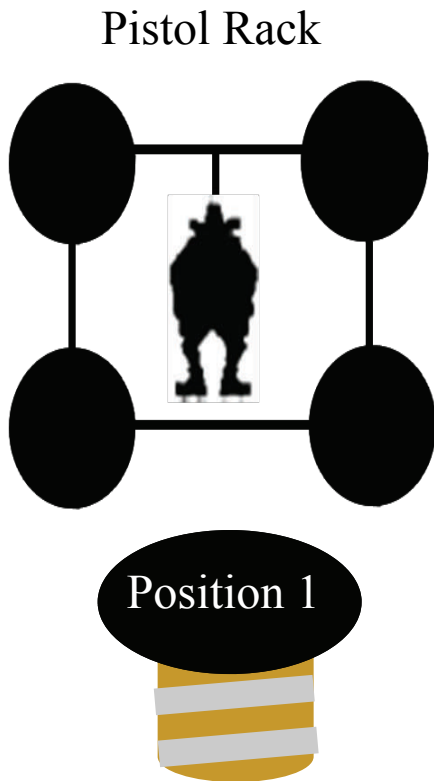


STAGE 1 APRIL 2013

10 Revolver, 10 Rifle, 2 + Shotgun



Start at position 1 hands on barrel. Rifle loaded with 10 rounds and open empty shotgun staged at pos. 2 or 3. Revolvers loaded with 5 rounds each staged on the barrel. To signify ready shooter says: "Hold on tight"!!!

At buzzer: with revolvers engage the pistol rack with at least 1 round each for a total of 10 rounds, make revolvers safe on the barrel. Move to pos. 2 or 3:

Pos.2 with rifle alternate 10 rounds on R1 & R2 (buzzards), make rifle safe. With shotgun engage both S targets. (your butt has to be on the seat while shooting!)

Pos.3 (optional position if you don't want to get on the Pony) with rifle alternate 10 rounds on R1 & R2 (diamonds), make rifle safe. With shotgun engage both S targets.

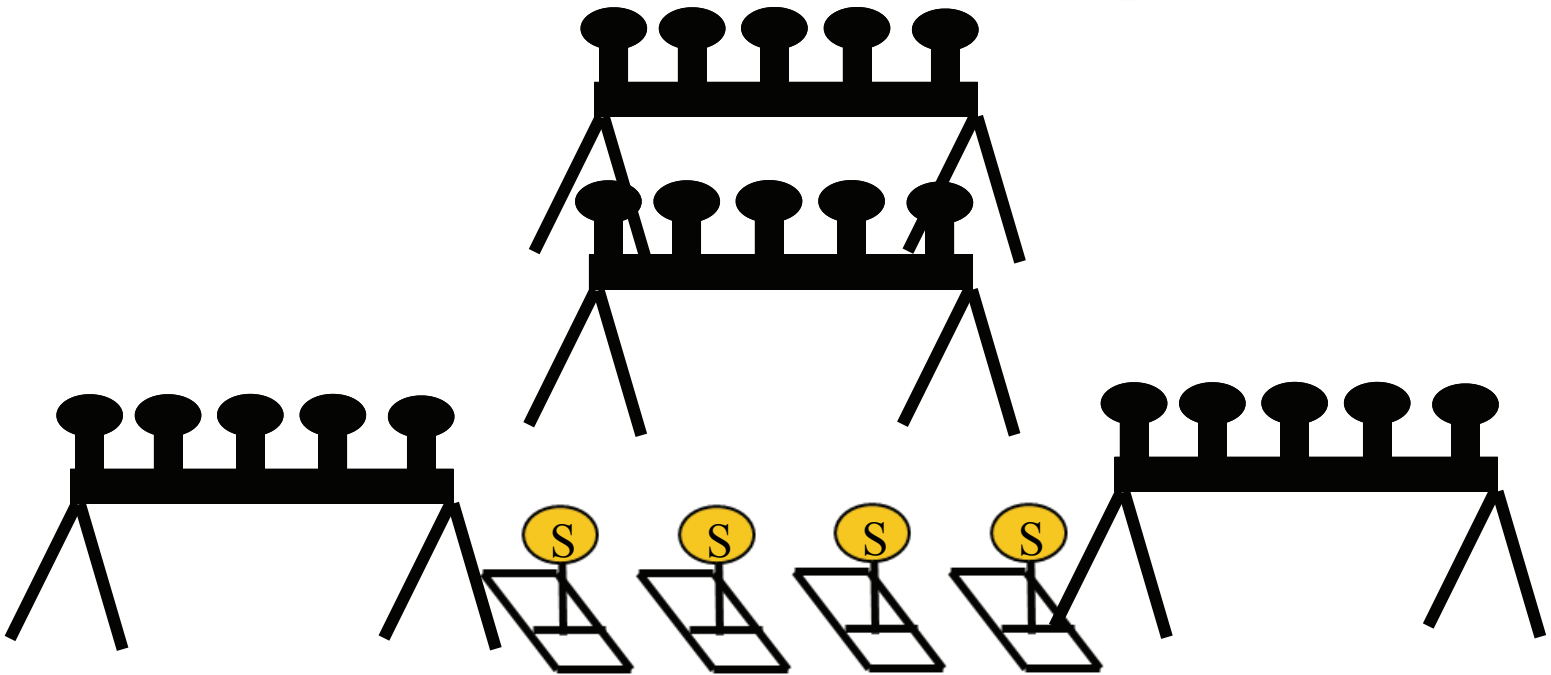
Please use caution getting on and off the Pony!!!!

Move to unloading table...

Please leave timer and spotting flags...

STAGE 2 APRIL 2013

10 Revolver, 10 Rifle, 4 + Shotgun



Position 1

Position 2

Position 3



Start at position 1 or 3 (both feet behind the table), hands on hat. Rifle loaded with 10 rounds staged anywhere. Open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each staged anywhere. To signify ready shooter says: "Time to take aim"!!!

At buzzer:

Pos.1 with revolver (s) knock down all 5 of the plates in front of you (you may reload and make them up as necessary), make revolver safe.

Pos. 2 shooters choice: with rifle knock down all 10 of the plates (you may reload and make them up as necessary), make rifle safe. With shotgun engage all the S targets until their down.

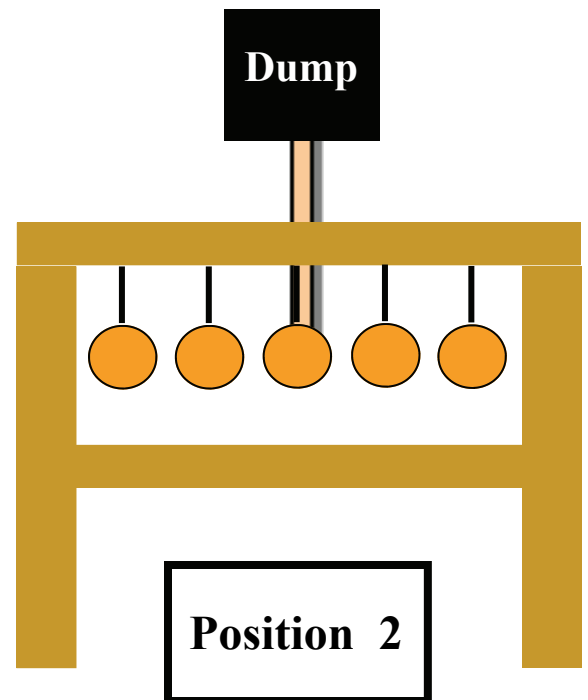
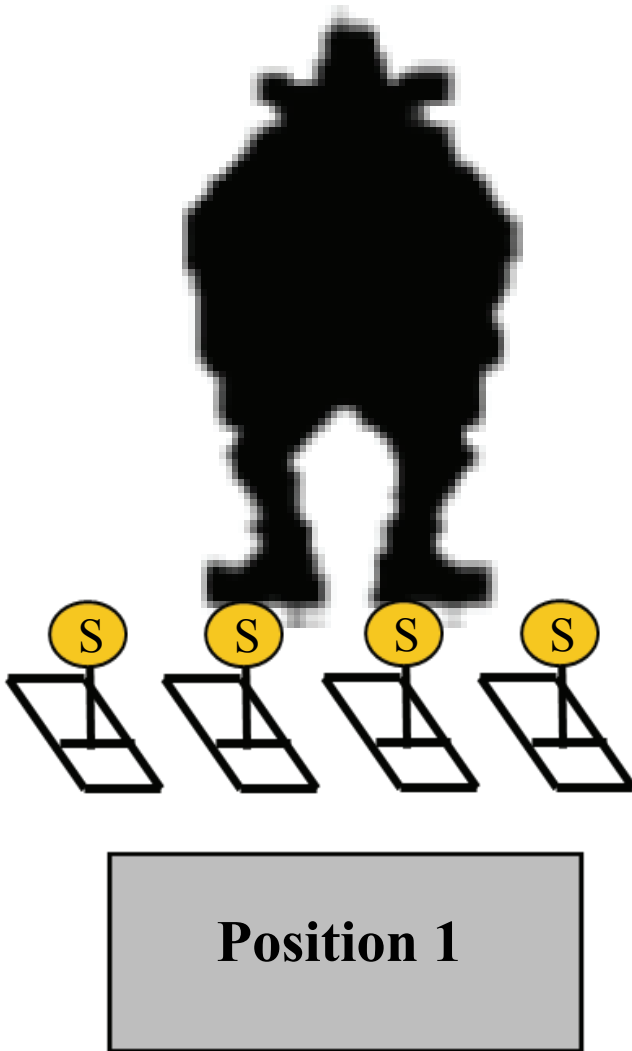
Pos. 3 repeat instructions from pos.1

Shooter may stage as much additional ammo as they feel they will need anywhere... Move to unloading table...

Please leave timer and spotting flags...

STAGE 3 APRIL 2013

10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1 open empty shotgun “in hand”. Rifle loaded with 10 rounds staged anywhere. Revolvers loaded with 5 rounds each, holstered. To signify ready shooter says: “This is going to be messy”!!!

At buzzer with shotgun engage all the S targets until their down, make shotgun safe. With rifle engage the cowboy (anywhere) with 10 rounds, make rifle safe. Move to pos. 2 and with revolvers engage the 5 clay targets until broken, place remaining rounds on the dump target for a 1 second bonus, holster.

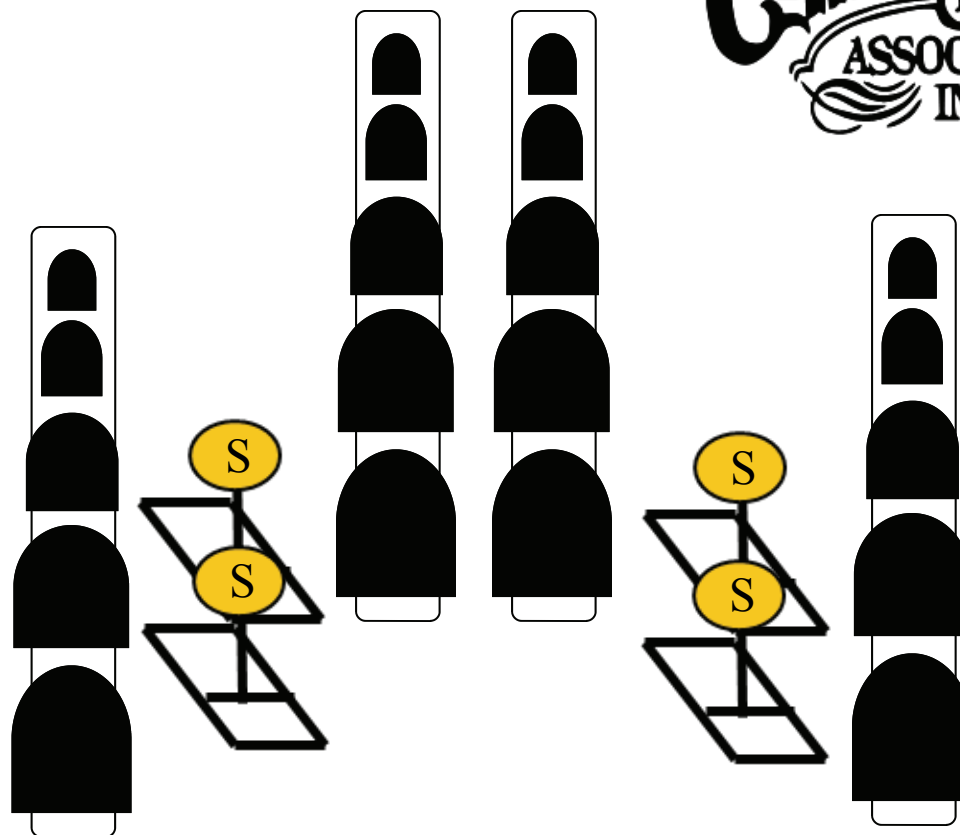
Only misses on the revolver are if there are any clay targets not broken!!!

Move to the unloading table...

Please leave timer and spotting flags...

STAGE 4 APRIL 2013

10 Revolver, 10 Rifle, 4 + Shotgun



Position 1

Start on anywhere behind the table. Revolvers loaded with 5 rounds each, holstered. Open empty shotgun staged anywhere. Rifle loaded with 10 rounds staged anywhere. To signify ready shooter says: "Mow these little turds down"!!!

At buzzer Shooters choice, however rifle cannot be last!!!

With revolver engage the tombstone rack's closest to you (left & right rack's) until their all down (you may reload and make them up as necessary).

With rifle engage the tombstone rack's farthest from you (middle rack's) until their all down (you may reload and make them up as necessary).

With shotgun engage the S targets until their all down.

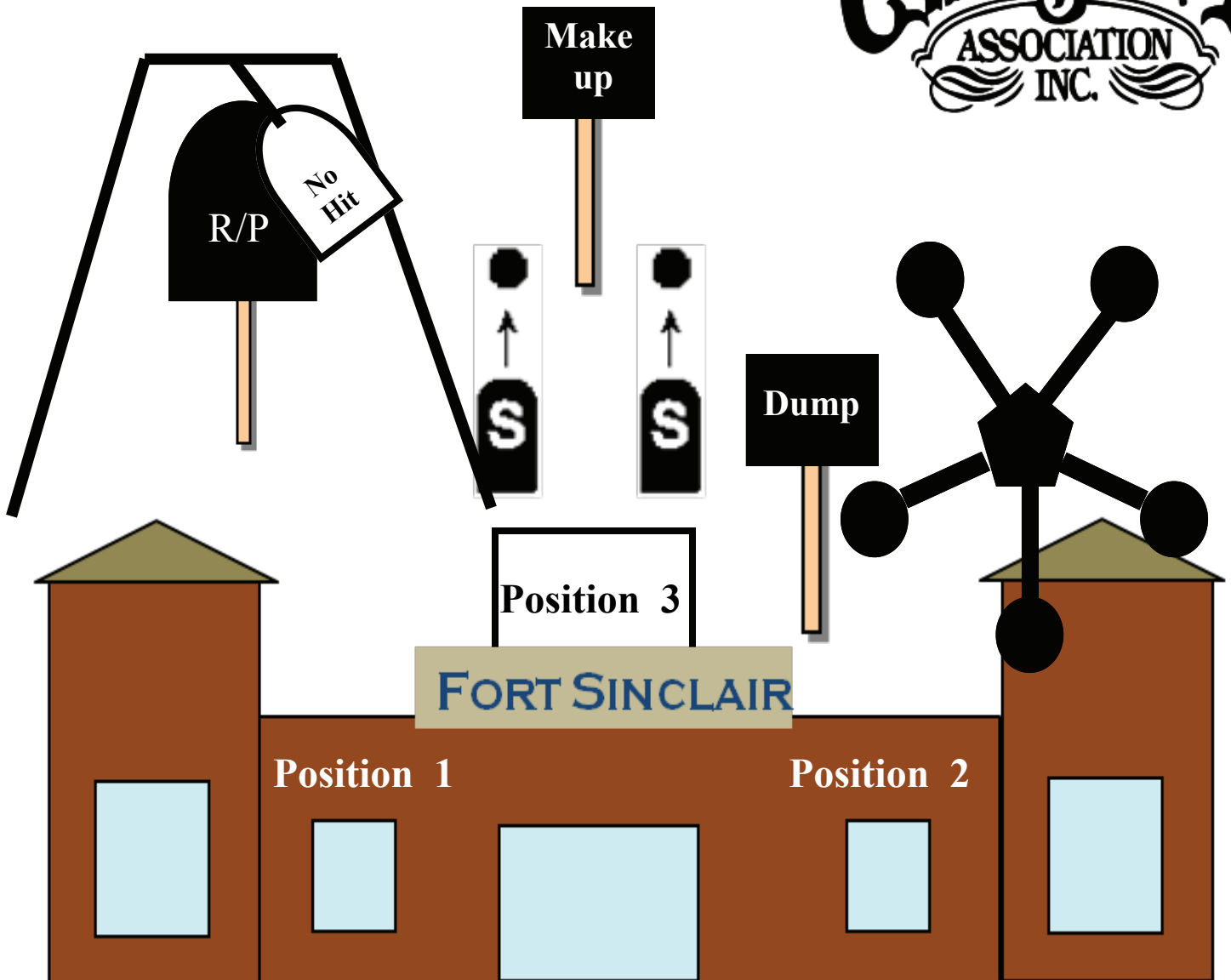
Shooter may stage as much additional ammo as they feel they will need anywhere...

Move to the unloading table...

Please leave timer and spotting flags...

STAGE 5 APRIL 2013

10 Revolver, 5 Rifle, 4 + Shotgun



Start at position 1 or 3 hands at shooters preference. Revolvers loaded with 5 rounds each, holstered. Open empty shotgun staged anywhere. Rifle loaded with 5 rounds staged anywhere. To signify ready shooter says: "Keep the barrel moving"!!!

At buzzer from:

Pos.1 Activate the swinger and with rifle engage the R/P (black) target with 5 rounds, make rifle safe Vertical in the rack. (misses on the black target or hits on the white target are scored as a "Miss"!)

Pos.2 with revolvers engage the "Texas Star" until all plates have fallen (place remaining rounds on the dump target for a 1 second bonus), holster.

Pos.3 with S/G engage the S/G activator and the can in any order. An attempt must be made at the can while in the air (misses can be made up on the stationary target)

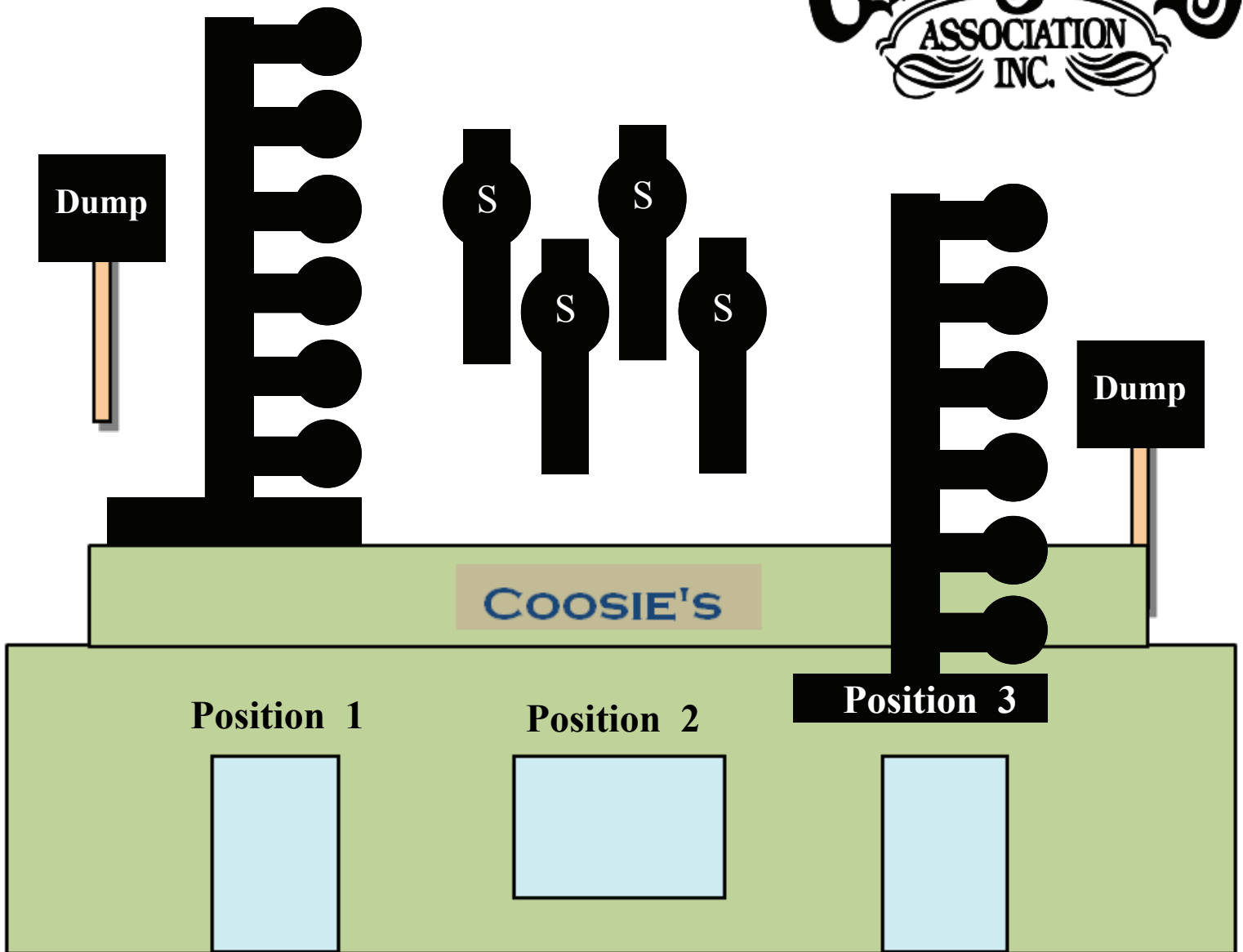
Only misses on the revolver are if there are any plates remaining on the "Star"!!!
Move to the unloading table...

Please leave timer and spotting flags...

STAGE 6 APRIL 2013



10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1 rifle loaded with 10 rounds “in hand”. Open empty shotgun staged anywhere. Revolvers loaded with 5 rounds each holstered. To signify ready shooter says: “I just knocked’em around a little Sheriff”!!!

At buzzer, with rifle engage the 6 targets on the dueling tree in any order then place remaining rounds on the dump target for a 1 second bonus. Make rifle safe. At pos. 2 with shotgun engage the S targets until their down, make shotgun safe. At pos. 3 with revolvers engage the 6 targets on the dueling tree in any order then place remaining rounds on the dump target for a 1 second bonus, holster.

Only misses on the rifle or revolver are if there are any plates not hit on the tree!!!
Shooters choice on what side the plates are on and please paint after every shooter
Move to the unloading table...
Please leave timer and spotting flags...