

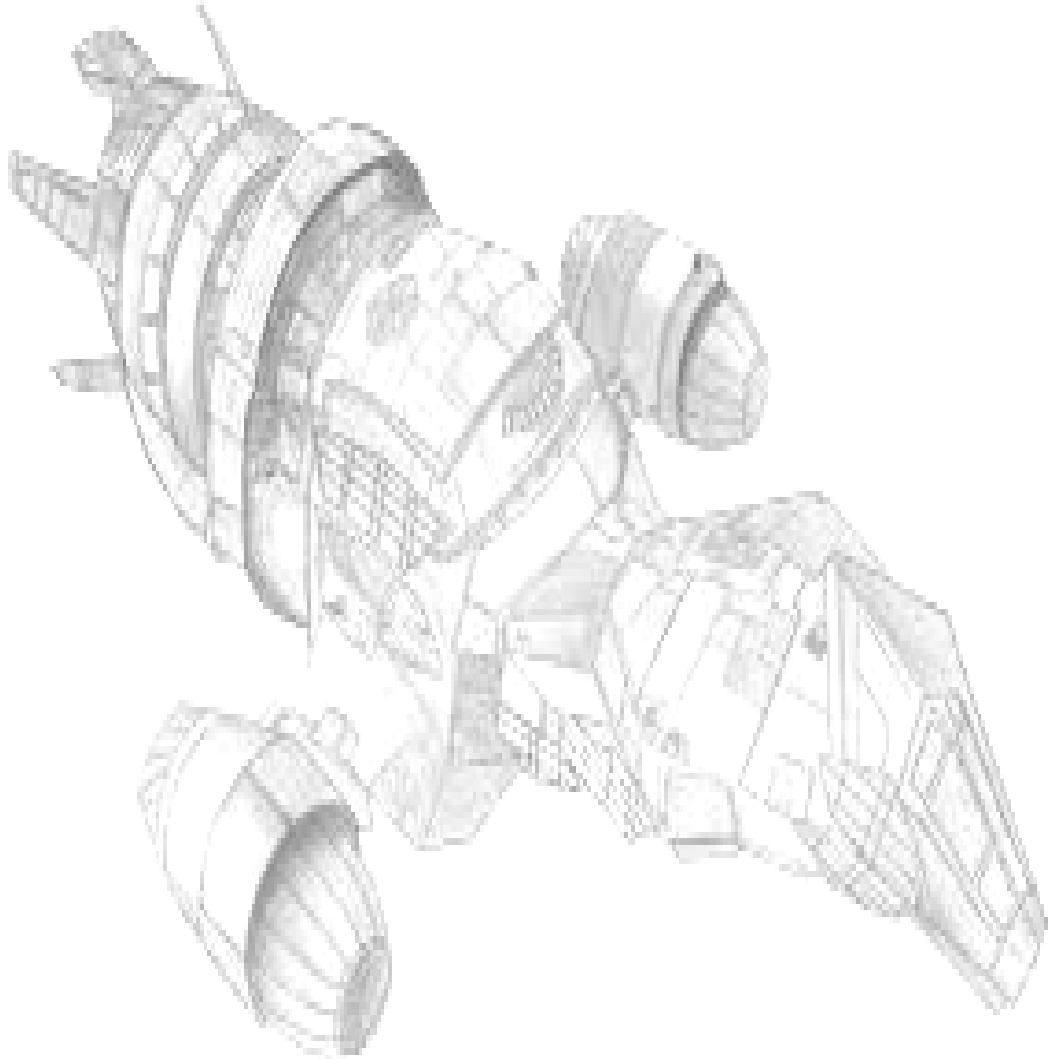
# ARIZONA COWBOY SHOOTERS ASSOCIATION INC.

**ROUND  
COUNT**

**80  
RIFLE**

**70  
PISTOL**

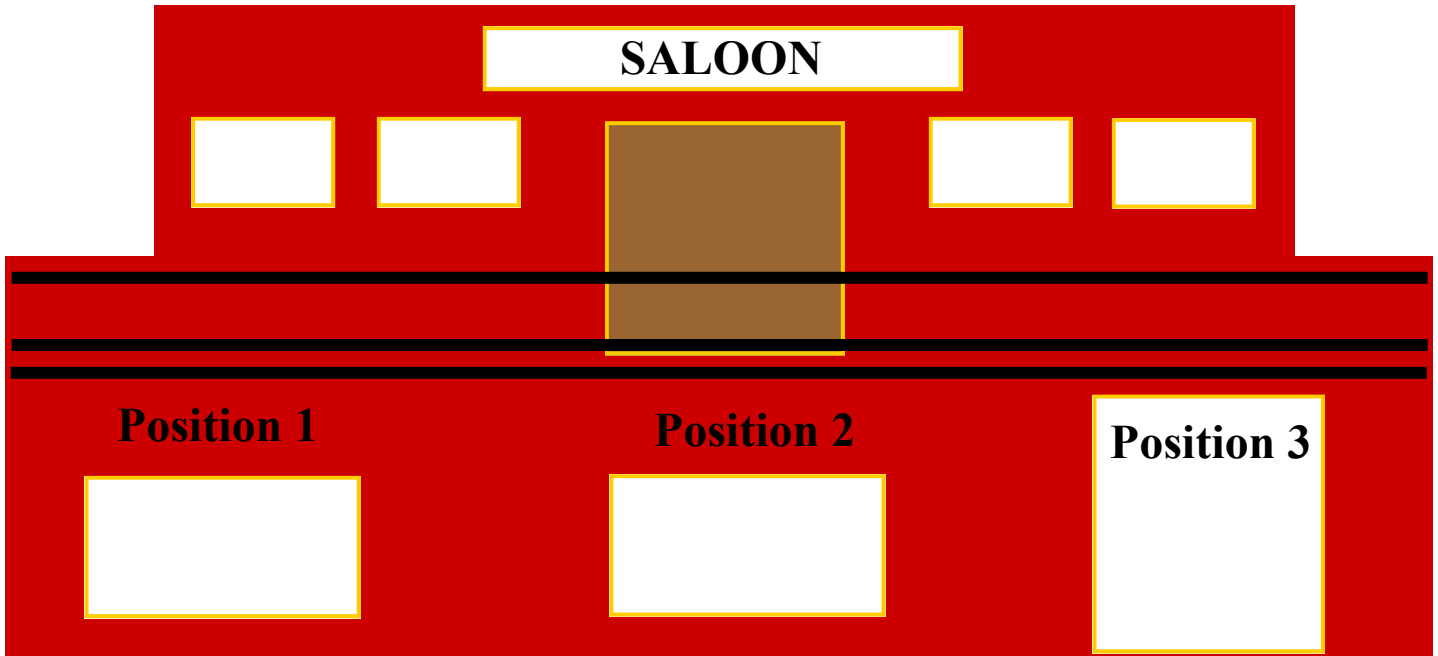
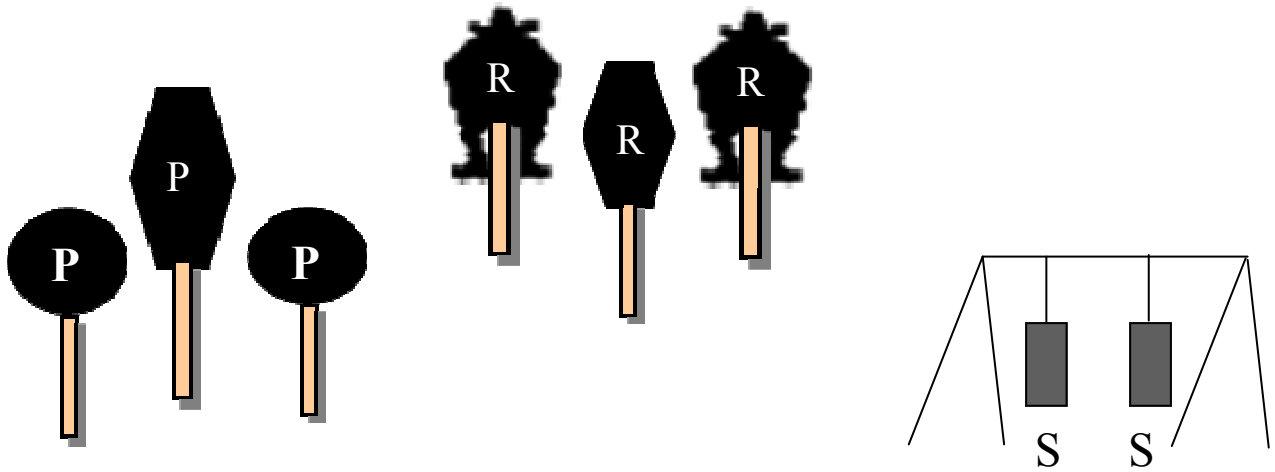
**34+  
SHOTGUN**



**FEBRUARY  
2015 STAGES**

# STAGE 1 FEBRUARY 2015

10 Revolver, 10 Rifle, 6+ Shotgun



Start at position 2 rifle loaded with 10 rounds in hand, revolvers loaded with 5 rounds each and holstered, open and empty shotgun staged anywhere.

When ready shooter says "I can't help it, I get excitable as to choices."

ATB Shooters choice, however rifle can't be last.

Position 1: With revolvers engage P1 thru P3 in a 2-1-2 sweep starting on either end, then repeat instructions starting on the same end and holster.

Position 2: With rifle same instructions as revolvers then make safe.

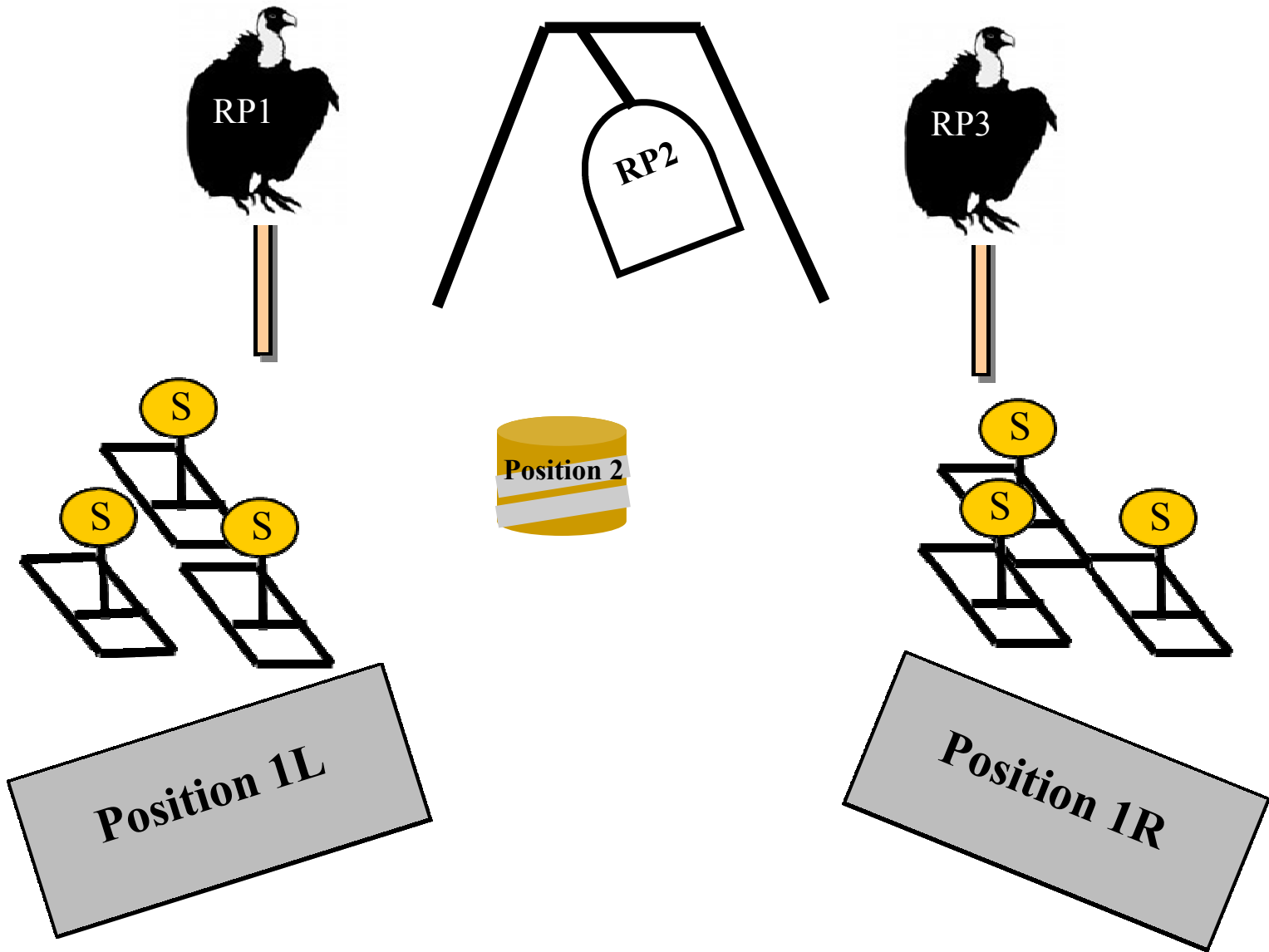
Position 3: With shotgun, engage each bell three times, any order.

Move to the unloading table....

**Please leave timer and spotting flags...**

# STAGE 2 FEBRUARY 2015

10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1L or 1R hands behind your back. Revolvers loaded with 5 rounds each and holstered, rifle loaded with 10 rounds, and open/empty shotgun staged on the table at position 1. When ready Shooter Says "Well faster would be better"

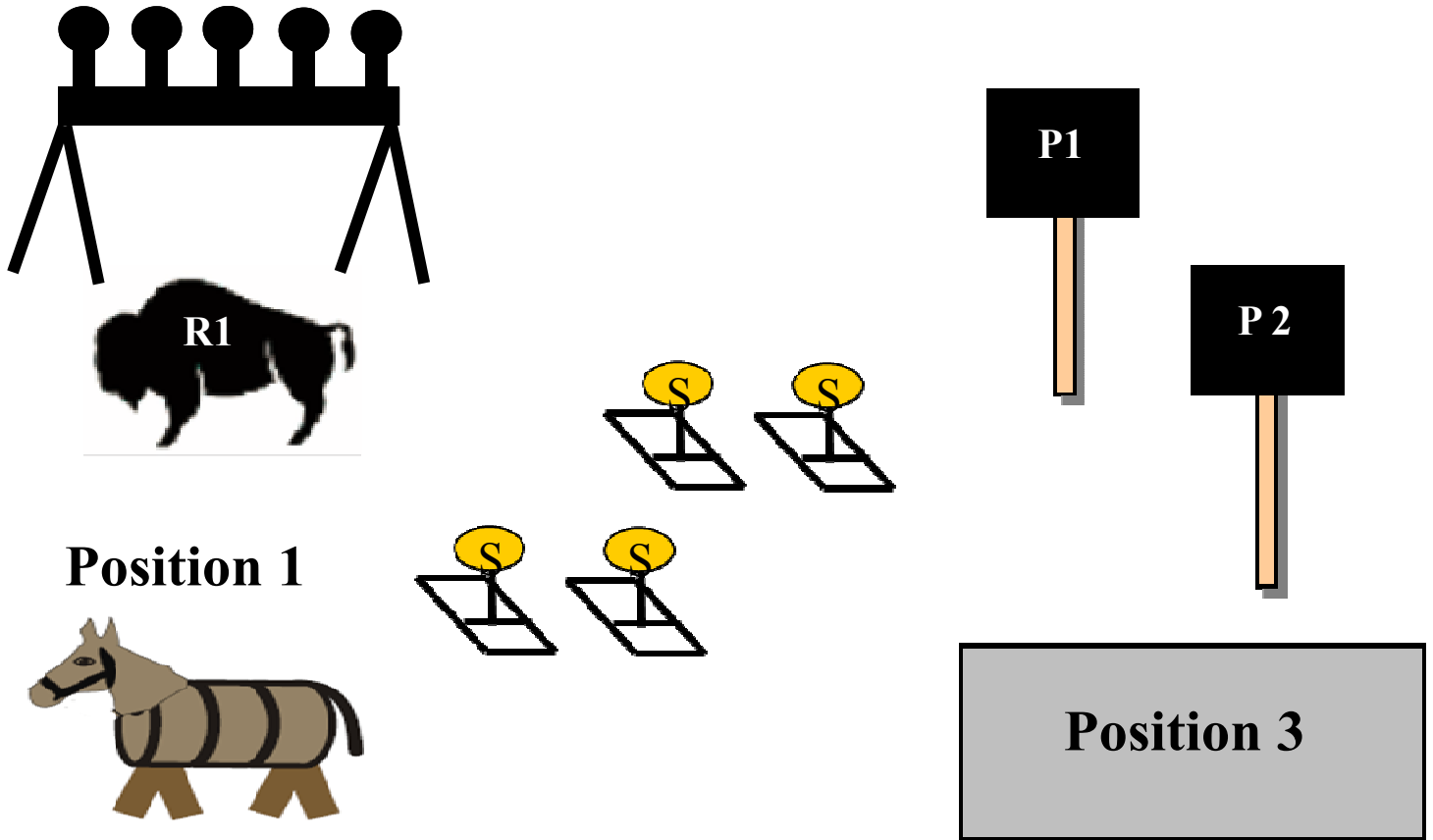
At buzzer with shotgun engage all shotgun targets in front of you till down, THEN shoot activator target, make Shotgun safe muzzle towards berm . then with rifle double tap RP2, then sweep RP1 thru RP3 once each starting on either end, repeat instructions then make rifle safe with muzzle pointed towards berm. Move to position 2 and repeat instructions with revolvers.

Move to unloading table...

**Please leave timer and spotting flags...**

# STAGE 3 FEBRUARY 2015

10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1 Both hands on horse. Open empty shotgun and rifle loaded with 10 rounds staged on the horse. Revolvers loaded with 5 rounds each staged on the table at position 3. To signify ready shooter says: "If I see heads rise, violence is gonna ensue"

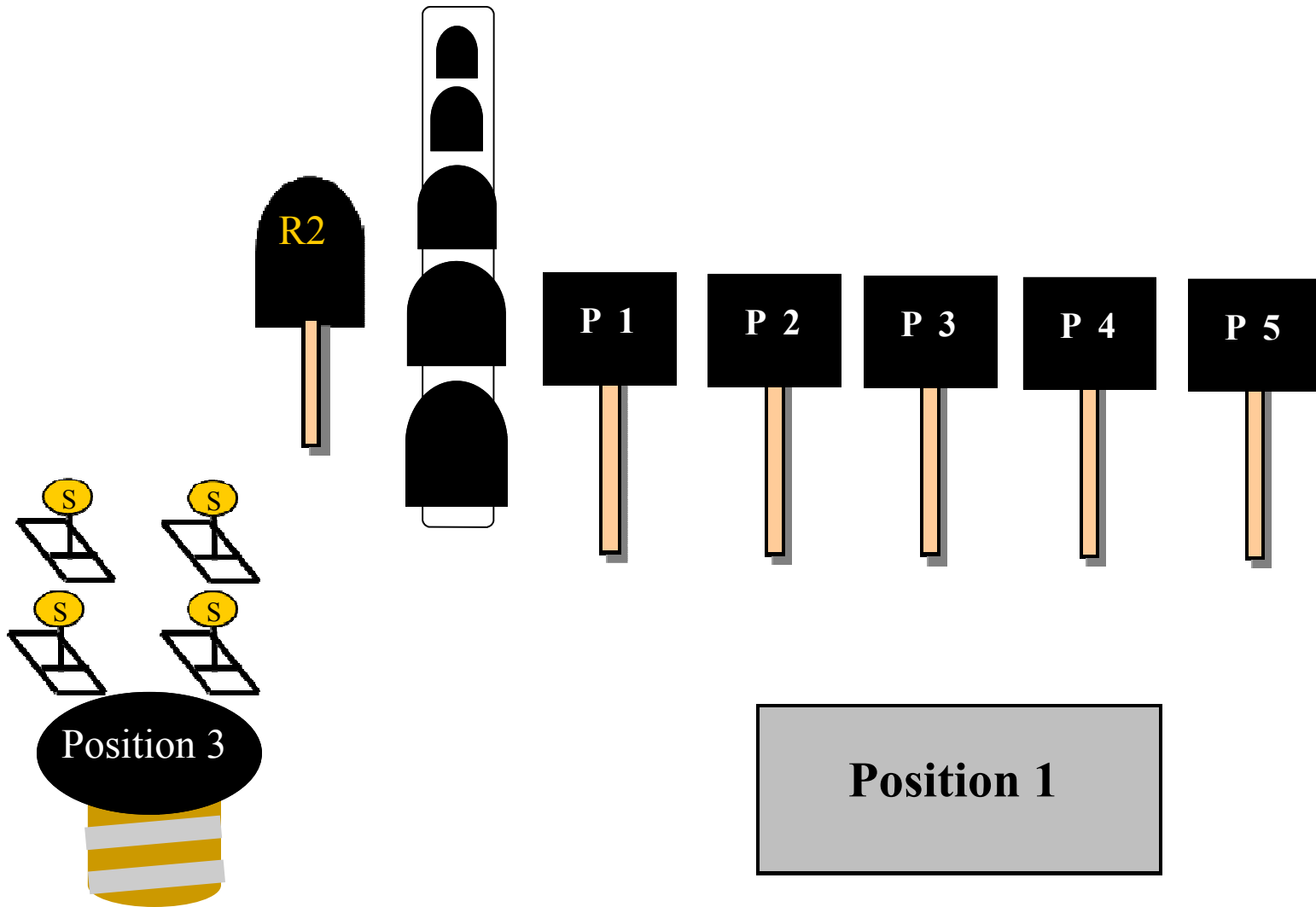
At the Buzzer, with rifle alternate between the plate rack and R1 for a total 10 rounds, make rifle safe. Move to position 2 (defined as both feet anywhere between position 1 and position 3) and engage shotgun targets till all down and make shotgun safe. From position 3 with revolvers alternate between P1 and P2 for a total of 10 rounds, holster. Move to unloading table....

NOTE: Plates must fall to count

**Please leave timer and spotting flags...**

# STAGE 4 FEBRUARY 2015

10 Revolver, 10 Rifle, 4 + Shotgun



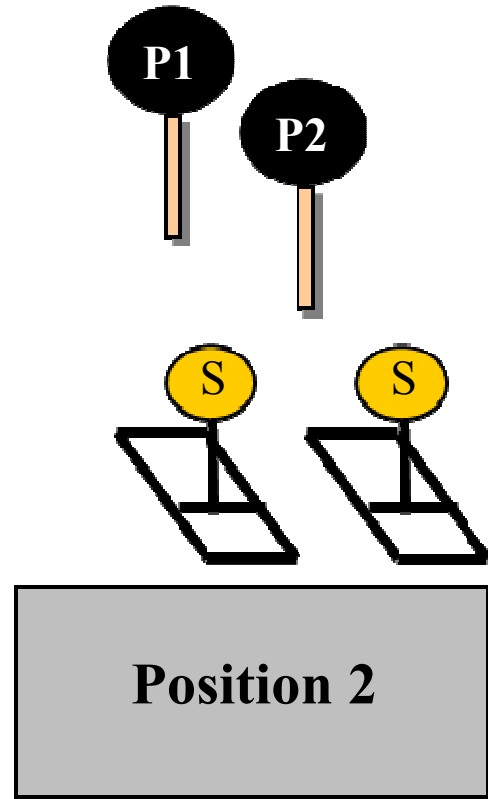
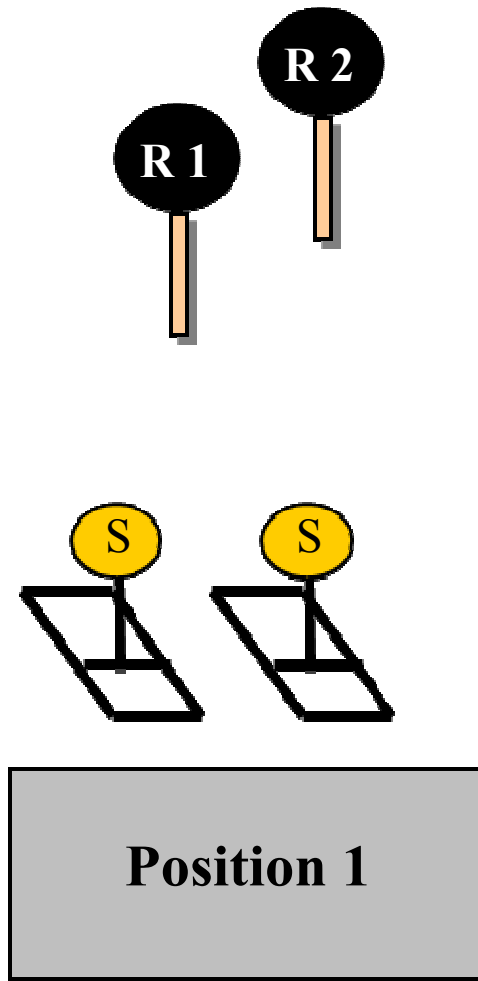
Start at position 1 hands flat on the table. Revolvers loaded with 5 rounds each and holstered. Open empty shotgun staged anywhere. Rifle loaded with 10 rounds staged anywhere. To signify ready shooter says: "Talking ain't doin"!!!

At buzzer with Revolvers SWEEP P1 thru P5 with 1 round each, then P5 thru P1 with 1 round each and holster. From position 2 (defined as BOTH feet anywhere between position 1 and position 3) with rifle engage the tombstone rack until all plates are down, then place remaining rounds on R2, make rifle safe. From position 3 engage S targets until down. Move to the unloading table...

**Please leave timer and spotting flags...**

# STAGE 5 FEBRUARY 2015

10 Revolver, 10 Rifle, 4 + Shotgun



Start at position 1, shotgun loaded with 2 rounds in hand, 2 revolvers loaded with 5 rounds each and holstered, rifle loaded with 10 rounds staged anywhere. To signify ready shooter says "Let's be bad guys"

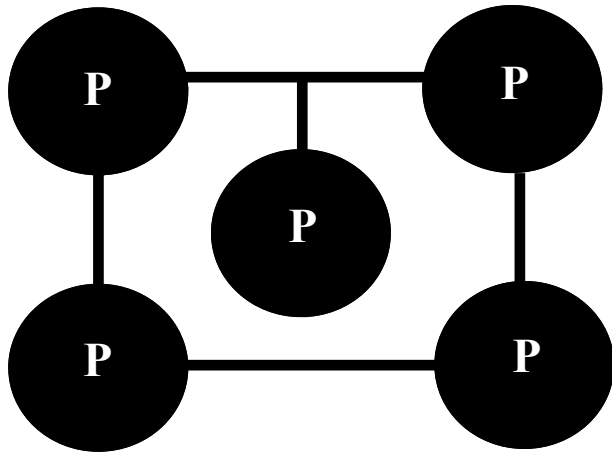
At the beep engage the shotgun targets in front of you until down, make shotgun safe. With rifle engage R1 and R2 in a 2 target progressive sweep starting on either end, make rifle safe. Take shotgun to position 2 and make safe. With pistols engage P1 and P2 with same instructions as rifle, holster. With shotgun engage the remaining shotgun targets until down. Move to unloading table...

**Please leave timer and spotting flags...**

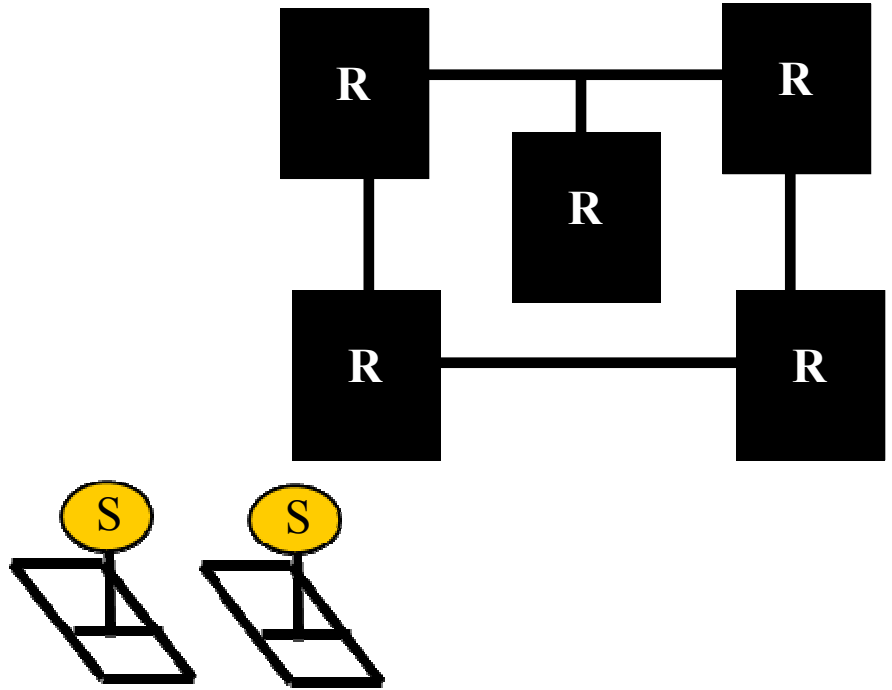
**Shotgun is to be loaded under RO's supervision and not until RO's command.**

# STAGE 6 FEBRUARY 2015

10 Revolver, 10 Rifle, 2 + Shotgun



Position 2



Position 1

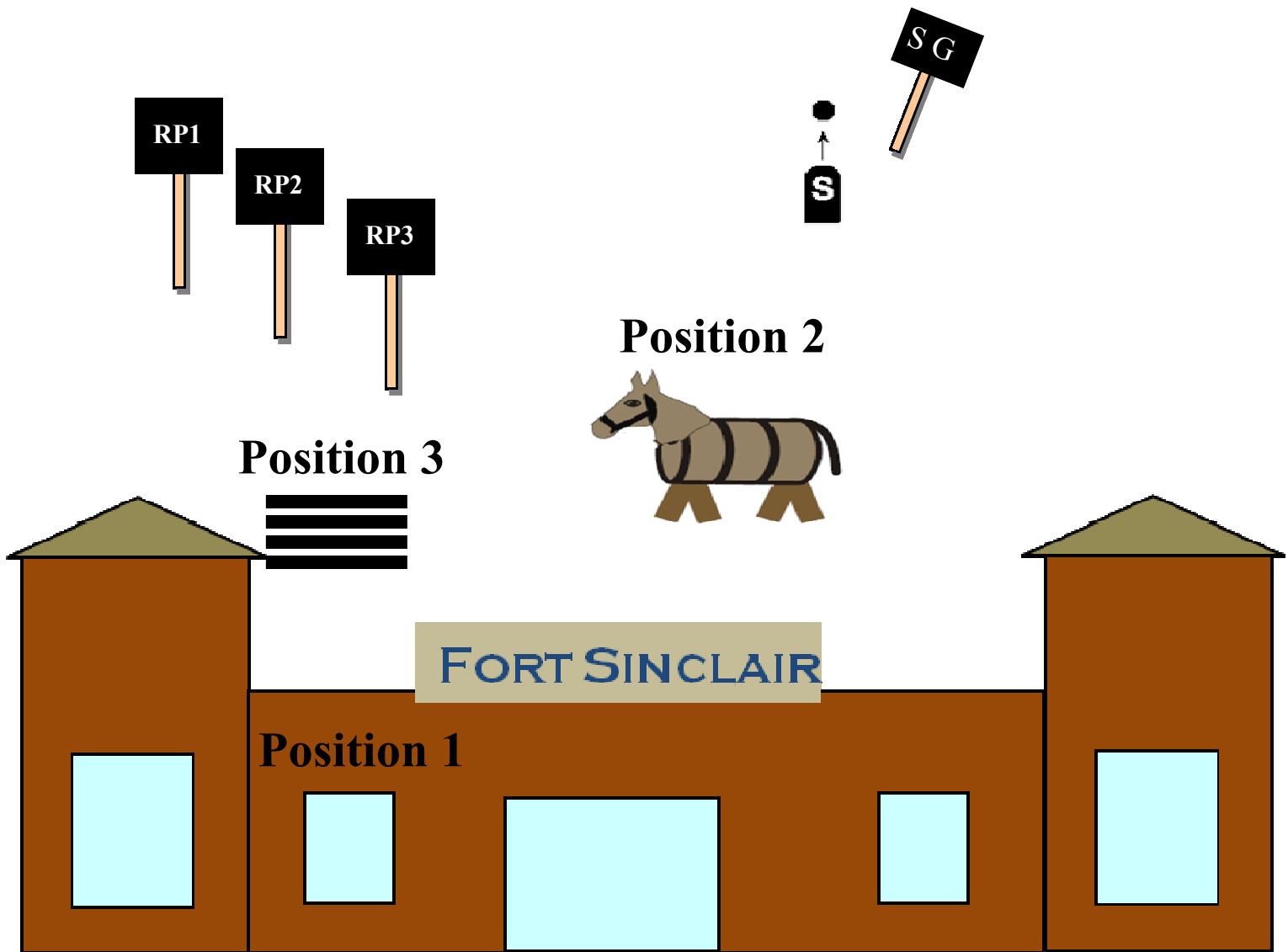
Start at position 1 hands on hat. Open empty shotgun and rifle loaded with 10 rounds staged anywhere. Revolvers loaded with 5 rounds each holstered.  
To signify ready shooter says: “Well don’t shoot me first!!!”

At buzzer, with rifle engage the R targets with at least 2 rounds each for a total of 10 rounds, make rifle safe. From anywhere engage the S targets until they’re down, make shotgun safe. At position 2 with revolvers engage the P targets, with same instructions as rifle for a total of 10 rounds, holster.

**Please leave timer and spotting flags...**

# STAGE 7 FEBRUARY 2015

10 Revolver, 10 Rifle, 2 + Shotgun



Start at position 1, rifle in hands, revolvers loaded with 5 rounds each and holstered, open and empty shotgun staged anywhere. to signify ready shooter says "Give us some cover fire, we're going duck huntin!"

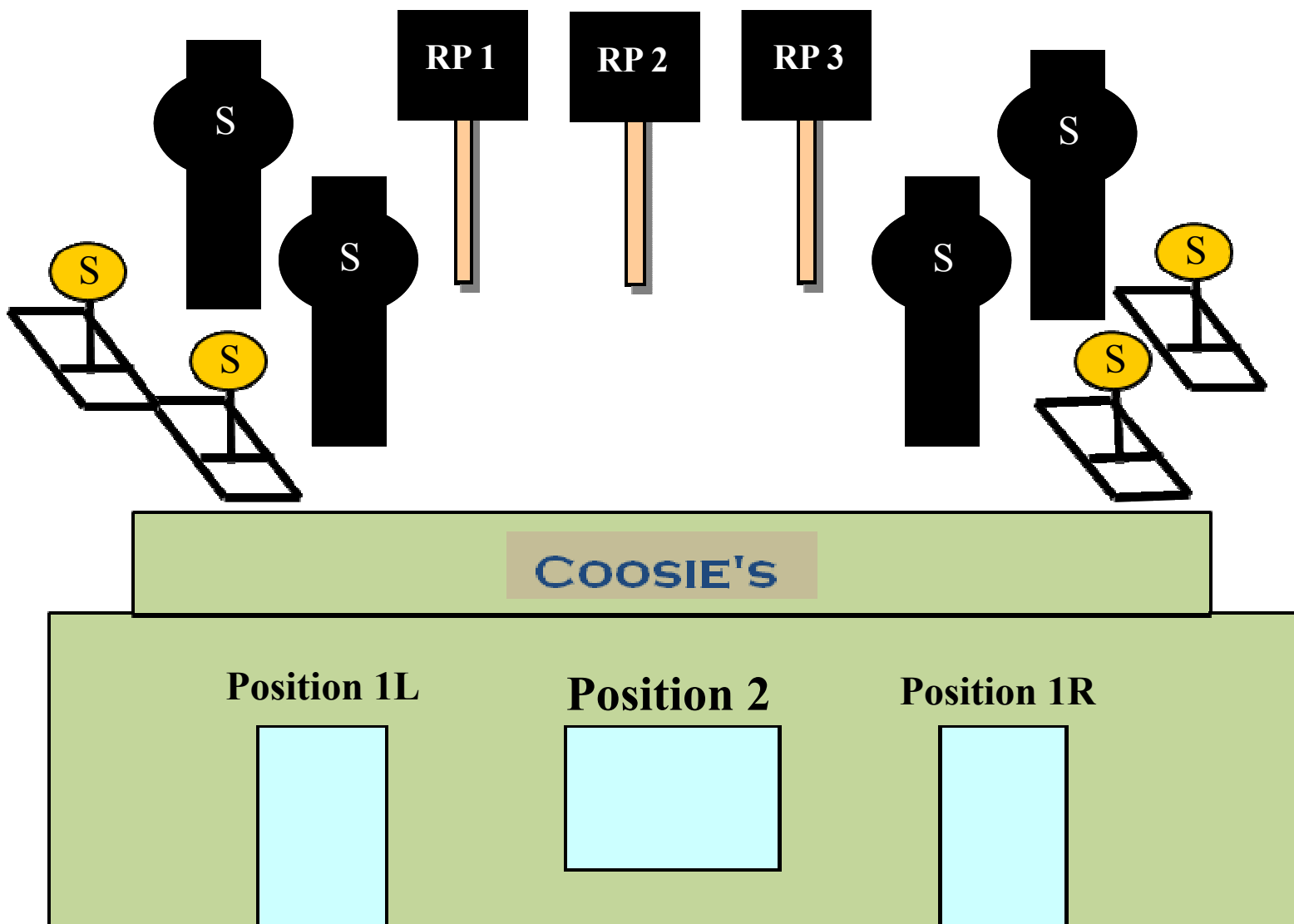
At the beep engage RP1 thru RP3 in a 1-3-1 sweep starting on either end, then repeat starting on same end again. Make rifle safe VERTICAL. move to the horse at position 2 and with shotgun engage the activator, then shoot the can. If you miss the can, you can make up the miss by placing a shot on the makeup target. Make shotgun safe on the horse. Move to the bench at position 3 and engage RP1 thru RP3 with same instructions as rifle, holster. Move to the unloading table...

**Please leave timer and spotting flags...**



# STAGE 8 FEBRUARY 2015

10 Rifle, 8+ Shotgun



Start at position 1L or 1R open empty shotgun in hand. Rifle loaded with 10 rounds staged anywhere. To signify ready shooter says: "I aim to misbehave"!!!

At buzzer with shotgun engage the four shotgun targets in front of you until down , move to position 2 and make shotgun safe. With rifle engage R1 thru R3 in a double tap Nevada sweep starting on either end for a total of 10 rounds, make rifle safe. Take shotgun to opposite P1 and engage remaining shotgun targets until down. Move to the unloading table...

**Please leave timer and spotting flags...**