

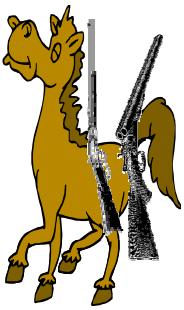
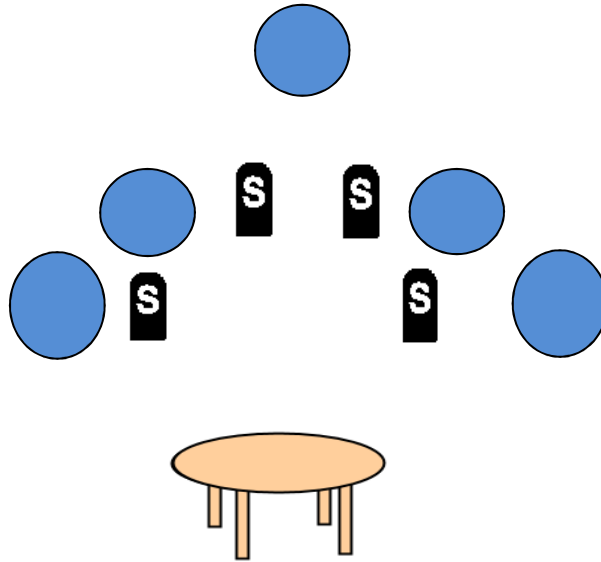


*September 2014  
Monthly Match  
Stages*

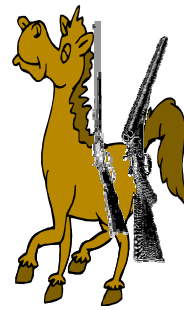
*Provided by Marauder & Fast Eddie*

# STAGE 1

Running to the fight!



**START**



**START**

**Ammo:** Pistols 10, **Rifle 9** Shotgun 4+

**Staging:** Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse. Rifle in hands loaded with nine rounds

**Start:** Standing beside horse of choice. (Horse will be facing berm.) Rifle in hands.

**Procedure:** Shooter says "I'm coming for ya!"

**ATB** shoot targets with 9 rounds.

Engage Rifle/Pistol targets **in any order** with three rounds on each outer target, four rounds each on the inner targets and five on the center target.

Place rifle on prop with **muzzle pointed at the berm.**

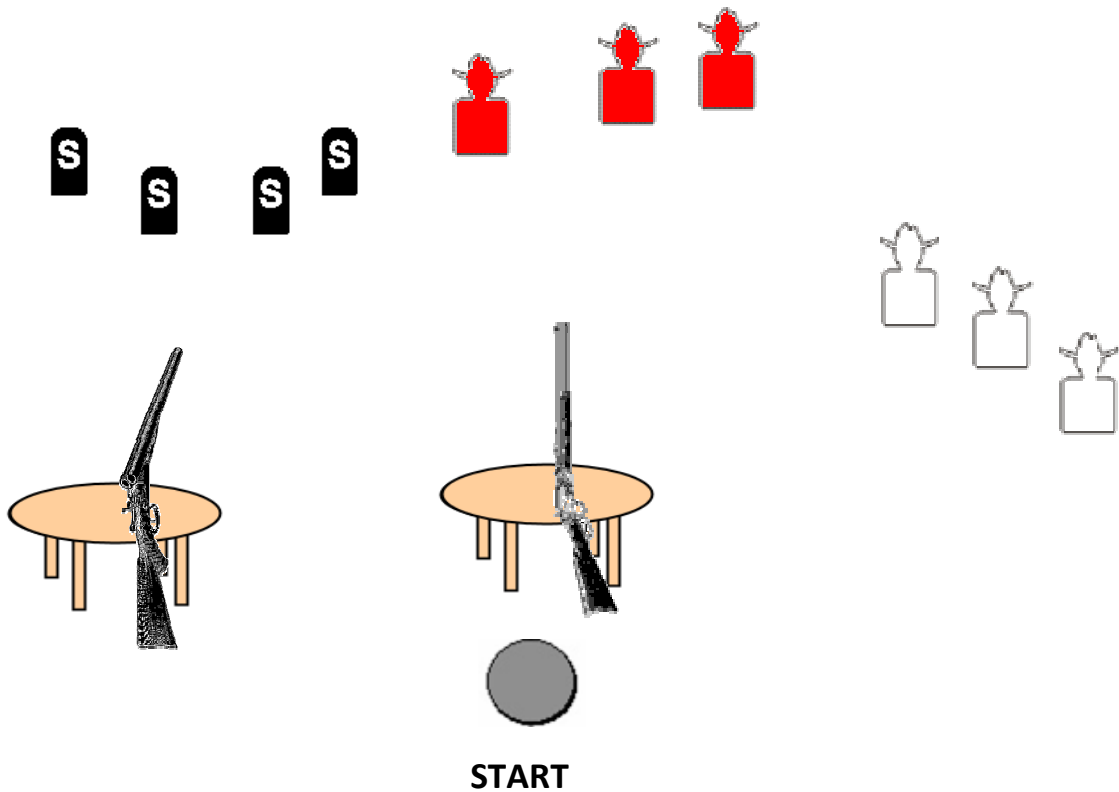
Pick up shotgun and move to kicking distance of the table.

Engage shotgun targets in any order until down.

Use pistols to shoot remaining targets.

## STAGE 2

### Which Way to Run?



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols loaded with five rounds each and holstered. Shotgun open and empty on left table. Rifle on right table.

**Start:** One foot touching the starting stone with hands on pistols.

**Procedure:** Shooter says "I'll get ya either way!"

**ATB move to either shotgun or pistol targets.**

With shotgun, shoot those rascals!

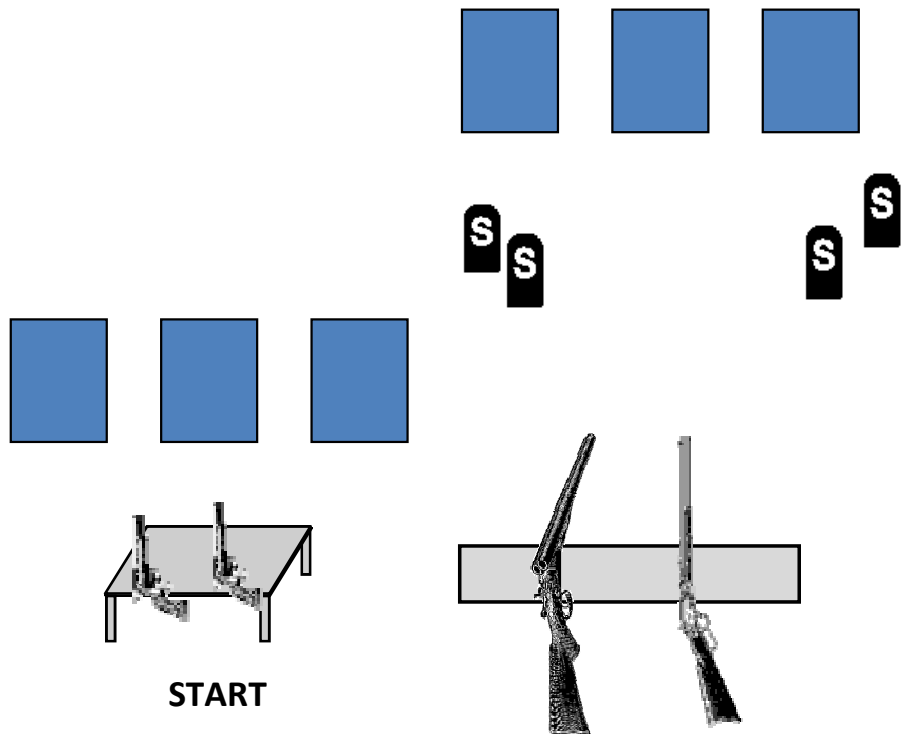
With Rifle, hit them at least 3 times each.

Move towards center and, with pistols, hit them at least three times each.

## STAGE 3

Or and his pards are playing a drinking & shooting game. Marauder walks in, catches the the glass Or is trying to shoot and drinks the last of the whiskey in it.

Or is enraged, but Marauder asks, "Can I Play too?"



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols loaded with five rounds each and holstered. Rifle loaded with ten rounds on on the bar. Shotgun open and empty on the bar.

**Start:** Standing behind the center table **glass in hand**.

**Procedure:** Shooter will say ""**Hey Or, can I play too?**""

ATB place glass on table and engage the pistol targets with five rounds P1, P2, P1, P2, P3, beginning on either end, then repeat instructions for next five rounds.

Move to bar. With rifle engage the rifle targets with the same instructions as pistols.

With shotgun engage shotgun targets in any order until down.

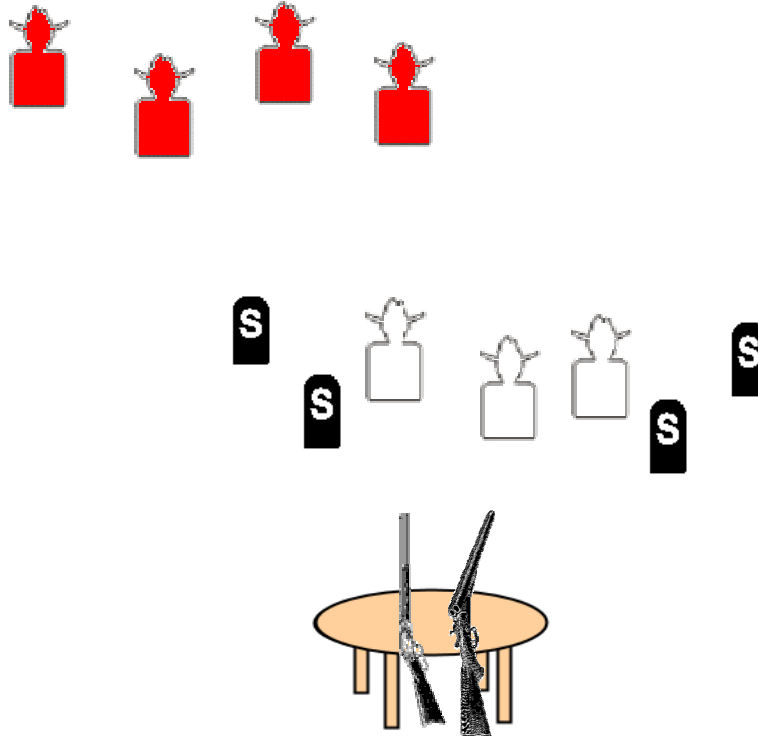
(Yes you may "double tap" in both pistols & rifle sequences)

NOTE: No penalties for where the glass ends up.

## STAGE 4

### A Fine Kettle a Fish

I hate interruptions during dinner!



**START**

**Ammo:** Rifle - 10, Pistols 5 each, Shotgun 4+

**Staging:** Pistols loaded with five rounds each, **staged on table**. Shotgun open and empty on the table. Rifle loaded with 10 rounds on table.

**Start:** Sitting at table holding plate in one hand. Other hand on pistol or rifle.

**Procedure:** Shooter says "**I hate callers at dinner!**" or indicate ready.

ATB drop plate, stand or stay seated and engage **either rifle or pistol targets** in a Nevada sweep beginning on either end. Shooter's choice as to start with rifle or pistols.

Using pistols as needed engage the pistol targets with two Nevada sweeps from the same direction each time.

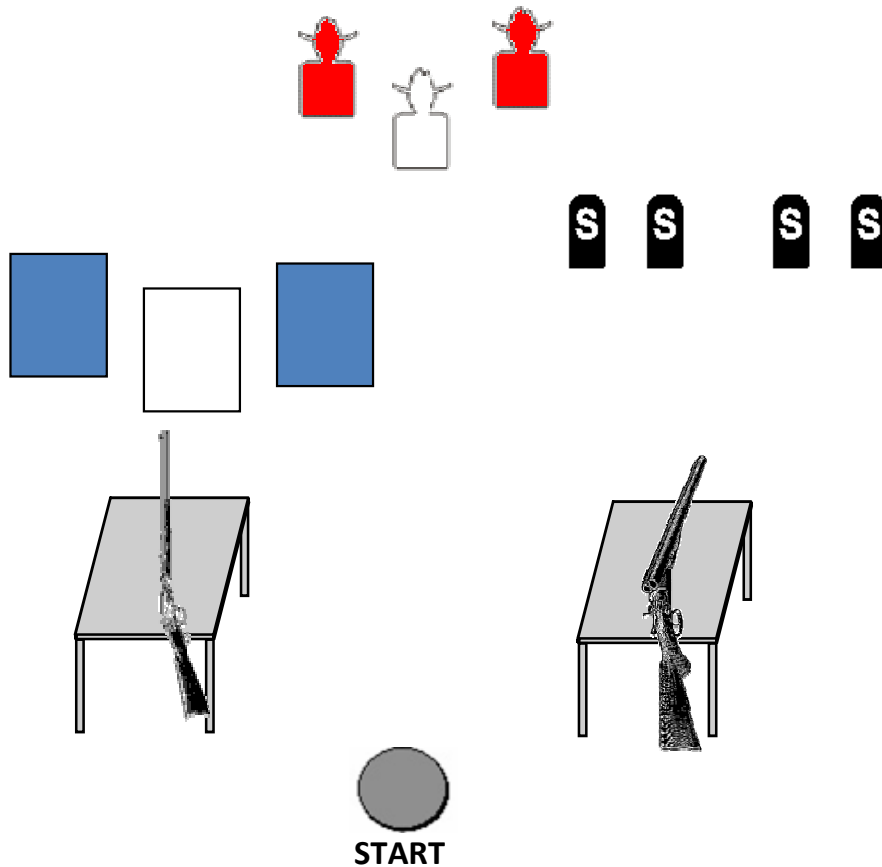
Then, engage the shotgun targets in any order.

**Finish** by Yelling, "**Where's my Fish!!!**"

## STAGE 5

### Hard to Stop

That middle fella is sure hard to stop. Hit him twice and he was STILL up.



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols loaded with five rounds each and holstered. Shotgun open and empty on right table. Rifle loaded with 10 rounds and staged on Left table.

**Start:** Standing one foot touching starting stone.

**Procedure:** Shooter will state the line "**Those middle guys look TOUGH!**"

ATB Shooter's choice - go to Left OR Right table.

At left table shoot the near targets, then the far and finish on the near targets. You may use pistol or rifle for any targets, but they must be shot in the proper order.

On close targets, double tap center target, then sweep 1-2-3. The do the same on the **far** targets and repeat on far targets. (Gunfighters may use table to stage pistols.)

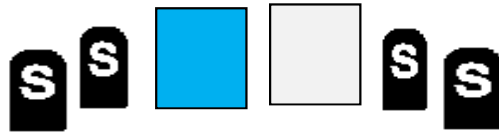
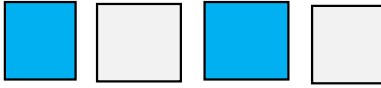
Finish by shooting the 3 close targets as you did before.

Move to shotgun and shoot shotgun targets till down.

**Or shot shotgun first and then go to Left table. Rifle cannot be last.**

## STAGE 6

### I Double Dog Dare Ya!



### START

**Ammo:** Revolvers loaded with 5 rounds each, Rifle - 10 Cartridges, Shotgun - 4 + Shells

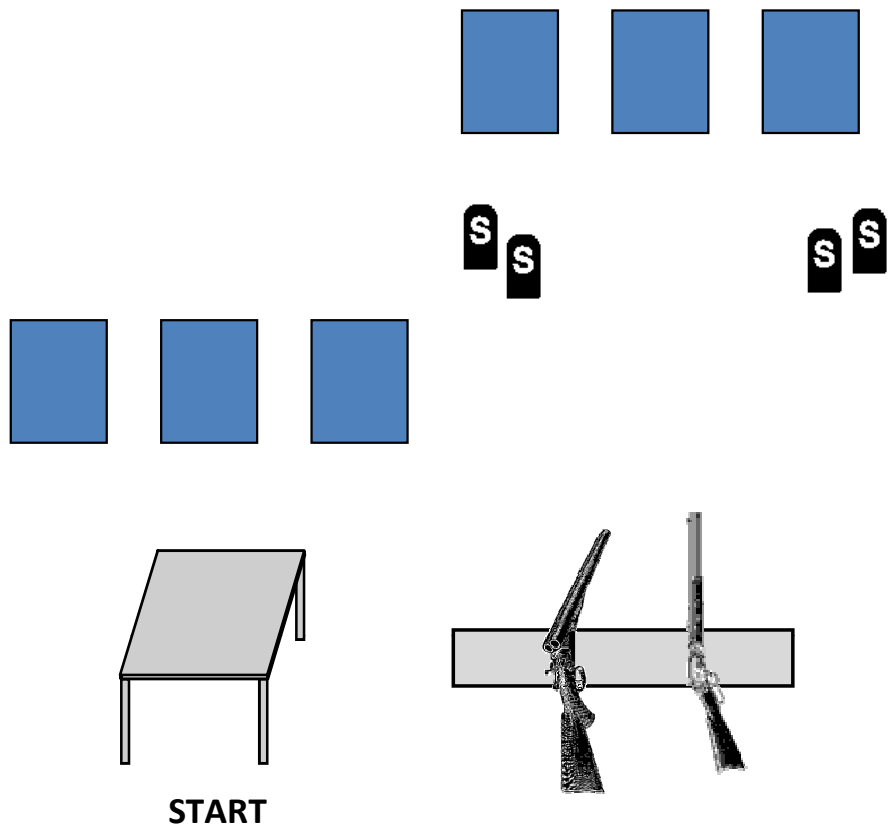
**Starting Position:** Standing behind table. Rifle at low ready - not on shoulder.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle held at low ready, and shotgun staged on table, with at least four rounds on your person.

**Procedure:** Say "**I Double Dar Ya!**" or indicate ready and wait for the beep. ATB, with rifle do a "Nevada sweep" from the left, double tapping the white targets.

With pistols (starting on left) alternate between the two targets, double-tapping the white target. With shotgun engage shotgun targets in any order.

# WARM UP STAGE



**Ammo:** Pistols 10, Rifle 10 Shotgun 4+

**Staging:** Pistols loaded with five rounds each and holstered.

Shotgun open & empty on the bar. Rifle loaded with 10 rounds on the bar.

**Start:** Standing behind the middle table with hands at sides.

**Procedure:** Shooter will indicate ready.

**ATB** engage the pistol targets in a 3-4-3 sweep starting on either end.

Move to bar. With rifle engage rifle targets the same instructions as pistols

With shotgun engage shotgun targets in any order till down.