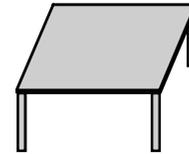
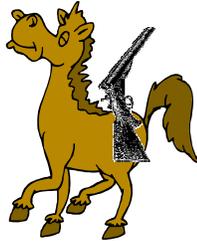
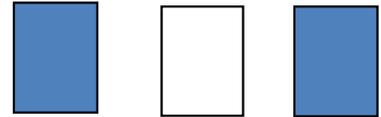
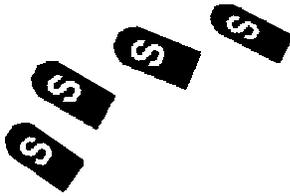




*South River Shootists'*  
*July 2015*  
*Match Stages*

*Provided by Marauder & Crew*

## Warm up



**START**

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

**Staging:** Two pistols, loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least four rounds on your person, staged on the horse.

**Starting Position:** Standing with at least one foot touching the starting stone with rifle held in both hands.

**Procedure:** Shooter will say "**LET'S SHOOT**" and wait for the beep. ATB, engage the rifle targets in a 3 - 4 - 3 Sweep starting from either end.

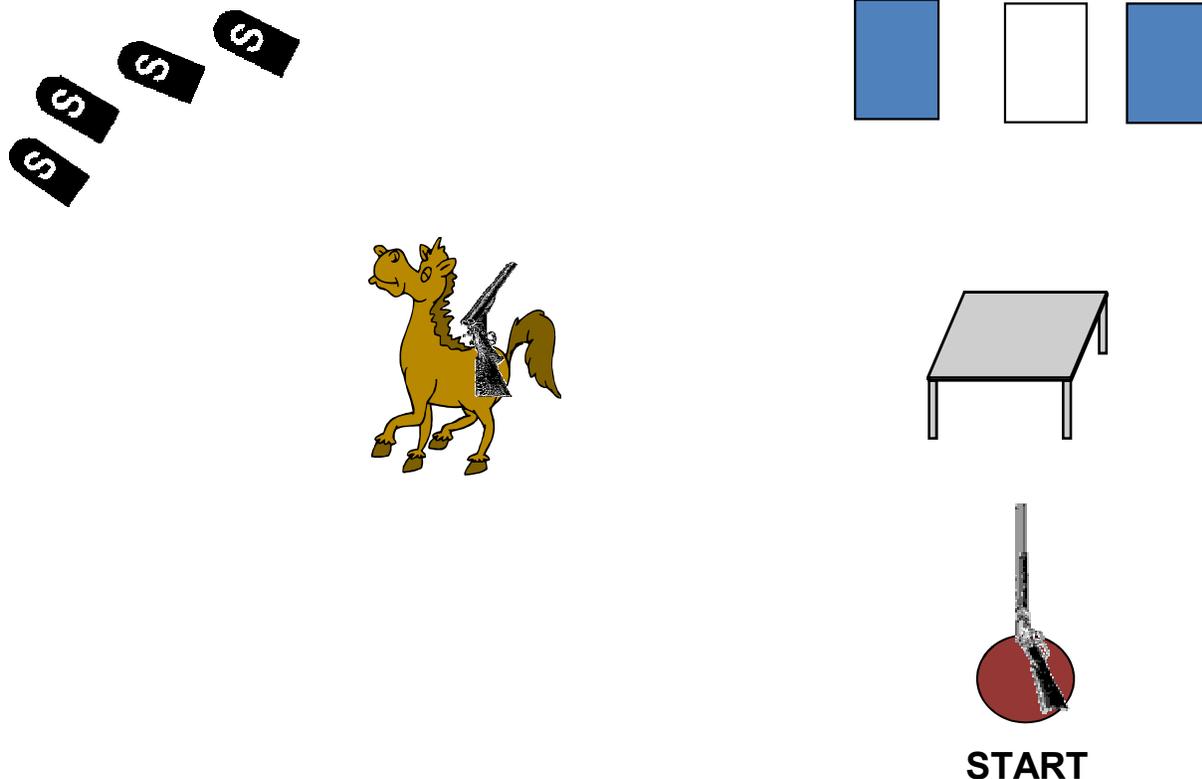
Shoot pistols by REPEATING INSTRUCTIONS FOR THE RIFLE.

Retrieve shotgun and engage the shotgun targets in any order.

# SRS JULY '15 STAGES

## Stage 1

Fast Eddie has a new rifle to test for accuracy. As he's walking towards his horse he sees a bunch of horse thieves heading for his horse. He can't let them steal his horse, and figures it's a good time to test that new rifle.



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

**Staging:** Two pistols, loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, held in both hands. Shotgun, with at least four rounds on your person, staged on the horse.

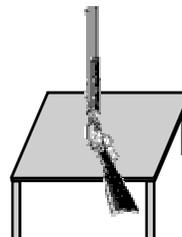
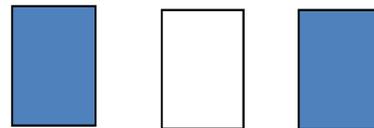
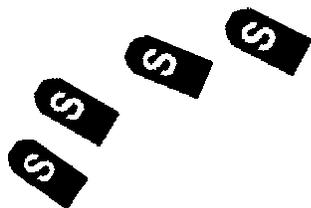
**Starting Position:** Standing with at least one foot touching the starting stone with rifle held in both hands.

**Procedure:** Shooter will say "**LET THE TEST BEGIN**" and wait for the beep. ATB, engage the rifle targets in a SRS Sweep starting from either end. Put the rifle on the table and, using pistols as needed, engage the pistol targets in a CONTINUIOUS SRS Sweep starting from either end. Holster. Retrieve shotgun and engage the shotgun targets in any order.

NOTE: A SRS Sweep is shot the same as a Nevada Sweep but the Center WHITE target is shot with double taps.

# SRS JULY '15 STAGES

## Stage 2



**START**

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

**Staging:** Two pistols, loaded with five rounds each and holstered.

Rifle, **loaded with 9 rounds**, staged on the table.

Shotgun, with at least two rounds on your person, staged on the horse.

**Starting Position:** Standing behind the horse.

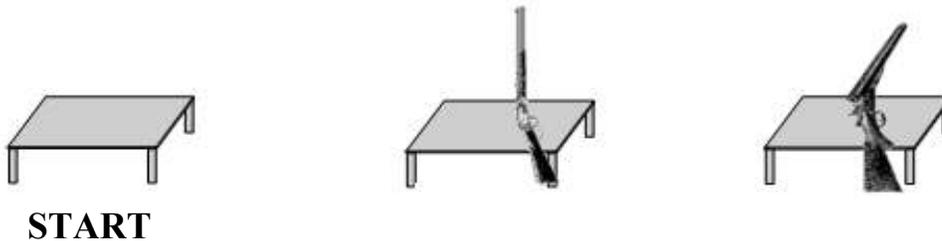
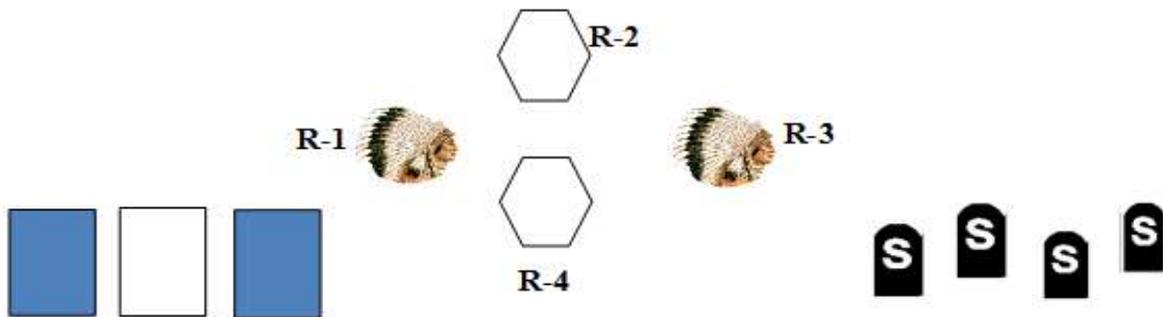
**Procedure:** Shooter will say "Aim small, miss small" and wait for the beep.

ATB, retrieve shotgun and engage the shotgun targets in any order. Return shotgun to horse, retrieve rifle and engage the rifle targets with three rounds on each in any order.

Using pistols as needed, engage the pistol targets with at least three rounds on each in any order. Holster.

# SRS JULY '15 STAGES

## Stage 3



**START**

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

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle, loaded with 9 rounds, staged on the center table. Shotgun, with at least four rounds on your person, staged on the right table.

**Starting Position:** Standing behind the left table.

**Procedure :** Shooter will say "**I SAID NO LOOTING**" and wait for the beep. ATB, using pistols, engage the pistol targets in continuous Nevada sweep from either end.

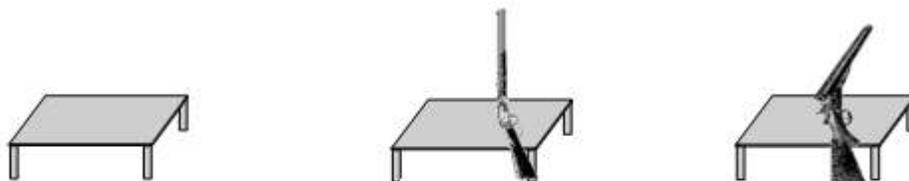
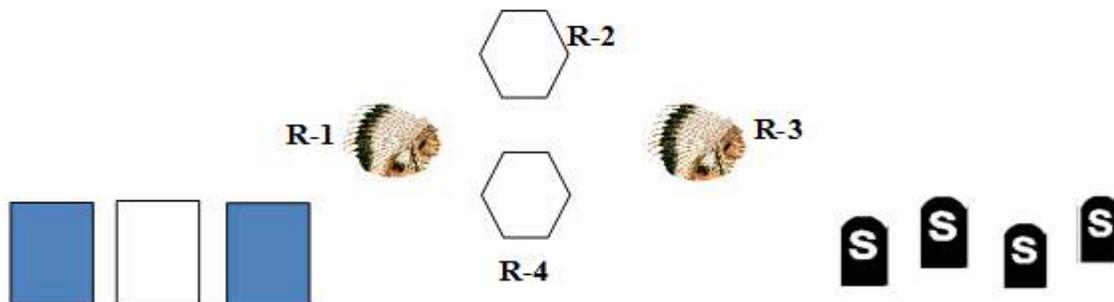
Move behind the center table, retrieve rifle and, starting on R-1, engage the rifle targets in a **CLOCKWISE** sweep. Return rifle to table.

Retrieve Shotgun and engage the shotgun targets in any order.

# SRS JULY '15 STAGES

## Stage 4

Dugannon Gunner has walked into the Prairie Saloon. After he gets in, he sees a group of renegades approaching to loot the place. Dugannon Gunner takes quick and accurate action to stop the attack. He just needs to decide where to start.



**START**

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

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the center table. Shotgun, with at least four rounds on your person, staged on the right table.

**Starting Position:** Standing behind the center table.

**Procedure:** Shooter will say "NO LOOTING TODAY" and wait for the beep.

ATB, move to the long gun of your choice.

Pistol targets are engaged in two separate 1-3-1 sweeps starting from either end.

Rifle targets R-1, R-2, R-3 are engaged in a 1-3-1 sweep from either end. Then engage R-1, R-4, and R-3 in a 1-3-1 sweep from either end. Return rifle to left table.

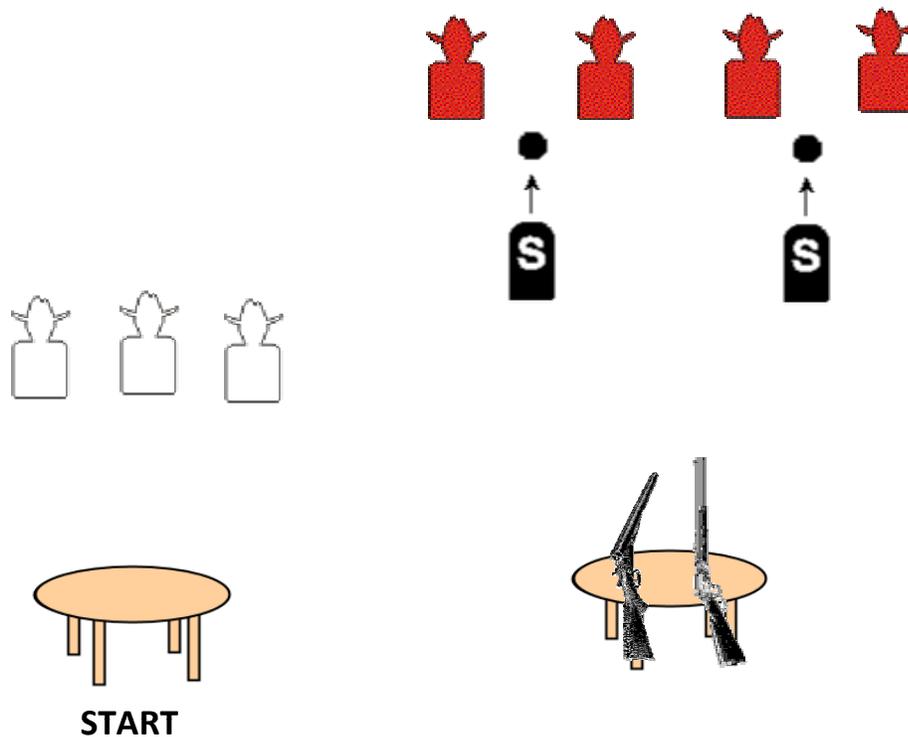
Shotgun targets are engaged in any order.

**If starting on right,** shoot shotgun, Rifle, then pistols.

# SRS JULY '15 STAGES

## Stage 5

Fast Eddie got back from out west and decided to shoot some birds for supper.



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

**Staging:** Pistols holstered, Rifle staged on right table. Shotgun staged on a table.

**Start:** Standing behind left table, one hand pointing at first target.

Procedure: When ready, say "**Get ready for dinner!!!**"

Pistols are each shoot "5 on 3" (each target must be hit at least once).

Rifle - 2 on each outside target and 3 on each inside target. Sequence of your choice.

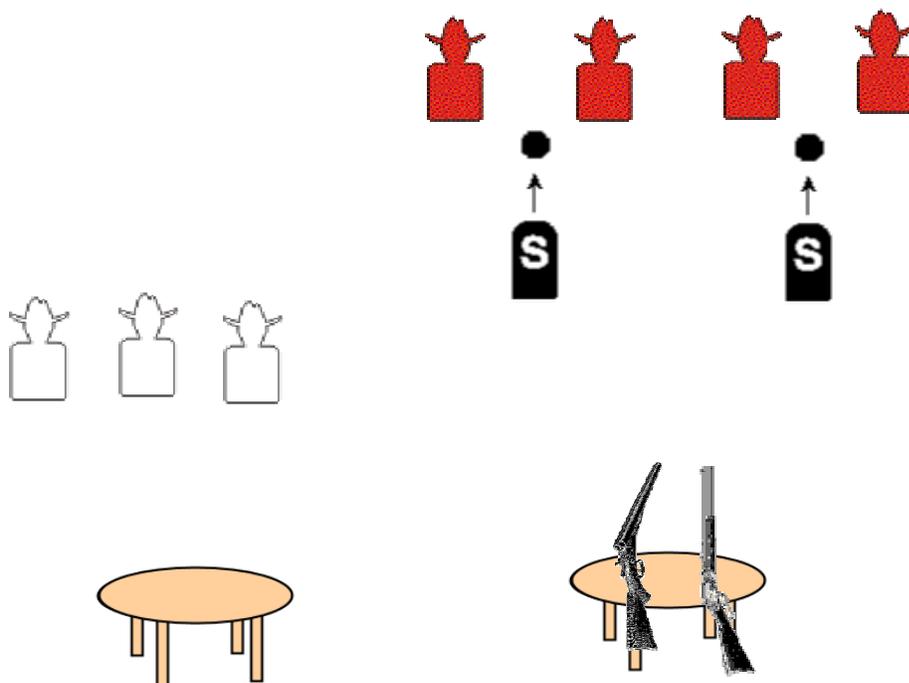
Use shotgun for shoot shotgun targets and flying birds.

Miss on birds don't count but each bird hit is a 2 second bonus!

# SRS JULY '15 STAGES

## Stage 6

When Blackhawk Henry saw them shooting birds, he said,  
**"I can do that Backwards!"**



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

**Staging:** Pistols holstered, Rifle and shotgun staged on right table.

**Start:** Standing behind right table, one hand pointing at first target.

**Procedure:** When ready, say "**How 'bout backwards!!!**"

Use shotgun for shoot shotgun targets and flying birds.

Miss on birds don't count but each bird hit is a 2 second bonus!

Rifle - 2 on each outside target and 3 on each inside target. Sequence of your choice.

Pistols are each shoot "5 on 3" (each target must be hit at least once).