



*June 15, 2013*  
*Monthly Match*  
*Stages*

*Provided by Man from Little River*

## Stage 1 Bay 12 June 2013

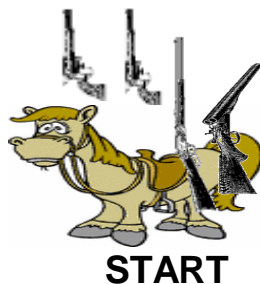
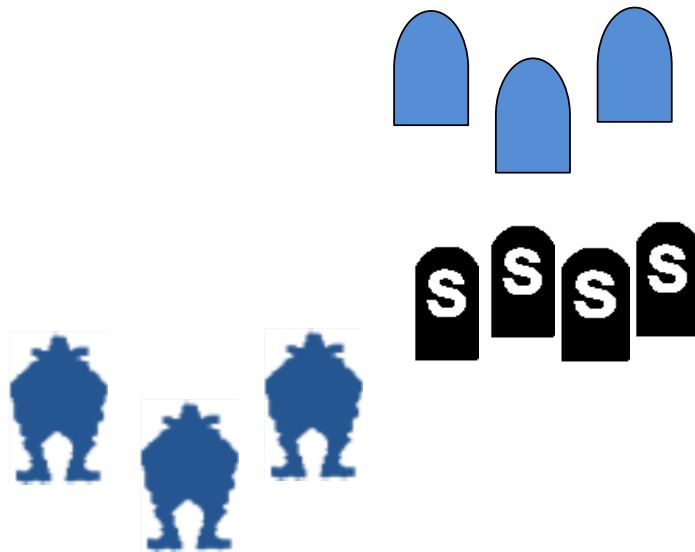
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Folks are forming a wagon train to head out west to the vast territory of New Mexico. There will be dangers along the way and they barely get out of town before bandits attack the wagon train..

**Starting Position:** Standing behind the horse

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and shotgun, with at least four rounds on your person, both staged on the horse.

**Procedure:** Say "**GIT READY**" or indicate ready and wait for the beep. ATB, using pistols as necessary, engage pistol targets (Marshals) with two 1-3-1 sweeps from either direction. Retrieve rifle and engage rifle targets with two 1-3-1 sweeps from either direction. Retrieve shotgun and engage shotgun targets in any order.



## Stage 2 Bay 11 June 2013

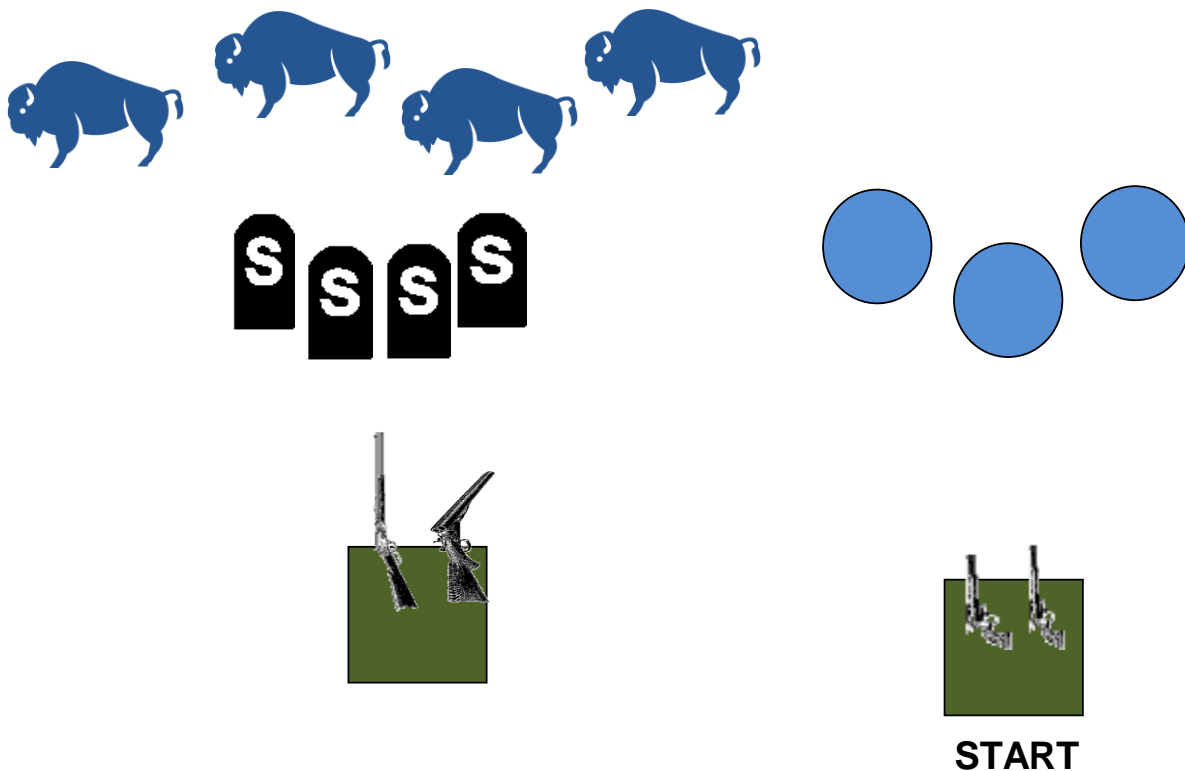
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The wagon train starts west, before long they encounter large herds of buffalo and that puts them on alert for possible hostiles, who soon appear and begin attacking the settlers.

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

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and shotgun, with at least four rounds on your person, both staged on the left table.

**Procedure:** Say "**KEEP WATCH**" or indicate ready and wait for the beep. ATB, with first pistol engage pistol targets in a Nevada sweep. Repeat instructions with second pistol. Retrieve rifle and engage the rifle targets in a Nevada sweep from either direction. Retrieve shotgun and engage shotgun targets in any order.



### Stage 3 Bay 10 June 2013

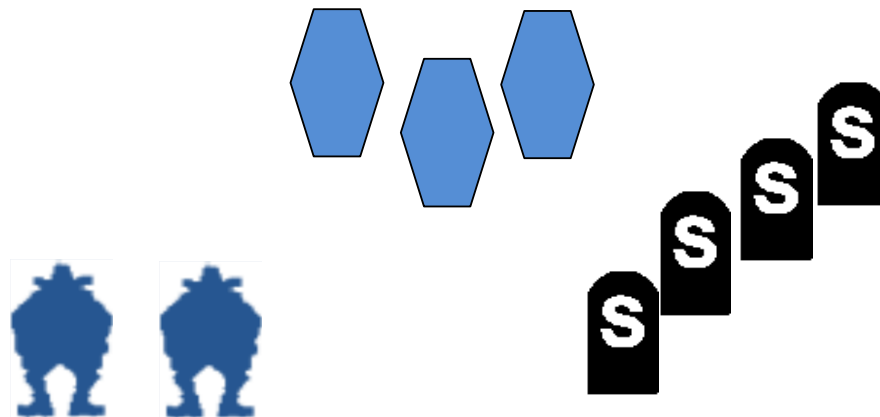
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

The Wagon attack by the hostiles has continued. The settlers know they must keep up their fire to drive them off.

**Starting Position:** Standing behind left table with hands flat on table.

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

**Procedure :** Say "**KEEP FIRING**" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol targets with alternating double taps. Retrieve rifle and engage the rifle targets in a triple tap sweep. Retrieve Shotgun and engage the shotgun targets in any order.



**START**

## Stage 4 Bay 1 June 2013

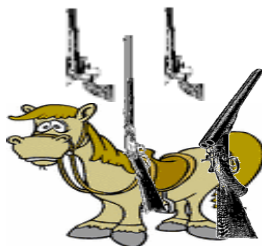
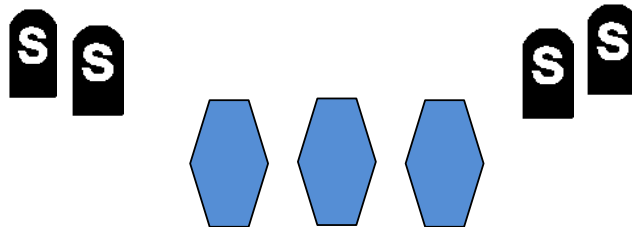
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The hostiles have regrouped and attack the wagon train for a second time. However, the settlers were ready for the new attack because the wagon master had a scout out and he alerted the train.

**Starting Position:** Standing behind the horse with hands on pistols

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

**Procedure:** Say "WE'RE READY" or indicate ready and wait for the beep. ATB, with first pistol engage the pistol targets with at least one round on each. Retrieve Rifle and engage the rifle targets with two sweeps from either direction. With second pistol again engage the pistol targets with at least one round on each. Retrieve shotgun and engage shotgun targets in any order.



START

## Stage 5 Bay 8L June 2013

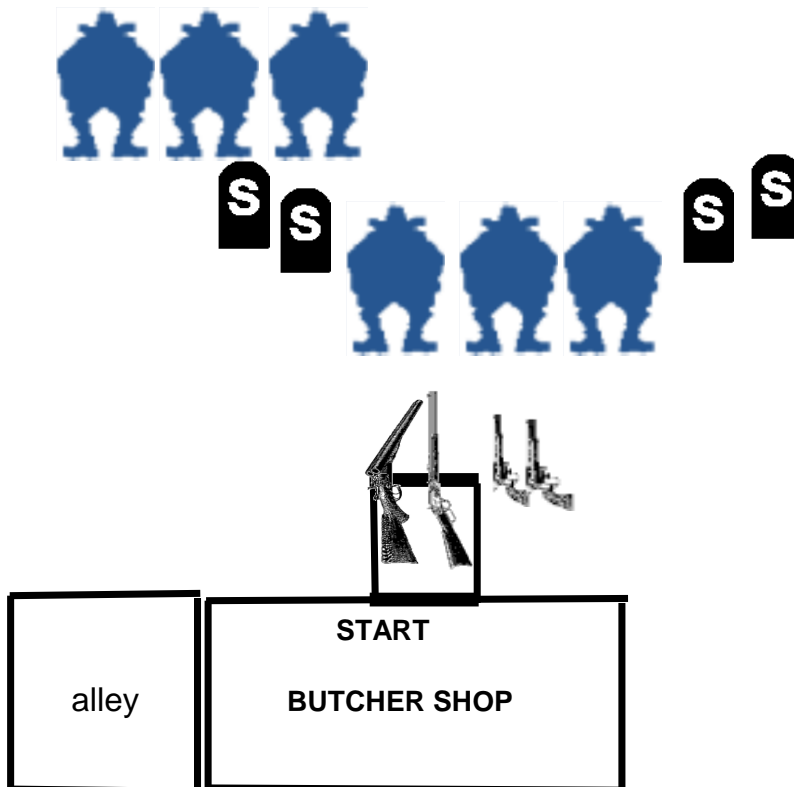
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The wagon master and some of the men have entered a near by town to get much needed supplies to continue the trip. Bandits are in the town as well. They see the settlers and start a fight, but the settlers prevail.

**Starting Position:** Standing outside the door of the Butcher Shop with hands on door frame at shoulder height.

**Staging:** Pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, and Shotgun, with at least four rounds on your person, both staged inside the doorway.

**Procedure:** Say "NOW" or indicate ready and wait for the beep. ATB, retrieve shotgun and engage the shotgun targets in any order. Retrieve rifle and engage the rifle targets with a double tap Nevada sweep. Using pistols as needed, engage the pistol targets with a double tap Nevada sweep.



## Stage 6 Bay 8R June 2013

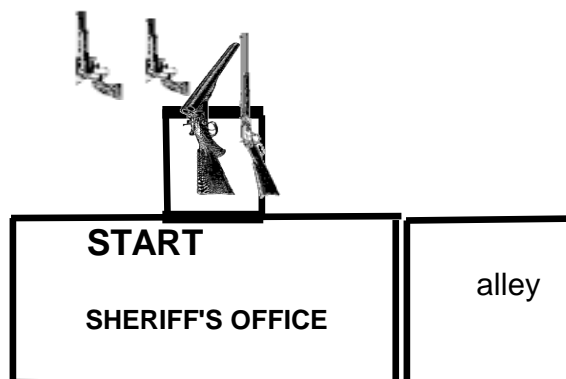
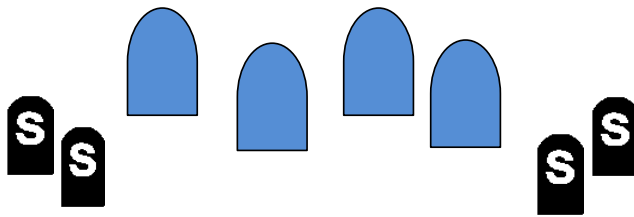
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The settlers win the fight and they take the bandits to the Sheriff's office to be held for trial. However, more bandits appear to free their friends and the settlers are forced to defend themselves to see justice is done. The settlers again prevail and complete their journey to their new home.

**Starting Position:** Standing inside the doorway of the Sheriff's office with hands on hat.

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

**Procedure:** Say "WAGONS HO" or indicate ready and wait for the beep. ATB, using pistols as needed, engage the pistol/rifle targets in a progressive sweep (1-2-3-4). Retrieve rifle and engage the targets in a progressive sweep (1-2-3-4). Retrieve shotgun and engage shotgun targets in any order.



*Warm up stage Bay 10 June 2013*

**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells**

Warm up stage

**Starting Position:** Standing behind left table

**Staging:** 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

**Procedure :** Say "**READY**" or indicate ready and wait for the beep. ATB, with first pistol, engage the pistol targets in a **3-2 sweep**. Repeat instructions with second pistol. Retrieve rifle and engage the rifle targets in a **3-4-3 sweep**. Retrieve Shotgun and engage shotgun targets in any order.

