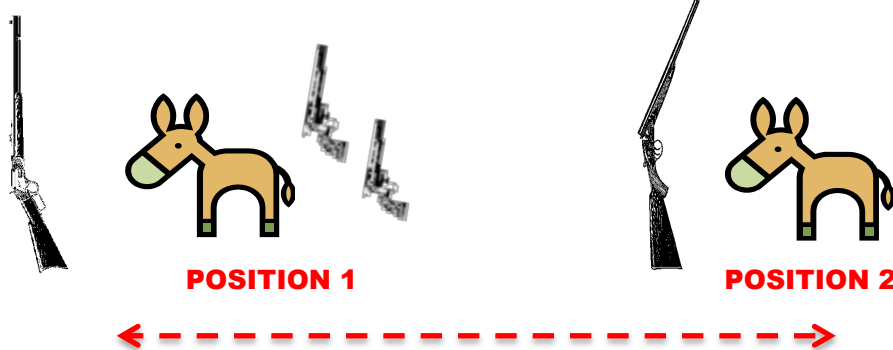
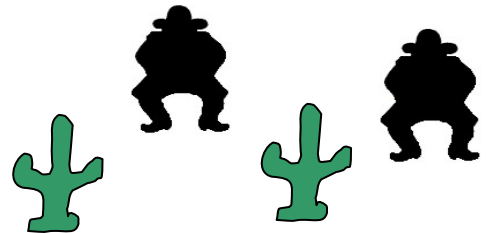
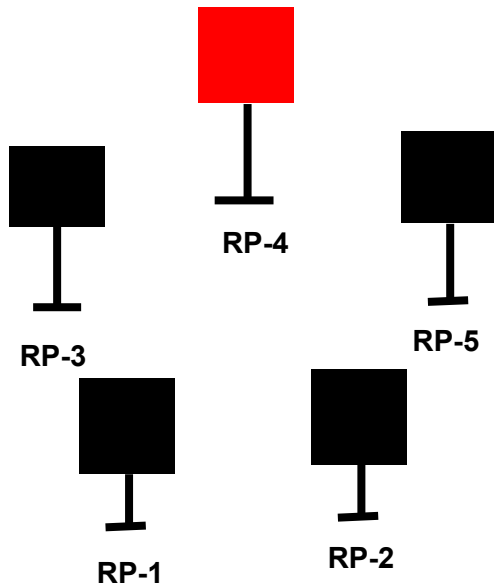


STAGE 1: August 2020



DAGNABIT!



STAGING OF FIREARMS:

BOTH REVOLVERS LOADED WITH 5 ROUNDS EACH & HOLSTERED, RIFLE LOADED WITH 10 ROUNDS & SHOTGUN OPEN AND EMPTY STAGED SAFELY ANYWHERE. FIREARMS MAY BE SHOT IN ANY ORDER BUT RIFLE MAY NOT BE LAST.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT EITHER OF THE 2 POSITIONS AT THE READY, SHOOTER INDICATES READY BY SAYING: *"UNFORGIVEN!"*

AT THE BEEP FROM POSITION 1 WITH RIFLE & REVOLVERS ENGAGE EACH OF THE RP TARGETS WITH 4 ROUNDS EACH ANY ORDER (ROUND COUNT) MAKE FIREARMS SAFE. FROM POSITION 2 ENGAGE THE 4 SHOTGUN TARGETS ANY ORDER.

END OF STAGE

***NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS
GUN ORDER: ANY, RIFLE MAY NOT BE LAST!***

REVOLVERS (10)

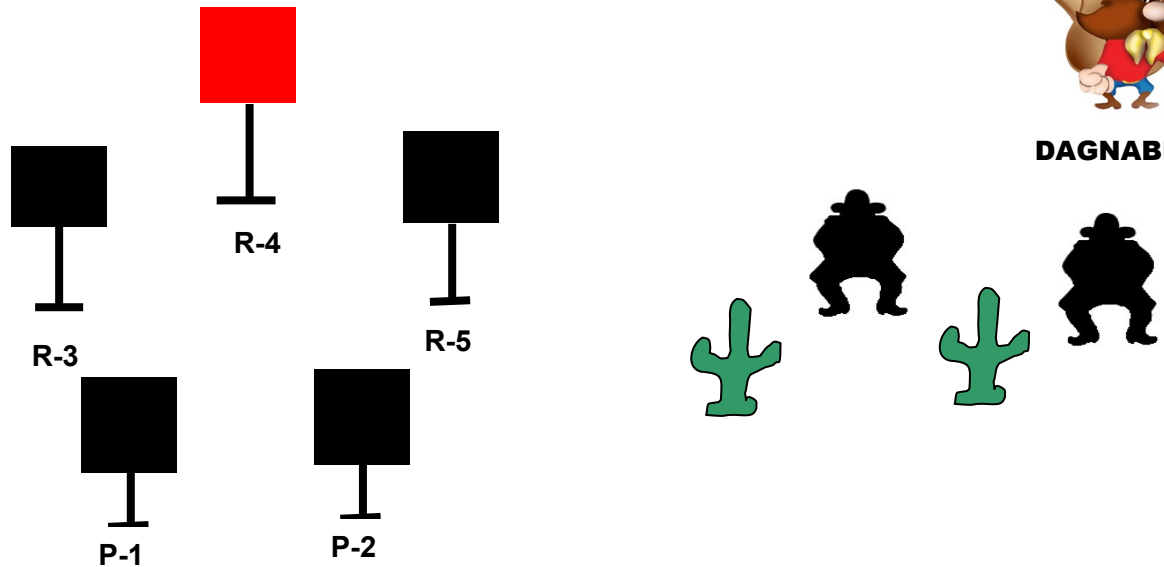
RIFLE (10)

SHOTGUN (4+)

STAGE 2: August 2020



DAGNABIT!



STAGING OF FIREARMS:

BOTH REVOLVERS LOADED WITH ~~5 ROUNDS EACH & HOLSTERED~~, RIFLE LOADED WITH 10 ROUNDS & SHOTGUN OPEN AND EMPTY STAGED SAFELY ANYWHERE. FIREARMS MAY BE SHOT IN ANY ORDER BUT RIFLE MAY NOT BE LAST.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT EITHER OF THE 2 POSITIONS WITH HAND(S) TOUCHING GUN(S), (LONG GUNS MUST BE FLAT ON THE PROP) SHOOTER INDICATES READY BY SAYING:

“CROSSFIRE TRAIL!”

AT THE BEEP FROM POSITION 1 WITH REVOLVERS ENGAGE P1–P2 IN A 3-2 SWEEP STARTING ON P1, & SWEEP P2–P1 IN A 3-2 SWEEP STARTING ON P2. NOTE: SHOOTER MAY START EITHER SEQUENCE FIRST, HOLSTER. WITH RIFLE ENGAGE R3–R5 IN A 3-4-3 SWEEP STARTING ON R3 OR R5 FOR 10 ROUNDS, MAKE RIFLE SAFE.

FROM POSITION 2 ENGAGE THE 4 SHOTGUN TARGETS ANY ORDER.

END OF STAGE

NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS

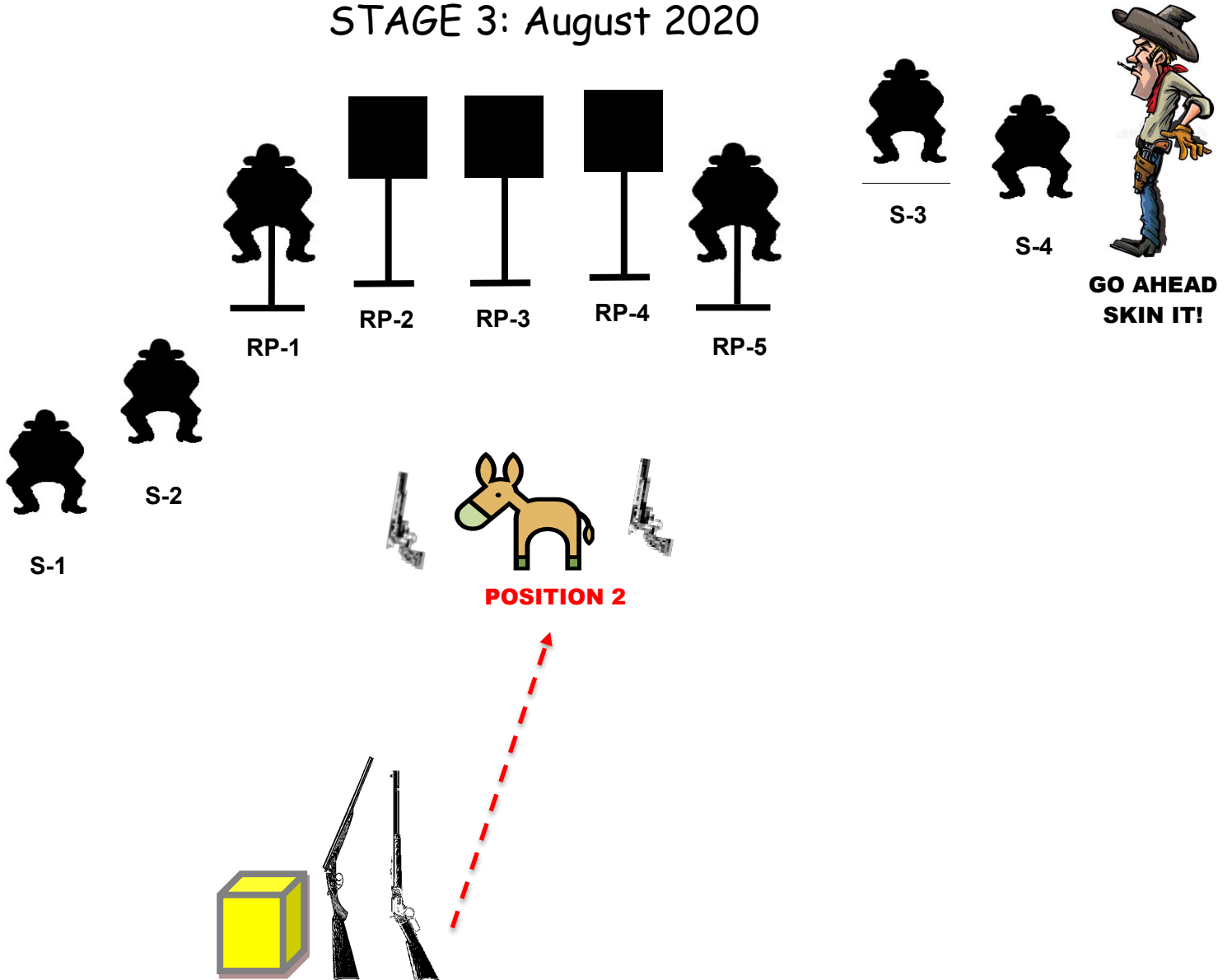
GUN ORDER: ANY, RIFLE MAY NOT BE LAST!

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)

STAGE 3: August 2020



STAGING OF FIREARMS:

BOTH RIFLES AT **POSITION 1** WITH 5 ROUNDS EACH AND HOLSTERED, RIFLE LOADED WITH 10 ROUNDS IN HANDS WITH MUZZLE RESTING ON THE HAY BALE, OPEN & EMPTY SHOTGUN STAGED SAFELY AT POSITION 1.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT POSITION 1 WITH YOUR RIFLE IN HANDS, MUZZLE RESTING ON THE HAY BALE; SHOOTER INDICATES READY BY SAYING: **"LONESOME DOVE!"**

AT THE BEEP WITH RIFLE SINGLE TAP SWEEP RP2-RP4 TWICE FOR 6 ROUNDS (DOUBLE TAPS OK ON RETURNING TARGET) THEN DOUBLE TAP RP1 & RP5 FOR A TOTAL OF 10 ROUNDS, MAKE RIFLE SAFE WITH MUZZLE POINTING TO LEFT BERM.

FROM POSITION 1 WITH SHOTGUN, ENGAGE THE S1 & S2, THEN ENGAGE S3 & S4 FROM ANYWHERE **BEYOND** POSITION 1 AND UP TO POSITION 2, MAKE SHOTGUN SAFE.

WITH REVOLVERS ENGAGE THE RP TARGETS AS PER THE RIFLE INSTRUCTIONS.

END OF STAGE.

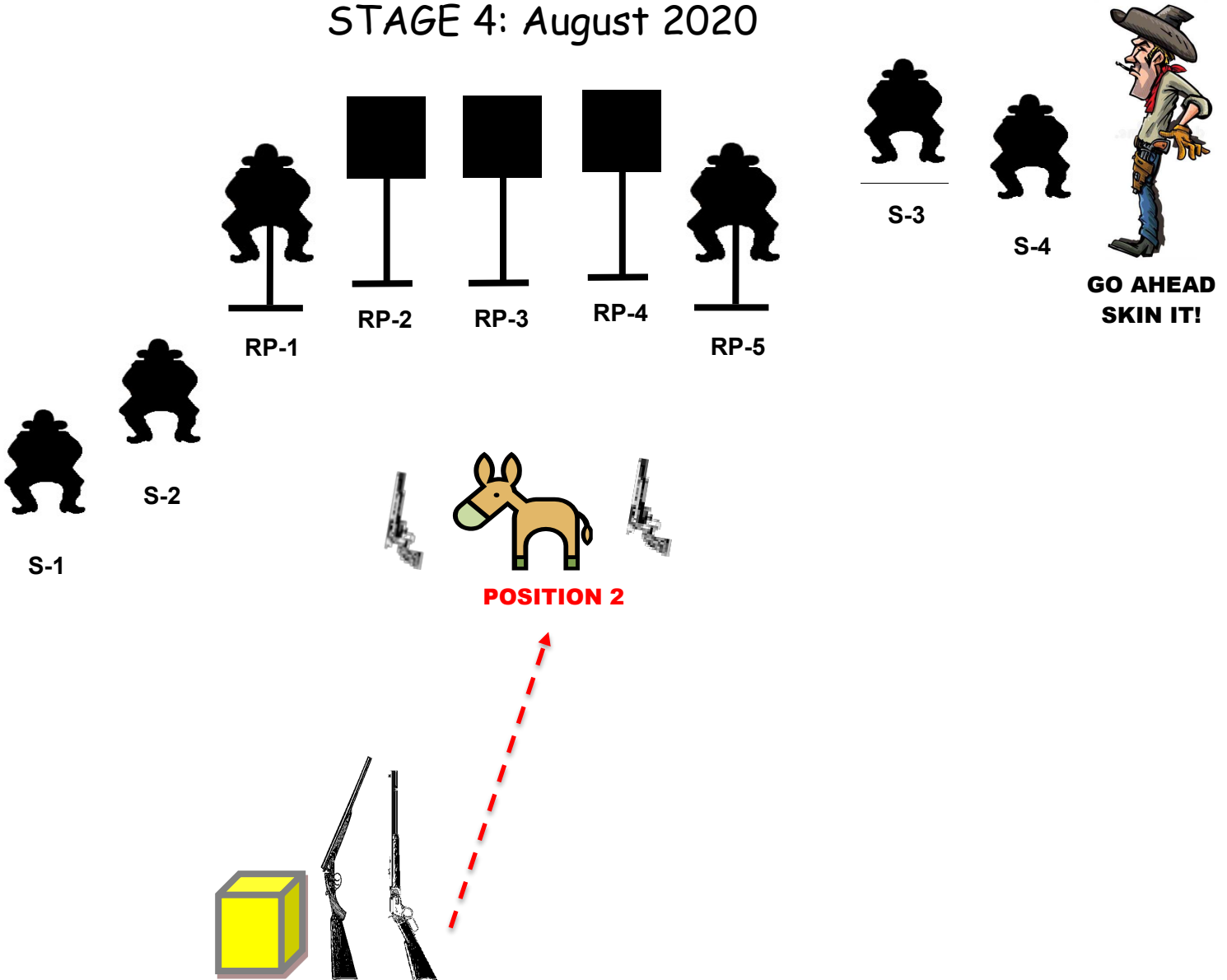
NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS
GUN ORDER: RIFLE, SHOTGUN, REVOLVERS

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)

STAGE 4: August 2020



STAGING OF FIREARMS:

BOTH RIFLES AT **POSITION 1** WITH 5 ROUNDS EACH AND HOLSTERED, RIFLE LOADED WITH 10 ROUNDS STAGED AT POSITION 1, OPEN & EMPTY SHOTGUN IN HANDS.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT POSITION 1 WITH YOUR SHOTGUN IN HANDS; SHOOTER INDICATES READY BY SAYING: **"STAGECOACH!"**

AT THE BEEP WITH SHOTGUN ENGAGE S1 & S2, MAKE SHOTGUN SAFE FOR FUTURE USE. WITH RIFLE NEVADA SWEEP RP1-RP3 FOR 5 ROUNDS & NEVADA SWEEP RP5-RP3 FOR 5 ROUNDS, SHOOTER MAY START ON EITHER END & MAY START ON EITHER SWEEP, MAKE RIFLE SAFE WITH MUZZLE POINTING TO LEFT BERM.

WITH SHOTGUN, ENGAGE S3 & S4 FROM ANYWHERE **BEYOND** POSITION 1 AND UP TO POSITION 2, MAKE SHOTGUN SAFE.

WITH REVOLVERS ENGAGE THE RP TARGETS AS PER THE RIFLE INSTRUCTIONS.

END OF STAGE.

NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS
GUN ORDER: RIFLE, SHOTGUN, REVOLVERS

REVOLVERS (10)

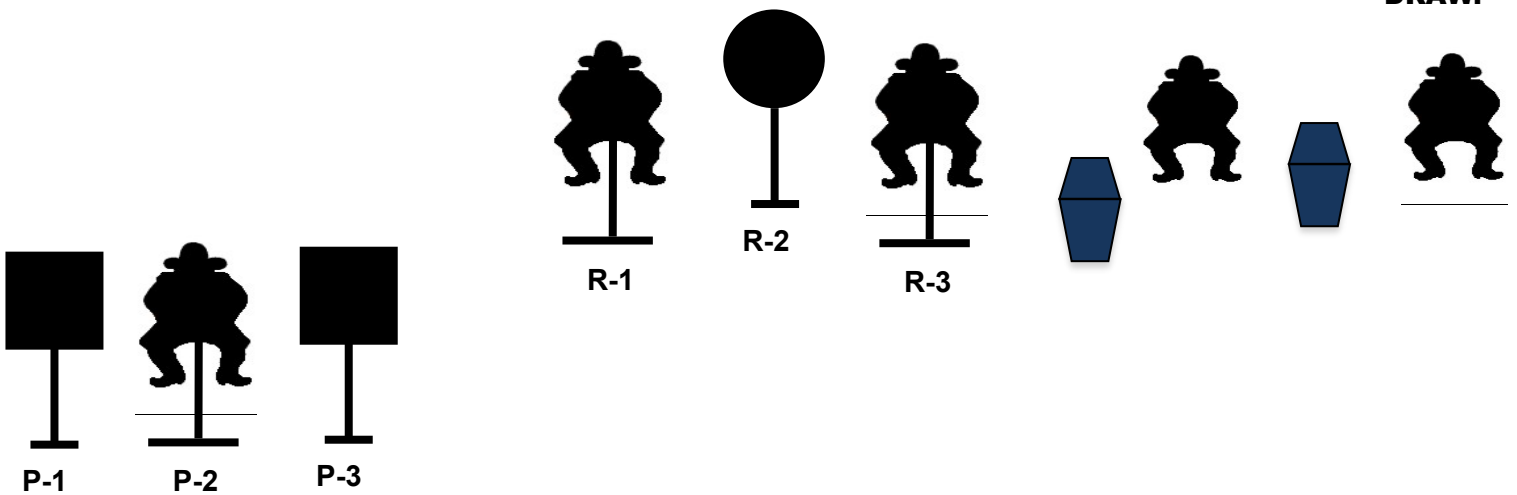
RIFLE (10)

SHOTGUN (4+)

STAGE 5: August 2020



DRAW!



STAGING OF FIREARMS: POSITION 2

RIFLE LOADED WITH 10 ROUNDS & OPEN EMPTY SHOTGUN STAGED AT POSITION 1, REVOLVERS LOADED WITH 5 ROUNDS EACH & HOLSTERED. SHOOTER MAY SHOOT RIFLE OR SHOTGUN FIRST

HOW TO SHOOT THE STAGE:

START STANDING AT POSITION 2 WITH GUN IN HANDS NOT TO THE SHOULDER, SHOOTER INDICATES READY BY SAYING: **"OPEN RANGE!"**

AT THE BEEP, FROM POSITION 1, WITH RIFLE ENGAGE RIFLE TARGETS IN 3-1-1 SWEEP FROM THE RIGHT AND A 3-1-1 FROM THE LEFT FOR 10 ROUNDS, MAKE RIFLE SAFE. WITH SHOTGUN ENGAGE 4 SHOTGUN TARGETS ANY ORDER UNTIL DOWN, MAKE SHOTGUN SAFE.

FROM POSITION 2 ENGAGE THE REVOLVER TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.

END OF STAGE

NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS

GUN ORDER: RIFLE, SHOTGUN, OR SHOTGUN, RIFLE, REVOLVERS

REVOLVERS (10)

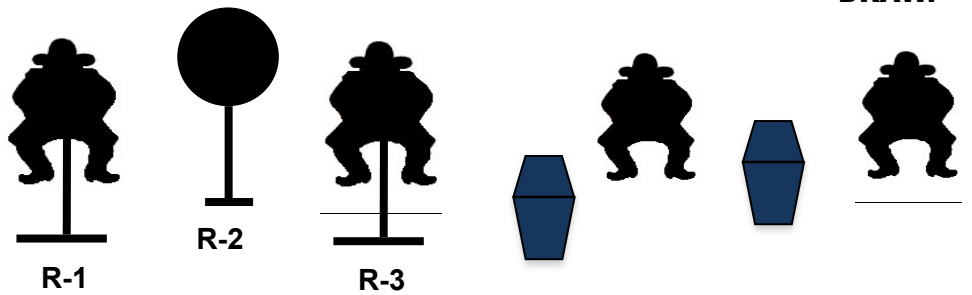
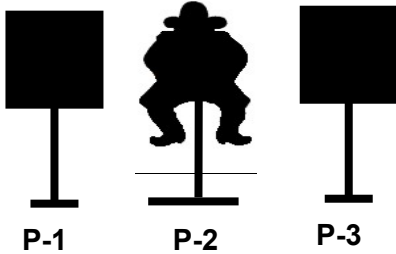
RIFLE (10)

SHOTGUN (4+)

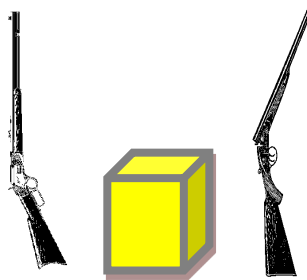
STAGE 6: August 2020



DRAW!



POSITION 1



POSITION 2

STAGING OF FIREARMS:

RIFLE LOADED WITH 10 ROUNDS & OPEN EMPTY SHOTGUN STAGED AT POSITION 1, REVOLVERS LOADED WITH 5 ROUNDS EACH & HOLSTERED.

HOW TO SHOOT THE STAGE:

START STANDING AT POSITION 1 AT TEXAS SURRENDER, SHOOTER INDICATES READY BY SAYING: **“RIO BRAVO!”**

AT THE BEEP, FROM POSITION 1, WITH REVOLVERS ENGAGE REVOLVER TARGETS IN 2-6-2 SWEEP STARTING ON EITHER END FOR 10 ROUNDS, HOLSTER.

FROM POSITION 2 WITH RIFLE ENGAGE THE RIFLE TARGETS WITH THE SAME INSTRUCTIONS AS THE REVOLVERS, MAKE RIFLE SAFE. WITH SHOTGUN ENGAGE 4 SHOTGUN TARGETS ANY ORDER UNTIL DOWN, MAKE SHOTGUN SAFE.

END OF STAGE

NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS
GUN ORDER: REVOLVERS, RIFLE, SHOTGUN

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)

Target and Prop Requirements

WRG, August 2020

Stages 1 & 2

Rifle & Revolver Targets:
5 Squares

Stands:
5

Props:
2 Gun Horses

Shotgun Targets:
2 Cowboy Knockdowns
2 Cacti Knockdowns

Stages 3 & 4

Rifle & Revolver Targets:
3 Squares, 2 Large Cowboys

Stands:
5

Props:
Hay Bale, Low Gun Horse

Shotgun Targets:
4 Cowboy Knockdowns

Stages 5 & 6

Rifle & Revolver Targets:
2 Squares, 3 Large Cowboys, 1 Circle
2 Coffin Lid & 2 Cowboy Knockdowns

Stands:
6

Props:
Sawhorse, Hay Bale

Shotgun Targets:
2 Cowboys, 2 Coffin Lids

Totals

Shotgun Targets: 8 Cowboys, 2 Cacti, 2 Coffin Lids

Props: 3 Gun Horses & 2 Hay Bales, Sawhorse