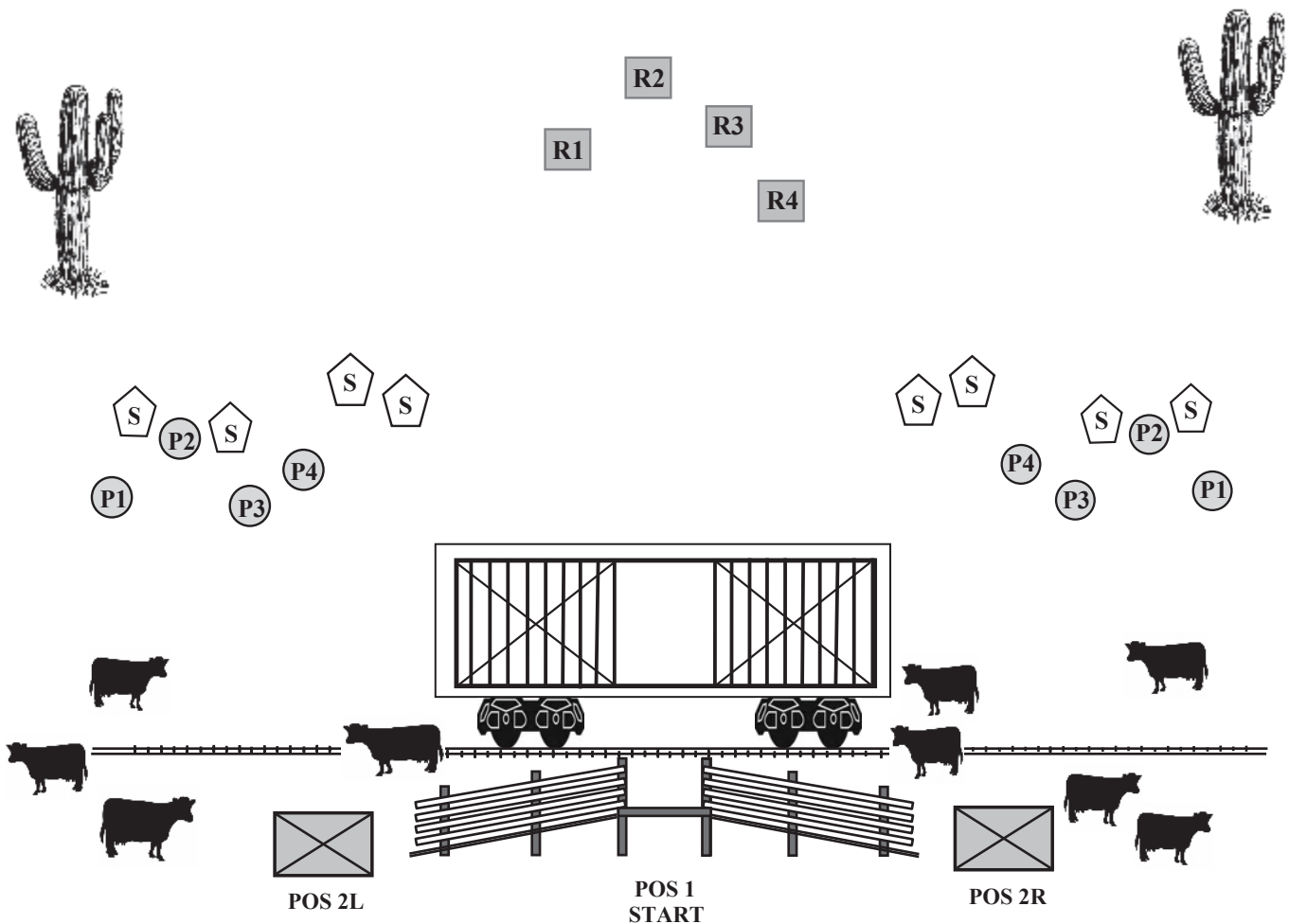


# STAGE ONE COWBOY MATCH



10 REVOLVER

10 RIFLE

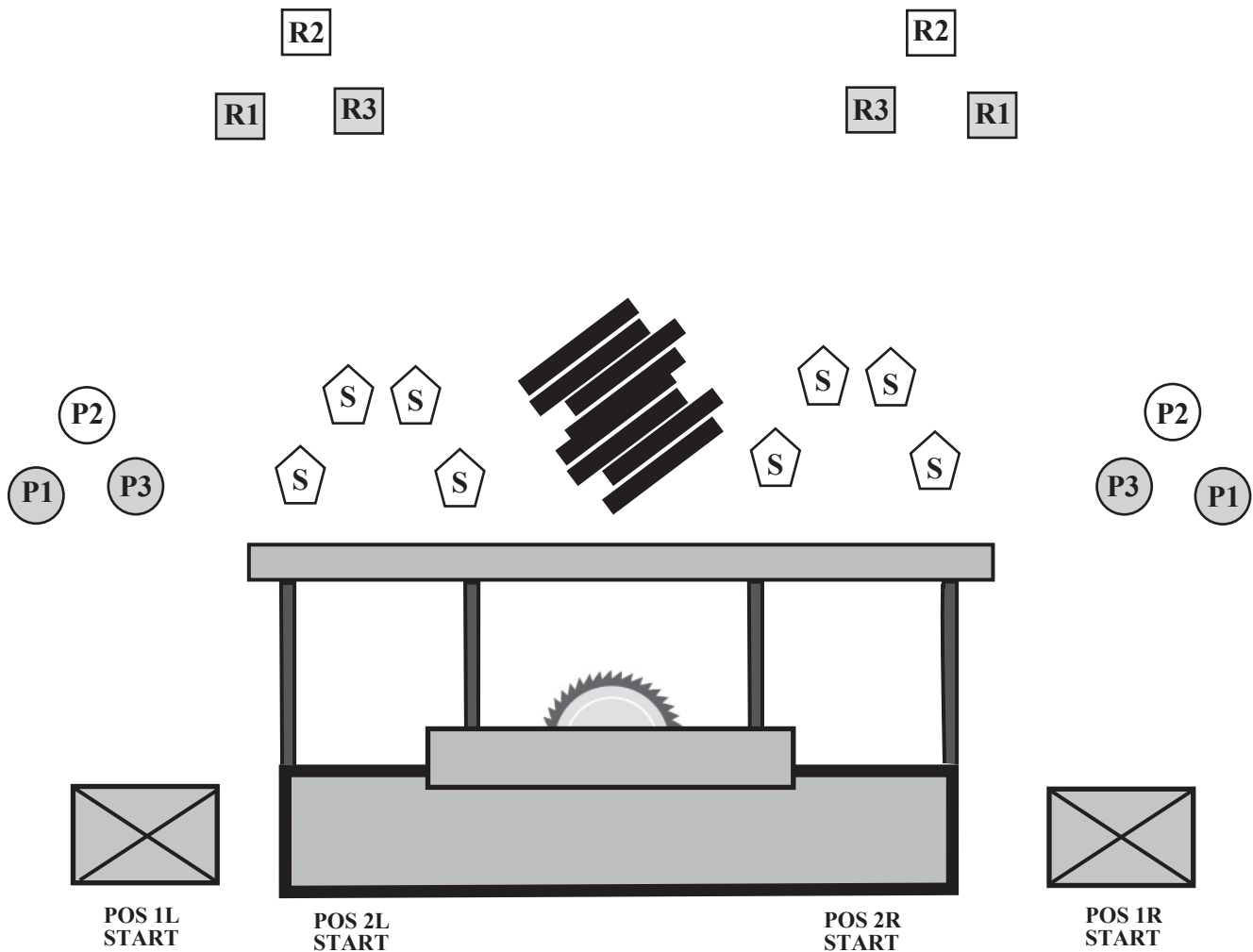
4+ SHOTGUN

**START:** At **POS 1**, standing at the ready, hands not touching guns or ammo. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying "**Load'em up!**"

**ON SIGNAL:** From POS 1 with rifle alternate between R1-R2 for 5 rds starting on either, and alternate between R3-R4 for 5 rds starting on either. You may start on either pair. From POS 2L or 2R with revolvers engage P1-P4 as per the rifle instructions. With the shotgun engage the four "S" targets.

**NOTES:** At POS 2L or 2R either the shotgun or the revolvers may be used first, shooter's choice.

# STAGE TWO COWBOY MATCH



10 REVOLVER

10 RIFLE

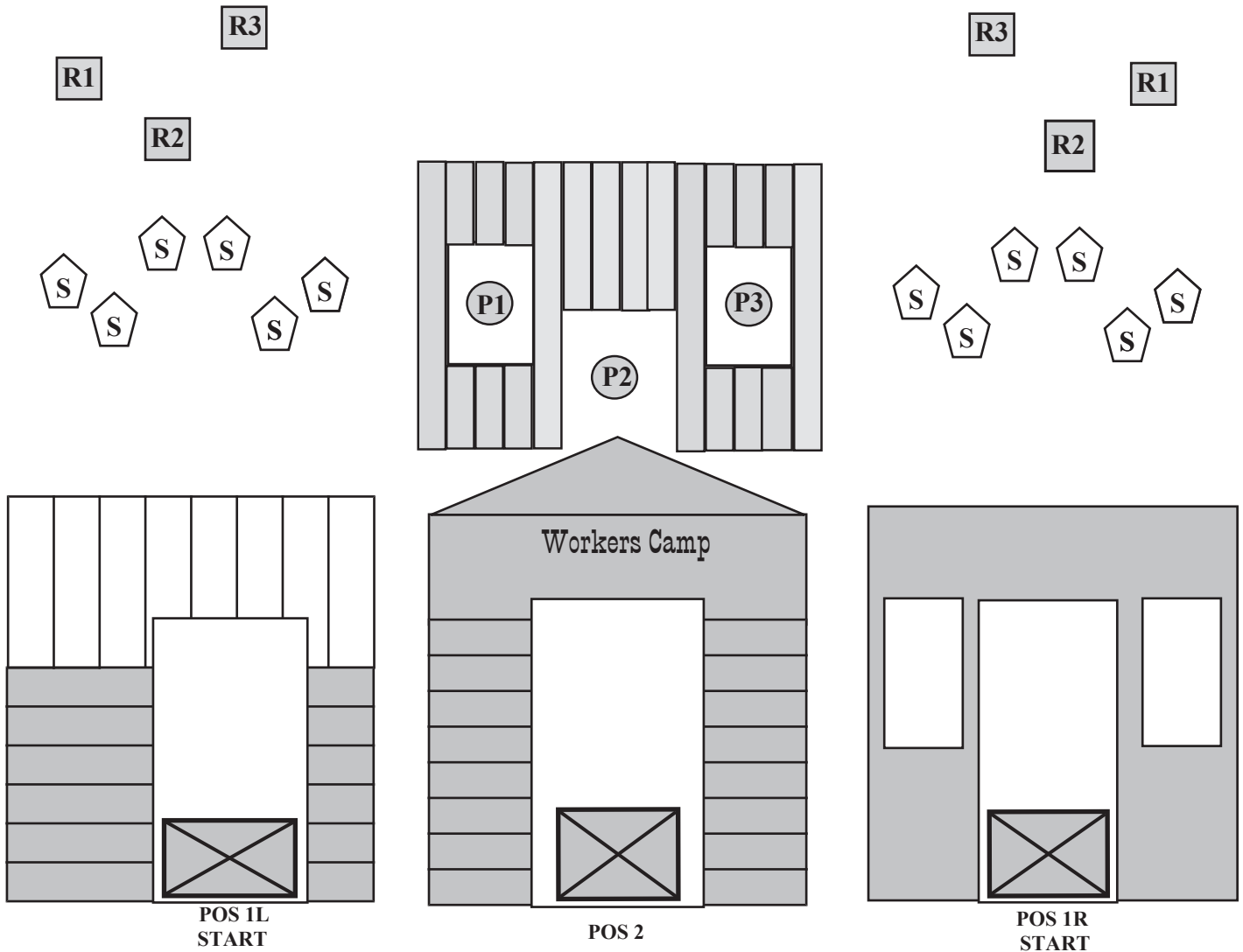
4+ SHOTGUN

**START:** At any position (POS 1L, 2L, 2R or 1R) at the ready, with hands on hat or head. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order, but **rifle must not be last**.

**ON SIGNAL:** From POS 1L or 1R (either the left or right cargo box), with revolvers engage P1-P3 with a Blackjack Sweep (**double tapping Nevada sweep** starting on P2/R2). From POS 2L or 2R (or both - 2 from each position is ok) with shotgun engage at least four "S" targets. With rifle engage R1-R3 as per the revolver instructions. The left side rifle targets may be engaged from **either POS 1L or 2L**. The right side rifle targets may be engaged from **either POS 1R or 2R**.

**NOTES:** Stage may be engaged in any direction and started from any position. Shooter **must engage targets from at least 3 different positions**. POS 2L is anywhere between the left outer and left inner posts, and POS 2R is anywhere between the right outer and right inner posts.

# STAGE THREE COWBOY MATCH



**10 REVOLVER**

**10 RIFLE**

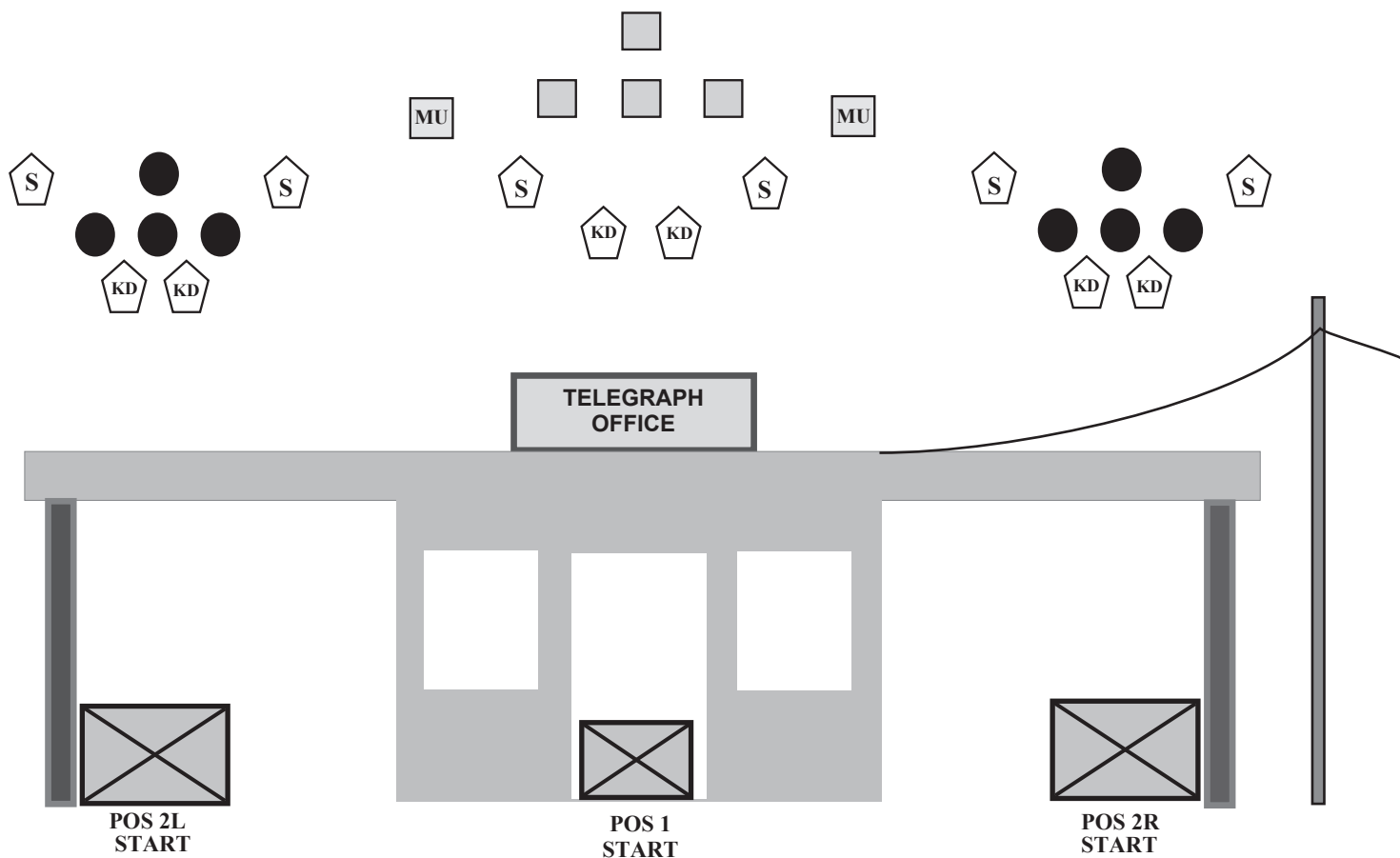
**6+ SHOTGUN**

**START:** At either **POS 1L or 1R**, standing at the ready, hands at low surrender. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged from **left to right, or right to left**.

**ON SIGNAL:** From POS 1L or 1R with rifle engage R1-R3 with a **Sunshine Kay** sweep starting on either end for 5 rds, then **repeat the same sweep**. With shotgun engage the six "S" targets. Move to POS 2 and with revolvers engage P1-P3 as per the rifle instructions.

**NOTE: Sunshine Kay Sweep** = R1, R2, R3, R2, R3 **OR** R3, R2, R1, R2, R1. While at POS 1L or 1R either the rifle or the shotgun may be used first.

# STAGE FOUR COWBOY MATCH



10 REVOLVER

10 RIFLE

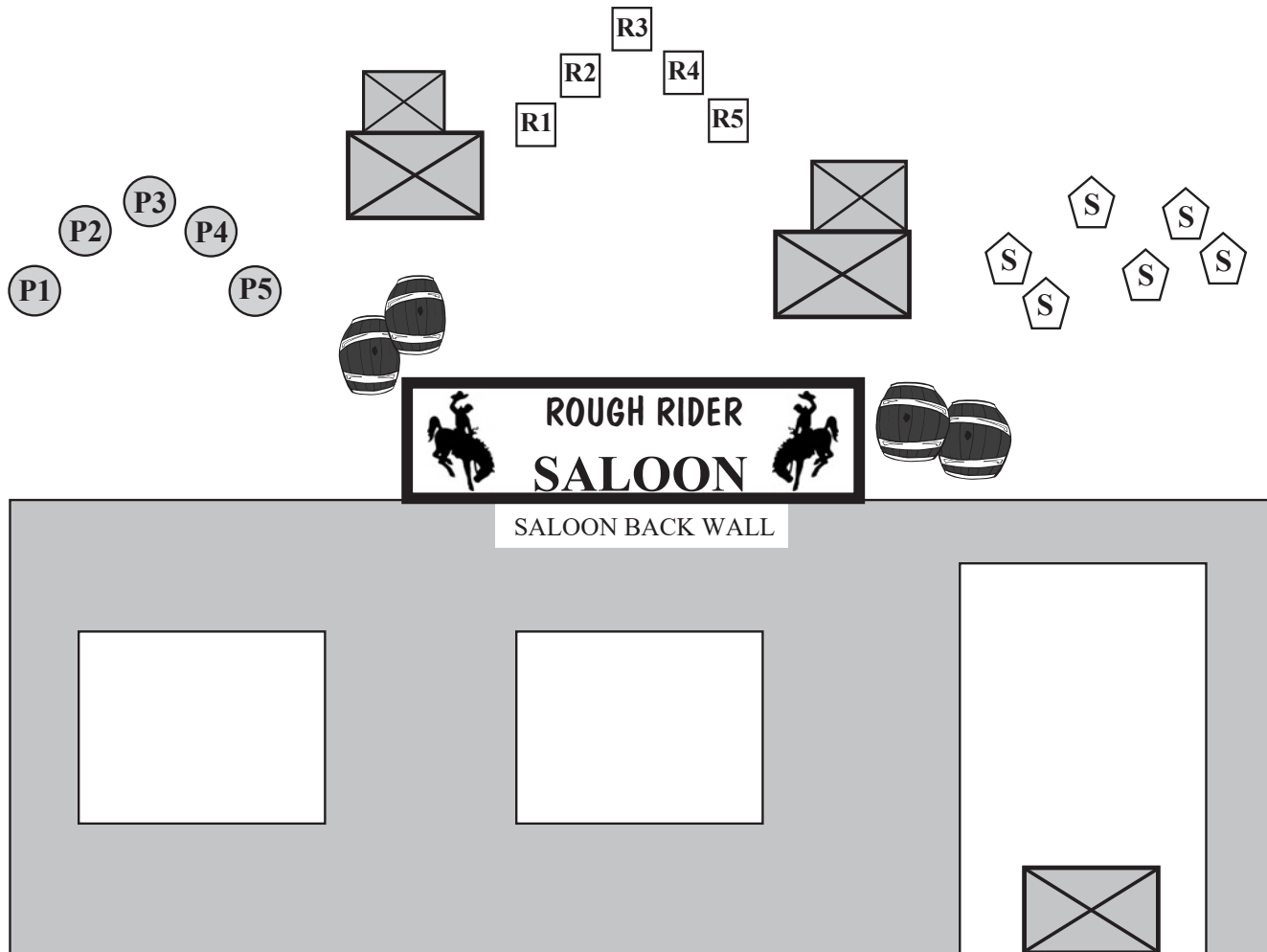
2+ SHOTGUN

**START:** At any position (POS 1, 2L or 2R), at the ready, with thumbs hooked in gun or ammo belt. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order, **but rifle must not be last.** Shooter may indicate ready by saying *"Jupiter has arrived....send a telegram!"*

**ON SIGNAL:** From POS 1 with rifle engage the four blue targets and one KD target once each for 5 rds. **Then,** repeat the instruction using the other KD target. From POS 2L or 2R with revolvers engage the four black targets and the two KD targets as per the rifle instructions. With shotgun from any of the three positions, engage two "S" targets. From any position, any revolver or rifle knockdowns left standing may be made up with the shotgun by engaging the "MU" target once for each knockdown left standing.

**NOTES:** Any knockdown plates left standing and not made up will be counted as misses. You **do not** have to hit the MU target for the make up shots to count. The make-up shots on the "MU" target **must be the last shots fired.** The **shooter is solely responsible** to know how many make-up shots are needed on the "MU" target.

# STAGE FIVE COWBOY MATCH



POS 1  
START

POS 2

POS 3  
START

**10 REVOLVER**

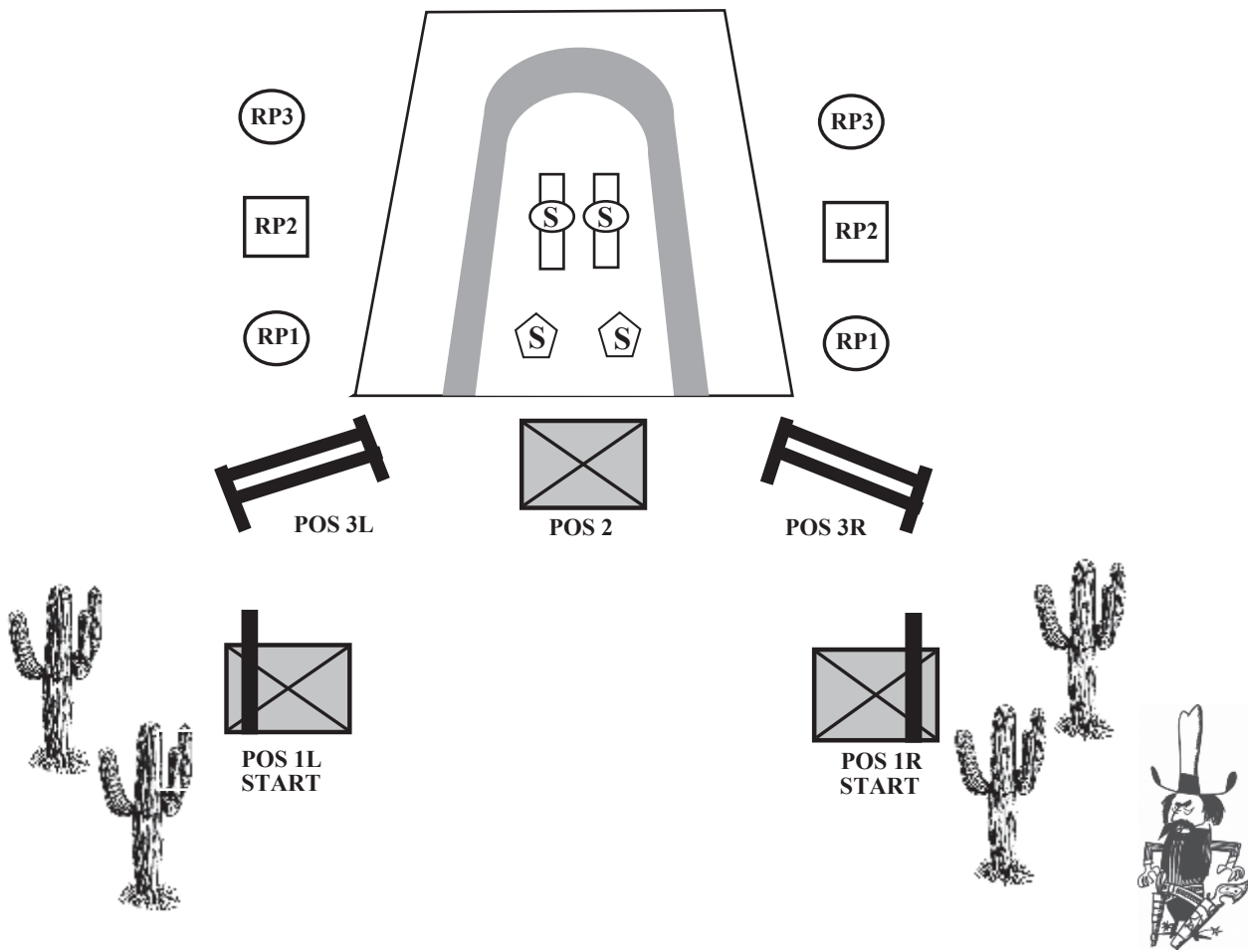
**10 RIFLE**

**6+ SHOTGUN**

**START:** At **POS 1** (left window) or **POS 3** (right doorway), at the ready, with both hands touching window/door frame. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Stage may be engaged from **left to right** or **right to left**.

**ON SIGNAL:** From POS 1 with revolvers engage P1-P5 with a 1-3-2-3-1 sweep starting on either end. From POS 2 with rifle engage R1-R5 as per the revolvers instructions. From POS 3 with shotgun engage the six "S" targets.

# STAGE SIX COWBOY MATCH



**10 REVOLVER**

**10 RIFLE**

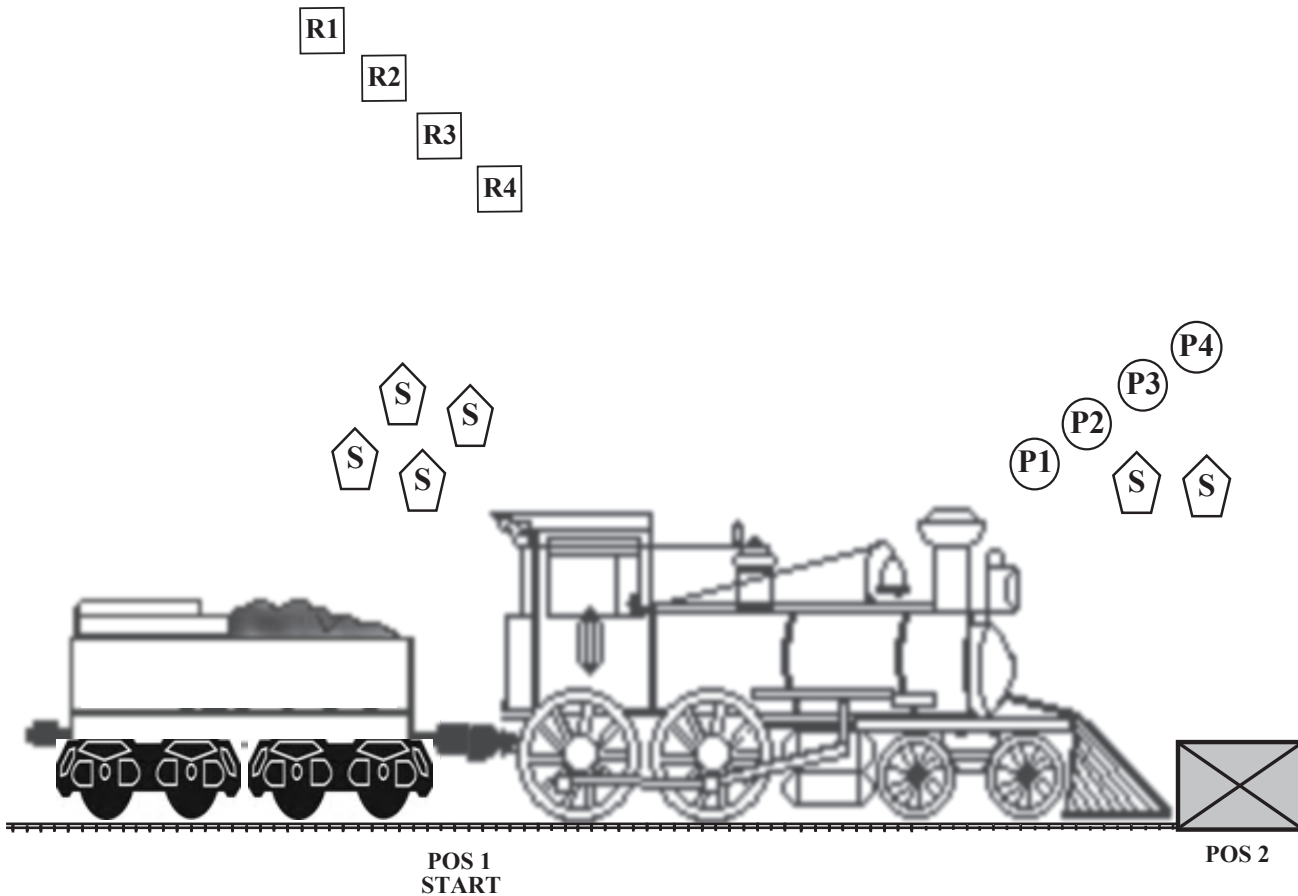
**4+ SHOTGUN**

**START:** At **POS 1L or 1R**, rifle loaded with 10 rds in hands. Open, empty shotgun staged at POS 1L or 1R with the shooter. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying ***"This is the end of the line folks!"***

**ON SIGNAL:** With rifle engage RP1- RP3 with a "Junior Bravo Bounce" in either direction for 5 rds, **then** repeat the instruction. Make **rifle safe vertically**. Retrieve the shotgun, move to position 2 and engage the four "S" targets. Make shotgun safe **on the box** at POS 2. Move to POS 3L or 3R (either fence) and with revolvers engage RP1-RP3 as per the rifle instructions.

**NOTES:** "Junior Bravo Bounce" is RP2, RP2, RP1, RP3, RP2 **or** RP2, RP2, RP3, RP1, RP2 for 5 rds. Shotgun targets may be engaged anywhere between POS 1 and POS 2, but **from ONE position only**, including any shotgun make-ups. Revolver and shotgun targets may be engaged "when you see them" but the down range props are **NOT** expendable.

# STAGE SEVEN COWBOY MATCH



10 REVOLVER

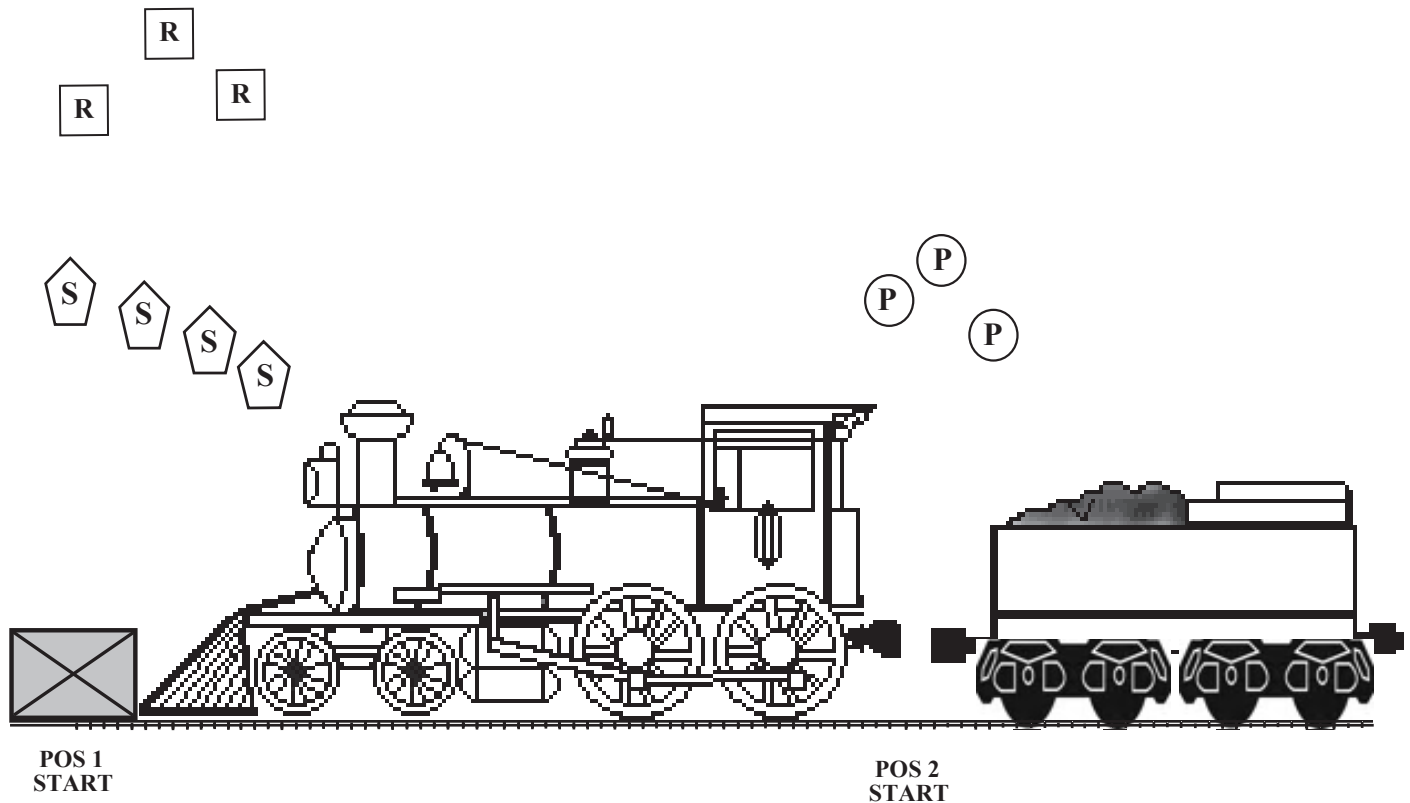
10 RIFLE

6+ SHOTGUN

**START:** At POS 1 at the ready, hands touching spike maul (spiking hammer). Rifle loaded with 10 rds, and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying ***"One more spike....."***

**ON SIGNAL:** From POS 1 with rifle engage R1-R4 in a **2-1-1-1 sweep** for 5 rds starting on either end. Repeat the sweep **from the opposite end**. With shotgun engage the four "S" targets, **then** from POS 2 engage the other two "S" targets. Make shotgun safe **on the box** at POS 2. With revolvers engage P1-P4 as per the rifle instructions.

# STAGE EIGHT COWBOY MATCH



**10 REVOLVER**

**10 RIFLE**

**4+ SHOTGUN**

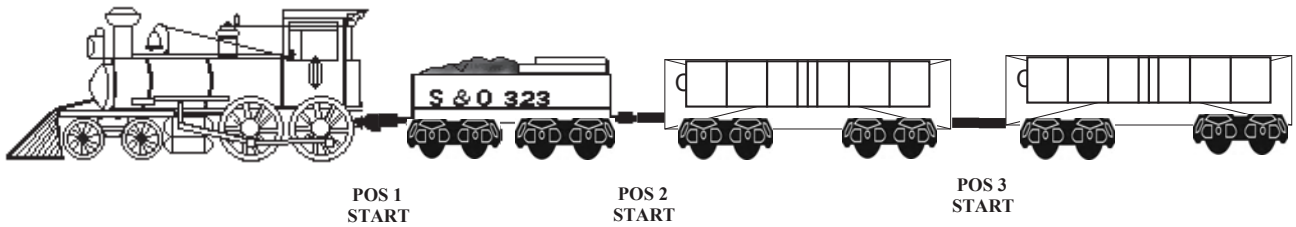
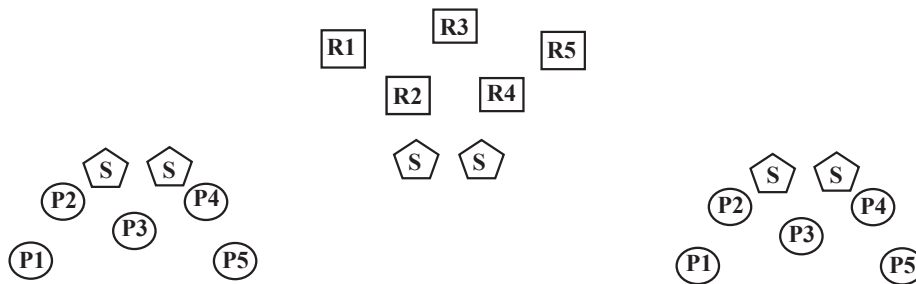
**START:** At POS 1 or 2, at the ready, with both hands holding golden spike. Rifle loaded with 10 rds and open, empty shotgun both staged at POS 1. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying **"Done!"**

**ON SIGNAL:** Drop the spike into the bucket, and from POS 2 with revolvers engage the three "P" targets at least 3 times each for 10 rds. From POS 1 with rifle engage the three "R" targets as per the revolver instructions. With shotgun engage the four "S" targets.

**NOTE:** Firearms may be used in either order at POS 1, but rifle must not be the last. There is no penalty for not getting the spike into the bucket, but at least try!



# STAGE NINE COWBOY MATCH



10 REVOLVER

10 RIFLE

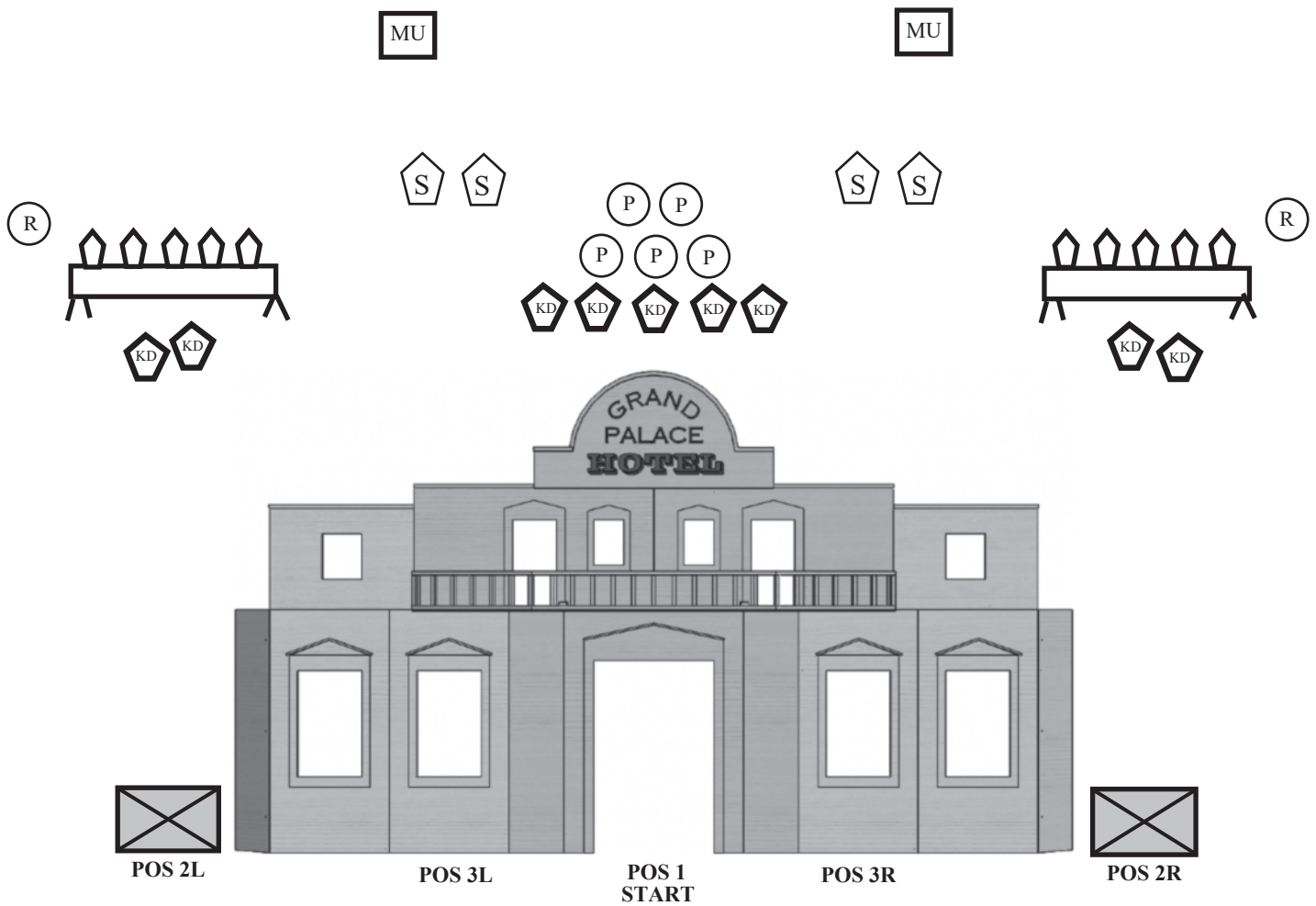
4+ SHOTGUN

**START:** At any position (POS 1, 2 or 3) with first firearm(s) in hand(s). Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely, or in hands. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in **any order**, rifle must not be last. **All three positions must be used.**

**ON SIGNAL:** From POS 1 or 3 with revolvers engage P1-P5 with two sweeps from either end, double taps OK. From POS 2 with rifle engage R1-R5 as per the revolver instructions. With shotgun engage at least four "S" targets, from at least two of the three available positions (only two "S" targets from any one position).

**NOTES:** Shotgun make ups must be made from the position where they were engaged.

# STAGE TEN COWBOY MATCH



10 REVOLVER

10 RIFLE

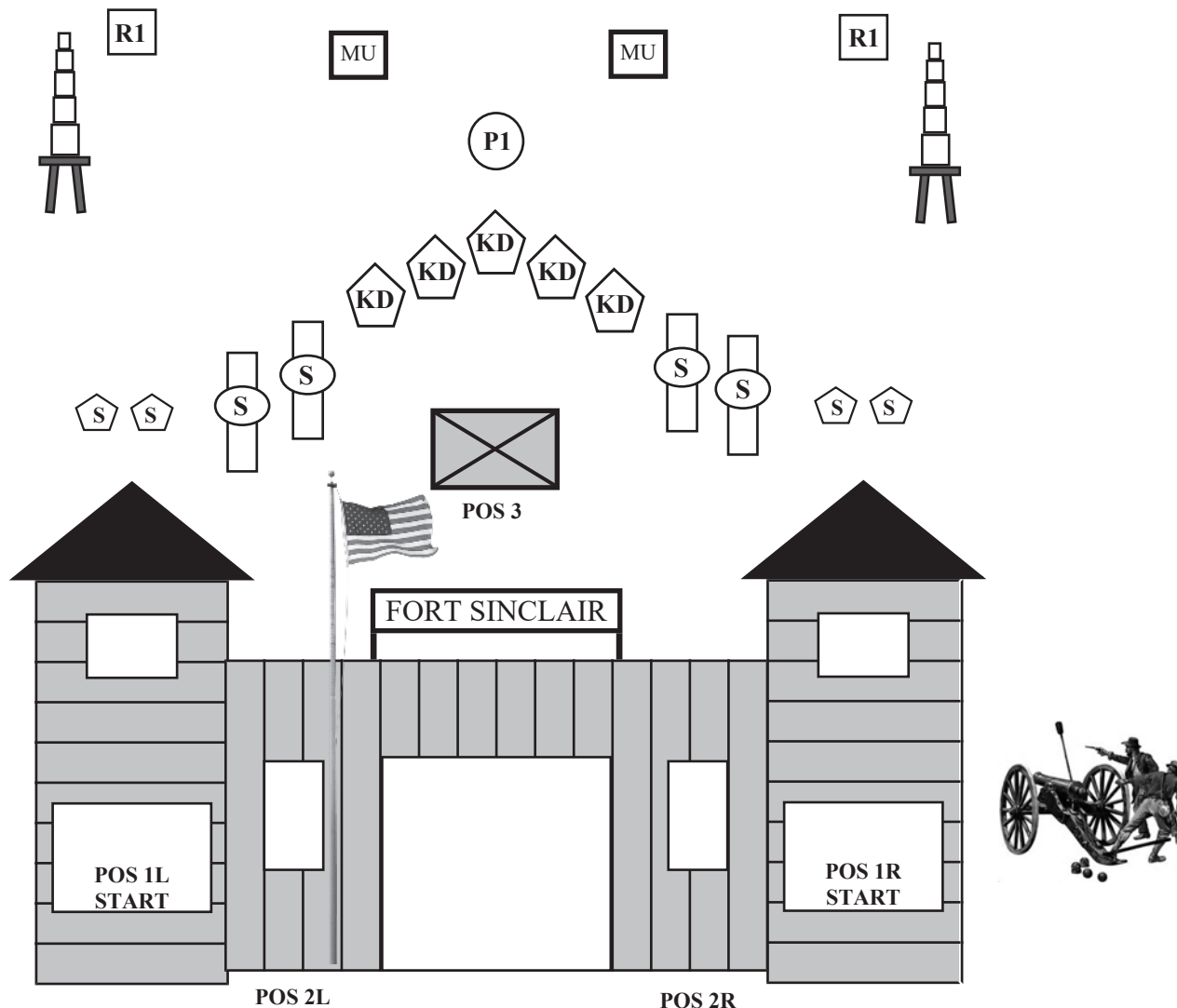
2+ SHOTGUN

**START:** At **POS 1**, at the ready, hand(s) on revolver(s). Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

**ON SIGNAL:** With revolvers engage the five "KD" and the five "P" targets once each for 10 rds. From POS 2L or 2R with rifle engage the "**R**" target **three times**, and the 5 plates on the rack and the two "KD" targets once each for 10 rds. Move to **either** POS 3L or 3R and with shotgun engage the two "S" targets, **then** make up any standing plates with the shotgun by engaging the "MU" target once for each plate standing.

**NOTES:** Any knockdown plates left standing and not made up will be counted as misses. You **do not** have to hit the MU target for the make up shots to count. The two "S" targets for shotgun must be engaged first, **before the "MU" target is engaged**. The **shooter is solely responsible** to know how many plates are standing (make-up shots) are required on the "MU" target.

# STAGE ELEVEN COWBOY MATCH



10 REVOLVER

10 RIFLE

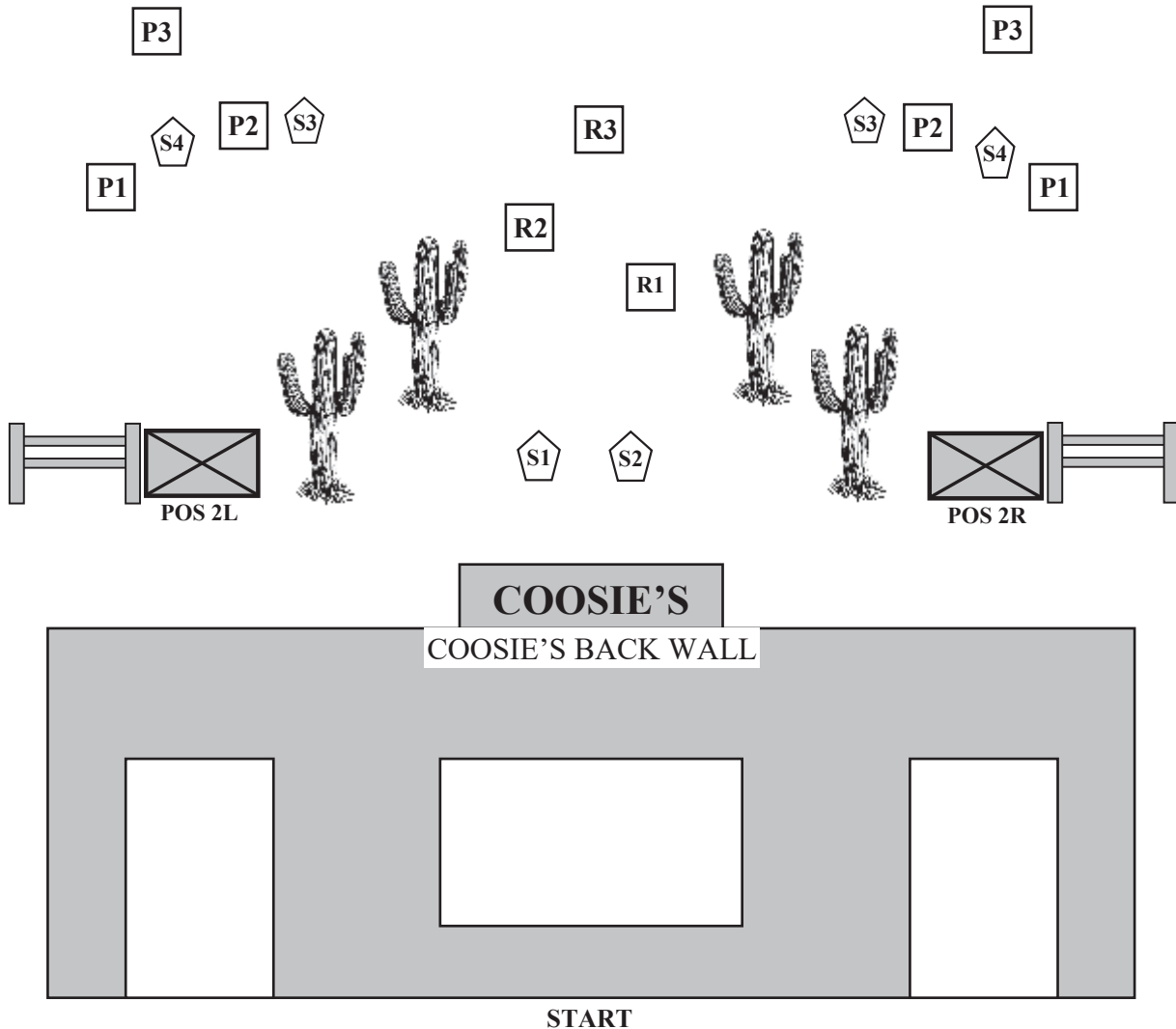
4+ SHOTGUN

**START:** Inside either tower at **POS 1L or 1R**, rifle loaded with 10 rds in hands. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying ***“Load the train boys, it leaves in the morning!”***

**ON SIGNAL:** With rifle engage the five plates on the Tombstone rack for 5 rds, and R1 for 5 rds. **Make rifle safe vertically.** With shotgun engage the two “S” targets, move to POS 2L or 2R and engage the two tall “S” targets. **Taking shotgun with you,** move to POS 3 (cargo box) and make shotgun safe. With revolvers engage the five KD targets once each, and P1 with 5 rds. With shotgun make up any plates on rack or “KD” targets left standing.

**NOTES:** Duelists may hold the shotgun, and engage revolver targets, but the shotgun butt-stock must be touching the box at POS 3. Any knockdown plates left standing and not made up will be counted as misses. You **do not** have to hit the MU target for the make up shots to count. The **shooter is solely responsible** to know how many plates are standing (make-up shots) are required on the "MU" target.

# STAGE TWELVE COWBOY MATCH



10 REVOLVER

10 RIFLE

4+ SHOTGUN

**START:** At the **center window inside Coosie's**, at the ready, with both hands touching revolvers (one hand on each revolver). Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely but **NOT at POS 2L/2R**. Two revolvers loaded with 5 rds each, holstered.

**ON SIGNAL:** With rifle engage R1-R3 with a Nevada sweep starting on either end (R1 or R3) for 5 rds, **then** repeat the instruction **from the opposite end** for 5 rds. **Make rifle safe vertically**. With shotgun engage S1-S2, then move to either POS 2L or 2R and engage S3-S4. **Make shotgun safe on the box at POS 2L or 2R**. With revolvers engage P1-P3 as per the rifle instructions.

**NOTES:** S3-S4 may be engaged anywhere from the doorway to the fence/box, but only from **ONE position**. All shotgun make ups must be made from the position where they are initially engaged. Down-range props **are not expendable for the shotgun or the revolvers**. Duelists may hold the shotgun while shooting the revolvers, however the butt-stock must be touching the box.