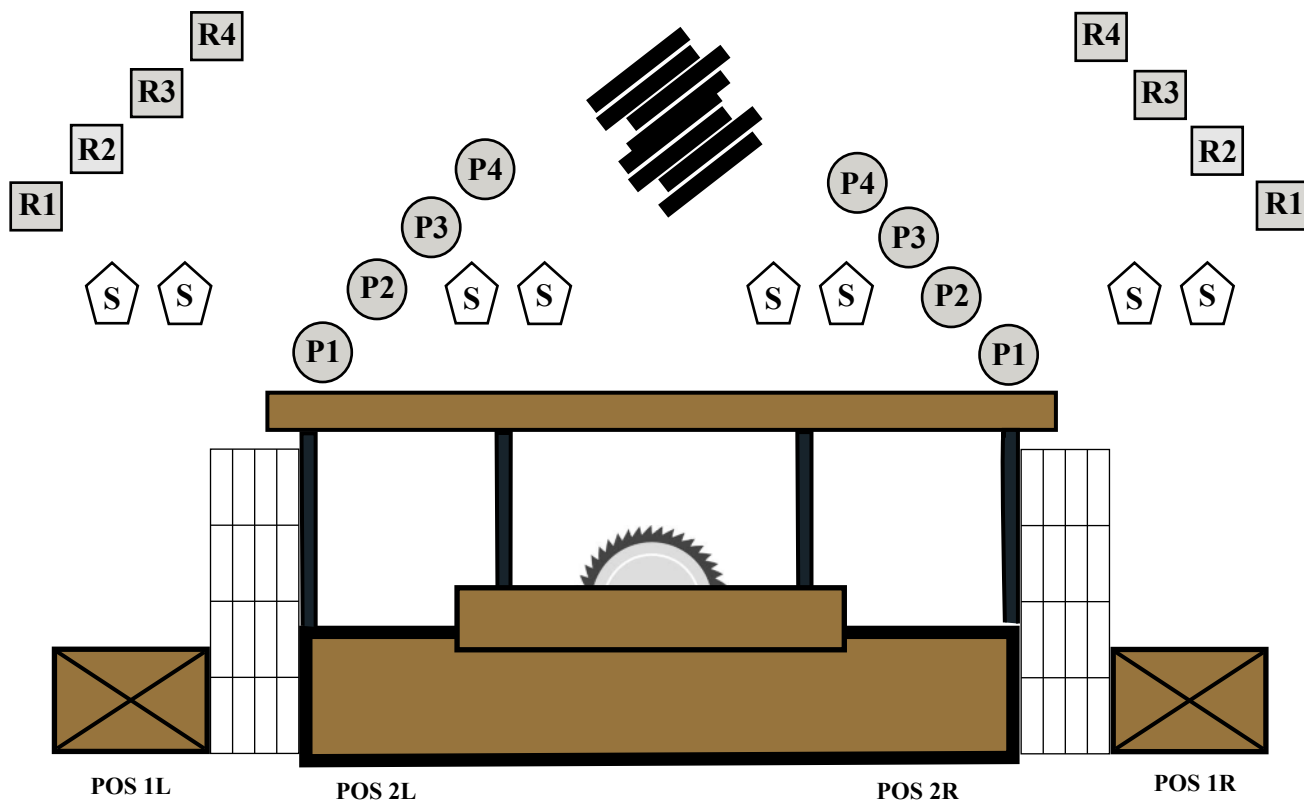


STAGE ONE COWBOY MATCH



10 REVOLVER

10 RIFLE

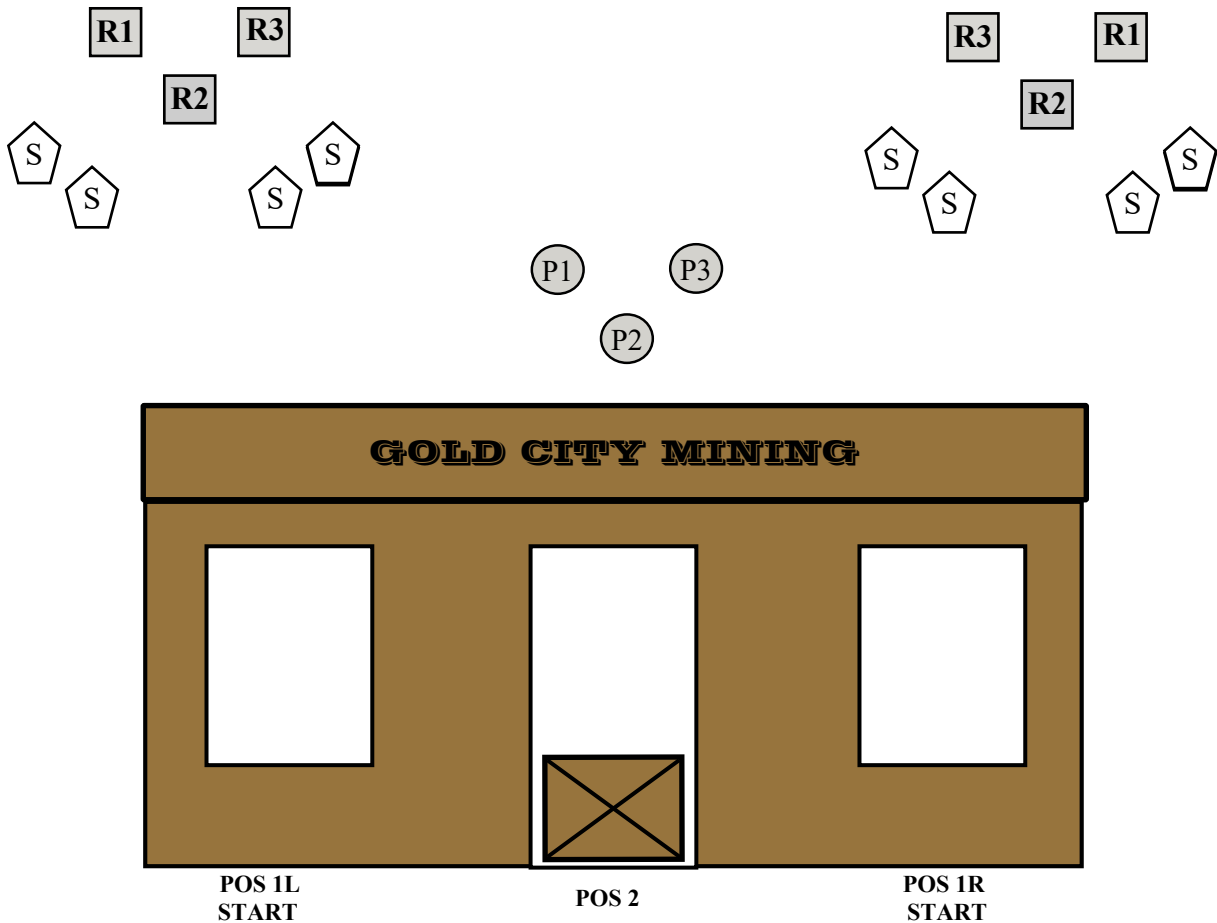
4+ SHOTGUN

START: At **any position**, 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 rifle engage R1-R4 with a 2-1-1-1 sweep starting on either end, **then** repeat instruction from other end. From **POS 2L or 2R** with revolvers engage P1-P4 as per the rifle instructions. From any **two** positions with shotgun engage two "S" targets in front (four targets total).

NOTES: Stage may be engaged in any direction and started from any position. **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 TWO COWBOY MATCH



10 REVOLVER

10 RIFLE

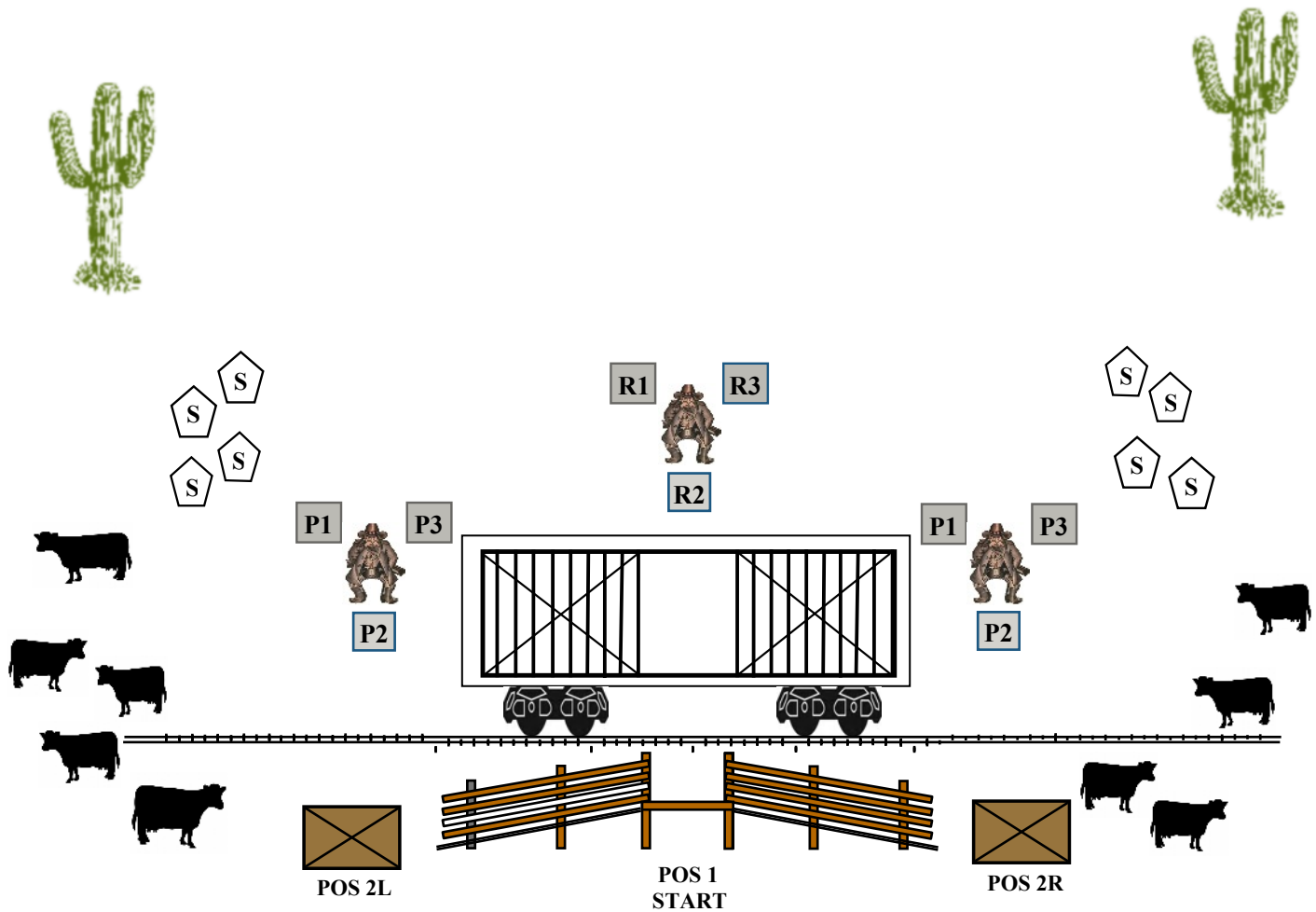
4+ SHOTGUN

START: At either **POS 1L or 1R**, at the ready, rifle loaded with 10 rds in hands. Open, empty shotgun 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 continuous **Double Tap Nevada Sweep** starting on either end. With shotgun engage the four "S" targets. Move to **POS 2** and with revolvers engage P1-P3 as per the rifle instructions.

NOTE: While at **POS 1L or 1R** either the rifle or the shotgun may be used first.

STAGE THREE COWBOY MATCH



10 REVOLVER

10 RIFLE

4+ SHOTGUN

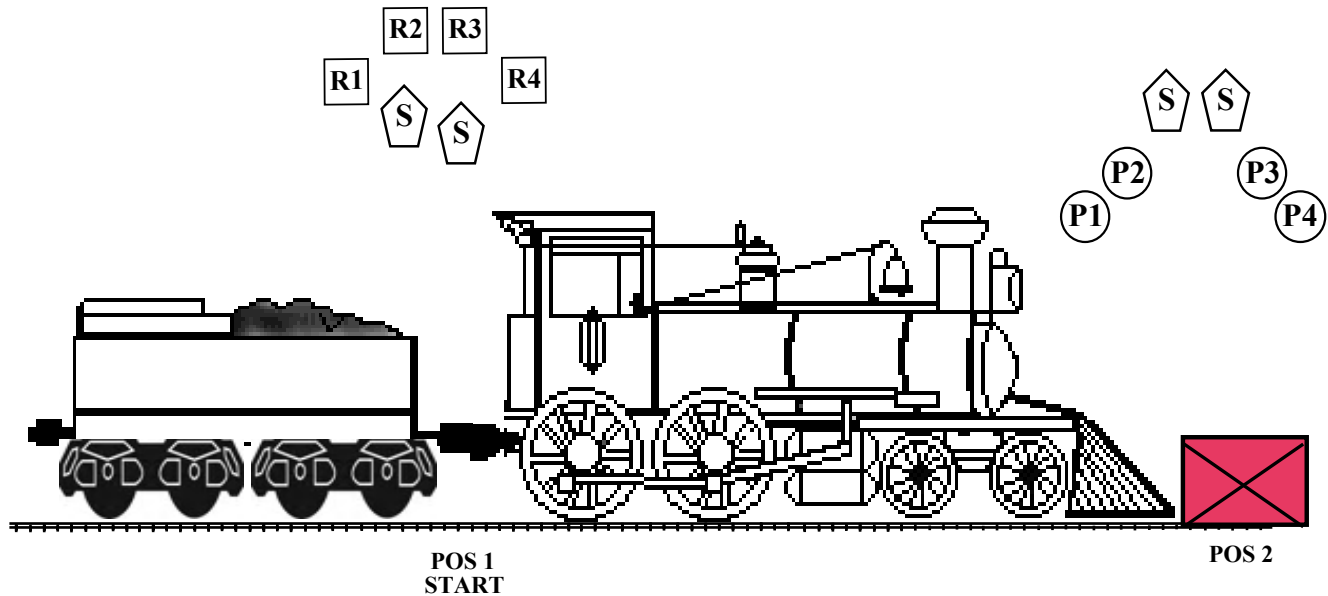
START: At **POS 1**, at the ready, hands not touching guns or ammo. Rifle loaded with 10 rds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying **"Send 'em to Sedalia!"**

ON SIGNAL: From **POS 1** with rifle engage R1-R3 with a 10 round **Red River Wrangler Sweep**. From **POS 2L** or **2R** with revolvers engage P1-P3 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. **Red River Wrangler Sweep** example: R2-R2-R1-R3-R2-R2-R1-R3-R2-R2 or R2-R2-R3-R1-R2-R2. **No double taps on R1 and R3.**

NOTE: Downrange props are expendable.

STAGE FOUR COWBOY MATCH



10 REVOLVER

10 RIFLE

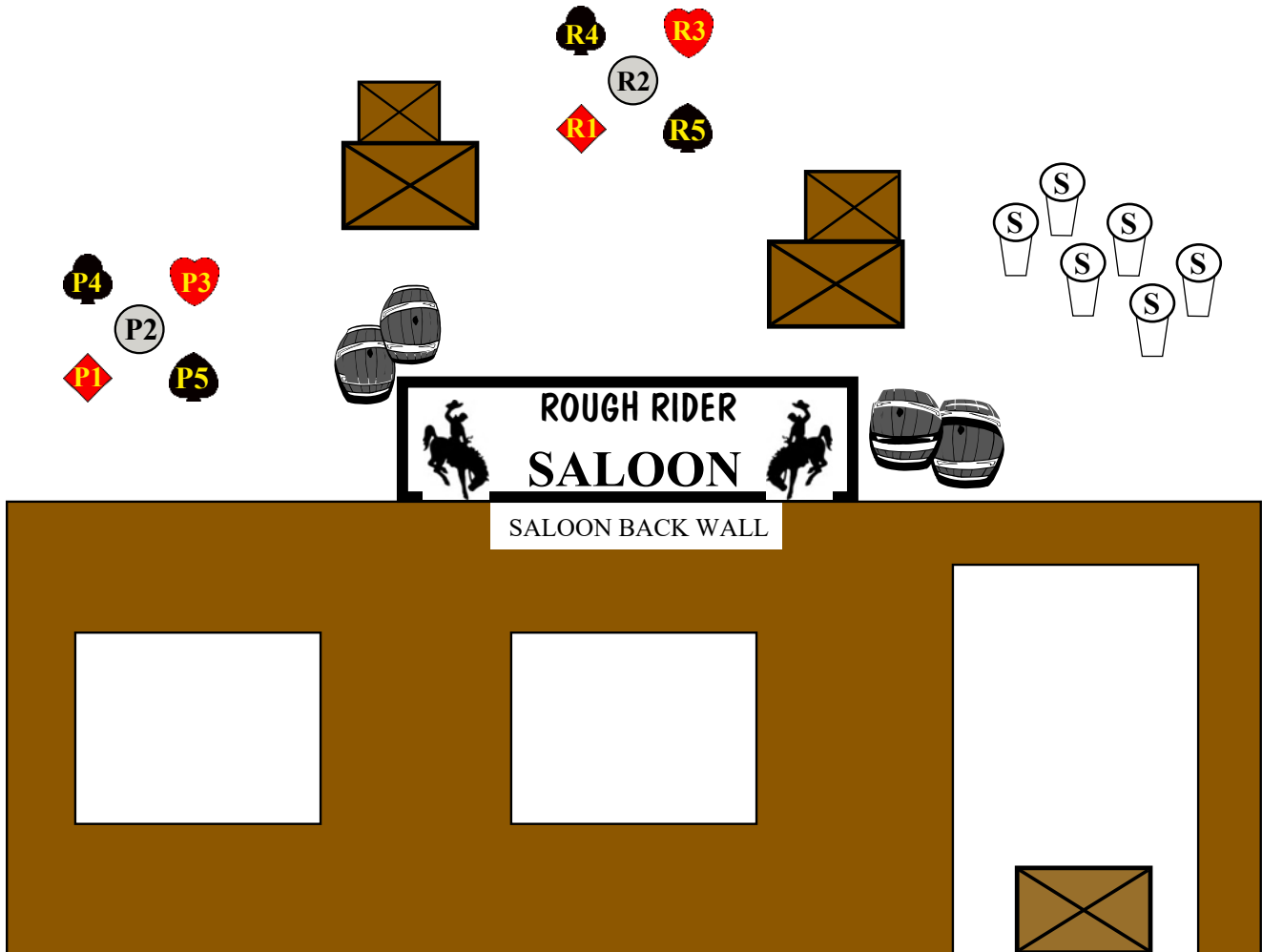
4+ SHOTGUN

START: At **POS 1** at the ready, hands touching lantern. 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 *"We're going East....."*

ON SIGNAL: From **POS 1** with rifle engage R1-R4 alternating between **any two** targets for 5 rds. Repeat the instruction using the **other two** targets for the next 5 rds. With shotgun engage two "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.

Note: Duelists may hold the shotgun, and engage revolver targets, but the shotgun butt-stock must be touching the box at **POS 2**.

STAGE FIVE COWBOY MATCH



POS 1
START

POS 2

POS 3
START

10 REVOLVER

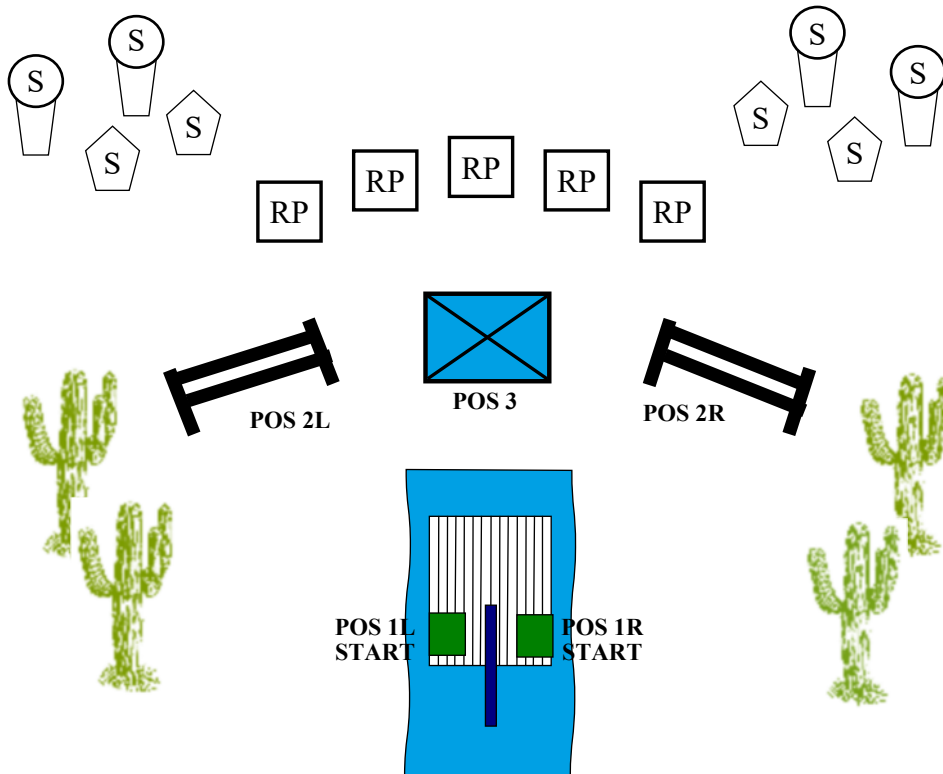
10 RIFLE

6+SHOTGUN

START: At **POS 1** (left window) or **POS 3** (right doorway), at the ready, with both hands 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 1** with revolvers engage P1-P5 with a 2-1-2 **Diagonal Sweep**, starting on any corner. **Then** repeat the instruction using the opposite diagonal. From **POS 2** with rifle engage R1-R5 as per the revolver instructions. From **POS 3** with shotgun engage the six "S" targets.

STAGE SIX COWBOY MATCH



10 REVOLVER

10 RIFLE

4+ SHOTGUN

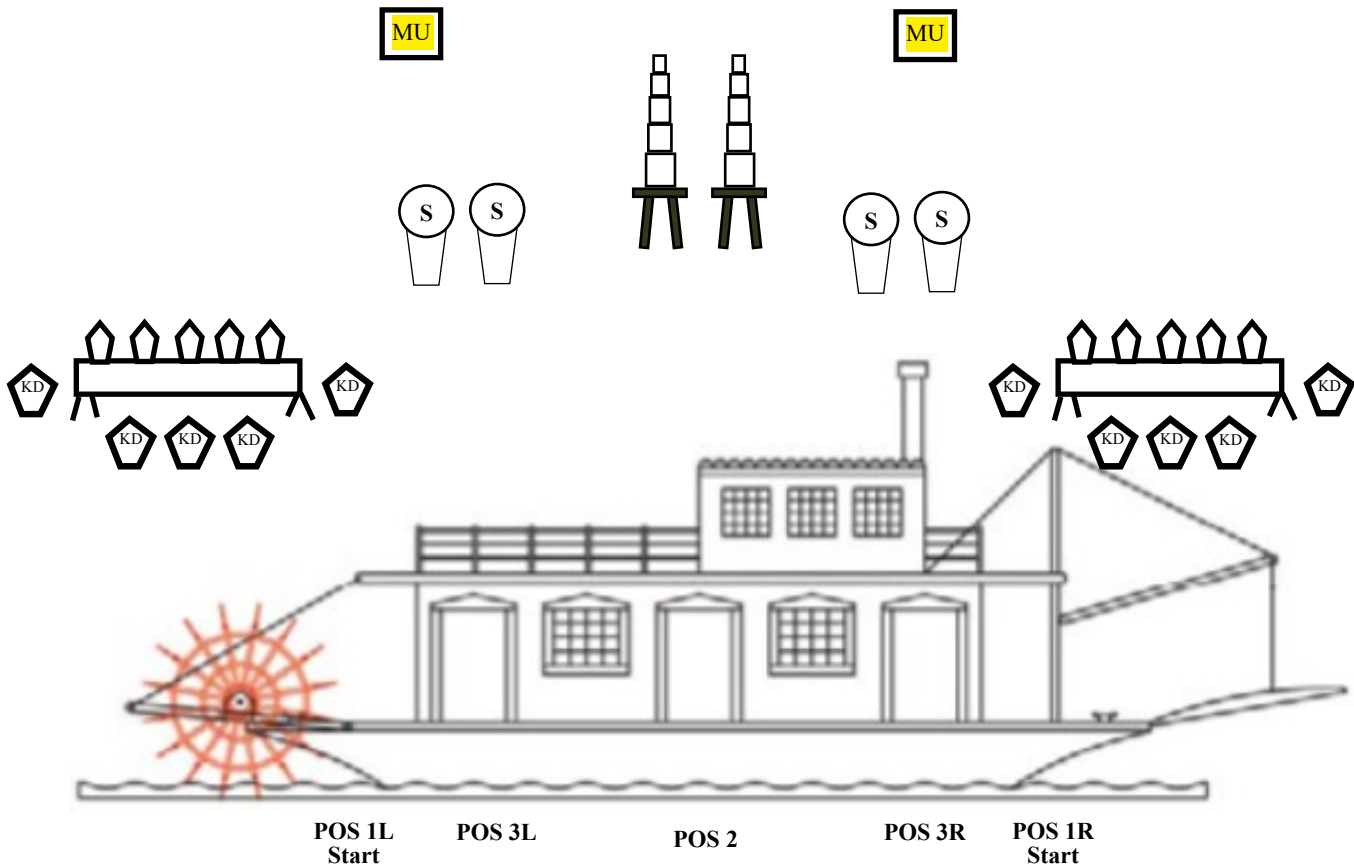
START: At **POS 1L or 1R**, rifle loaded with 10 rds in hands. Open, empty shotgun staged at POS 1 with the shooter. Two revolvers loaded with 5 rds each, holstered. Shooter may indicate ready by saying **"Rapids Ahead!"**

ON SIGNAL: With rifle engage the "RP" targets with two sweeps starting on either end, in the same direction (no double-taps). **Make rifle safe vertically.** Move to **POS 2L or 2R** and with shotgun engage the four "S" targets. **Make shotgun safe on the box at POS 3.** At **POS 3**, with revolvers engage "RP" targets as per the rifle instructions.

NOTES: Shotgun targets may be engaged anywhere between **POS 1L/1R** and **POS 2L/2R**, but **from ONE position only**, including any shotgun make-ups. Down range props are **NOT** expendable.



STAGE SEVEN COWBOY MATCH



10 REVOLVER

10 RIFLE

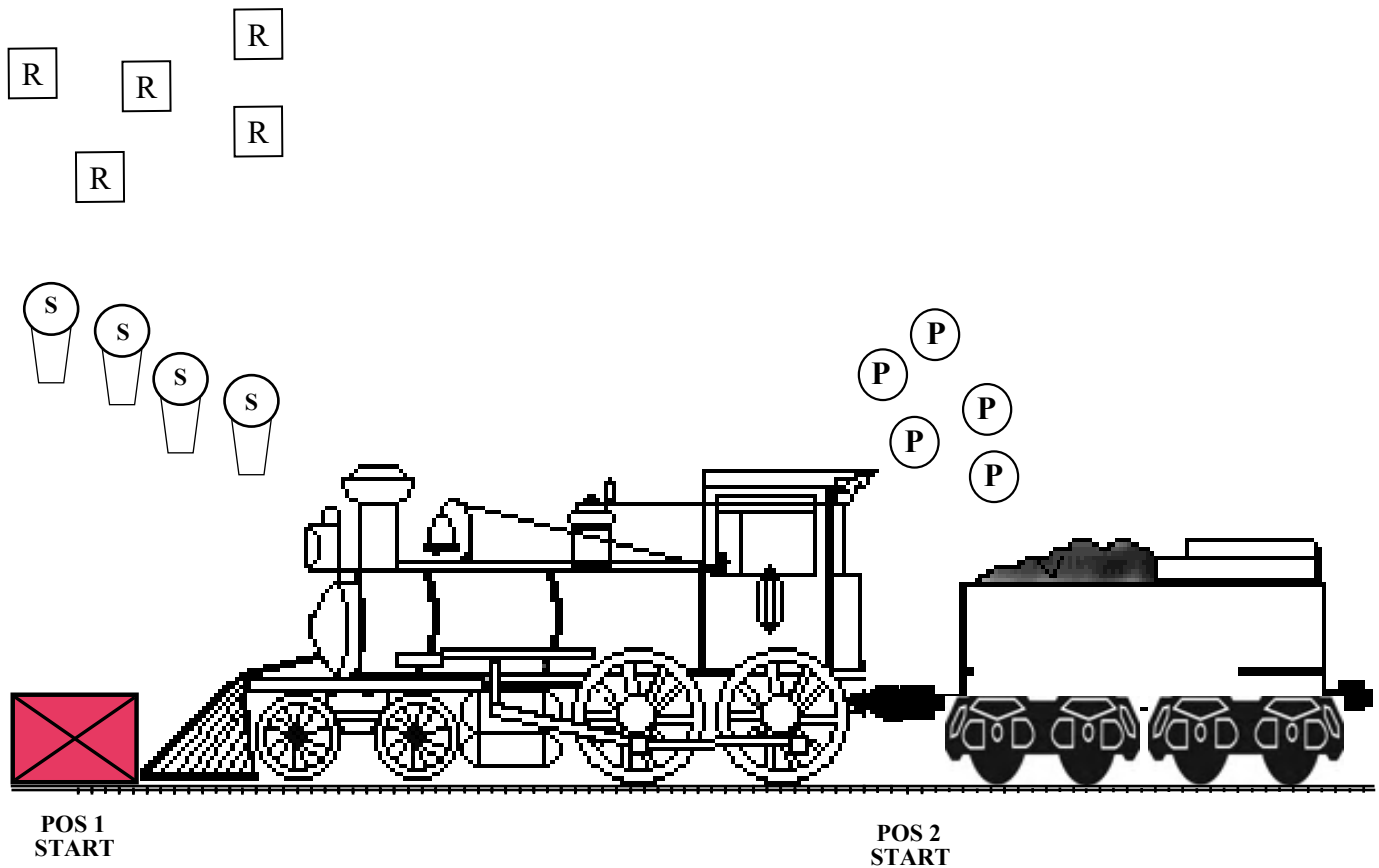
2+ SHOTGUN

START: At **POS 1L or 1R**, at the ready, hands clasped behind back. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: At POS 1L/1R with revolver engage the five targets on the rack and the five "KD" targets for 10 rounds. From POS 2 with rifle engage the **ten** "KD" targets on the two racks 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 EIGHT COWBOY MATCH



10 REVOLVER

10 RIFLE

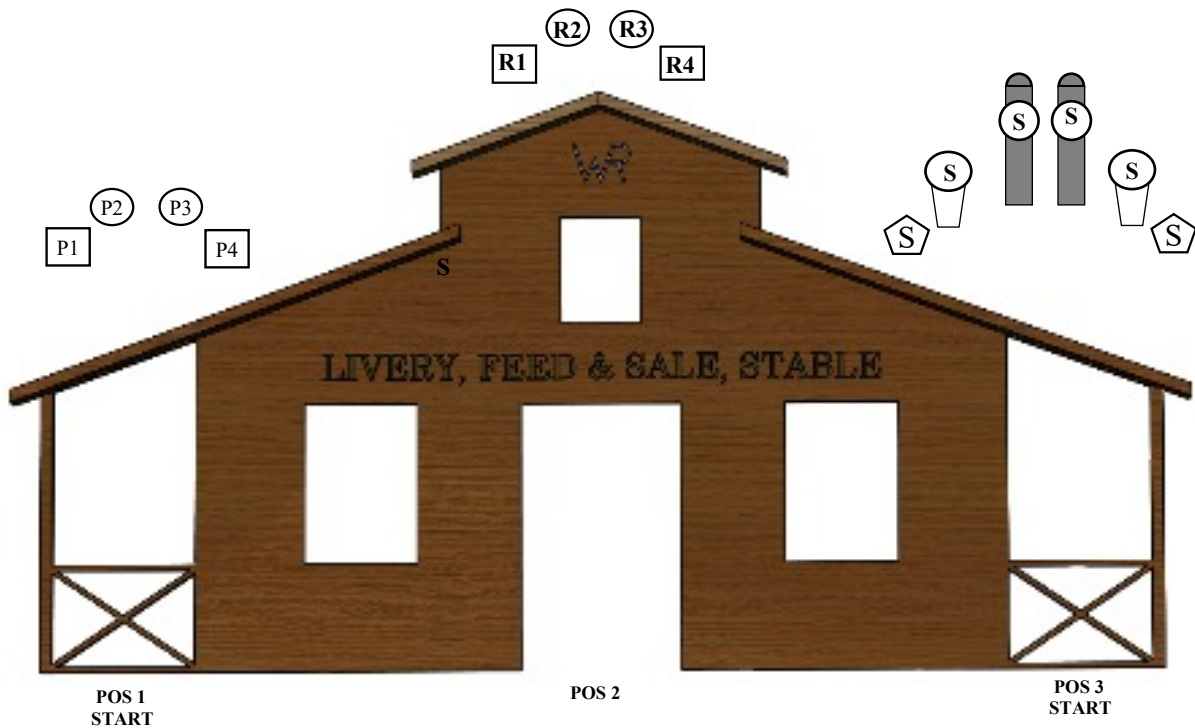
4+ SHOTGUN

START: At **POS 1 or 2**, at the ready, with both hands on coal shovel. 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 **"She sure likes her coal"**

ON SIGNAL: From **POS 2** with revolvers engage the "P" targets twice each for 10 rds. From **POS 1** with rifle engage the "R" targets 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 last**.

STAGE NINE COWBOY MATCH



10 REVOLVER

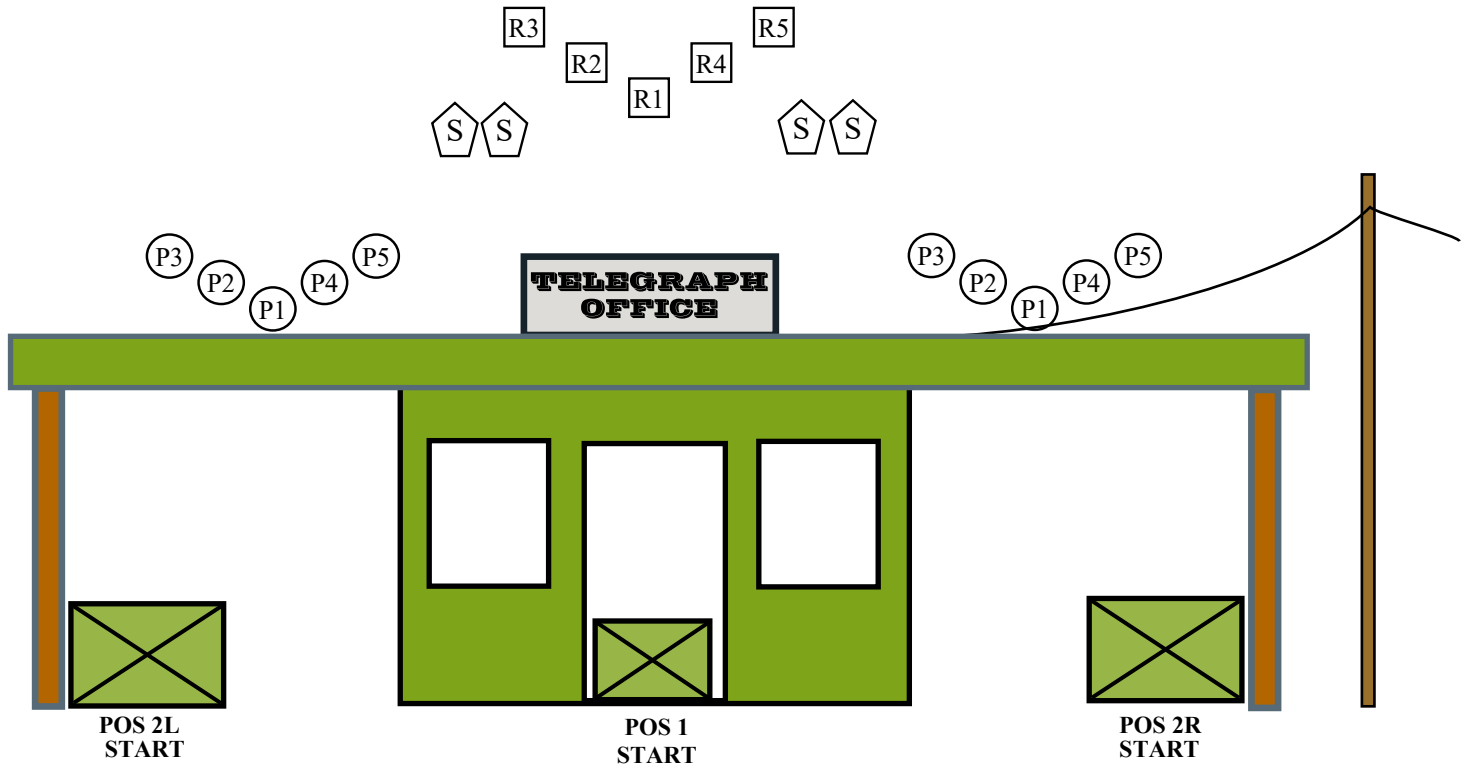
10 RIFLE

6+ SHOTGUN

START: At **POS 1 or 3** with first firearm(s) in hand(s). Rifle loaded with 10 rds in hands or staged anywhere safely. Two revolvers loaded with 5 rds each, holstered or in hand(s), and open empty shotgun staged or in hands.

ON SIGNAL: From **POS 1** with revolvers engage P1-P4 with a 2-3-3-2 sweep from either end. From **POS 2** with rifle engage R1-R4 as per the revolver instructions. From **POS 3** with shotgun engage six "S" targets.

STAGE TEN COWBOY MATCH



10 REVOLVER

10 RIFLE

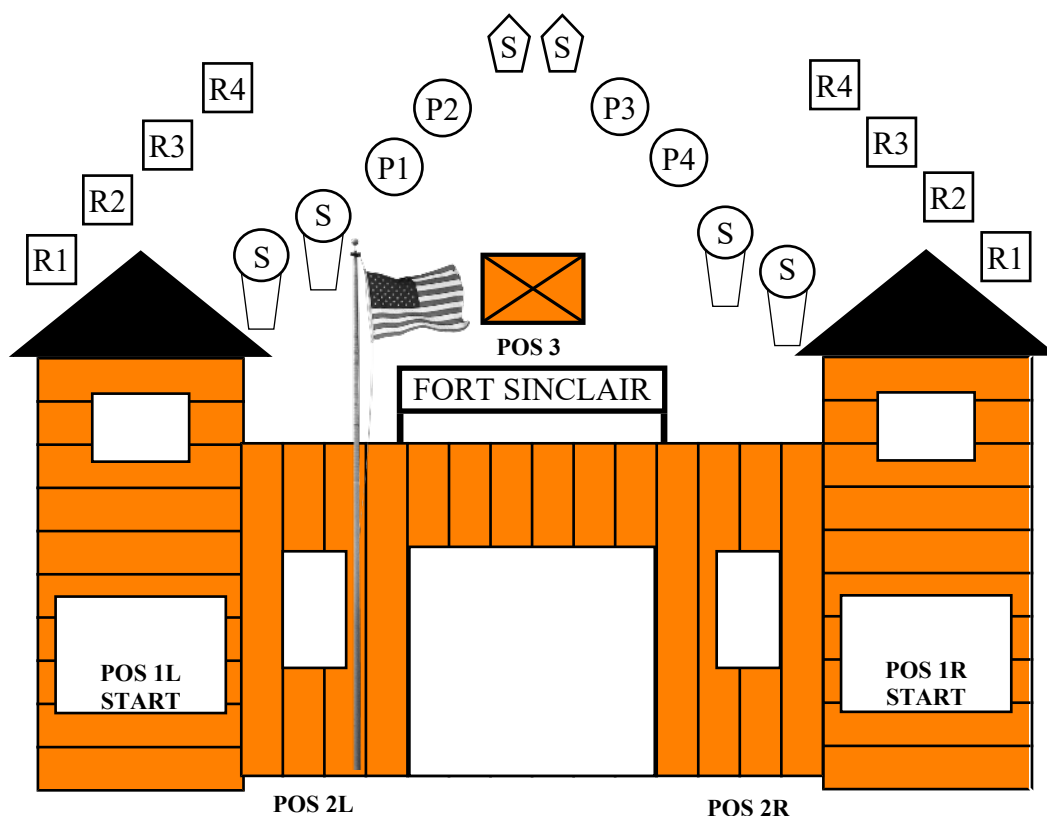
4+ SHOTGUN

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 **"Warn the Fort"**

ON SIGNAL: From POS 1 with rifle engage R1-R5 with a **M. B. Fields Sweep**. Engage four "S" targets. From POS 2L or 2R with revolvers engage P1-P5 per the rifle instructions.

NOTE: **M.B. Fields Sweep** is R1, R2, R2, R3, R3, R1, R4, R4, R5, R5 or R1, R4, R4, R5, R5, R1, R2, R2, R3, R3, **starting on R1** in either case.

STAGE ELEVEN COWBOY MATCH



10 REVOLVER

10 RIFLE

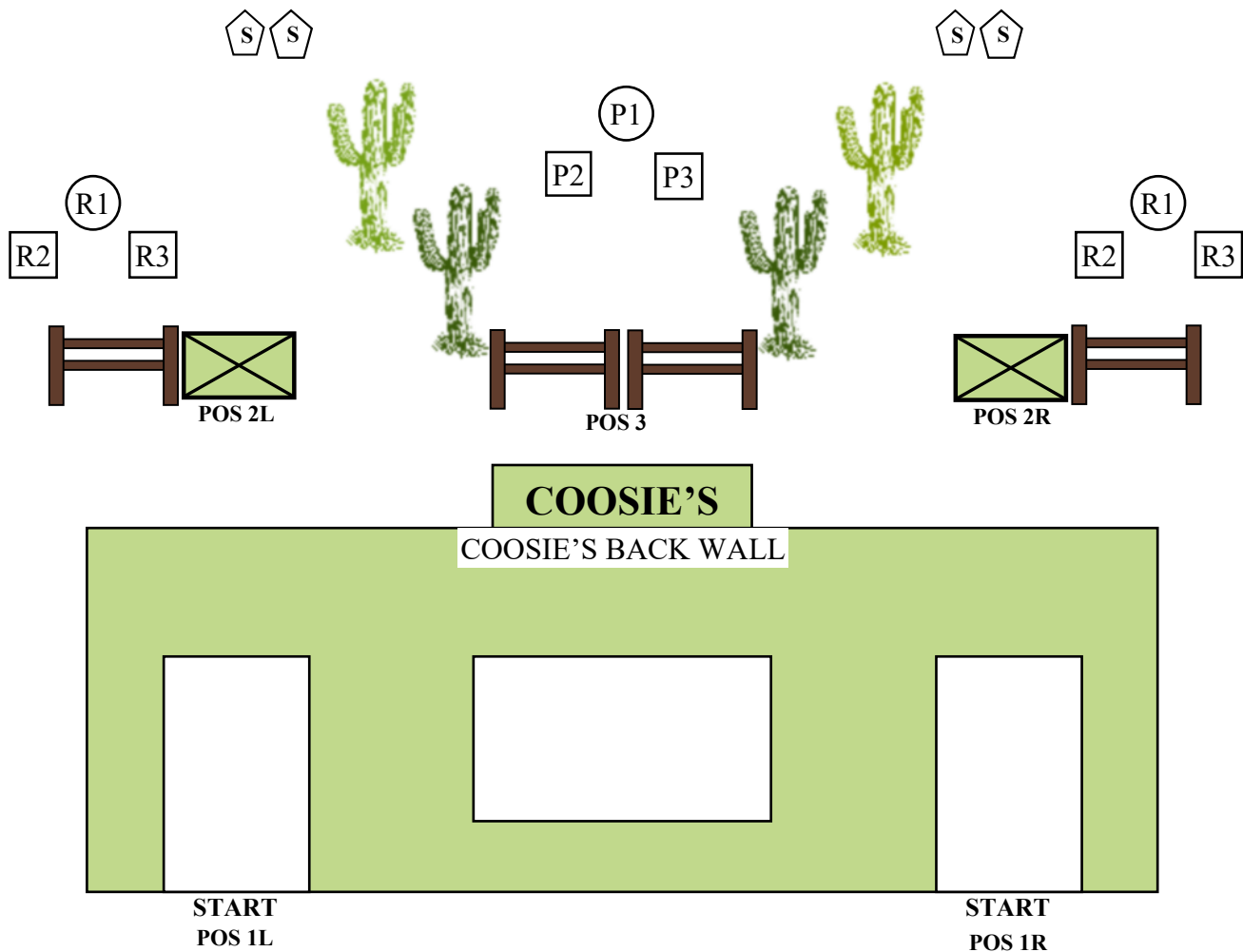
4+ SHOTGUN

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.

ON SIGNAL: From POS 1L or 1R, with rifle engage R1-R4 with a Progressive Sweep, from either end. **Make rifle safe vertically.** Move to **POS 2L** or **2R** with shotgun engage the two "S" targets in front. **Taking shotgun with you,** move to **POS 3** (cargo box) and engage two "S" targets. **Make shotgun safe.** With revolvers engage P1-P4 per the rifle instruction.

NOTES: Progressive Sweep is "1 on first, 2 on second, 3 on third, 4 on fourth". Duelists may hold the shotgun and engage revolver targets, but the shotgun butt-stock must be touching the box at **POS 3.**

STAGE TWELVE COWBOY MATCH



10 REVOLVER

10 RIFLE

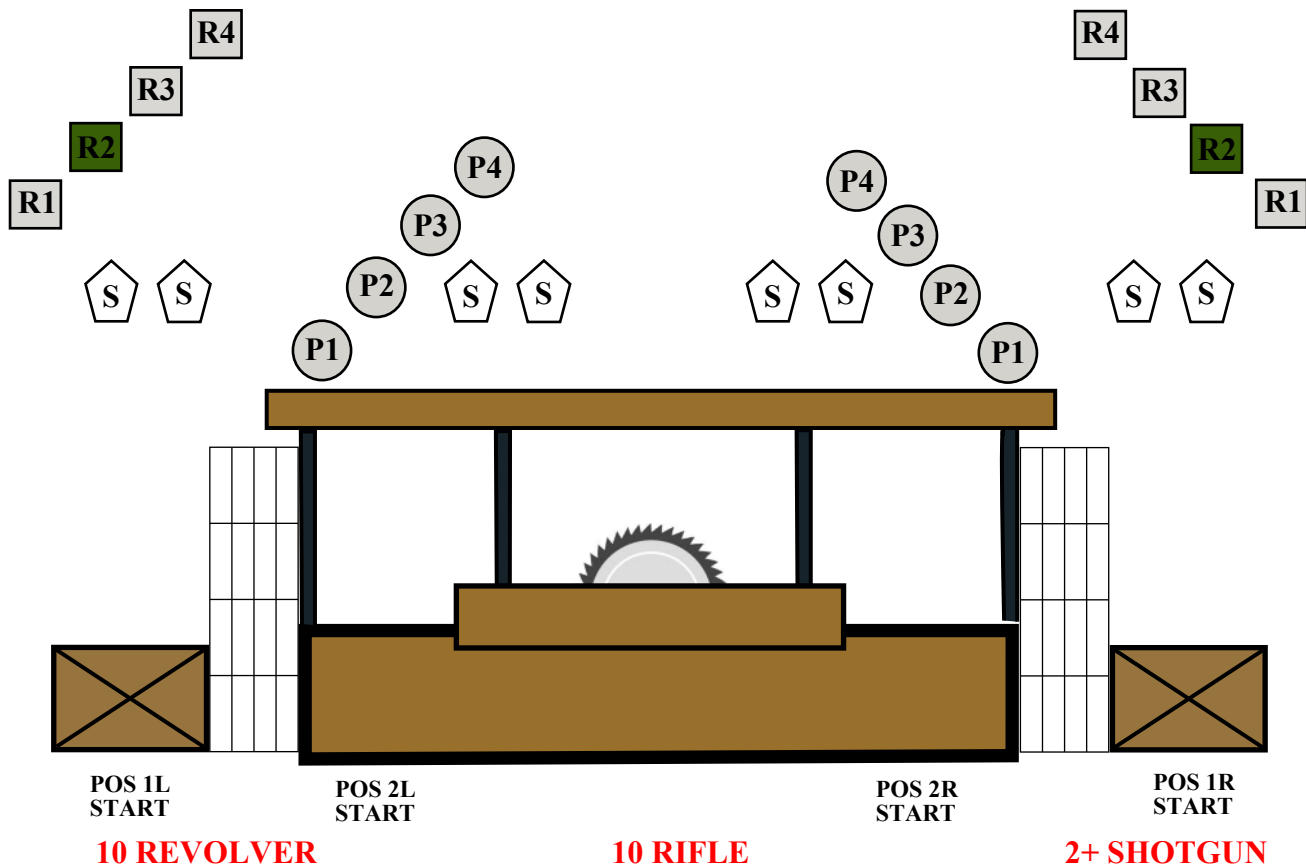
2+ SHOTGUN

START: At **POS 1L or 1R** inside Coosie's, rifle loaded with 10 rds in hand. Open, empty shotgun staged anywhere safely but **NOT at POS 2L or 2R**. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: With rifle engage R1-R3 with a Singin' Sue Shake starting on R1 for 5 rds, **then** repeat the instruction for another 5 rds. **Make rifle safe vertically**. Retrieve shotgun and move to POS 2L/2R engage two "S" targets, **Make shotgun safe at POS 2L or 2R**. From POS 3, with revolvers engage P1-P3 as per the rifle instructions.

NOTES: Singin' Sue Shake = R1, R2, R3, R2, R3 **OR** R1, R3, R2, R3, R2. Shotgun targets 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**.

WARM-UP - STAGE ONE - WARM-UP

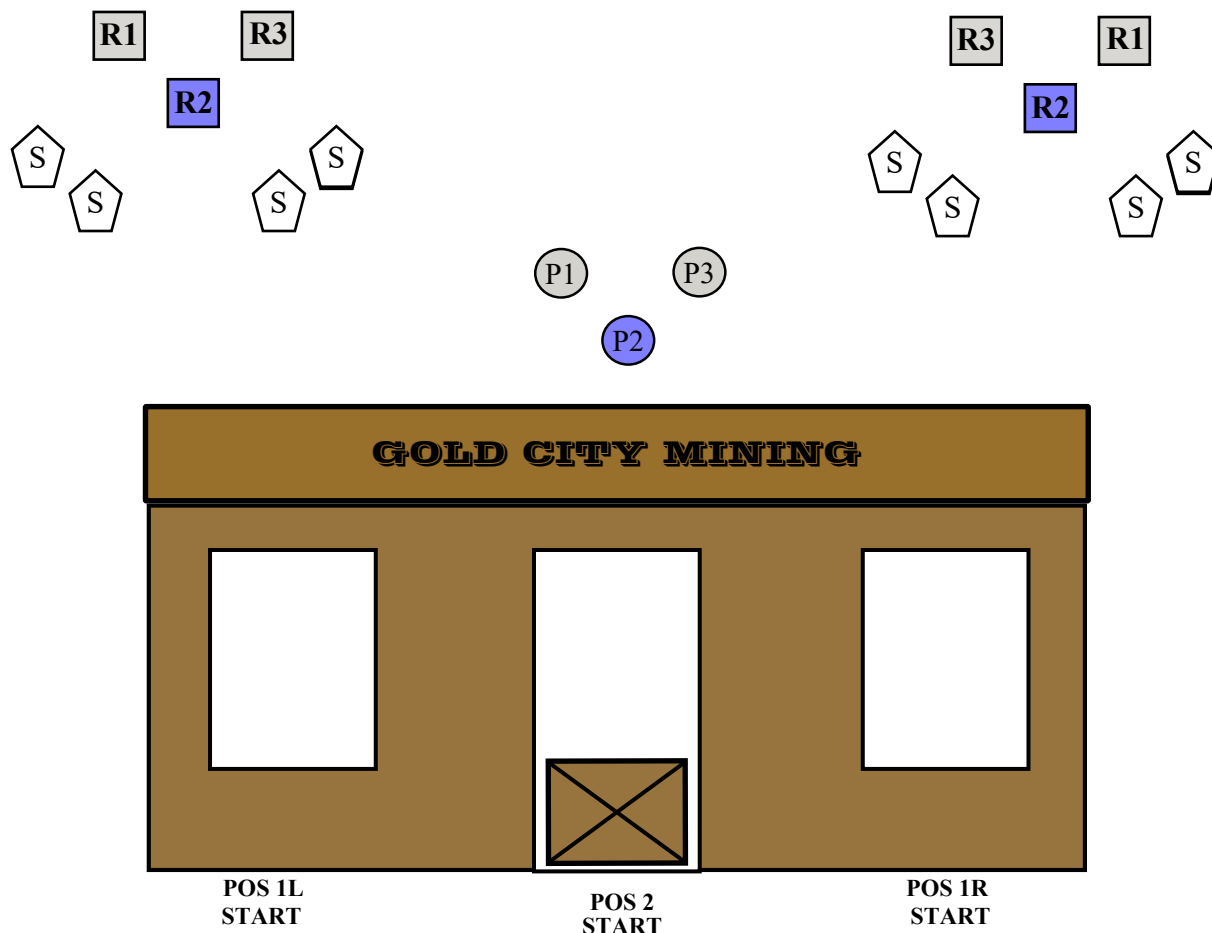


START: At any position (POS 1L, 2L, 2R or 1R), at the ready, hands at low surrender. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order, **but rifle must not be last.**

ON SIGNAL: From POS 1L or 1R, with rifle, engage R1-R4 with a **Regressive Sweep** starting on either end (4 rounds, 3 rounds, 2 rounds, 1 round). From POS 2L or 2R, with revolvers engage P1-P4 as per the rifle instructions. From POS 1L, 2L, 2R or 1R engage two “S” targets.

NOTES: POS 2L is anywhere between the left outer and left inner posts.
POS 2R is anywhere between the right outer and right inner posts.

WARM-UP - STAGE TWO - WARM-UP



10 REVOLVER

10 RIFLE

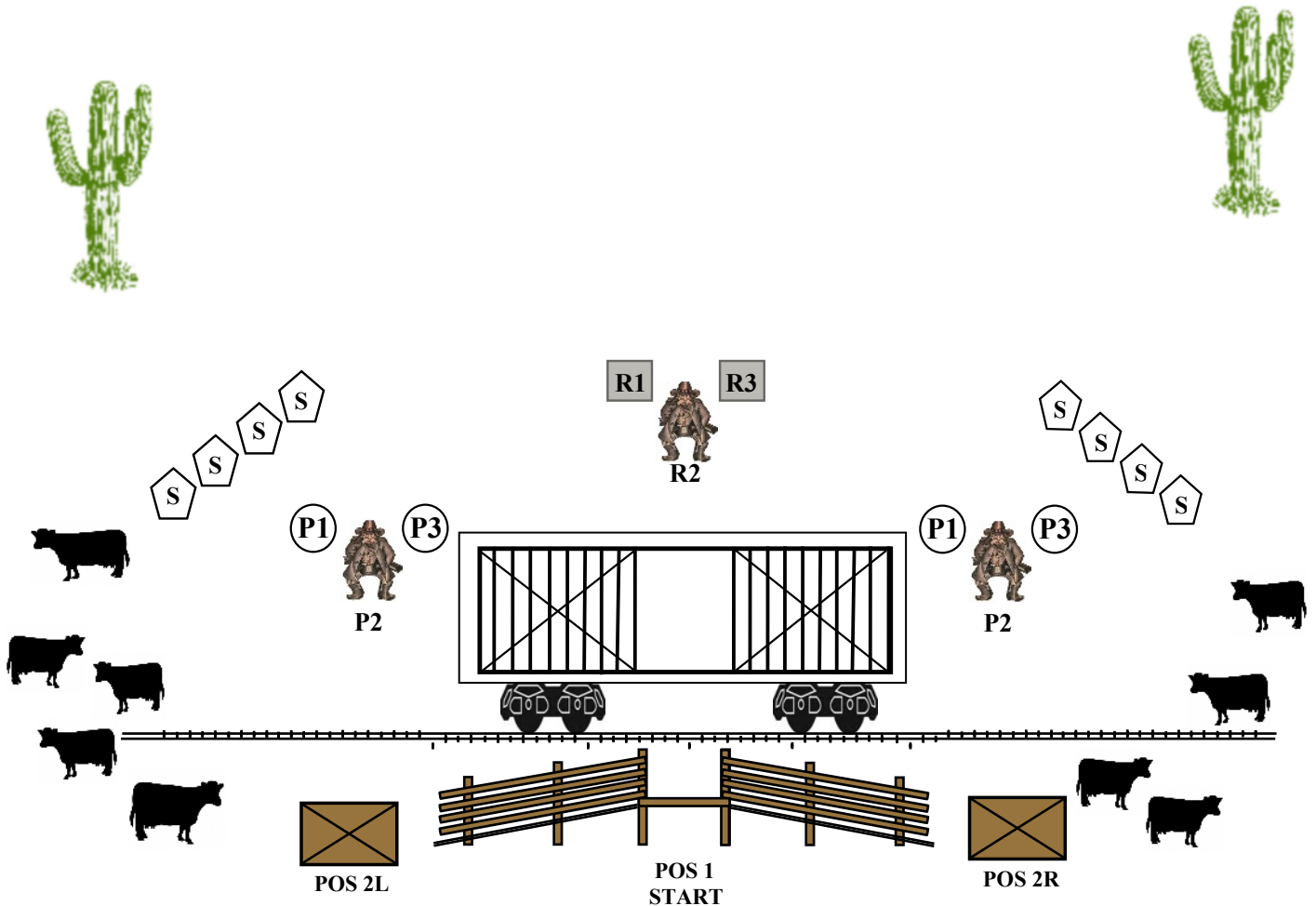
4+ SHOTGUN

START: At any position (**POS 1L, 1R or 2**), at the ready, rifle loaded with 10 rds and open, empty shotgun 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** with rifle engage R1-R3 with a continuous 10 round **Rattlesnake Roll**. From **POS 2**, with revolvers, engage P1-P3 as per the rifle instructions. From **POS 1L or 1R**, with shotgun, engage 4 "S" targets.

NOTES: Rattlesnake Roll example: R1-R3-R2-R2-R1-R3-R2-R2-R1-R3 or R3-R1-R2-R2-R3-R1-R2-R2-R3-R1.

WARM-UP - STAGE THREE - WARM-UP



10 REVOLVER

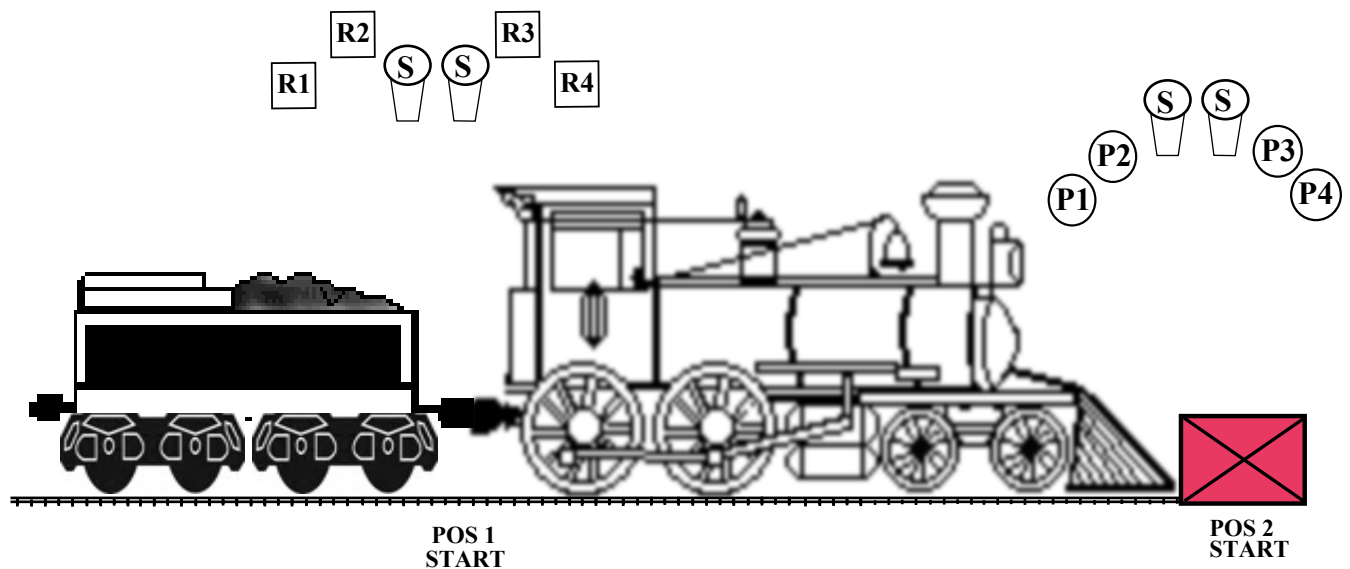
10 RIFLE

4+ SHOTGUN

START: At **POS 1**, rifle loaded with 10 rds in hands. Open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: From **POS 1**, with rifle, triple tap sweep R1-R3 from either end, placing 10th round on R2. **Make rifle safe.** From **POS 2L or 2R**, with shotgun, engage the 4 "S" targets. **Make shotgun safe.** From **POS 2L or 2R** with revolvers, engage P1-P3 as per rifle instructions.

WARM-UP - STAGE FOUR - WARM-UP



10 REVOLVER

10 RIFLE

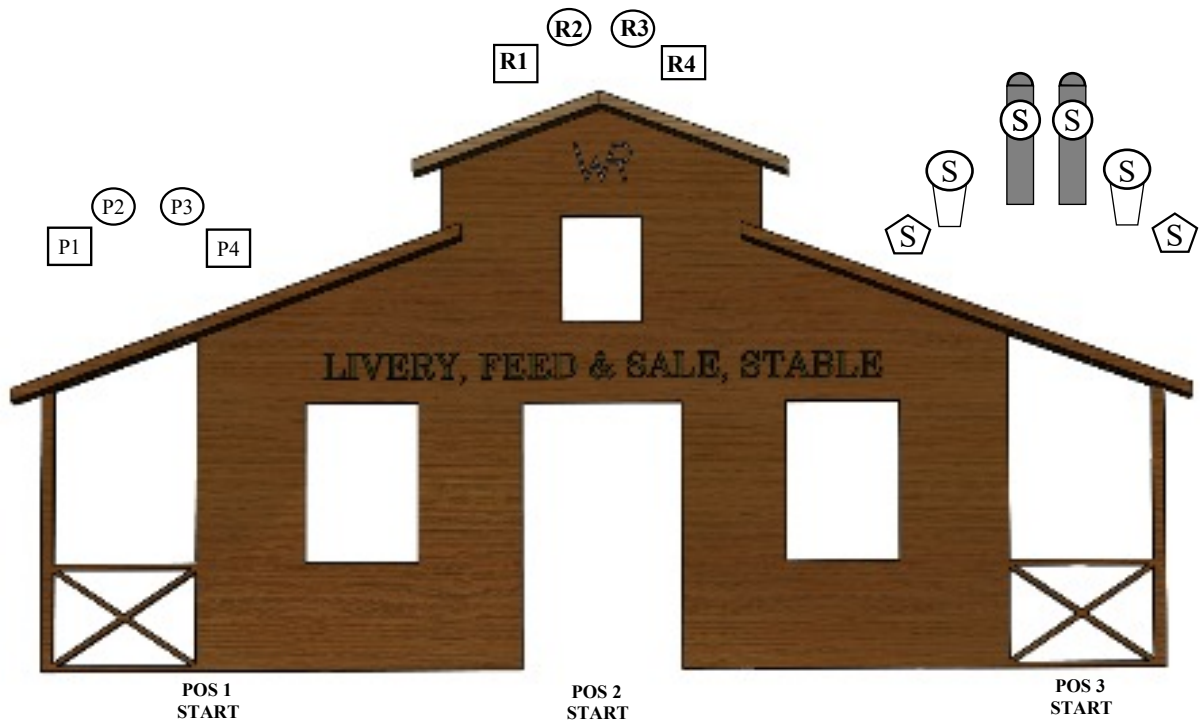
2+ SHOTGUN

START: Start at either position (**POS 1 or 2**), at the ready. Rifle loaded with 10 rds and open, empty shotgun 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 1** with rifle engage R1-R4 at least twice each. From **POS 2** with revolvers repeat rifle instructions on P1-P4. From **POS 1 or 2** with shotgun engage two "S" targets.

Note: At **POS 2** Duelists may hold the shotgun and engage revolver targets, but the shotgun butt-stock must be touching the box at **POS 2.**

WARM-UP - STAGE NINE - WARM-UP



10 REVOLVER

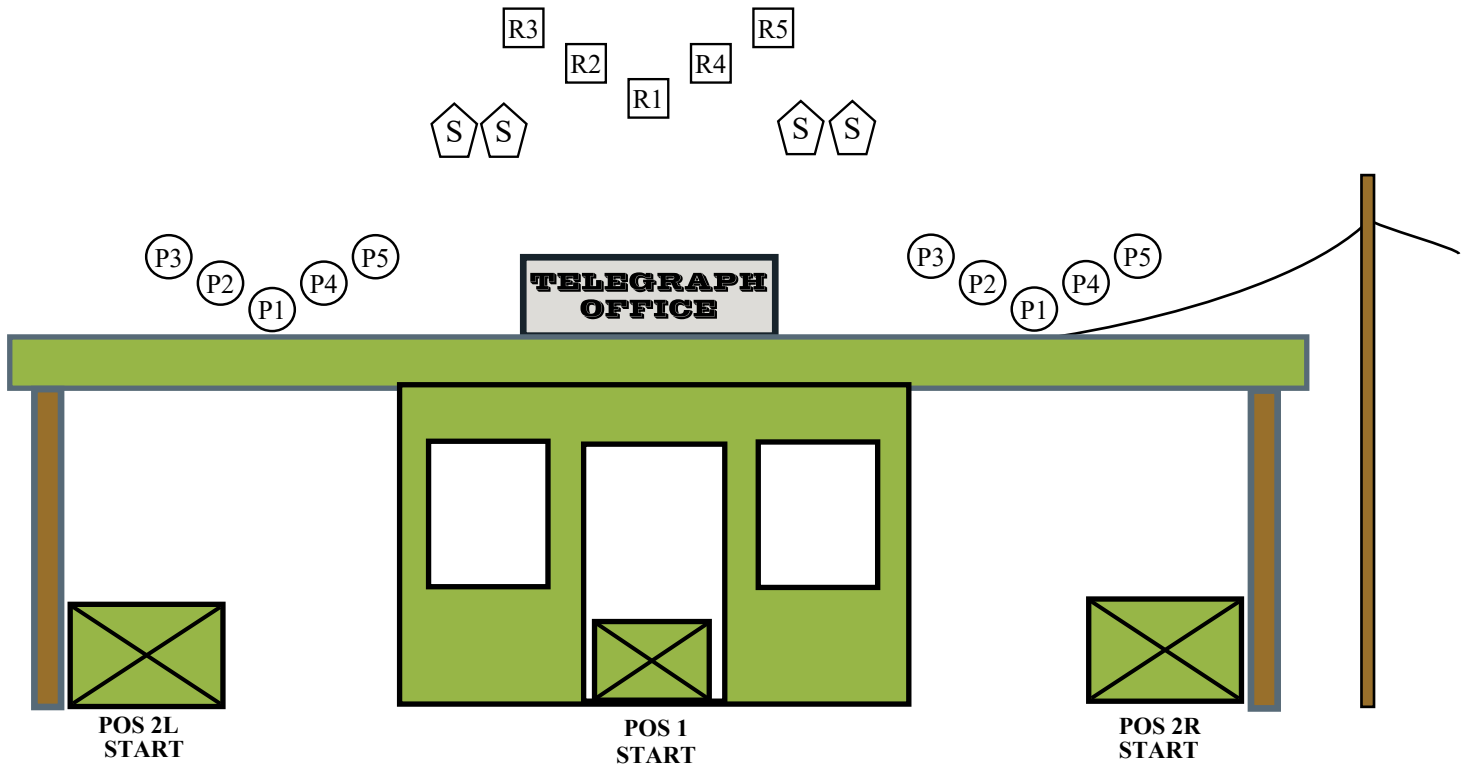
10 RIFLE

4+ SHOTGUN

START: At any position (**POS 1, 2 or 3**), at the ready, fingers pinching nose. Rifle loaded with 10 rds and open, empty shotgun 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 1** with revolvers engage P1-P4 at least once each for a total of 10 rounds. From **POS 2** with rifle engage R1-R4 as per revolver instructions. From **POS 3** with shotgun engage **any four "S"** targets.

WARM-UP - STAGE TEN - WARM-UP



10 REVOLVER

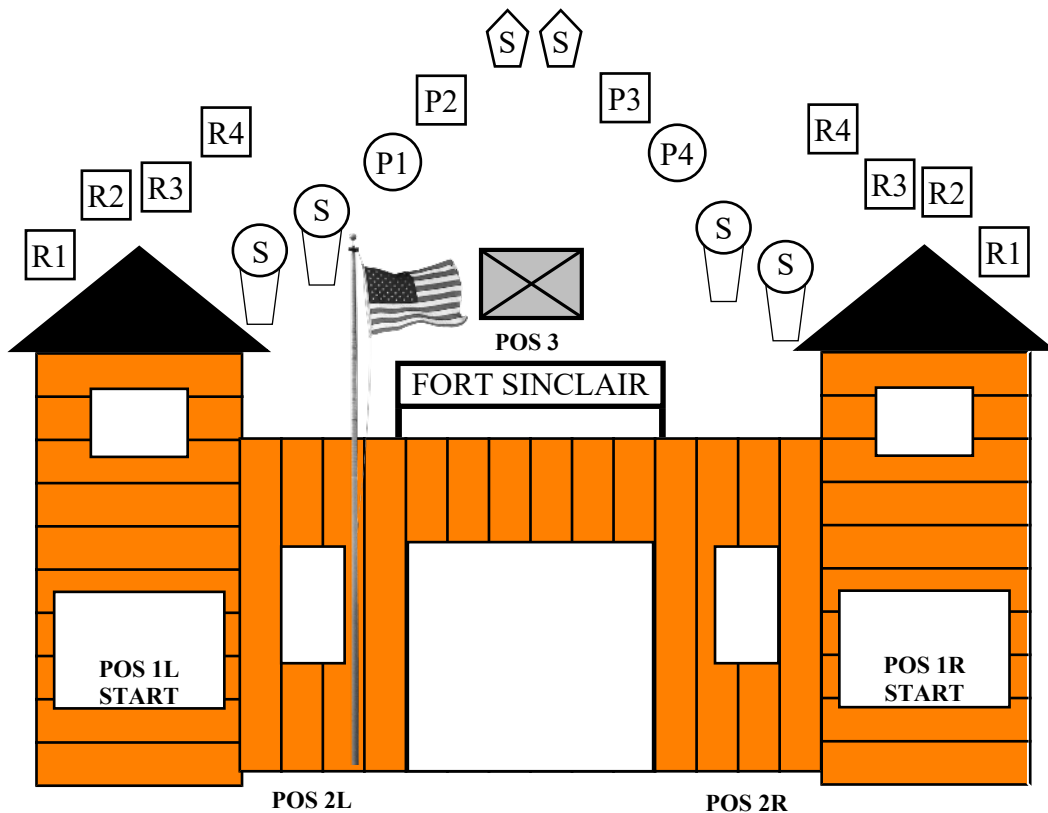
10 RIFLE

2+ SHOTGUN

START: Start at any position (**POS 1, 2L or 2R**), at the ready. Rifle loaded with 10 rds and open, empty shotgun 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 1** with rifle engage R1-R5 with two sweeps, starting on either end, **no double taps**. From **POS 2L or 2R** with revolvers repeat rifle instructions on P1-P5. From **POS 1**, with shotgun, engage any two "S" targets.

WARM-UP - STAGE ELEVEN - WARM-UP



10 REVOLVER

10 RIFLE

4+ SHOTGUN

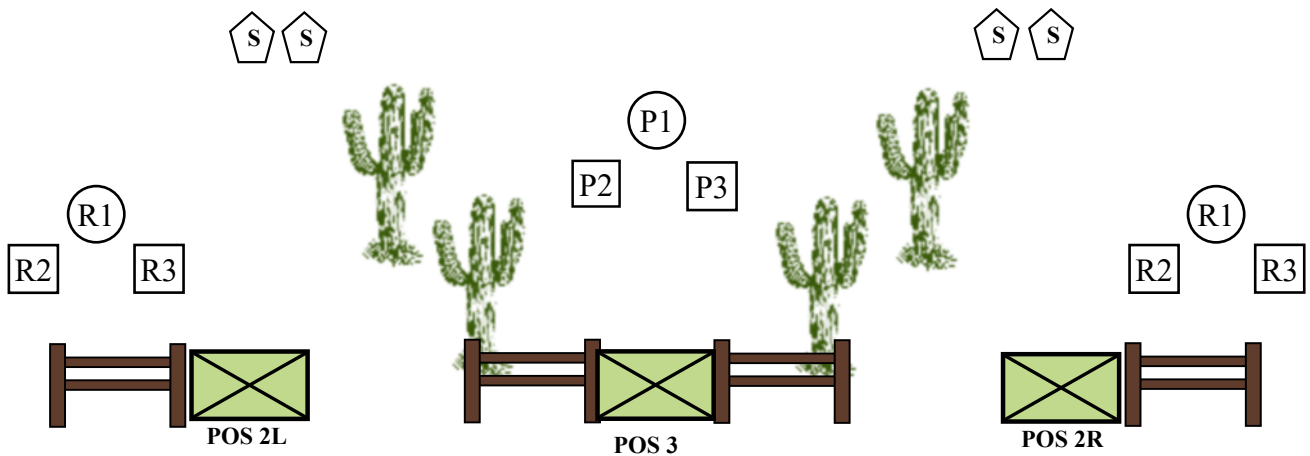
START: At **POS 1L or 1R**, at the ready. Rifle loaded with 10 rds and open, empty shotgun staged anywhere safely, **but not at POS 3**. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: From **POS 1L or 1R** with rifle engage R1 - R4 with a 10 round continuous Nevada Sweep, starting from either end. **Make rifle safe vertically.** From **POS 2L or 2R** with shotgun engage the 2 "S" targets in front. **Make shotgun safe at POS 3.** From **POS 3**, with revolvers engage P1-P4 as per rifle instructions.

NOTES: At **POS 3** Duelists may hold the shotgun, and engage revolver targets, but the shotgun butt-stock must be touching the box at **POS 3**.



WARM-UP - STAGE TWELVE - WARM-UP



10 REVOLVER

10 RIFLE

2+ SHOTGUN

START: At **POS 1L** or **1R**, rifle in hand. Rifle loaded with 10 rds. Open, empty shotgun staged safely inside Coosie's. Two revolvers loaded with 5 rds each, holstered.

ON SIGNAL: From **POS 1**, with rifle, alternate between R1 and R2 for 5 rounds, then repeat using targets R1 and R3. **Make rifle safe Vertically**. From **POS 2L** or **2R**, with shotgun, engage two "S" targets. **Make shotgun safe at POS 2L or 2R**. From **POS 3**, with revolvers, engage P1-P3 per the rifle Instructions.