COWPOKES MAY 2018 SUNDAY STAGES

Stage 1: The Depot

Pistols: 10, holstered / Rifle: 10, on box / Shotgun: 4+, on rifle crates Order: Pistol, Pistol, Rifle, Shotgun

Start facing conductor, touching ticket with both hands, in any stance

When ready say: "Tickets!"

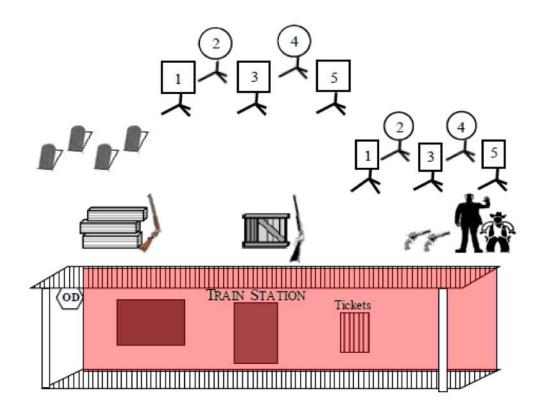
ATB, move past the conductor

Pistols: engage the 5 targets in the following

order: 1,3,5,4,2, repeat.

Rifle: repeat the pistol instructions.

Shotgun: engage the 4 targets.



Stage 5: The Livery

Pistols: 10, holstered / Rifle: 10, on hay /

Shotgun: 4+, on hay

Order: Shooter's Choice, Pistols last

Start touching saddle with both hands in front of body, in any stance

When ready say, "Saddle my horse"

ATB, move to the hay bales

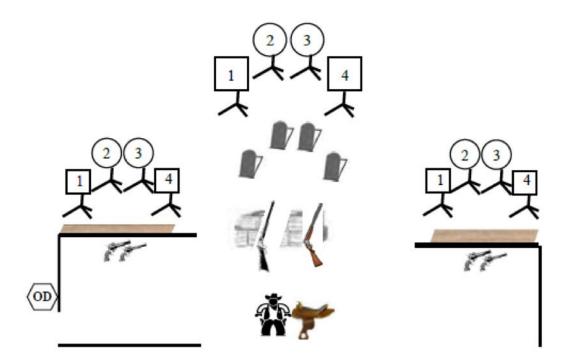
Shotgun: engage the 4 targets.

Rifle: double-tap the square targets and triple-

tap the round targets, any order.

Pistols: move to the left or right window, repeat

the rifle instructions.



Note: Targets may be shot in any order.

Stage 2: The Saloon

Pistols: 10, holstered or staged in win. 2 / Rifle: 10, in win. 2 / Shotgun: 4+, in win. 3 Order: Shooter's Choice, Shotgun last

Start with one foot touching boot rail, in any stance

When ready say: "Bartender!"

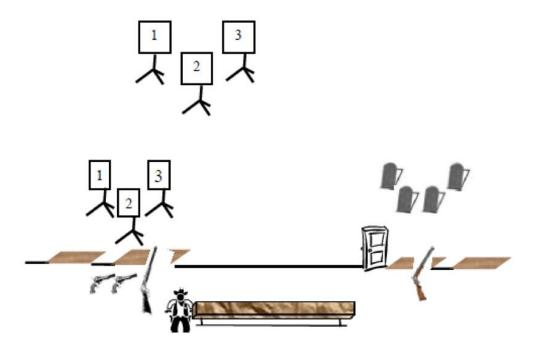
ATB, move to window 2

Pistols: engage the 3 targets in the following

order: 2,1,2,3,2, repeat.

Rifle: repeat the pistol instructions.

Shotgun: engage the 4 targets.



Note: One or both pistols may be staged or holstered & re-staged or re-holstered, regardless of how they started.

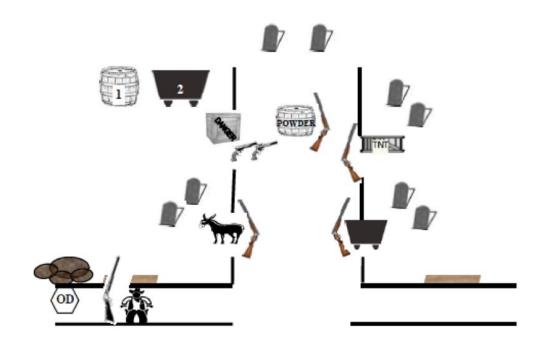
Stage 4: The Mine

Pistols: 10, holstered / Rifle: 10, in-hand / Shotgun: 6+, on mule or ore cart Order: Rifle, Shotgun, Pistol, Pistol

Start at south window in mine, rifle in-hand When ready say, "That's Nitro!"

ATB, using **rifle**, engage the 2 targets in the following order: 1,2,2,1,2,2,1,2,2,1, make safe for down-range movement.

Retrieve **shotgun**, engage <u>any 6 of the 8</u> targets. From doorway 4, using **pistols**, repeat the rifle instructions.



Note: Rifle may be discarded vertically or on the mule or cart – with barrel inside side boards.

Only two shotgun targets may be shot from each doorway. Extra shotgun shells may be staged on down-range props.

PLUS 2 MORE STAGES TO BE ANNOUNCED!!!