

IN LOVING MEMORY OF OUR PARD
BRONCO RIDER

June 2011
Annual Match
Stages

Stage 1 Bay 9

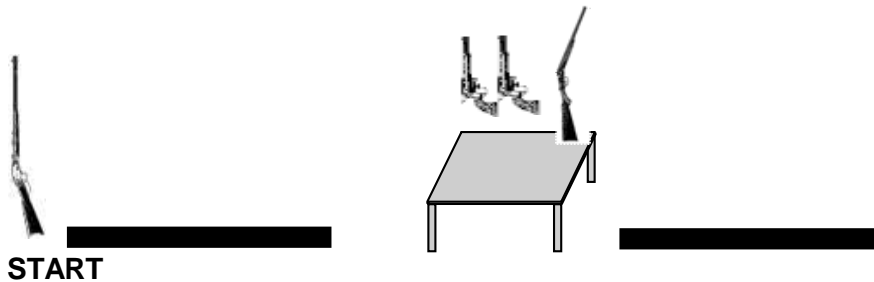
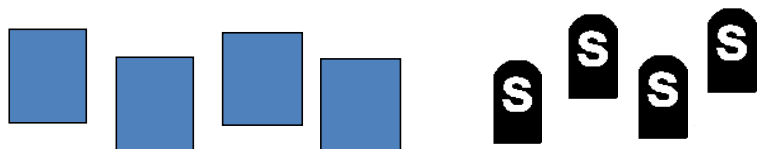
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider is helping out the Town Marshal by making a street patrol. He approaches the local gambling house when he sees bandits sneaking up the alleys to rob the place. Rather than wait for help, Bronco Rider figures he can take care of the bandits by himself.

Starting Position: Standing at the left alley opening with rifle held in both hands.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds held in both hands. Shotgun, with at least four rounds on your person, staged on the table at the center alley.

Procedure: Say "HANDS UP OR GET SHOT" and wait for the beep. ATB, engage the rifle targets in a 3-2-3-2 sweep from either direction. Move to the table and make rifle safe. Using pistols as needed, engage the pistols targets in a 3-2-3-2 sweep from either direction. Holster. Retrieve shotgun, move to right alley and engage the shotgun targets in any order. Four rounds must be fired.



Stage 2 Bay 9

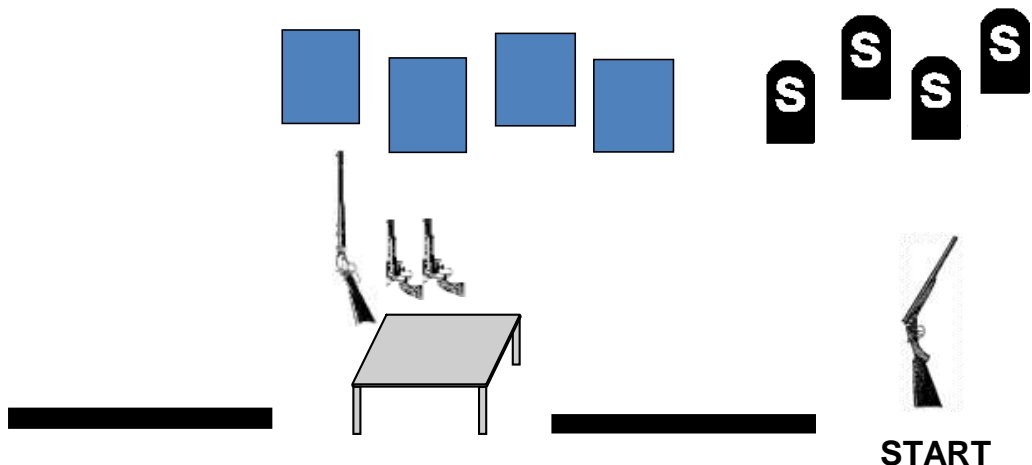
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider finds himself in a hot fight with the bandits. He knows he has to keep up his deadly fire to defeat them, but he also decides to alter his movements.

Starting Position: Standing at the right alley opening holding shotgun so that palms of both hands touch the shotgun.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on the table. Shotgun, with at least four rounds on your person, held so that palms of both hands touch the shotgun.

Procedure: Say "**BRONCO IS GOING TO WIN**" and wait for the beep. ATB, engage the shotgun targets in any order. Four rounds must be fired. Make shotgun safe on the center table and, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep from either direction. Holster. Retrieve rifle, move to the left alley and engage the rifle targets in a Lawrence Welk Sweep from either direction.



NOTE: LAWRENCE WELK SWEEP IS ONE SHOT ON FIRST TARGET, 2 SHOTS ON 2ND TARGET, 3 SHOTS ON 3RD TARGET AND 4 SHOTS

Stage 3 Bay 8

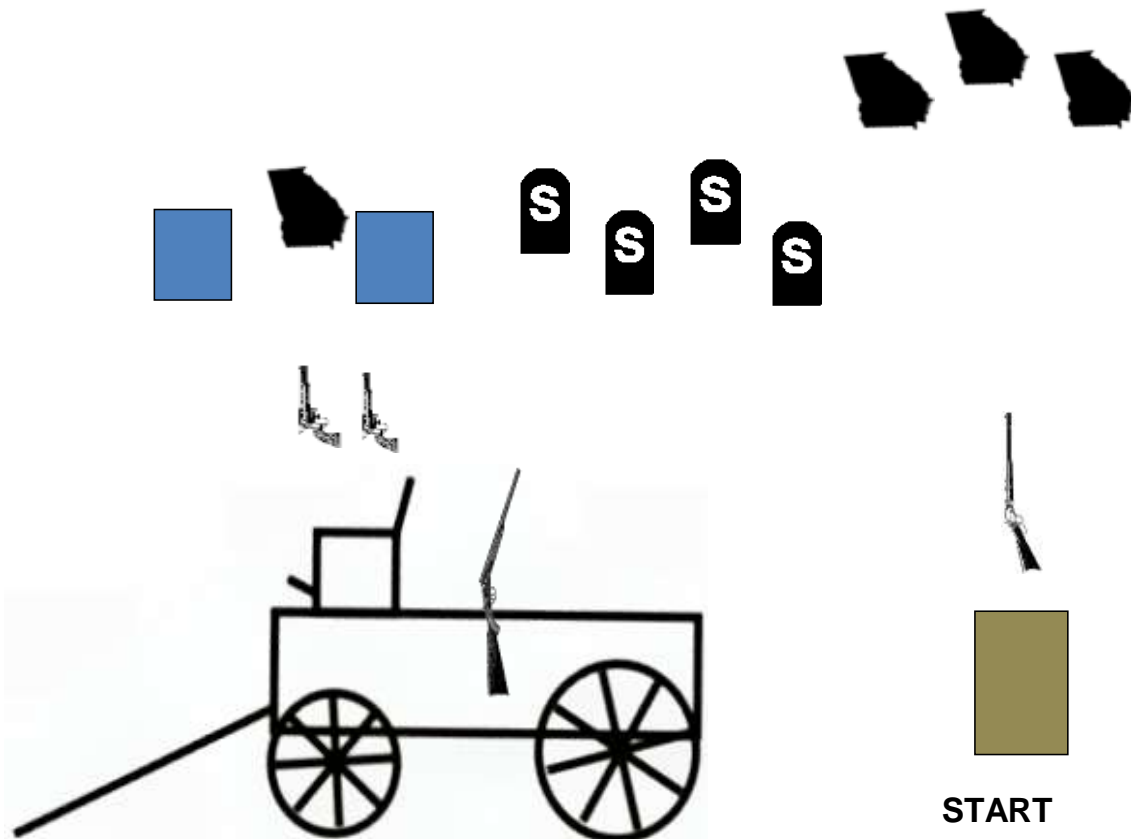
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider is hauling cargo to the DHI Ranch when one of the boxes falls off. When he stops to reload it, he notices members of the Georgia Gang approaching with guns drawn. It's a good thing he brought his rifle with him because he's going to need it to hold off that gang.

Starting Position: Standing behind the cargo box on the ground.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on cargo box. Shotgun, with at least four rounds on your person, staged on the box inside the wagon.

Procedure: Say "**YOU AINT GETTING MY CARGO**" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep from either direction. Return rifle to box. Retrieve the shotgun and engage the shotgun targets in any order. Four rounds must be fired. Return shotgun where you got it, move beside the wagon seat and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep from either direction. Holster.



Stage 4 Bay 8

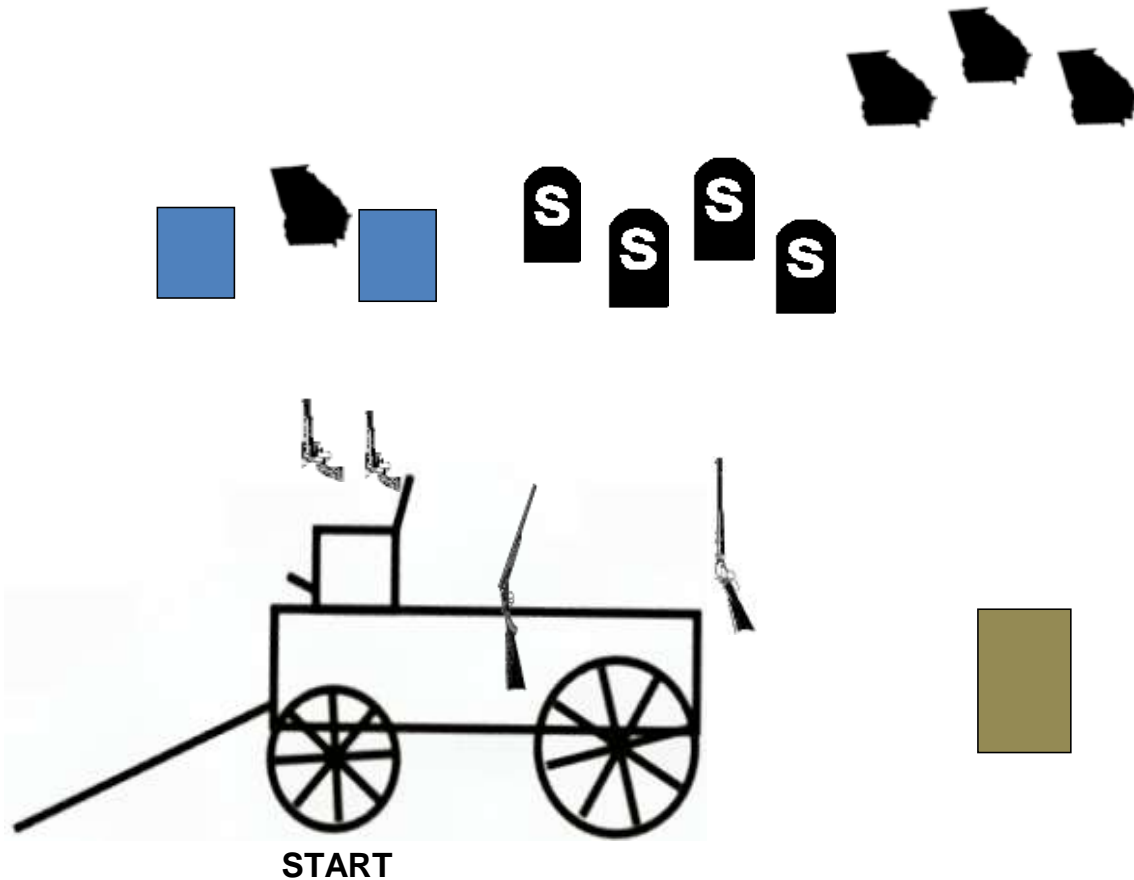
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider finds himself in a tough fight with the Georgia Gang, but he knows he's just the Cowboy to overcome the odds and win the fight.

Starting Position: Standing beside the wagon seat.

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, staged on the box inside the wagon.

Procedure: Say "**BRONCO WILL BEAT YOU**" and wait for the beep. ATB, using pistols as needed, engage the pistol targets with three rounds on the outside targets and four rounds on the center target in any order. Holster. Retrieve shotgun and engage the shotgun targets in any order. Four rounds must be fired. Make shotgun safe, retrieve rifle and, moving to the right as needed, engage the rifle targets with three rounds on each outside target and four rounds on the center target, in any order.



Stage 5 Bay 7

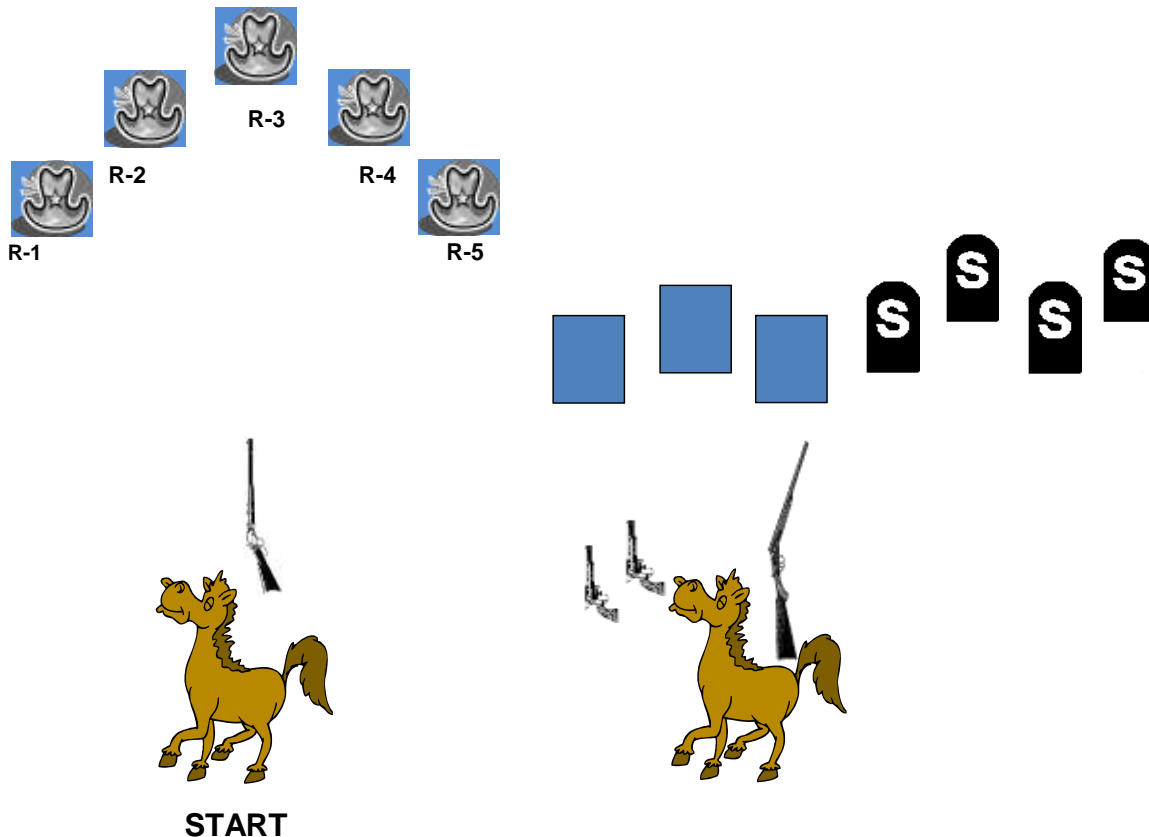
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider is leading a remount to the range camp when he runs into the Big Hat Gang looking to steal some horses. Bronco ain't going to let the gang get any DHI horses, so he dismounts and opens fire.

Starting Position: Standing behind the left horse.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the left horse. Shotgun staged on the right horse with at least four rounds on your person.

Procedure: Say "NO HORSES FOR YOU" and wait for the beep. ATB, retrieve rifle and engage rifle targets with two shots each in the following order R1, R5, R2, R4, R3. Return rifle to left horse. Move to the right horse and, using pistols as needed, engage the pistol targets in a continuous Nevada Sweep from either direction. Holster. Retrieve shotgun and, moving as necessary, engage shotgun targets in any order. Four rounds must be fired.



Stage 6 Bay 7

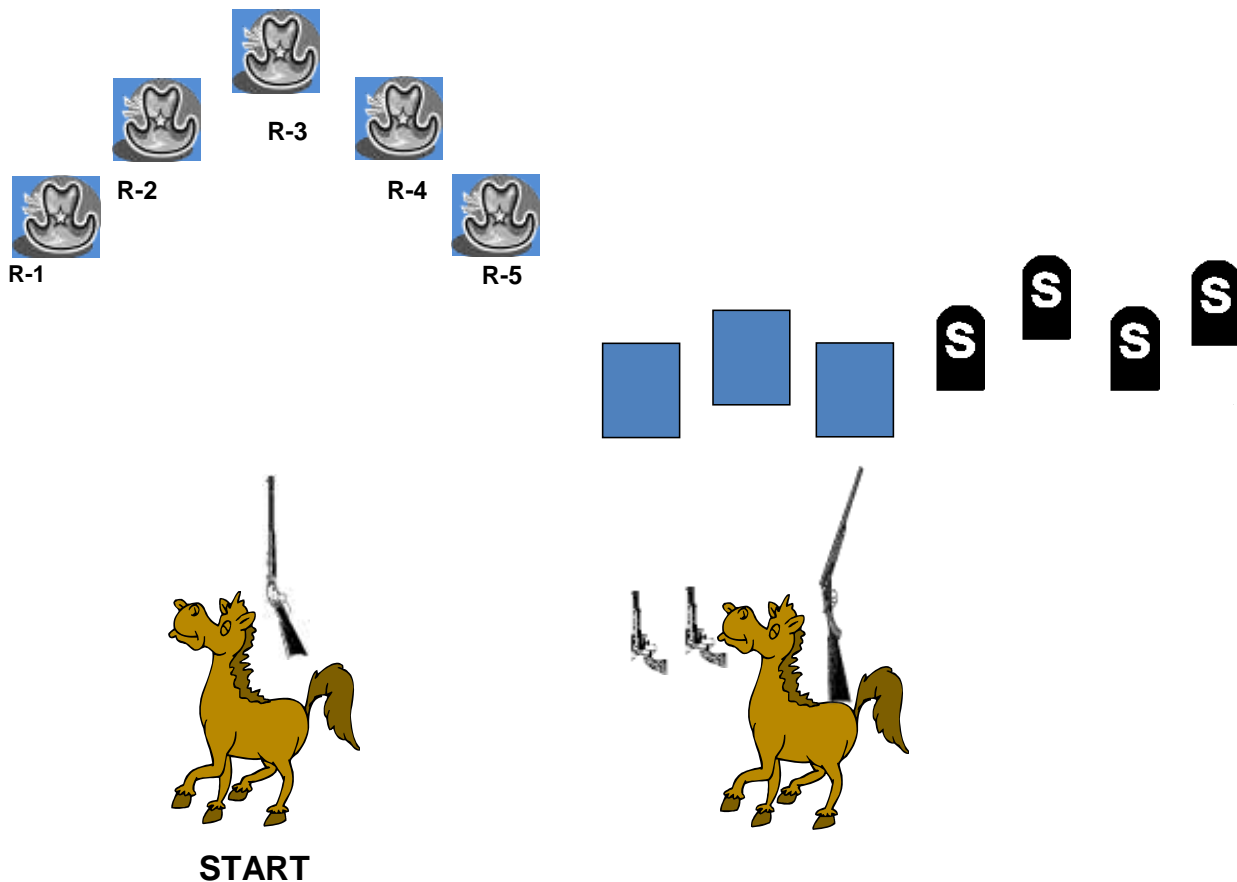
Two Revolvers and 10 Cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

Bronco Rider is doing his best to fend off the Big Hat Gang and protect the DHI horses. The only thing he can do is keep shooting fast and accurate.

Starting Position: Standing behind the left horse.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the left horse. Shotgun staged on the right horse with at least four rounds on your person.

Procedure: Say "**BRONCO NEVER GIVES UP**" and wait for the beep. ATB, retrieve rifle and engage rifle targets in a Nevada Sweep from either direction. Return rifle to left horse. Move to the right horse and, using pistols as needed, engage the pistol targets with at least three rounds on each in any order. Holster. Retrieve shotgun and, moving as necessary, engage shotgun targets in any order. Four rounds must be fired.



Stage 7 Bay 6

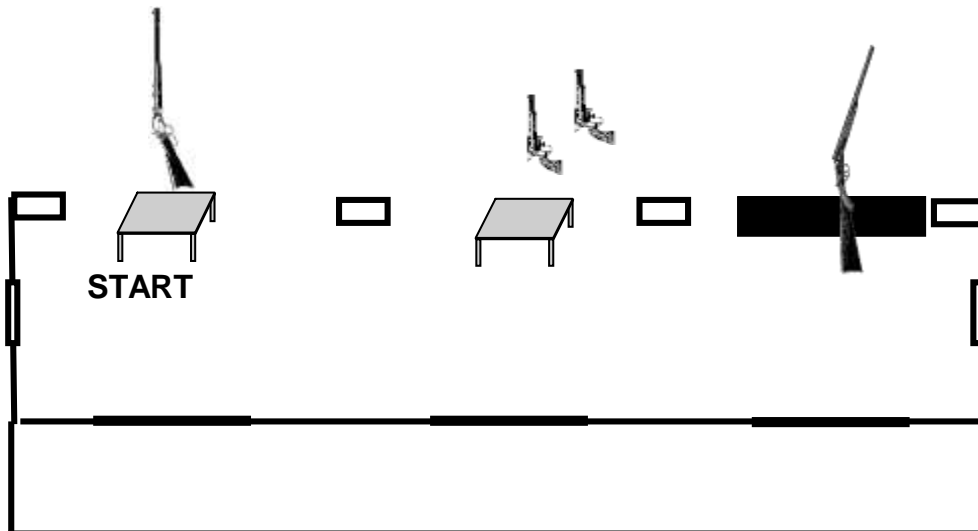
Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider stops by the local saloon to get a cool refreshment, but finds a gang of card sharps trying to rob the place. It's a good thing Bronco has his guns with him to stop this robbery.

Starting Position: Standing with both feet behind the left table.

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

Procedure: Say "**BRONCO IS GOING TO STOP YOU**" and wait for the beep. ATB, retrieve rifle and starting on either end, sweep the rifle targets with 2 rounds on each blue target and 3 rounds on each white target. Return rifle to table. Move to the center table and, using pistols as needed, starting on either end, sweep the pistol targets with 2 rounds on each blue target and 6 rounds on the white pistol target. Holster. Retrieve shotgun and engage the shotgun targets in any order. Four rounds must be fired.



Stage 8 Bay 6

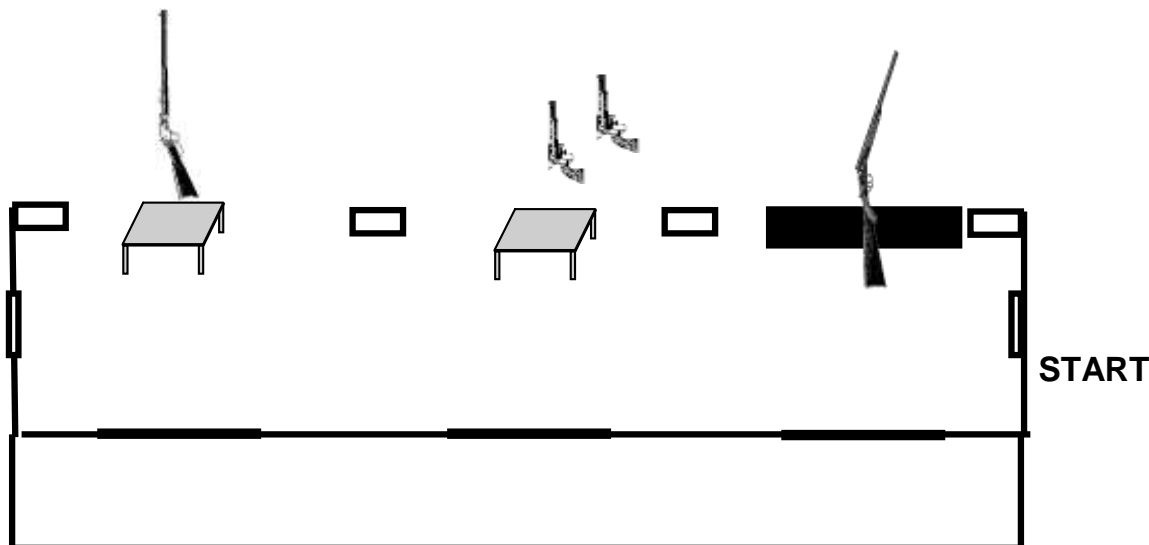
Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Bronco Rider is in a tough fight with the card sharps, but he's a tough man and knows he will prevail in the end.

Starting Position: Standing outside the right door with hands on door jamb.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged on the left table. Shotgun, with at least four rounds on your person, staged on the bar.

Procedure: Say "**BRONCO WILL PREVAIL**" and wait for the beep. ATB, retrieve shotgun and engage the shotgun targets in any order. Four rounds must be fired. Return shotgun to bar. Move behind the center table and with first pistol engage the pistol targets in a 2-1-2 sweep from the left. With second pistol engage the pistol targets in a 2-1-2 sweep from the right. Holster. Retrieve rifle and engage the card suit targets with two sweeps from either direction.



Stage 9 Bay 4

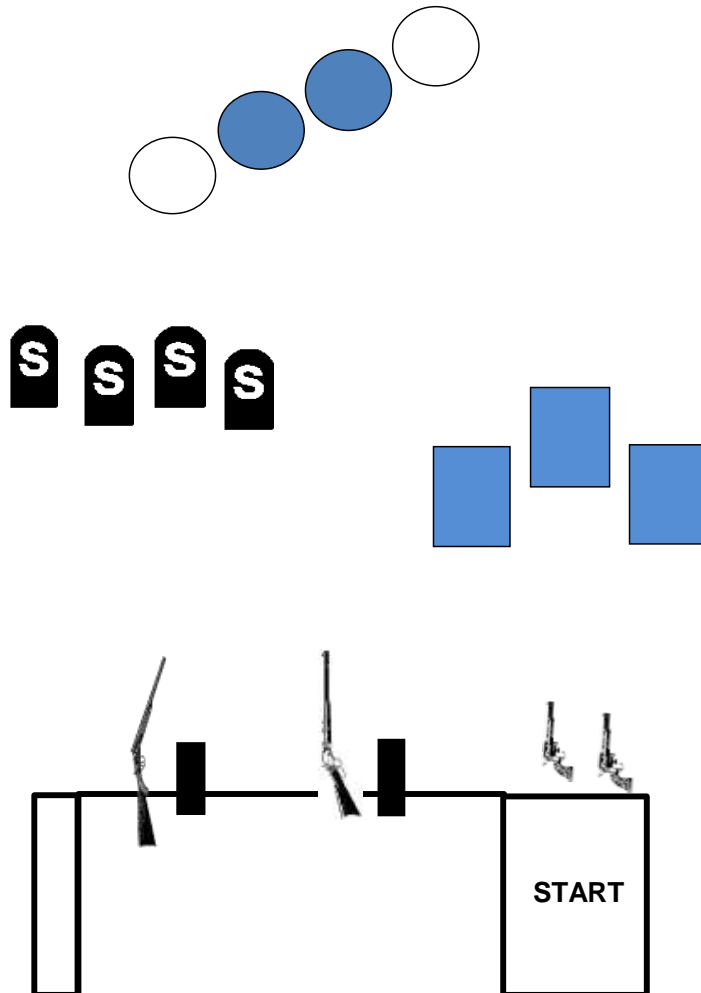
Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Bronco Rider is taking a train to visit his family. He's on the back deck of the passenger car when he spots the infamous Circle Gang riding hard toward the train to rob it. He's not about to just stand by and get robbed by those bandits, so he takes aim and starts firing.

Starting Position: Standing on the back deck with hands on the side rail.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged in the right window tray. Shotgun, with at least four rounds on your person, staged in the left window tray.

Procedure: Say "**NOBODY ROBS BRONCO**" and wait for the beep. ATB, using pistols as needed, shoot each pistol target at least three times. Holster. Retrieve rifle and engage the rifle targets in a front to back Cat Herders Sweep. Return rifle to tray. Retrieve shotgun and engage the shotgun targets in any order. Four rounds must be fired. **NOTE: A Cat Herders Sweep is shot as a Nevada Sweep with double taps on the end targets.**



Stage 10 Bay 4

Two Revolvers and 10 Cartridges, Rifle and 8 Cartridges, Shotgun and 4 + Shells

Bronco Rider is taking another train back to the DHI Ranch. In gratitude for his actions on the previous train ride, Bronco gets to act as the engineer. He looks out the window and sees a band of hostiles riding towards and shooting at the train. Here he goes into action again to save the day.

Starting Position: Standing next to the engine window.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 8 rounds staged in the engine tray. Shotgun, with at least four rounds on your person, staged on the tender shelf.

Procedure: Say "**TRAINS ARE TOO DANGEROUS**" and wait for the beep. ATB, retrieve rifle and shoot each rifle target twice in any order. Return rifle to tray. Move to the Tender and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster. Retrieve shotgun and engage the shotgun targets in any order. Four rounds must be fired.

