

*September 2011*  
*Monthly Match*  
*Stages*

## Stage 1 September 2011

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

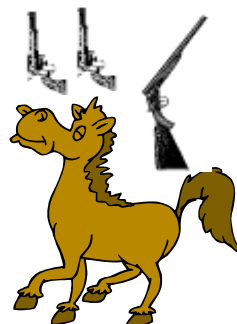
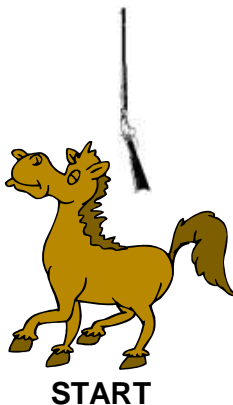
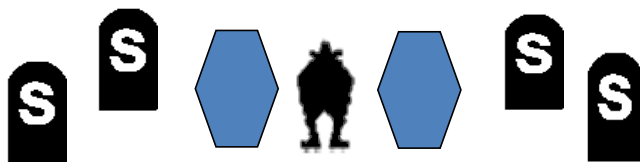
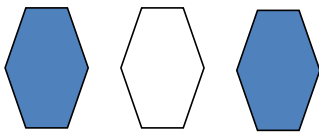
Pig Iron Lane, while taking a spare mount to the range camp, stops to rest awhile. While checking the mounts, he sees the Coffin Gang approaching. Several of the gang are riding double, so he knows they want his mounts but he ain't about to let that happen.

**Starting Position:** Standing behind the left horse.

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

**Procedure:** Say "**I'II STOP YOU**" and wait for the beep. ATB, retrieve rifle and engage rifle targets in a Nevada Sweep from either direction. Return rifle to left horse and move to the right horse.

Using pistols as needed, engage the pistol targets in a **continuous** Nevada Sweep from either direction. Holster. Retrieve shotgun and engage shotgun targets in any order.



## Stage 2 September 2011

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

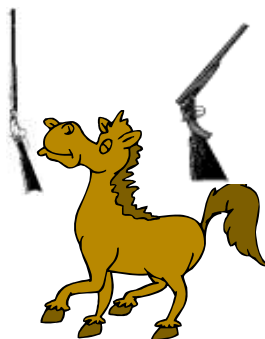
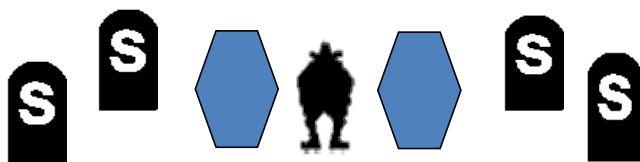
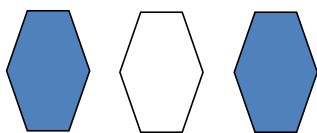
Pig Iron is holding his own against the Coffin Gang. All he has to do is pour on more accurate lead to stop those horse thieves.

**Starting Position:** Standing behind the left horse with rifle held in both hands.

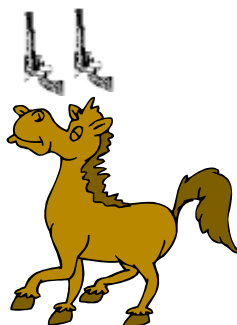
**Staging:** Two pistols loaded with five rounds each and holstered, rifle, loaded with 10 rounds, held in both hands, and Shotgun, with at least four rounds on your person, staged on the left horse.

**Procedure:** Say "I SAID STOP" and wait for the beep. ATB, engage rifle targets with two 2-1-2 sweeps from either direction. Return rifle to left horse, retrieve Shotgun and engage the left two shotgun targets in any order. **Any left side shotgun misses must be made up at the left horse.** Put shotgun on the **right** horse.

Using pistols as needed, engage the pistol targets with two 2-1-2 sweeps from either direction. Holster. Retrieve shotgun and engage the right two shotgun targets in any order.



START



### Stage 3 September 2011

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

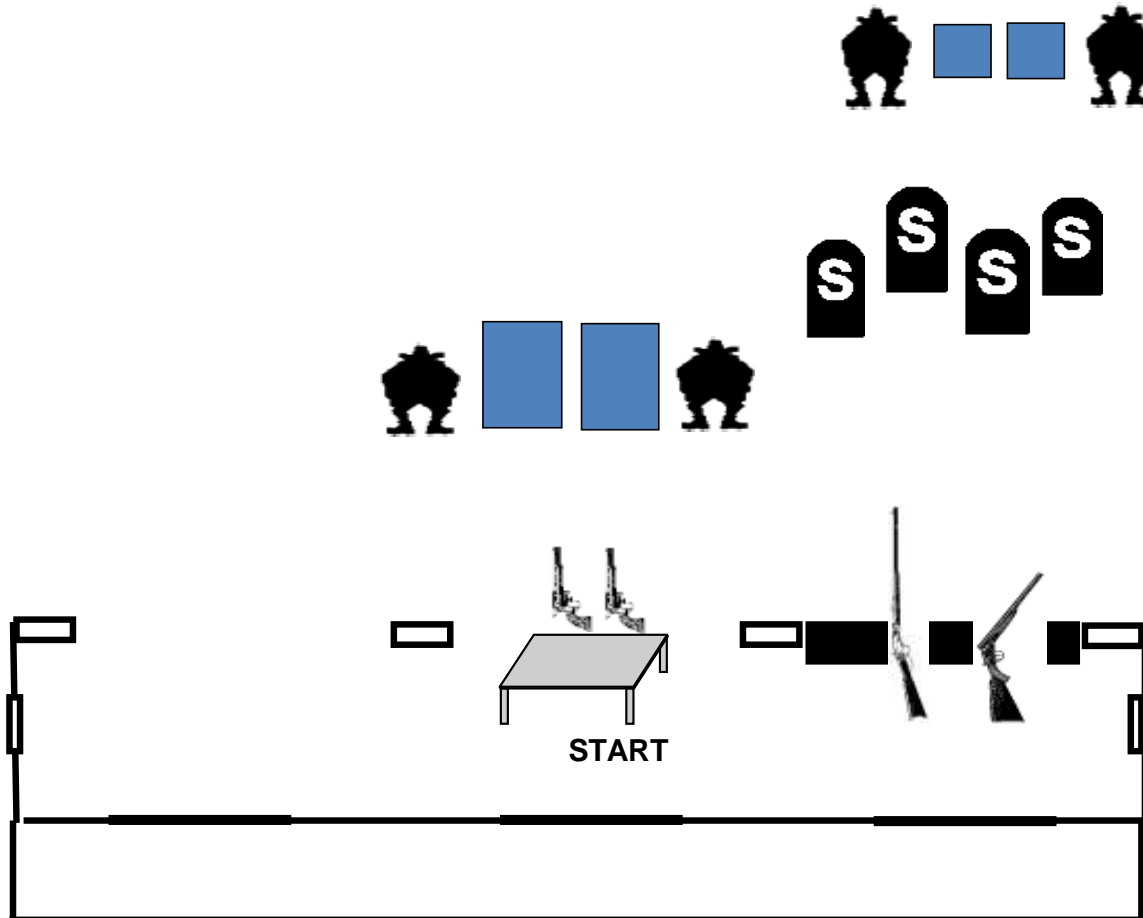
GA Slayer visits the prairie store and saloon to pick up supplies, when he sees the infamous Cowboy Gang approaching with drawn guns to rob the store. He takes decisive action to stop the gang.

**Starting Position:** Standing behind the center table with hands on hat.

**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, both staged on the bar.

**Procedure:** Say "I'M GOING TO STOP YOU" and wait for the beep. ATB, using pistols as needed, shoot each cowboy target twice and each rectangle target three times in any order. Holster.

Move to the bar, retrieve rifle and shoot each cowboy target twice and each square target three times in any order. Return rifle to bar, retrieve shotgun and engage the shotgun targets in any order.



## Stage 4 September 2011

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

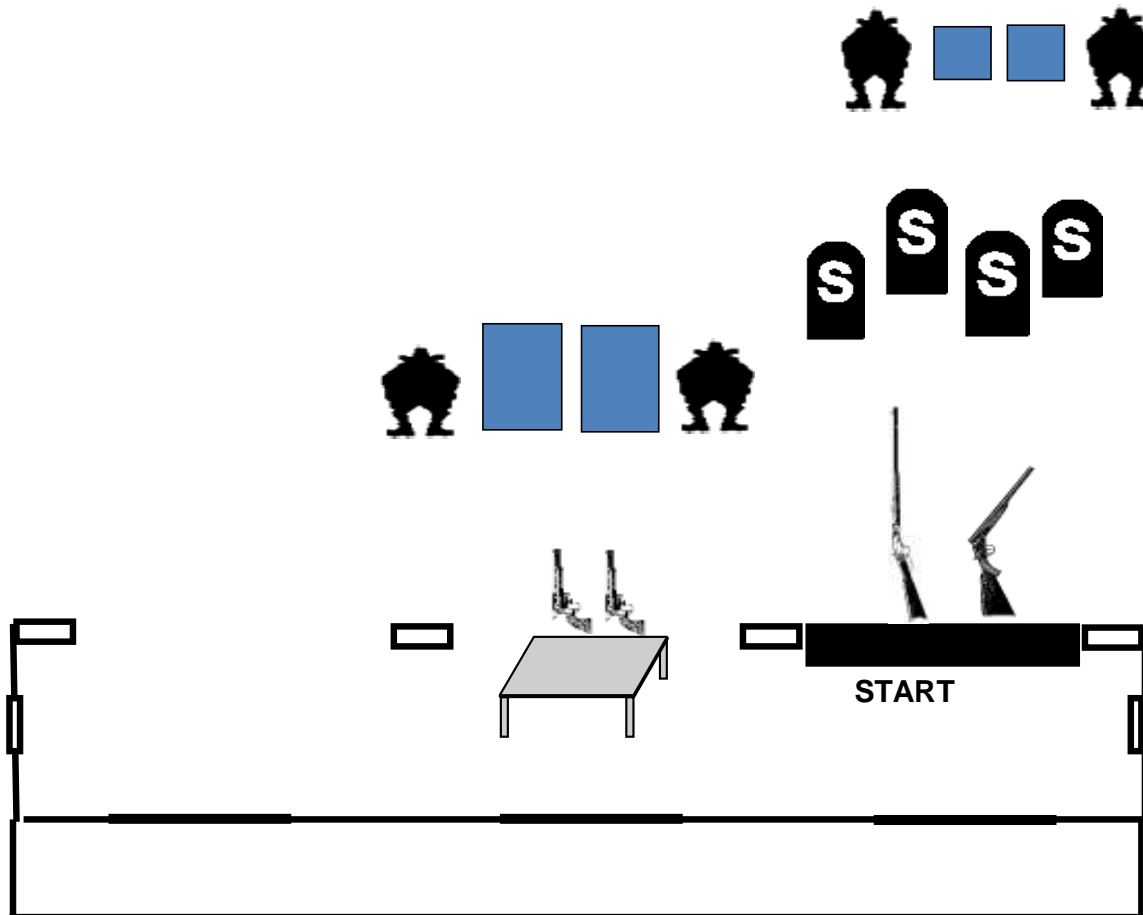
GA Slayer is making a good stand against the Cowboy Gang, but he has to keep up the fire to finish driving them off.

**Starting Position:** Standing behind the bar.

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

**Procedure:** Say "I'M NOT DONE" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a Lawrence Welk Sweep starting from either direction. Return rifle to bar, retrieve Shotgun and engage the shotgun targets in any order. Return Shotgun to bar.

Move to the center table and, using pistols as needed, engage the pistol targets in a Lawrence Welk Sweep starting from either direction. Return pistols to table.



## Stage 5 September 2011

**Two Revolvers and 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 2 + Shells**

Easy Rider is using the ranch wagon to pick up his gal Pearl, when he's set upon by the pesky Circle Gang. Easy ain't about to be late for his date with Pearl, so he acts fast to stop the gang.

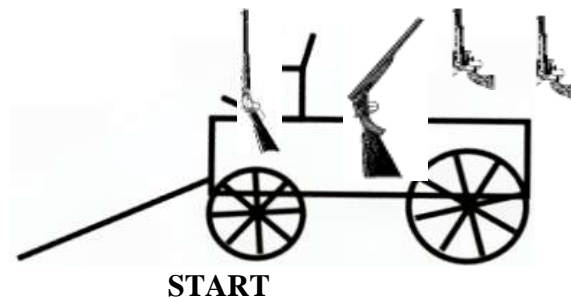
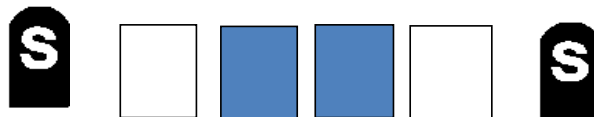
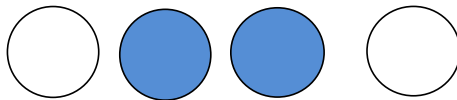
**Starting Position:** Standing beside the wagon seat.

**Staging:** Two pistols loaded with five rounds each and holstered. Rifle, loaded with 10 rounds, staged on the wagon seat. Shotgun, with at least two rounds on your person, staged on the cargo box in the bed of the wagon.

**Procedure:** Say "**I'VE GOT A DATE**" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a Cat Herders Sweep\*. Return rifle to wagon seat and move to the bed of the wagon.

Using pistols as needed, engage the pistol targets in a Cat Herders Sweep\*. Holster. Retrieve shotgun and engage the shotgun targets in any order.

\* A **Cat Herders Sweep** is shot as a NEVADA SWEEP with DOUBLE TAPS on the END TARGETS ONLY.



## Stage 6 September 2011

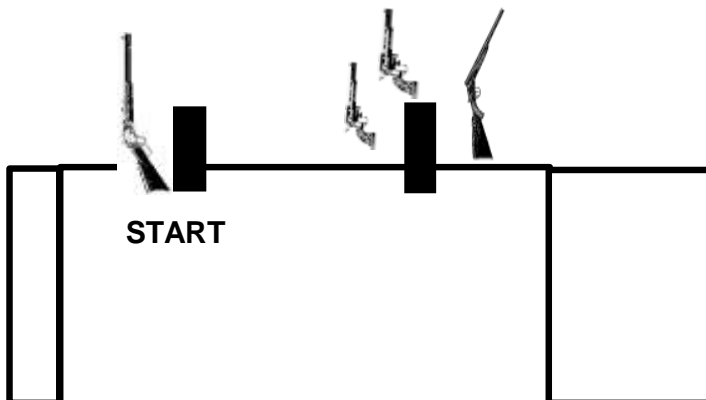
### Two Revolvers, 10 Cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

Sheriff Tuco is on the train to Yuma to pick up a prisoner for trial in Griffin. While looking at the scenery, Tuco spots the Big Hat Gang riding hard towards the train and shooting at the passenger car. Sheriff Tuco has to act fast to stop the attack on the train.

**Starting Position:** Standing at the left window with hands on the window sill.

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

**Procedure:** Say "**THIS TRAIN DON'T STOP**" and wait for the beep. ATB, retrieve rifle and engage the rifle targets in a double tap Nevada Sweep. Return rifle to left tray. Move to the right window and, using pistols as needed, engage the pistol targets in a double tap Nevada Sweep. Holster. Retrieve shotgun, move to the rear platform and engage the shotgun targets in any order.



## Sidematch Stage September 2011

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

**Starting Position:** Standing at the left window 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 in the right window tray.

**Procedure:** Say "LET'S SHOOT" and wait for the beep. ATB, use rifle to engage the rifle targets in a 3-4-3 Sweep from the **left**. Place rifle in the left tray. Move to the right window and, using pistols as needed, engage the pistol targets in a 3-4-3 Sweep from the **left**. Holster.

Retrieve shotgun, move to the rear platform and engage the shotgun targets in any

