

# Stage # 1



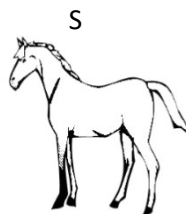
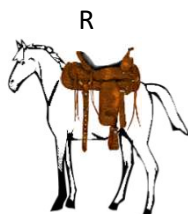
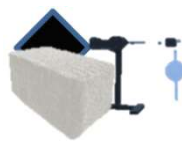
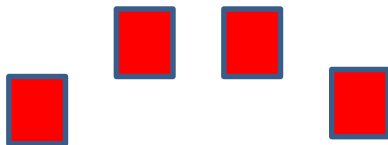
## Let 'Er Buck!

### 10 Pistol, 10 Rifle, 2+ Shotgun

**Staging:** Pistols holstered loaded with 5 rounds each. Rifle loaded 10 rounds in the scabbard. Shotgun staged on the gun horse

**Starting Position:** Shooter sitting on saddle holding reins in hands. When ready, say "Let 'Er Buck".

**Procedure:** At buzzer, Shooter pulls rifle and engages the 4 rifle targets in a Hoot sweep, make rifle safe in scabbard. Move to the Horse and with Shotgun, engage the activator and knock off plate. Move to table and with pistol, engage the 4 pistol targets with a Hoot sweep starting on either end. \*Hoot sweep is single tap outside target, double tap inside targets twice each, then single tap other outside target





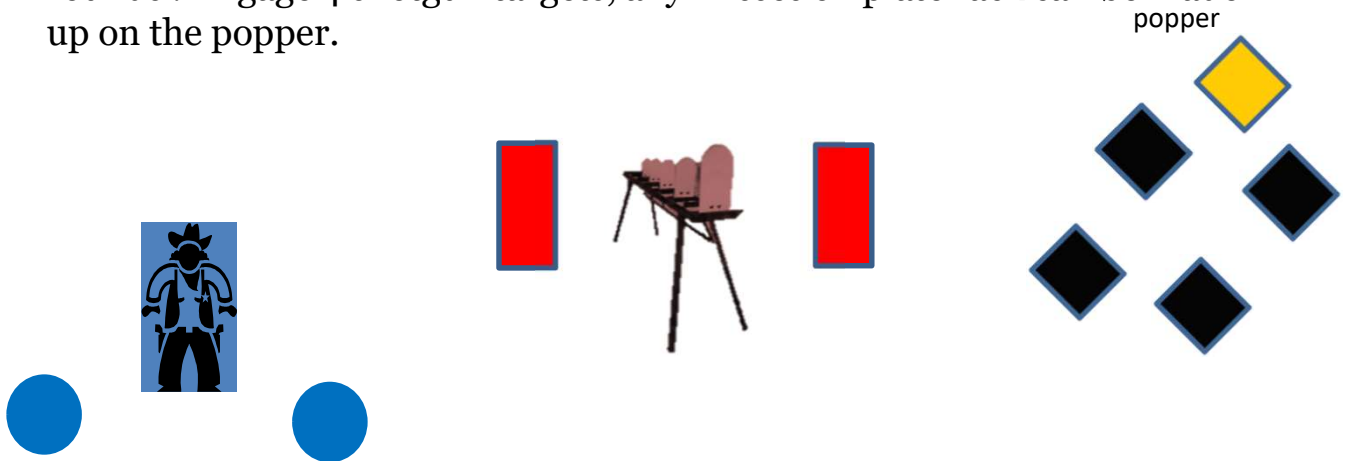
## Stage # 2

*While my guitar gently sleeps*  
**10 Pistol, 10 Rifle, 4+ Shotgun**

**Staging:** Pistols holstered loaded with 5 rounds, Rifle loaded with 10 rounds staged on guitar stand, Shotgun staged on horse

**Starting Position:** Shooter starts both hands touching guitar body. When ready say, “**Still my Guitar gently weeps**”:

**Procedure:** at buzzer, with rifle, alternate between plate rack and either left or right rifle target, make rifle safe in guitar stand. Misses on the tombstone rack can be made up at the end with shotgun. Move to horse with pistol, alternate between center and either outside target for 10 rounds . Engage 4 shotgun targets, any misses on plate rack can be made up on the popper.



# Stage #3

No chicken for you

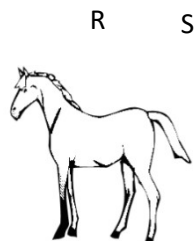
10 Pistol, 10+1 Rifle 4+ shotgun



**“Staging:** Pistols holstered with 5 rounds each, Rifle loaded with 10 rounds on left horse, Shotgun staged on right horse.

**Starting Position :** Shooter stands facing up range, When ready says “*No chicken for you*”

**Procedure:** At buzzer with pistols triple tap center then single tap outside targets, repeat instructions. With shotgun knockdown 2 shotgun targets on right, then move to horse, knockdown two shotgun targets. With rifle triple tap R1 then double tap R2 and R3 then single tap R4,R5,R6



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# Stage # 4



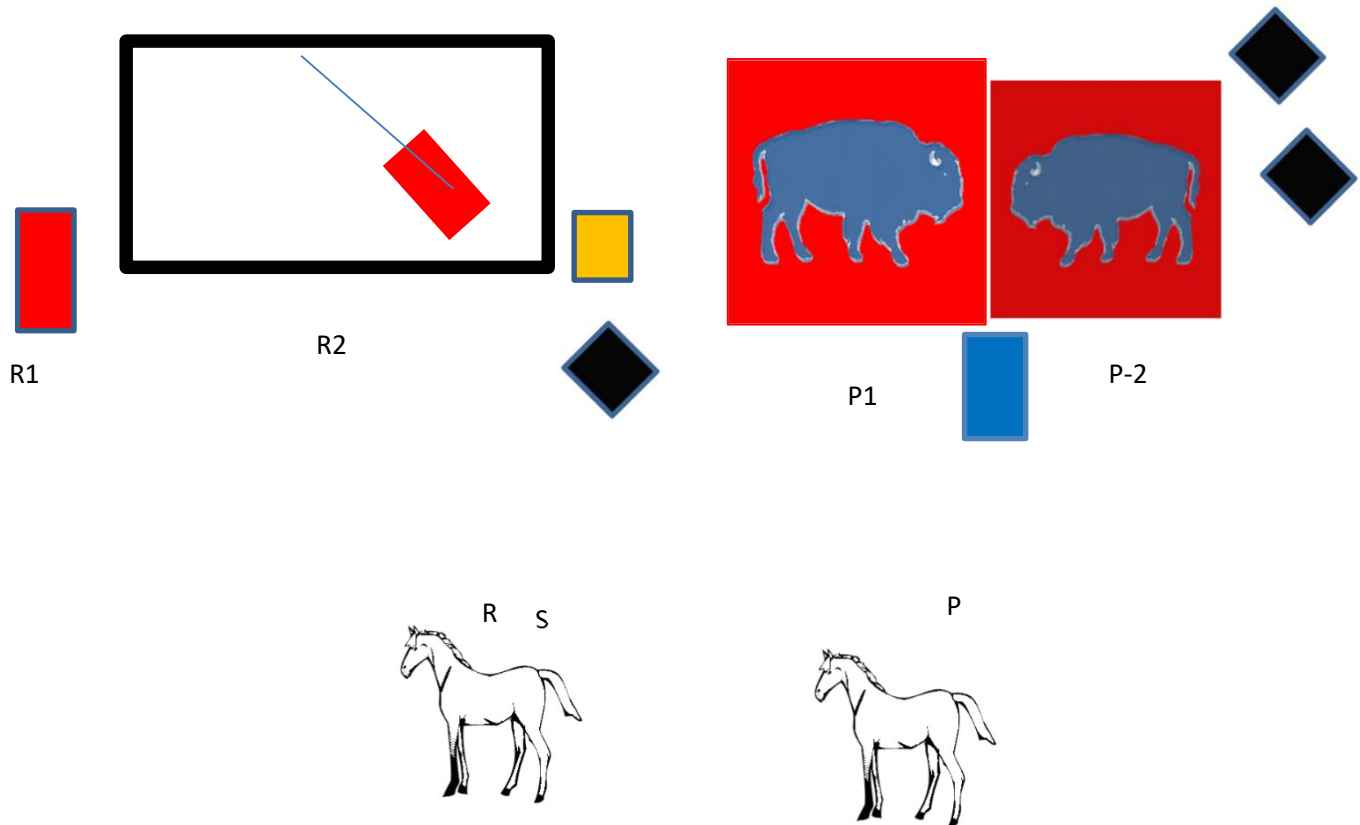
## Ghost riders in the Sky

**10 Pistol, 10 Rifle, 4+ Shotgun**

**Staging:** Pistols holstered with 5 rounds each, rifle loaded with 10 rounds staged on left horse, shotgun staged on right horse

**Starting Position:** Standing at the left gun horse, shotgun held safe. When ready says “Yipie I oh, Yipie I ay”.

**Procedure:** At the buzzer, engage activator and shotgun target, With Rifle, engage Rifle/Pistol targets at least twice no double taps Move to right horse and knockdown two remaining targets. With pistols engage Bison targets and rectangle at least three three times no multi taps



# Stage # 5



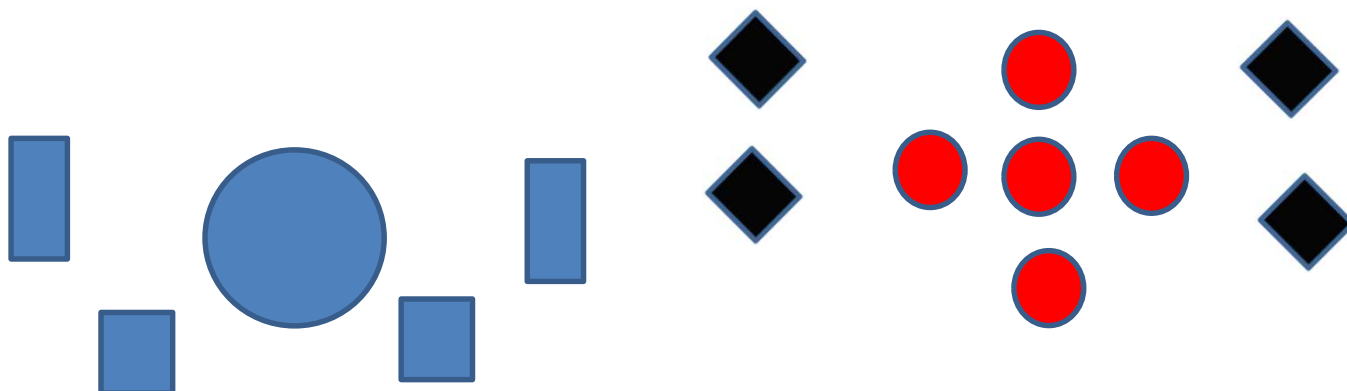
## I'm your Hucke Bearer

**10 Pistol, 10 Rifle, 4+ Shotgun**

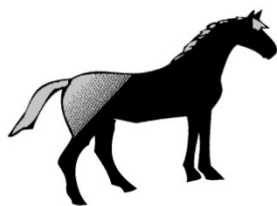
**Staging:** Pistols holstered loaded with 5 rounds each, Rifle loaded with 10 rounds on either horse, Shotgun on right horse

**Starting Position:** Shooter starts at left horse, When ready, say, "I'm your Hucke Bearer"

**Procedure:** At the buzzer, with pistol starting on circle, Nevada sweep left or right for 5 rounds, then repeat instructions in opposite direction. Move to rifle and engage targets in a horizontal Nevada sweep for 5 rounds starting on either side and then a horizontal Nevada starting at top or bottom. With the shotgun, engage the 4 shotgun targets any order



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