

Stage # 1 Christmas Cheer



10 Pistol, 10 Rifle, 4+ Shotgun

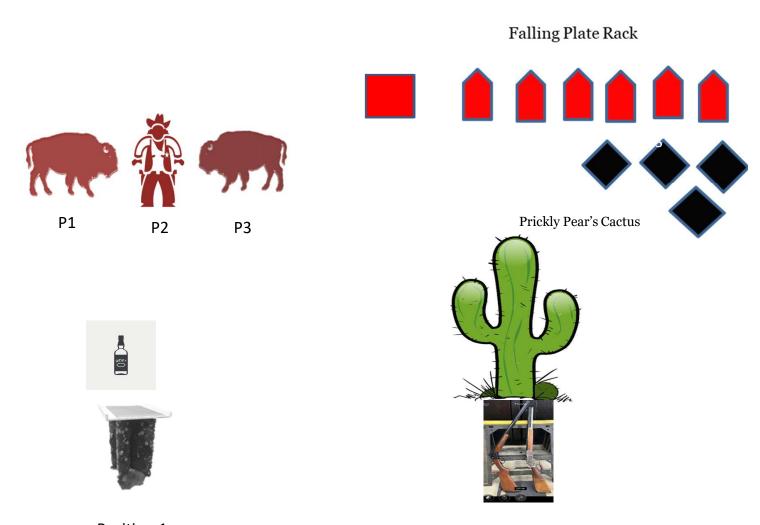
Staging Pistols loaded with 5 rounds each holstered, long guns staged safely Starting position; Standing at position 1, holding whiskey bottle. When ready shooter may says, "It's because I'm green, isn't it?"

ATB: place bottle on table

Pistols; Put one shot on the cowboy and double tap each Bison, any order With 2nd gun repeat instructions. Move to Cactus

Rifle: Knock down the 6 plates on the falling plate rack. Put any remaining shots on the square. 5 Second bonus if shooter knocks down the 6 plates with the first 6 shots. Any plates left standing are a miss. Missing shots on the big square is counted as miss. Must fire 10 rounds. Make rifle safe

Shotgun; Knock down the 4 shotgun targets in any order.



Position 1



Stage # 2 Uninvited Christmas Guest



10 Pistol, 10 Rifle, 4 + Shotgun

Chief Two Bears Fornicating comes for Christmas uninvited and crashes the party *Staging* anywhere safely, pistol holstered

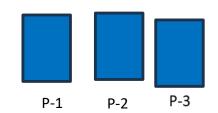
Starting position: Shooter starts standing behind the gun horse with both hands touching hat brim. When ready shooter yells "Guests, like Fish, begin to smell after three days"

ATB: Shotgun knockdown 4 shotgun,

Rifle Engage R targets in a R2,R2,R1,R2,R3 sweep, from either direction, then repeat instructions for next 5 rounds

Pistol Engage P targets in a P2,P2,P1,P2,P3 sweep, from either direction, then repeat instructions for next 5 rounds















Stage # 3 The Black Bart Gang



10 Pistol, 10 Rifle, 4 + Shotgun

Ralphie finally got his new Red Ryder BB gun for Christmas. He was out practicing shooting at tin cans when along come the Black Bart Gang. Ralphie, as his family cowers, defends home and hearth with his Red Ryder BB gun.

Staging Rifle on Table at position 1

Shotgun on Table at position 1

Pistols holstered

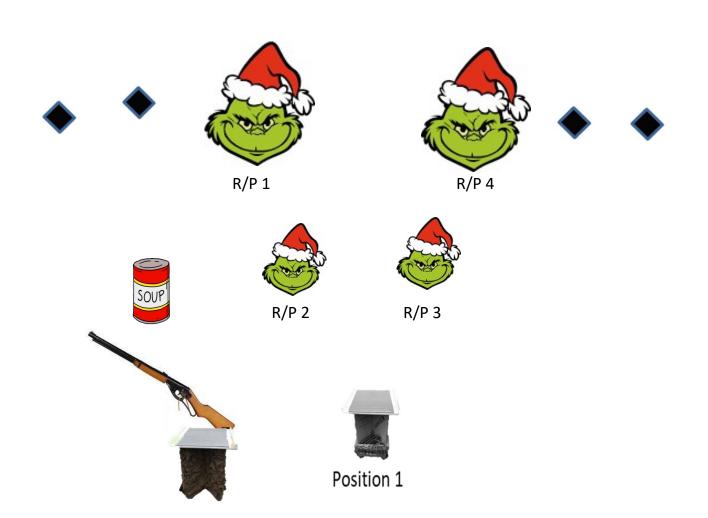
Starting position; Standing behind the table, holding loaded and cocked Red Ryder BB Gun at the cowboy ready position, when ready shooter says "**Take this Black Bart.**"

ATB With BB gun knock over can for a 5 second bonus. Make BB gun safe on table. Move to position 1, Pick up rifle and with rifle double tap R/P2 and R/P3 first, then single tap R/P1 and R/P4 then double tap R/P2 and R/P3 for 10 shots. No specific order on the double and single taps. make rifle safe

*SHOOTERS CHOICE SHOTGUN OR PISTOL

With pistol, repeat rifle instructions.

Pick up Shotgun and Knock down the 4 shotgun targets.





Stage # 4 Shoot out the balls



You just decorated the Christmas tree and were about to light it up and asked the family for a drum roll. When the tree didn't light, you lost your cool and shot out the bulbs.

10 Pistol, 10 Rifle, 4 + Shotgun

Staging: Pistols holstered, long guns staged safely

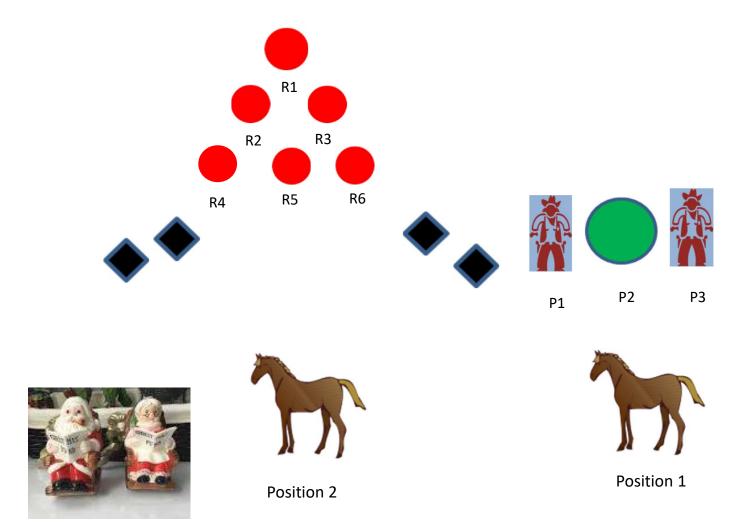
Starting Position: Standing behind position 1or 2, hand(s) on Holstered Pistol(s) When ready shooter says; "**Here goes nothing**"

<u>ATB:</u>)

Pistol: first 5 rounds shoot P1 first and then triple tap P2 and single tap P3. With 2nd 5 shots repeat instructions, holster pistols and move to gun horse 2,

Rifle: place 3 shots on R1, place 2 shots on R2 and R3 and place one shot on R4 R5 and R6. This can be shot in any order. Make rifle safe on gun horse

Shotgun: knock down the 4 shotgun targets in any order.





Stage # 5

Frosty the Snowman



The kids built a snowman but did not have any coal or buttons to decorate it. You decide to help decorate him with some lead.

10 Pistol, 10 Rifle, 2 + Shotgun

<u>Staging:</u> Pistols loaded 5 rounds each holstered. Long guns stage safely **Starting Position**; Shooter standing in front of the snowman Hands on belt. When ready shooter says, "Let's decorate Frosty!"

ATB:

Pistol: Put your first shot on the top small circle and then double tap the the large middle circle, finish with a double tap on the large bottom circle. With the 2nd pistol repeat the sweep but from the bottom this time. Double tap bottom, double tap middle and finish with on shot on the top small circle.

Rifle shoot the following order 1-2-2-3-3-4-3-3-2-2.

rifle safe on table and move to gun horse.

Shotgun and knock down the 2 SG targets in any order.

