

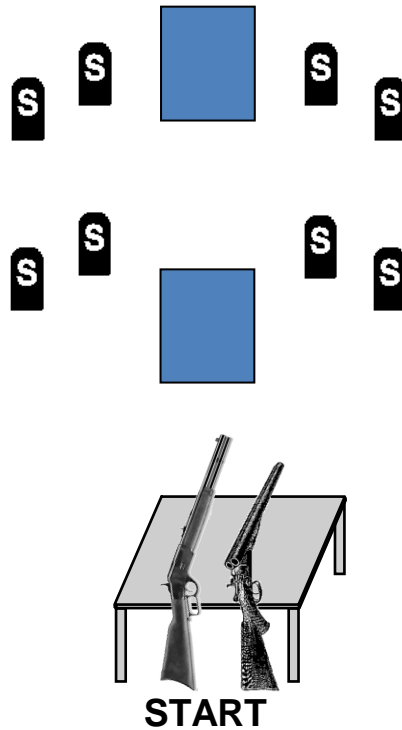


August 2020 Stages

FEATURING
RAINMAKER IS
BROKEN AGAIN

Compliments of The Rainmaker

Stage 1, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun ?

Staging: Rifle loaded with 10 rounds, staged on the table
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on the table

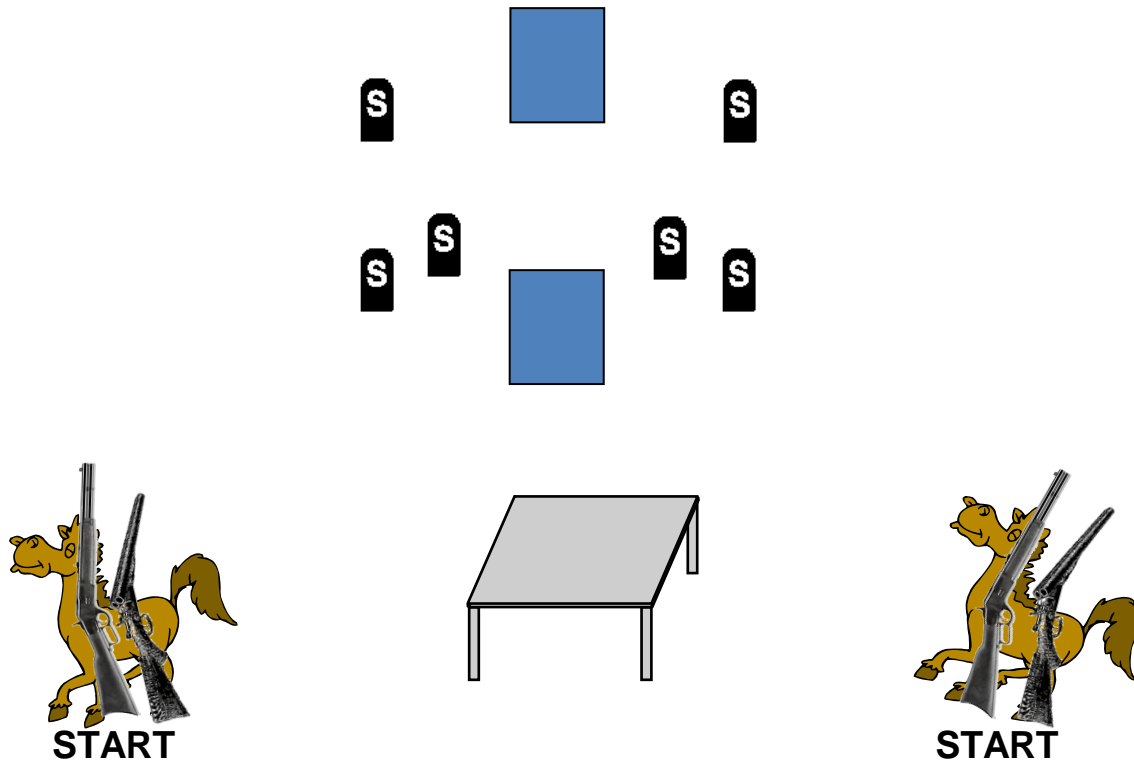
Start: Standing behind table, hands at low surrender.

Procedure: Say “**He wants us to do what?**” and wait for the beep.

ATB, shooter's choice to start with rifle or pistols. With rifle engage R1 and the rifle knockdowns alternating and starting or ending with a Double-Tap on R1. With pistols as needed, engage P1 and the pistol knockdowns same as rifle. If needed, with shotgun, engage any remaining knockdowns.

Note:

Stage 2, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun 6+

Staging: Rifle loaded with 10 rounds, staged on either horse

Pistols loaded with 5 rounds each and holstered

Shotgun open and empty, staged on either horse

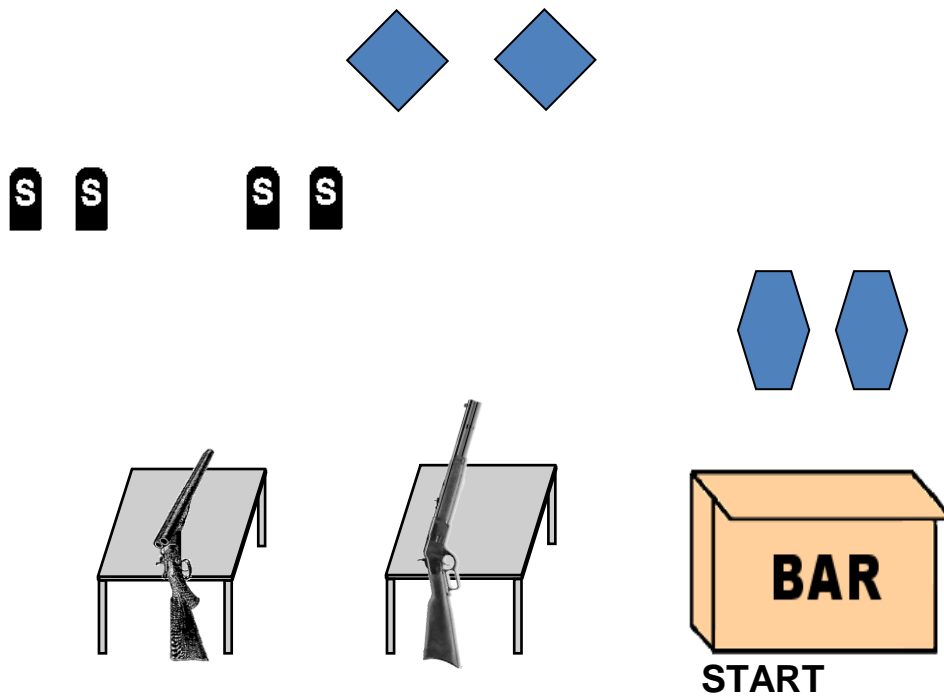
Start: Standing behind either horse, hands on cheeks.

Procedure: Say “I’m gonna kick him in the other knee!” and wait for the beep.

ATB, with rifle engage RP1 with one (1) then RP2 with two (2), repeat for 9 rds, last round on RP1. With shotgun, engage at least two (2) from the horse and the rest from anywhere between the horse and table. With pistols as needed, repeat rifle sequence from behind table.

Note: For rifle and pistol, may start on either target. Shotgun makeups may be made anywhere from horse to table.

Stage 3, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on table at center stage
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on the left table

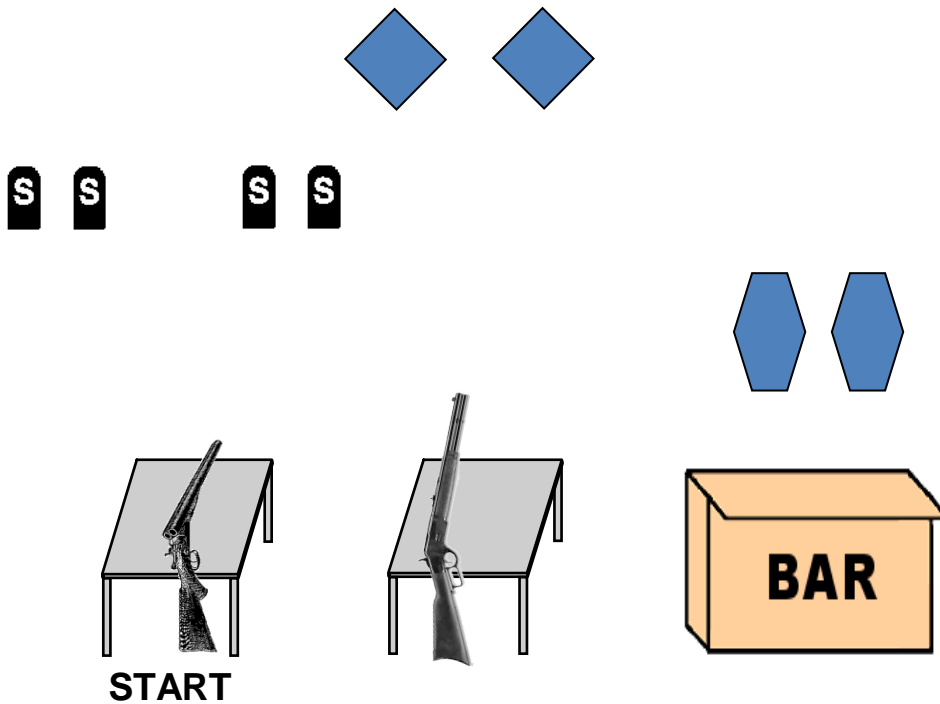
Start: Standing behind bar, both hands on bar.

Procedure: Say “Well, this ain't so bad!” and wait for the beep.

ATB, with pistols as needed, engage P1 and P2 alternating for 10 rounds. With rifle, engage R1 and R2 alternating for 10 rounds. With shotgun, engage shotgun targets in any order.

Note:

Stage 4, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on table at center stage
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on left table

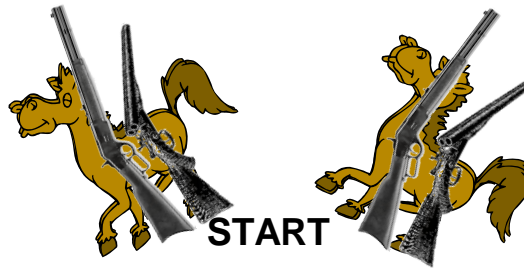
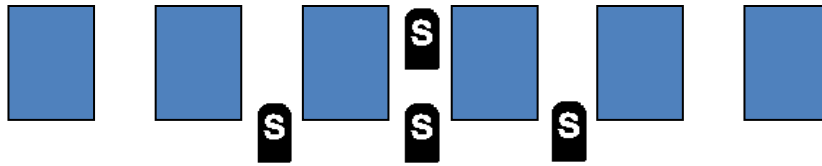
Start: Standing behind left table, hands at sides.

Procedure: Say "Wait til next month!" and wait for the beep.

ATB, engage shotgun targets in any order. With rifle, engage R1 and R2 with a Reverse Lawrence Welk Sweep, starting on either. From bar, with pistols as needed, engage P1 and P2 with same sequence as rifle.

Note: A Reverse Lawrence Welk Sweep is four on 1, three on 2, two on 1 and one on 2.

Stage 5, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged flat on either horse
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged flat on either horse

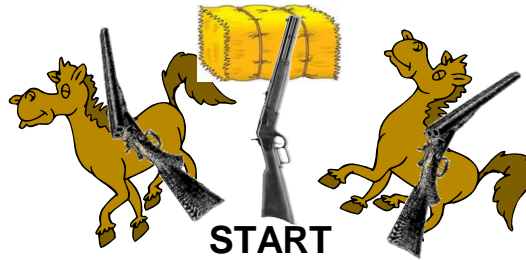
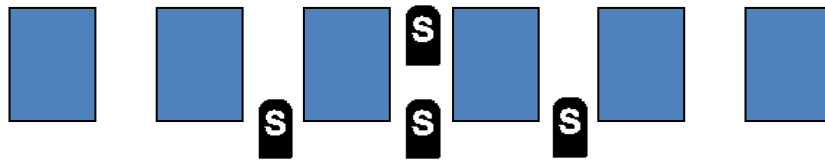
Start: Standing between horses, hand(s) touching gun(s) of choice.

Procedure: Say “**Here he goes again!**” and wait for the beep.

ATB, shooter's choice on order, rifle can't be last. With rifle, engage targets as follows: 1-2-1-3-1-4-1-5-1-6, starting on either end. With pistols as needed, repeat rifle sequence. With shotgun, engage shotgun targets in any order.

Note:

Stage 6, Bay 5



Ammo: Pistols 10, Rifle 10 Shotgun ?

Staging: Rifle loaded with 10 rounds, held in both hands
Pistols loaded with 5 rounds each and holstered
Shotgun open and empty, staged on either horse

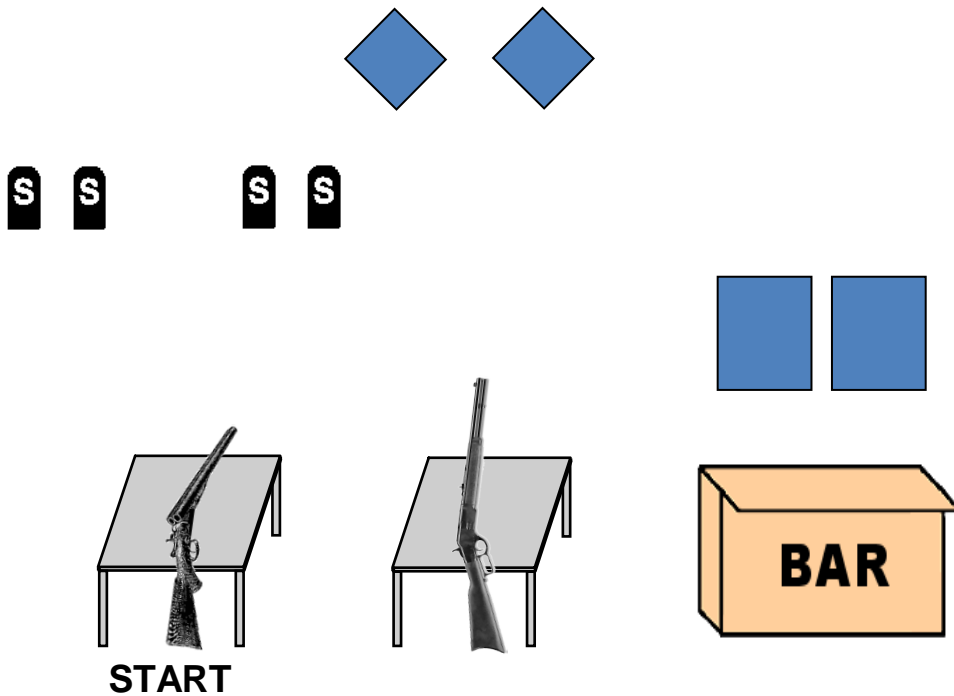
Start: Standing between horses, holding rifle in both hands.

Procedure: Say "Maybe he ain't so bad after all!" and wait for the beep.

ATB, with rifle, engage ALL targets, once each. If needed, with shotgun, engage any knockdowns still standing. With pistols as needed, anywhere between start position and hay bale, engage right three targets and left three targets with two separate Nevada Sweeps, beginning on any target.

Note: Shotgun make-ups must be made from where staged. Ensure long guns are restaged facing berm.

Warm-Up Stage



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle loaded with 10 rounds, staged on table at center stage

Pistols loaded with five rounds each and holstered

Shotgun open and empty, staged on left table

Start: Standing behind left table, hands on hat.

Procedure: Say "Let's go!" and wait for the beep.

ATB, engage shotgun targets in any order. With rifle, engage Diamonds with 5 on each. From bar with pistols as needed, engage Rectangles with 5 on each.