



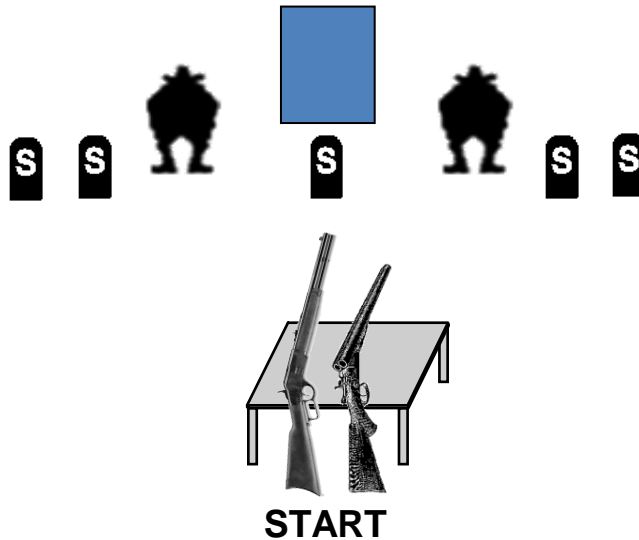
February 2020 Stages

FEATURING
QUICK DRAW
MCGRAW

Compliments of The Rainmaker

Stage 1, Bay 3 Quick Draw McGraw

Ever vigilant and keen to the criminal element, Quick Draw McGraw never misses a trick.



Ammo: Pistols 10, Rifle 10, Shotgun ?

Staging: Rifle staged on the table
Pistols holstered
Shotgun staged on the table

Start: Standing behind table, hands flat on table .

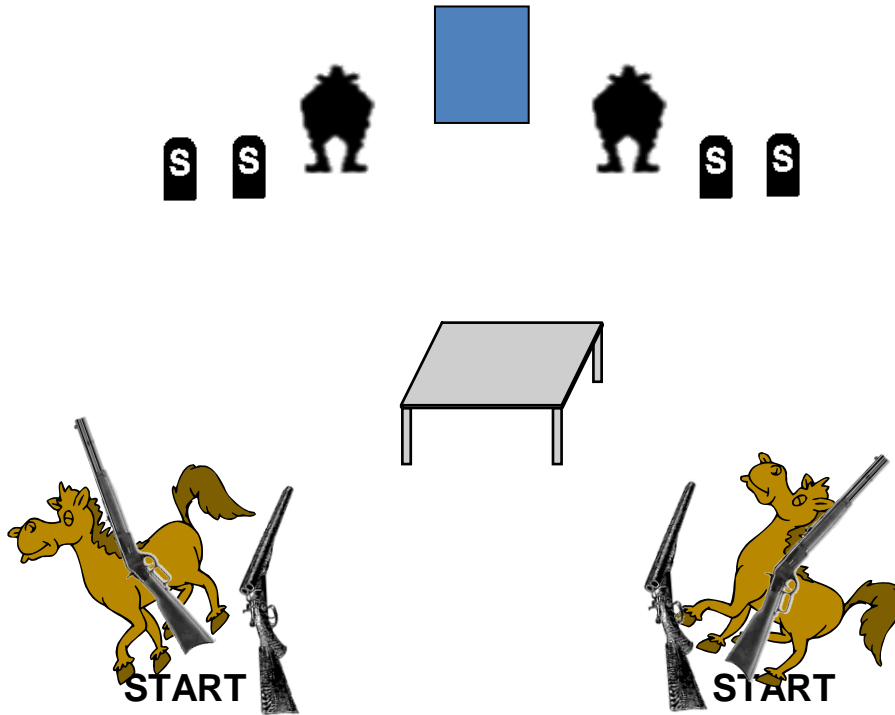
Procedure: Say “**Now hold on there!**” and wait for the beep.

ATB, with rifle engage the rectangle and the knockdowns, starting on the rectangle and alternating. With pistols as needed, engage Cowboys with alternating Double-Taps. If needed, with shotgun engage any remaining knockdowns.

Note: Rifle misses on knockdowns will not be misses unless they are left up.

Stage 2, Bay 3 Smarts

Once in a while, our hero gets wounded and when he does... Ooooo, that smarts!



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on either horse

Pistols holstered

Shotgun held in both hands

Start: Standing behind either horse, holding shotgun in both hands.

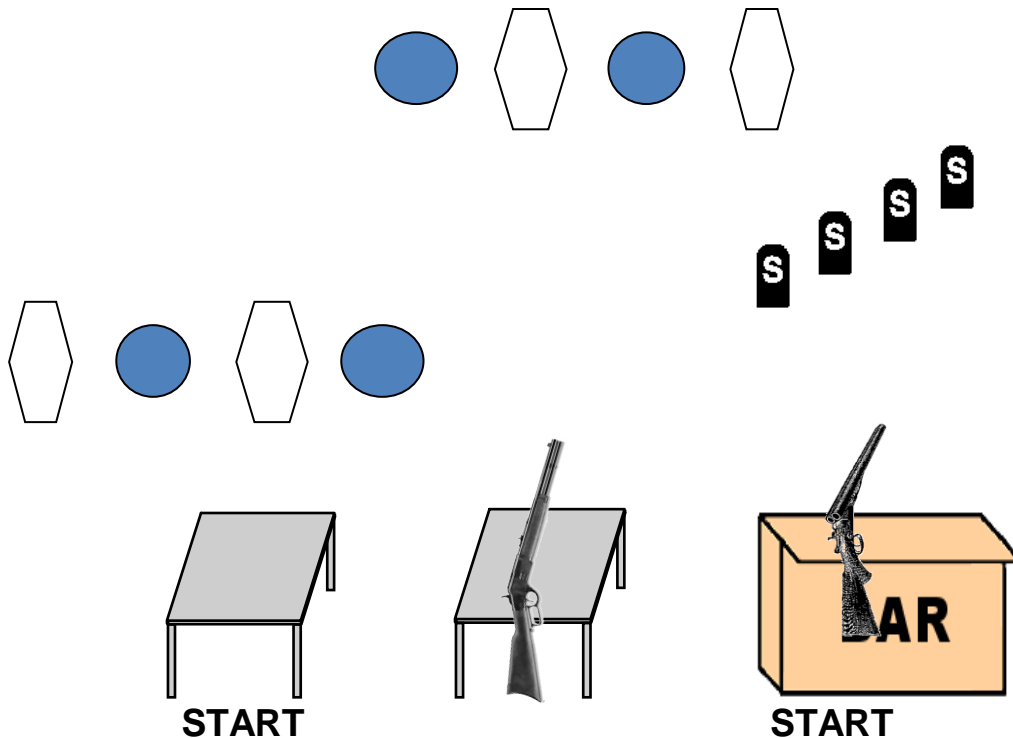
Procedure: Say “Ooooo, that smarts!” and wait for the beep.

ATB, with shotgun engage **two** shotgun targets in any order. With rifle, engage the Rectangle with four (4) then one (1) on a Cowboy then four (4) on the Rectangle then one (1) on the other Cowboy. Take shotgun to table and make safe. With pistols as needed, repeat rifle instructions. With shotgun, engage remaining shotgun targets.

Note: Ensure rifle is safely staged facing the berm or on the table.

Stage 3, Bay 4 Thin'in'

Quick Draw is one smart sheriff and always does the thin'in' around here.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on table at center stage
Pistols holstered
Shotgun staged on the bar

Start: Standing behind bar or left table, hands at low surrender.

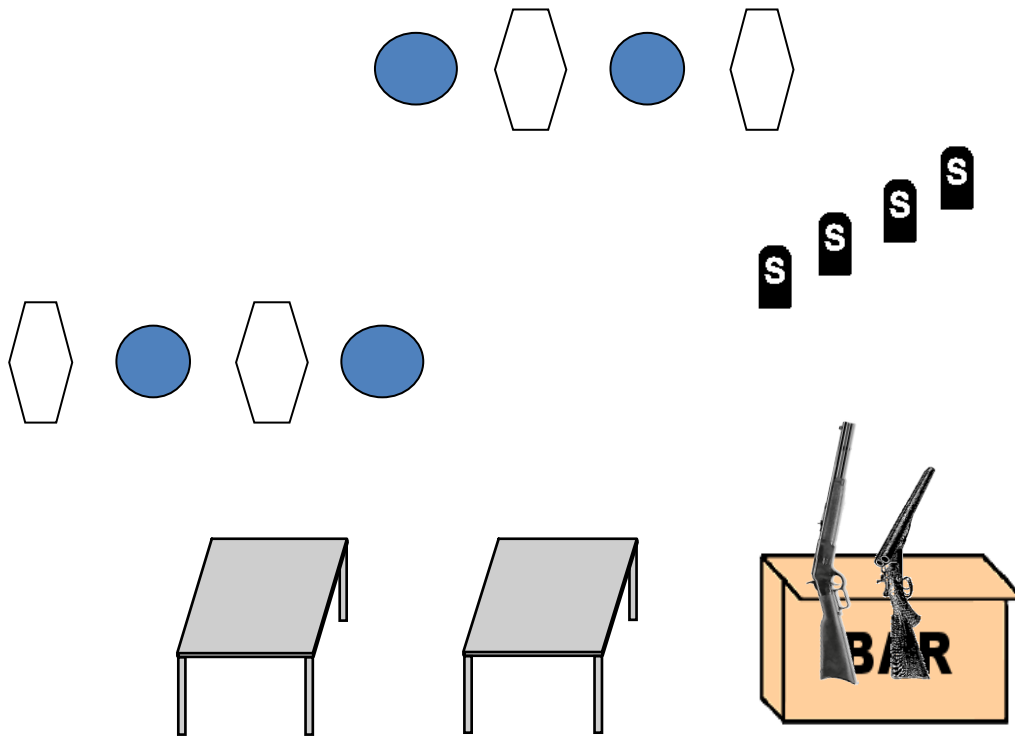
Procedure: Say "I'll do the thin'in' around here!" and wait for the beep.

ATB, if starting at bar, with shotgun, engage shotgun targets in any order. With rifle, engage R1 - R4 with a Nevada Sweep, Double-Tapping the Coffins and starting on the Left Circle. With pistols as needed, engage P1 - P4 with a continuous Nevada Sweep, Double-Tapping the Coffins and starting on the Right Circle.

Note: If starting at left table, order is pistols/rifle/shotgun.

Stage 4, Bay 4 For-git It

Quick Draw always reminds those around, that *he* is in charge.



START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on the bar
Pistols holstered
Shotgun staged on the bar

Start: Standing in center doorway, hands on doorposts.

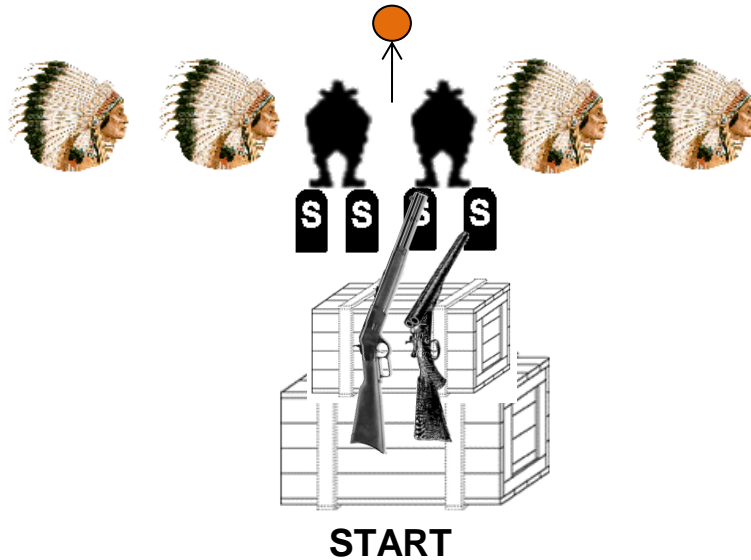
Procedure: Say "...and don't you for-git it!" and wait for the beep.

ATB, shooter's choice on order, rifle can't be last. With rifle, engage R1 - R4 with three (3) on the Coffins and two (2) on the Circles. With pistols as needed, engage P1 - P4 with same instructions as rifle. Engage shotgun targets in any order.

Note:

Stage 5, Bay 5 Baba Looley

Always there to lend a hand, is Quick Draw's trusty sidekick, Baba Looley.



Ammo: Pistols 10, Rifle 10, Shotgun 1+

Staging: Rifle staged on the crates
Pistols holstered
Shotgun staged on the crates

Start: Standing behind crates, hand(s) on pistol(s).

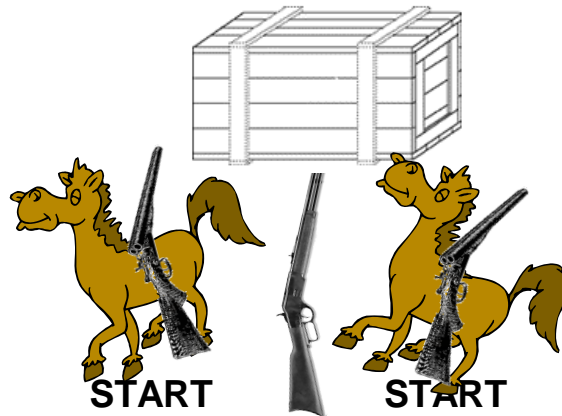
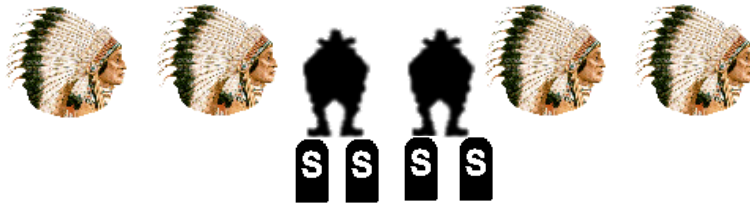
Procedure: Say "Ohhh Queeks Draw?" and wait for the beep.

ATB, with pistols as needed, engage ALL targets once each (not the clay). With rifle, engage the Injuns with one (1) on each and the Cowboys with three (3) on each. With shotgun, engage any remaining knockdowns THEN the Clay.

Note: Pistol misses on the knockdowns will not be misses unless left up. Must break the Clay.

Stage 6, Bay 5 El Kabong

Of all the heroes in legend and song, there's none as brave as El Kabong!



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle held in both hands
Pistols holstered
Shotgun on either horse

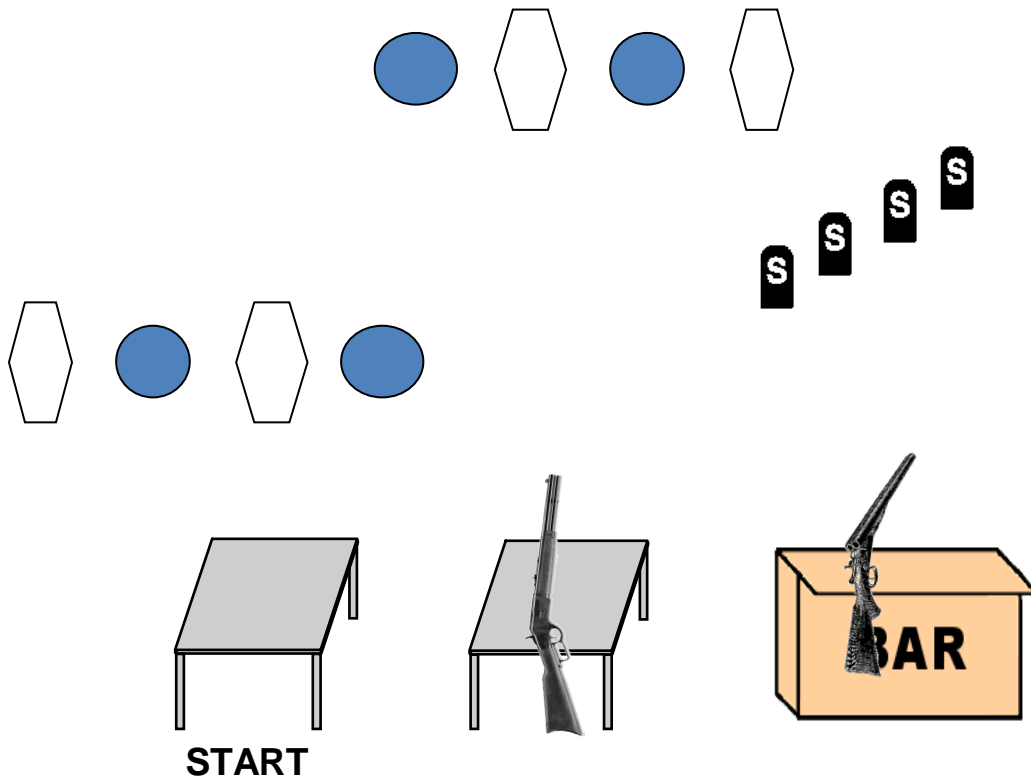
Start: Standing between horses, holding rifle in both hands.

Procedure: Say “**Kabooooong!**” and wait for the beep.

ATB, with rifle, engage the Injuns with two (2) on each and the Cowboys with one (1) on each, in any order. With shotgun, anywhere between horses and crate, engage shotgun targets in any order. From behind crate, with pistols as needed, engage Cowboys and Indians same as rifle.

Note: Ensure rifle is restaged facing berm.

Warm-Up Stage



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on the table at center stage

Pistols holstered

Shotgun staged on the bar

Start: Standing behind left table, hands flat on the table.

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

ATB, with pistols as needed, engage P1 - P4 with at least two (2) on each. With rifle, engage R1 - R4 with at least 2 on each. Engage shotgun targets in any order.