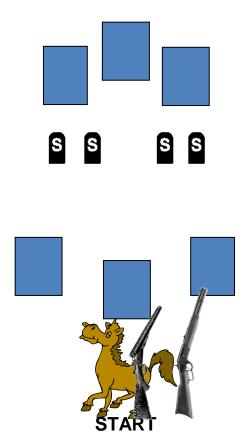


January 2020 Stages

FEATURING GAMER'S PARADISE

Compliments of The Rainmaker

Stage 1, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle held at Altered Cowboy Port Arms (Butt between belt and armpit and muzzle at or below shoulder)

Pistols holstered

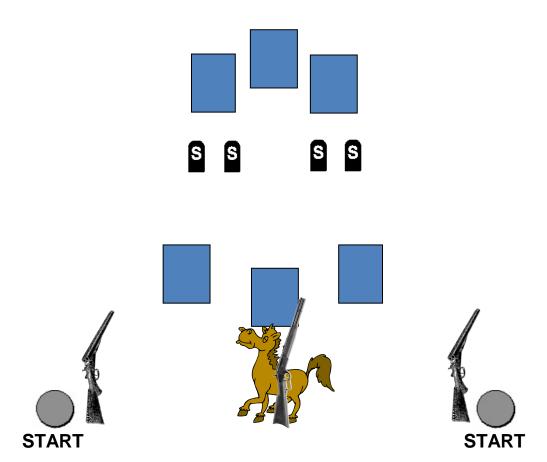
Shotgun staged on the horse (Up on side rail, if you choose)

Start: Standing behind horse, holding rifle at Altered Cowboy Port Arms.

Procedure: Say "Watch me push it!" and wait for the beep.

ATB, with rifle engage R1 - R3 with a Double-Tap Nevada Sweep, from either direction. With pistols as needed, engage P1 - P3 same as rifle. Engage shotgun targets in any order.

Stage 2, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on the horse

Pistols holstered

Shotgun held in both hands and can be loaded with up to 2 rounds, action open. Wait

for T.O. to direct you to load.

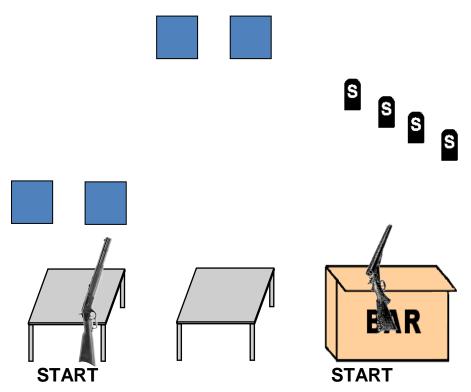
Start: Standing with one foot touching either stone, holding shotgun in both hands.

Procedure: Say "Load em up!" and wait for the beep.

ATB, with shotgun, engage two (2) shotgun targets then move to the horse and engage the other two. With rifle engage R1 - R3 with at least three on each. With pistols as needed, repeat rifle instructions for P1 - P3.

Note: Shooter may start with a maximum of two rounds in hand and/or in shotgun. Shotgun makeups can be made anywhere, not past the horse.

Stage 3, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on the left table

Pistols holstered

Shotgun staged on the bar

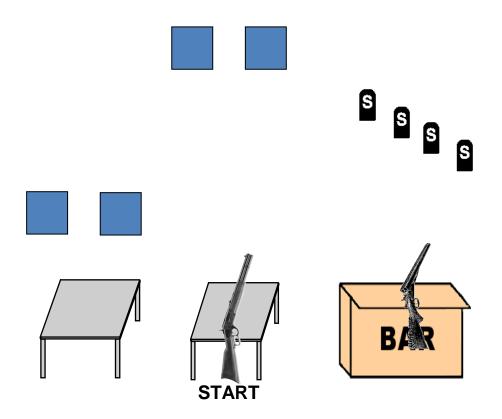
Start: Standing behind bar or left table, hands near gun(s) of choice.

Procedure: Say "Never surrender!" and wait for the beep.

ATB, Shooter's choice to start at left table or bar. If starting at left table, with pistols as needed, engage P1 and P2 with alternating Double-Taps. With rifle, engage R1 and R2 with alternating Double-Taps. With shotgun, engage shotgun targets in any order.

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

Stage 4, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on table at center stage

Pistols holstered

Shotgun staged on the bar

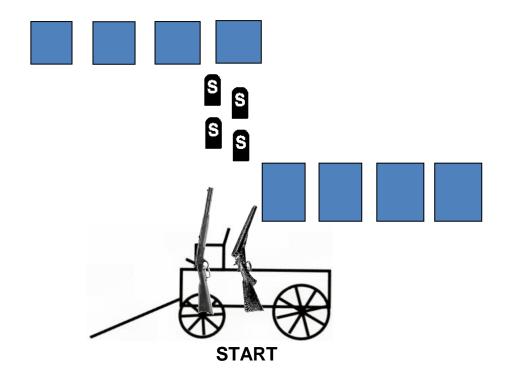
Start: Standing behind table at center stage, hands on rifle.

Procedure: Say "Lawrence who?" and wait for the beep.

ATB, with rifle engage R1 and R2 with a Lawrence Welk Sweep, starting on either. Shooter's choice, pistols or shotgun next. From left table, with pistols as needed, engage P1 and P2 with a continuous Lawrence Welk Sweep, starting on either. Engage shotgun targets in any order.

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

Stage 5, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on wagon seat

Pistols holstered

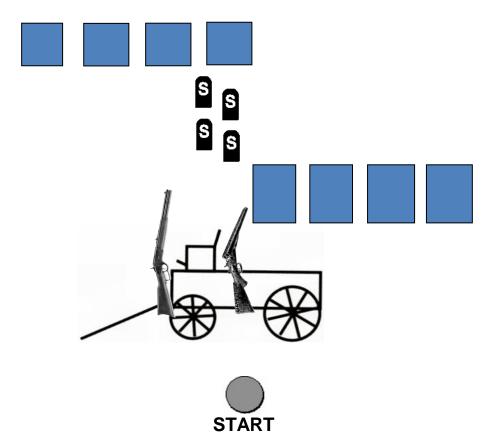
Shotgun staged in rear of wagon

Start: Standing by wagon seat, one hand on rifle, one on shotgun.

Procedure: Say "I ain't movin!" and wait for the beep.

ATB, with rifle, engage R1 - R4 with a Nevada Sweep, from either direction. With pistols as needed, engage P1 - P4 with a continuous Nevada Sweep, from either direction. Engage shotgun targets in any order.

Stage 6, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on front wagon shelf

Pistols holstered

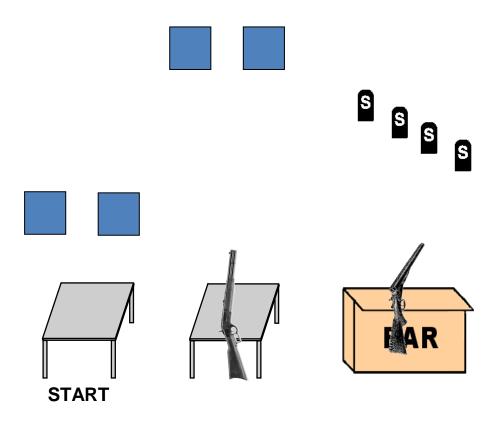
Shotgun staged on wagon

Start: Standing with one foot touching stone, hands not touching guns.

Procedure: Say "I gotta think?" 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 outside targets and two (2) on the insides. With pistols as needed, engage P1 - P4 same as rifle. With shotgun, engage shotgun targets in any order.

Warm-Up Stage



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 left table, hands flat on table.

Procedure: Say "Well?" and wait for the beep.

ATB, with pistols as needed, engage P1 and P2 with 5 on each. With rifle, engage R1 and R2 with 5 on each. Engage shotgun targets in any order.