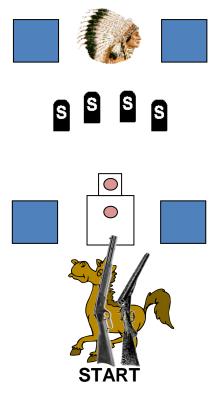


# January 2021 Stages

# FEATURING IT'S A NEW YEAR

Compliments of The Rainmaker

## Stage 1, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun 4+

**Staging**: Rifle staged on the horse

Pistols holstered

Shotgun staged on the horse

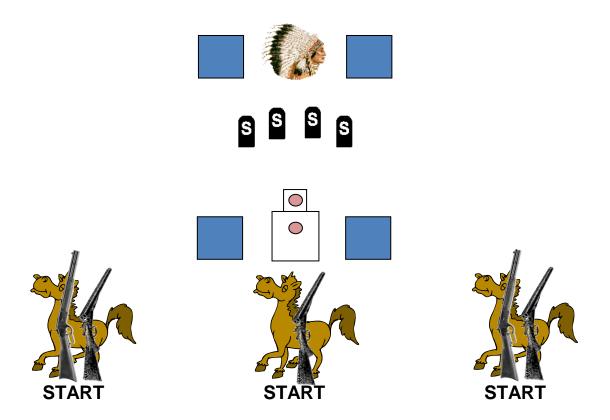
**Start:** Standing behind horse, arms folded across chest.

Procedure: Say "Well now!" and wait for the beep.

ATB, shooter's choice on order, rifle can't be last. With rifle engage R1 - R3 with a Nevada Sweep, double-tapping R2. With pistols as needed, engage P1 - P3 same as rifle. With shotgun, engage shotgun targets in any order.

**Note:** All pistol Bonus hits will be 1 second bonuses.

Stage 2, Bay 3



Staging: Rifle staged on either outside horse

Pistols holstered

Shotgun staged on any horse

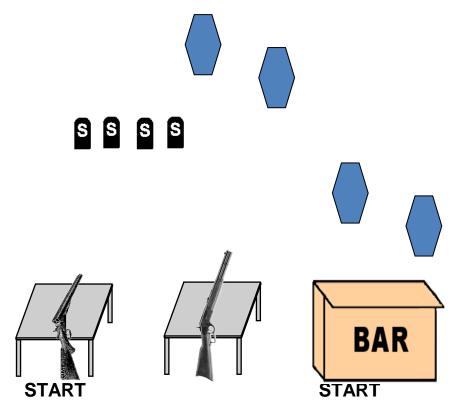
**Start:** Standing behind any horse, hands on hat.

Procedure: Say "Let's get this over with!" and wait for the beep.

ATB, shooter's choice on order, rifle can't be last. With rifle engage R2 (Injun) with three (3) then one (1) on R1 and R3, repeat. With pistols as needed, repeat rifle instructions for P1 - P3. With shotgun, engage shotgun targets in any order.

Note: Rifle will be engaged from an outside horse, pistols will be engaged from center horse.

Stage 3, Bay 4



Staging: Rifle staged on the table at center stage

Pistols holstered

Shotgun staged on the left table

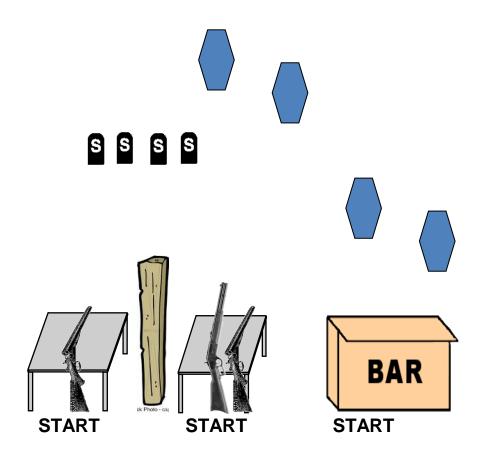
Start: Standing behind bar or left table, hands flat on table or bar.

Procedure: Say "You done it now!" and wait for the beep.

ATB, shooter's choice to start on right or left. With pistols as needed, engage P1 with two (2) then six (6) on P2 then two (2) on P1 (2-6-2). With rifle, repeat pistol instructions for R1 and R2. With shotgun, engage shotgun targets in any order.

**Note:** If starting on left, order is shotgun/rifle/pistols.

Stage 4, Bay 4



**Staging:** Rifle staged on table at center stage

Pistols holstered

Shotgun staged on either table

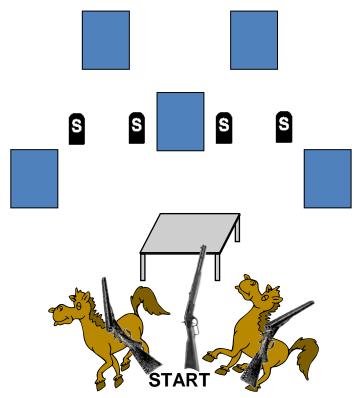
Start: Standing behind left table, table at center stage or bar, hand(s) on gun(s) of choice.

Procedure: Say "I think I got it!" and wait for the beep.

ATB, shooter's choice on order. With rifle engage R1 and R2 with a Reverse Lawrence Welk Sweep, starting on either. With pistols as needed from bar, engage P1 and P2 same as rifle. With shotgun, engage shotgun targets, two from either side of the post.

#### Note:

# Stage 5, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+

**Staging:** Rifle held in both hands

Pistols holstered

Shotgun staged on either horse

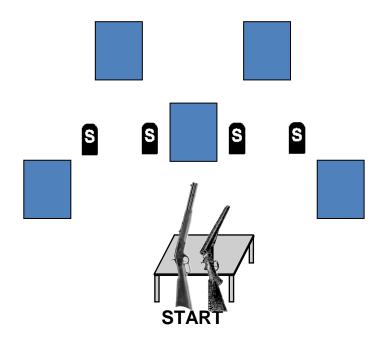
**Start:** Standing between horses, holding rifle in both hands.

**Procedure:** Say "Yer mine!" and wait for the beep.

ATB, with rifle, engage ALL targets once each. With 10th round, engage any target (may reengage a standing knockdown). If needed, with shotgun engage any standing knockdowns. From behind table, with pistols as needed, engage the outside (left & right) Rectangles with 5 on each.

**Note:** Rifle misses on the knockdowns will not be misses unless left up. Shotgun may be engaged anywhere between horses and table. Ensure long guns are restaged facing side berm.

Stage 6, Bay 5



**Staging:** Rifle staged on the table

Pistols holstered

Shotgun staged on the table

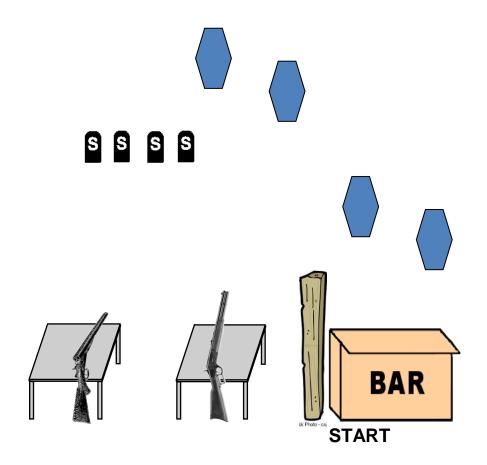
Start: Standing behind table, hands out in front of you, arms straight.

Procedure: Say "Nothin' up my sleeves..." and wait for the beep.

ATB, shooter's choice on order, rifle can't be last. With rifle, engage the three middle Rectangles with a 4-2-4 Sweep, from either direction. With pistols as needed, engage three near Rectangles with a continuous 4-2-4 Sweep, from either direction. With shotgun, engage shotgun targets in any order.

#### Note:

# Warm-Up Stage



Ammo: Pistols 10, Rifle 10, Shotgun 4+

**Staging:** Rifle staged on table at center stage

Pistols holstered

Shotgun staged on the left table

Start: Standing behind bar, hands on post.

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

ATB, with pistols as needed, engage P1 and P2 with alternating Double-Taps, starting on either. With rifle, engage R1 and R2 same as pistols. Engage shotgun targets in any order.

Note: