

## May 2022 Stages

# FEATURING <br>  

Compliments of The Rainmaker

## Stage 1, Bay 3



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 or bar, hands flat on table or bar.
Procedure: Say "There's a Yankee about!" and wait for the beep.
ATB, if starting on left with pistols as needed, engage P1-P3 with a continuous Nevada Sweep, starting on either end. With rifle engage R1, small circles and R2 with a Nevada Sweep, starting on either end. Engage shotgun targets in any order.

Note: If starting on right, order is $\mathrm{SG} /$ Rifle/Pistols. Nevada Sweeps will end in the center.

## Stage 2, Bay 3



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 table at center stage, hands on rifle butt.
Procedure: Say "Shut up shuttin' up!" and wait for the beep.
ATB, with rifle, engage small circles and R1 alternating for 10 rounds. Pistols or SG next. With pistols as needed, engage P1 and P2 alternating for 10 rounds. With SG engage shotgun targets in any order.

Note:

## Stage 3, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 2+
Staging: Rifle staged on the table at center stage
Pistols holstered
Shotgun staged on the bar
Start: Standing behind left table, hands at low surrender.
Procedure: Say "I gotta catch a train... and rob it!." and wait for the beep.
ATB, with pistols as needed, engage P1 and P2 with five (5) on each. With rifle engage small circles with one on each and R1 with five (5), starting on either. Engage two shotgun targets in any order, other two may be makeups for rifle plates left up.

Note: Up to two rifle plates left up may be made up with SG. Any more than two rifle plates left up will be misses.

## Stage 4, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+
Staging: Rifle staged on the table
Pistols holstered
Shotgun staged on the table
Start: Standing behind table, holding dynamite in both hands.
Procedure: Say "... I ain't a goin' in after it!" and wait for the beep.

ATB, shooter's choice on order, rifle not last. With rifle engage R1 - R4 with a Cat Herder's Sweep, from either direction. With pistols as needed, repeat rifle instructions with a continuous sweep on P1 - P4. With shotgun, engage two (2) shotgun targets in any order.

Note: A Cat Herder's Sweep is a Nevada Sweep, double-tapping the end targets.

## Stage 5, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+
Staging: Rifle staged on either horse
Pistols holstered
Shotgun staged on either horse
Start: Standing behind either horse, hand(s) on gun(s) of choice.
Procedure: Say "Ya double crossers!" and wait for the beep.

ATB, shooter's choice on order, rifle not last. With rifle engage R1 - R4 with a 3-2-3-2 Sweep, from either direction. With pistols as needed, engage P1 and P2 with two 3-2 Sweeps, starting on the same target. With shotgun from between horses, engage shotgun targets in any order.

Note: Pistol targets will either be the left or right two Coffins.

## Stage 6, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 2+
Staging: Rifle held in both hands
Pistols holstered
Shotgun staged on either horse
Start: Standing behind table, rifle held in both hands.
Procedure: Say "GREAT HORNY TOADS! " and wait for the beep.
ATB, with rifle engage R1 - R4 with a Reverse Lawrence Welk Sweep, from either direction.
With pistols as needed, repeat rifle instructions with a continuous Reverse LW sweep on P1 and P2. With shotgun, engage two (2) shotgun targets in any order.

Note: Pistol targets will either be the left or right two Coffins.

## 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 at sides.
Procedure: Say "Say your prayers, rabbit" and wait for the beep.
ATB, with pistols as needed, engage the Circles with five (5) on each. With rifle engage the small Circles with one (1) on each and five (5) on R1. Engage shotgun targets in any order.

Note:

