

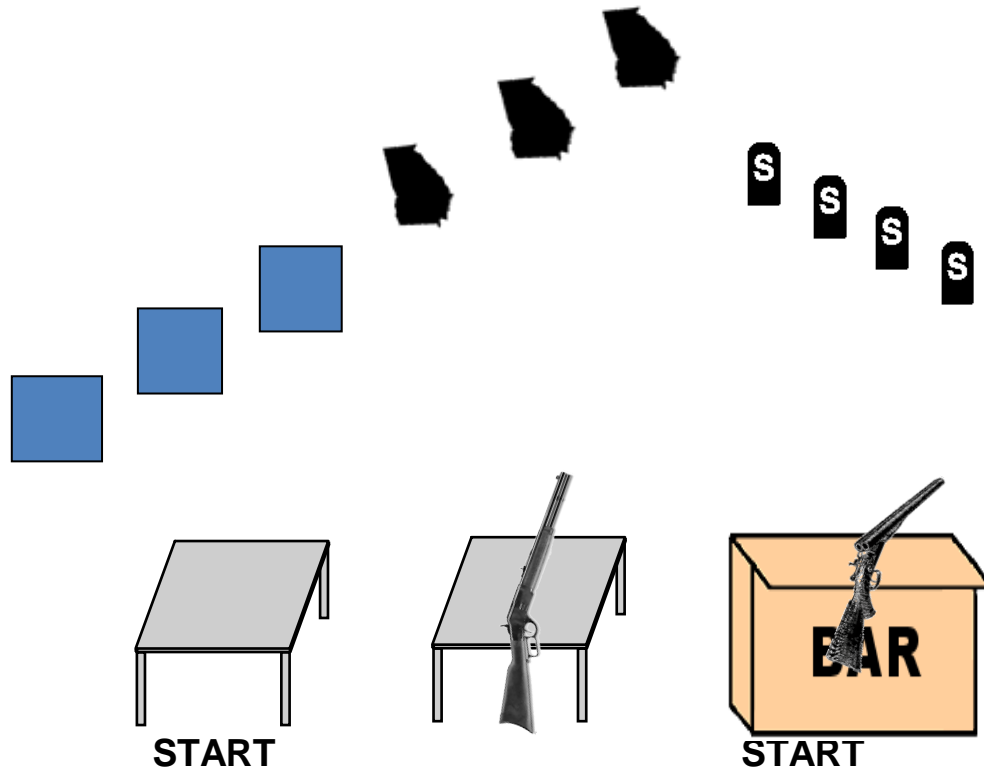


September 2022 Stages

FEATURING
A FISTFUL OF DOLLARS

Compliments of The Rainmaker

Stage 1, Bay 3



Ammo: Pistols 10, Rifle 10, Shotgun 2+

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

Order: Shotgun last

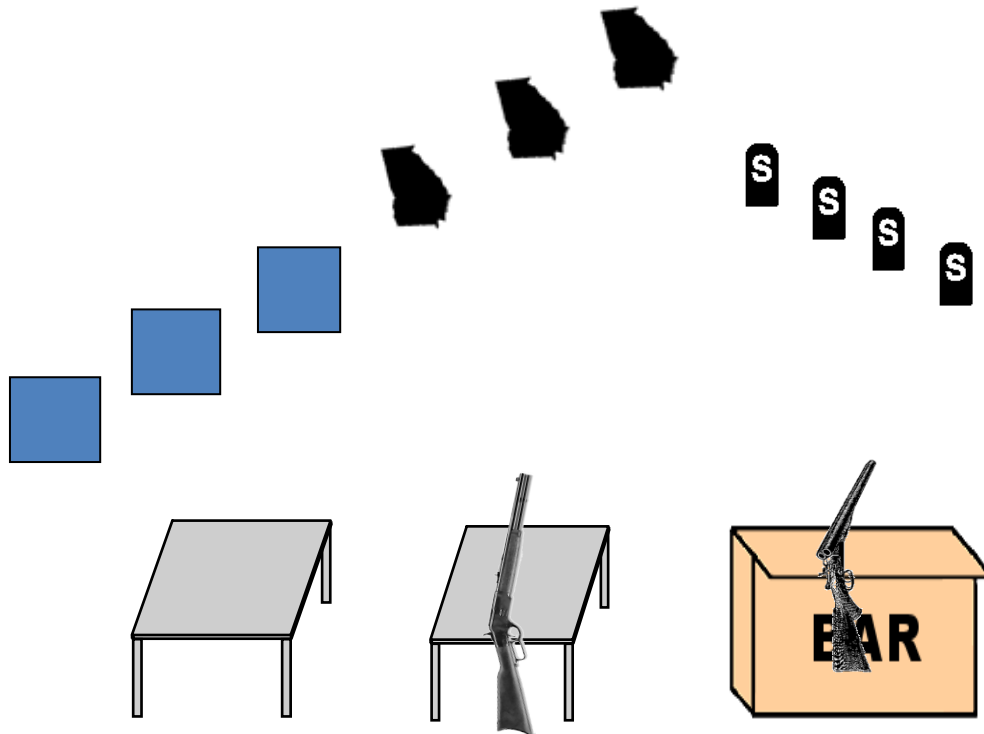
Start: Standing behind left table, hands on window sill.

Procedure: Say “**I don't think it's nice, you laughin**” and wait for the beep.

ATB, with pistols and rifle as needed, engage the Squares and Georgia targets with a Triple-Tap Sweep, starting on the left. With last two rifle rounds, engage two KD. With shotgun, engage any KD still standing.

Note: Rifle misses on KD will not be misses unless left up. Pistols engaged from left table.

Stage 2, Bay 3



START

START

Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on table at center stage

Pistols holstered

Shotgun staged on the bar

Order: Rifle not last

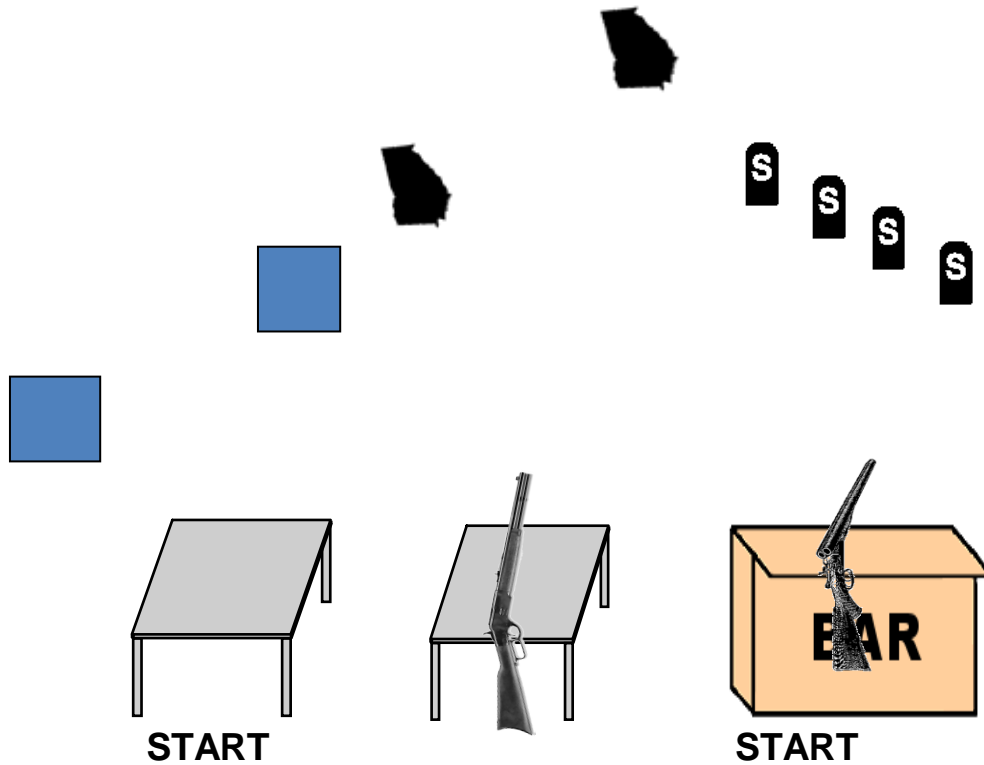
Start: Standing in either side doorway, hands on doorposts.

Procedure: Say “**He gets the crazy idea you're laughin' at him**” and wait for the beep.

ATB, shooter's choice, rifle not last. With pistols as needed, engage P2 with three, then P1 with two then P2 with three then P3 with two. With rifle engage R1 - R3 same as pistols. Engage shotgun targets in any order.

Note:

Stage 3, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

Order: Pistols/Rifle/Shotgun or Shotgun/Rifle/Pistols

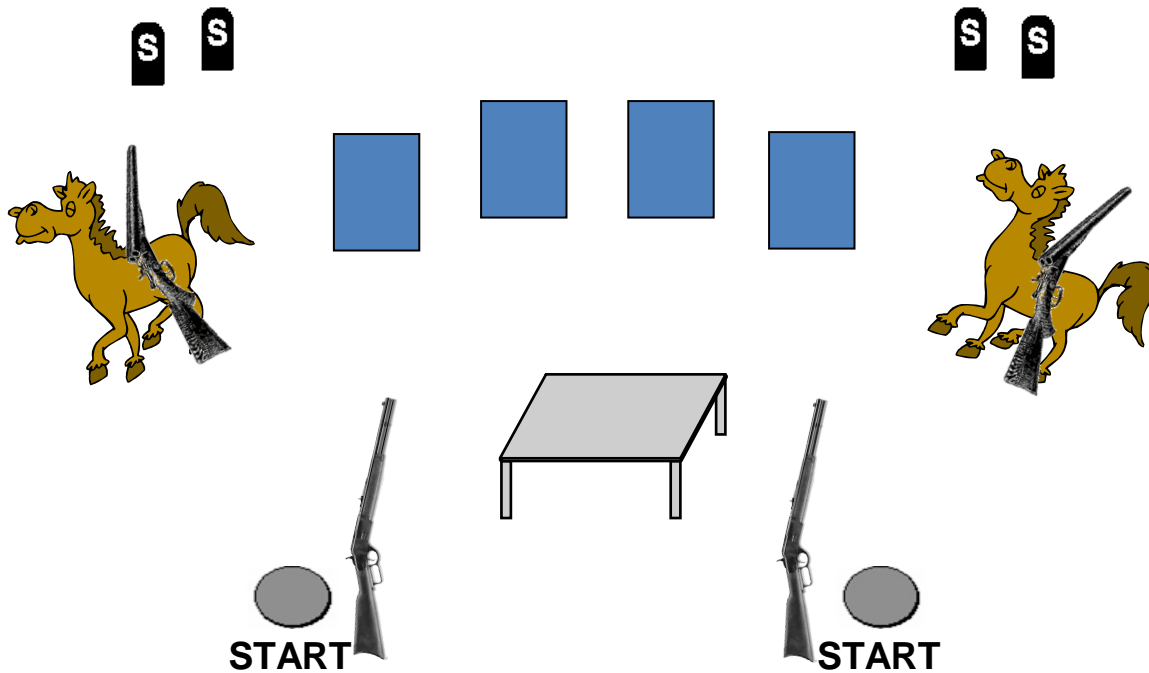
Start: Standing behind left table or bar, hand(s) on gun(s) of choice.

Procedure: Say "... me right smack in the middle" and wait for the beep.

ATB, if starting on left, with pistols as needed, engage P1 and P2 with five (5) on each. With rifle, engage R1 and R2 with five (5) on each. Engage SG targets in any order.

Note: If starting on right, order is SG/Rifle/Pistols.

Stage 4, Bay 4



Ammo: Pistols 10, Rifle 10, Shotgun 4+

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

Start: Standing with one foot touching a start stone, rifle held in both hands.

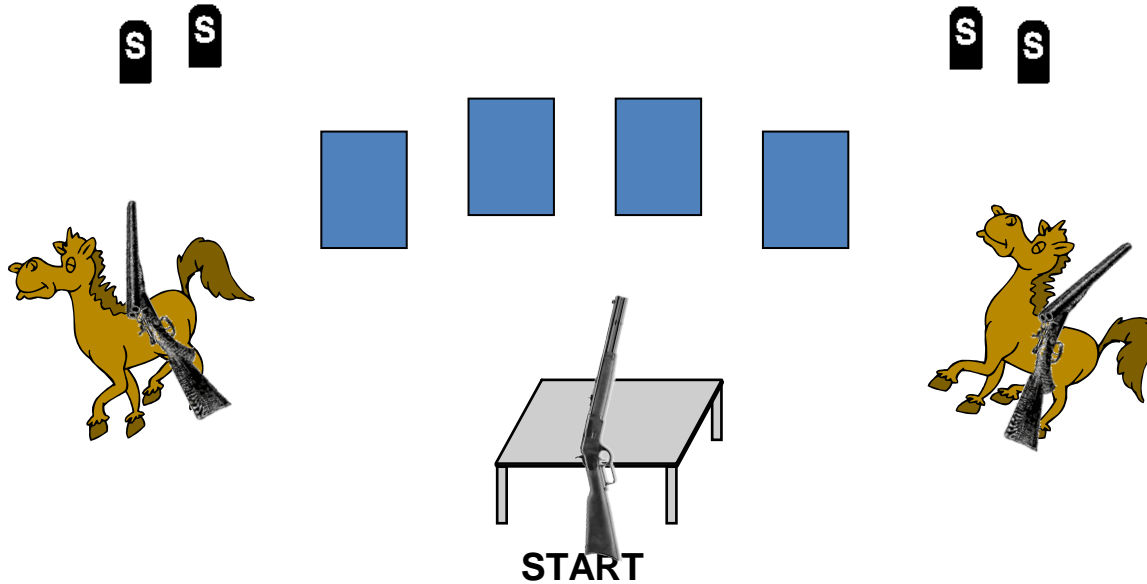
Order: Rifle/Pistols/Shotgun

Procedure: Say "Get three coffins ready" and wait for the beep.

ATB, with rifle engage RP1 and RP4 with a 3-2 Sweep, then RP2 and RP3 the same. From behind table, with pistols as needed, repeat rifle instructions. With shotgun, engage two shotgun targets in any order.

Note: Rifle misses on KD will not be misses unless left up.

Stage 5, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on table
Pistols holstered
Shotgun staged on either horse

Order: Shotgun last

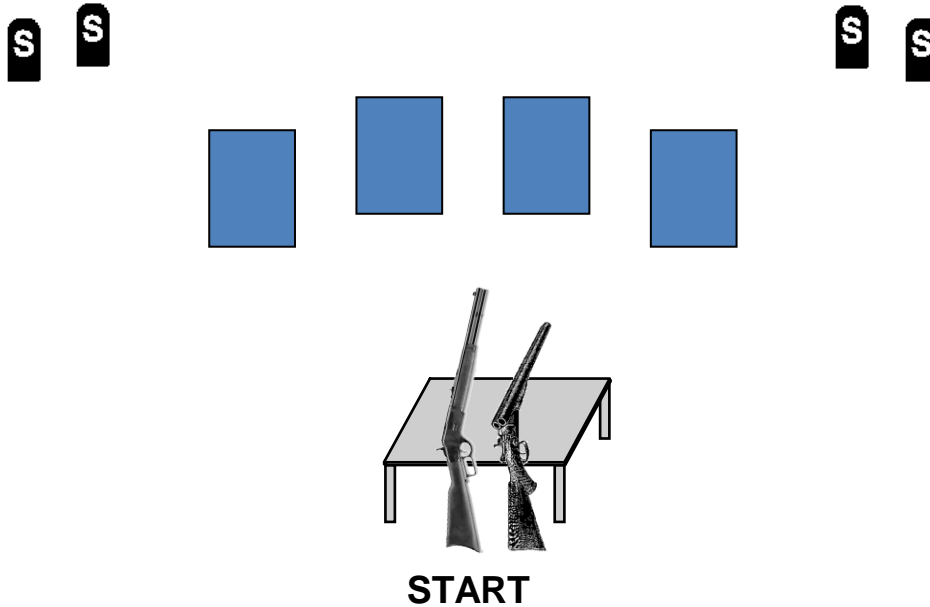
Start: Standing behind table, hands at low surrender.

Procedure: Say “**My mistake... four coffins**” and wait for the beep.

ATB, with rifle, engage RP1 - RP4 with a four (4) on each outside target and one (1) on each inside target. With pistols as needed, engage Rp1 - RP4 same as rifle. With shotgun, engage two SG targets in any order.

Note: Round count

Stage 6, Bay 5



Ammo: Pistols 10, Rifle 10, Shotgun 2+

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

Order: Rifle not last

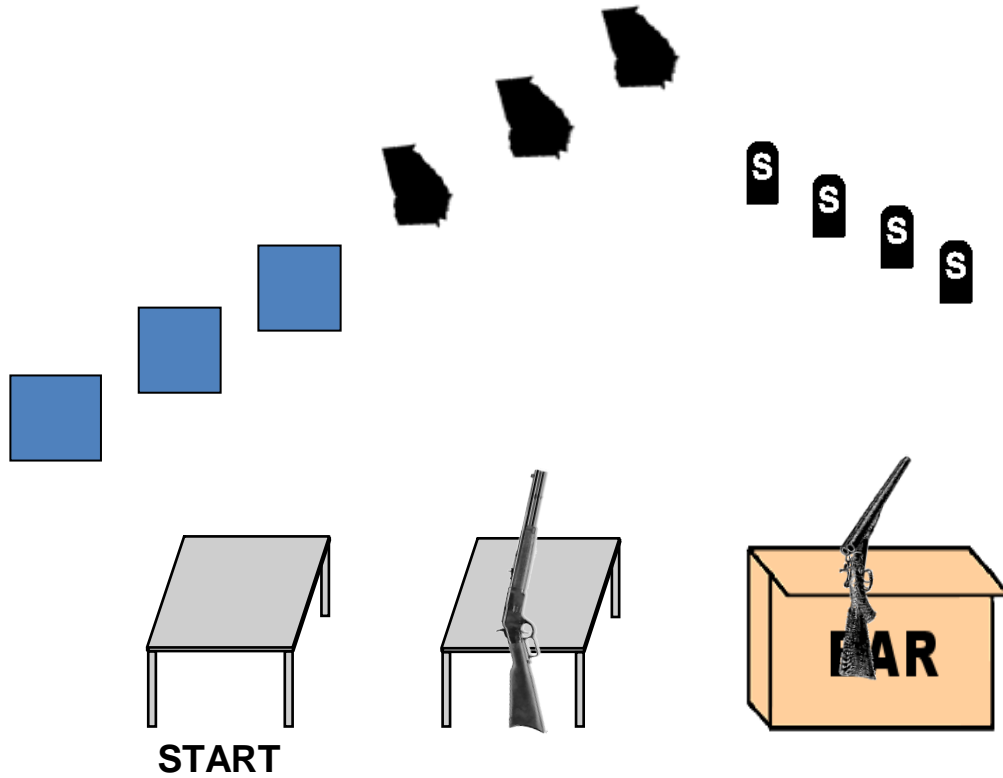
Start: Standing behind table, arms folded across chest.

Procedure: Say "I don't work cheap" and wait for the beep.

ATB, with rifle engage Rectangles with a Sweep, then two (2) KD, then Sweep Rectangles again. With pistols as needed, engage Rectangles with at least one on each for five rounds, repeat. With shotgun, engage any KD still standing.

Note: Rifle misses on KD will not be misses unless left up.

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 "**Load up and shoot!**" and wait for the beep.

ATB, with pistols as needed, engage P1 - P3 with four on P1 then one on P2 then four on P3 then one on P2. With rifle, repeat pistol instructions for R1 - R3. Engage shotgun targets in any order.

Note: