Bay 2 (all Stages)

Stage 1

Round Count/Shooting Order: Shotgun 6+, Rifle 10, Pistols 5 each

Staging: Pistols Holstered, Rifle on Tall Table, Shotgun Held Safely

Procedure: Start at hay bale with shotgun held at cowboy port arms. When ready, shooter says "Another match already"? At the beep, engage knockdowns S1-S5 in any order, then the left "knockdown on a stick". All 6 must fall. Make shotgun safe on hay bale or on the tall table when you get there. Move to the tall table and, with rifle, engage R1-R5 by double-tapping the diamond, then both circles, and then both squares. With pistols, engage P1-P5 with the same instructions as the rifle. Pick up long guns and move to the unloading table.

Stage 2

Round Count/Shooting Order: Rifle 10, Shotgun 4+, Pistols 5 each

Staging: Pistols Holstered, Shotgun Staged Safely, Rifle Staged on the Barrel

Procedure: Start at Barrel with Rifle pointed safely downrange. When ready, shooter says "I'm all tuckered out from last week". At the beep, engage the plate rack and the closest two "knockdowns on a stick" until all fall down, then put remaining rounds (if any) on the dump plate (T1). Any of the 8 still standing count as misses. From the Barrel or the Hay Bale, you may knock down any plates still standing (if dump plate has not been engaged). Then, from same position, engage S2-S5 in any order until all fall down. Pick up long guns and move to the unloading table.
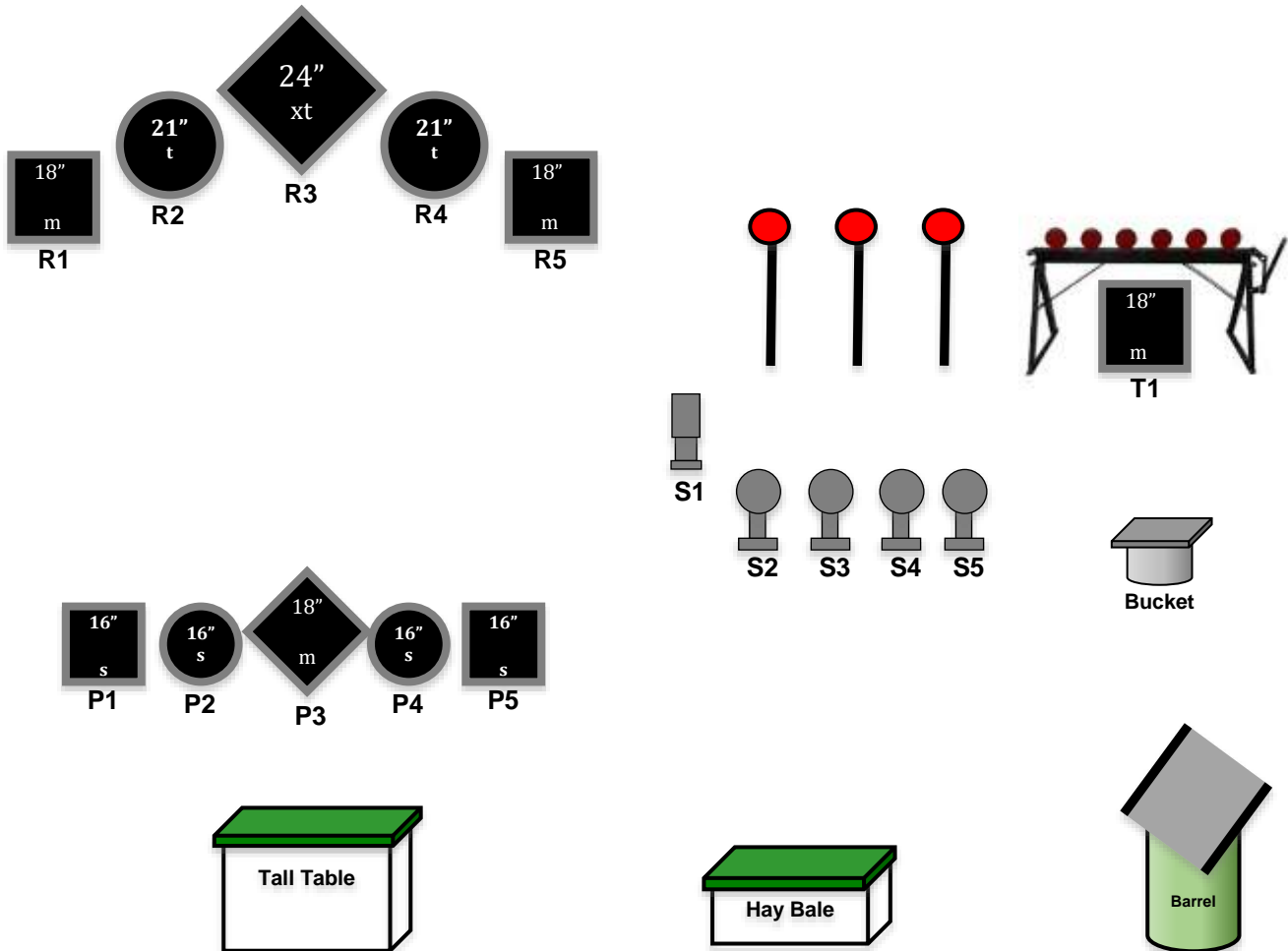
Stage 3

Round Count/Shooting Order: Pistols 5 each, Rifle 10, Shotgun 2+

Staging: Pistols Holstered, Rifle and Shotgun staged on Tall Table

Procedure: Start at Tall Table with hands on pistol butt(s). When ready, shooter says "My brain needs a rest". At the beep, with pistols, engage P1-P5, starting on either end, with two single-tap sweeps from the same direction. Then, with rifle, engage R1-R5 using the same instruction as the pistol. Then, with shotgun, engage S1 and S2. Both must fall. Pick up long guns and move to the unloading table.

Stage 4

Round Count/Shooting Order: Rifle 10, Shotgun 2+, Pistols 5 each

Staging: Pistols Holstered, Rifle staged on Tall Table, Shotgun staged safely

Procedure: Start at Tall Table with hands at default. When ready, shooter says "Oh darn, I forgot to adjust my sights". At the beep, with rifle, engage R1-R5 with a 9-shot Nevada Sweep from either end, then close your weak eye and shoot the closest "knockdown on a stick" for a 5 second bonus. A miss is a "no call". Move to the Hay Bale and engage any *two* of knockdowns S1-S5. Two must fall. Make shotgun safe on Hay Bale or Barrel. Move downrange to the Bucket and, with pistols, engage the plate rack until all 6 are down. Then, engage any of the "knockdowns on a stick" still standing for a bonus of 2 seconds each. If pistol(s) contain live rounds, put them on the dump plate (T1). Pick up long guns and move to the unloading table.

Stage 5

Round Count/Shooting Order: Rifle 10, Shotgun 4+, Pistols 5 each

Staging: Pistols Holstered, Rifle and Shotgun staged on Barrel

Procedure: Start at Barrel with both hands on the rifle and with some part of the mag tube touching the prop. When ready, shooter says "This looks familiar"! At the beep, clean off the plate rack and dump remaining rounds on T1. Make rifle safe on Barrel. With shotgun, move to the Hay Bale and engage S5 – S2 <u>from right to left</u>. Make shotgun safe on hay bale or on the tall table when you get there. Move to the tall table and, with pistols, engage P1-P5 with a double-tap sweep from either end. Pick up long guns and move to the unloading table.

Stage 6

Round Count/Shooting Order: Rifle 10, Pistols 5 each

Staging: Rifle <u>*and Pistols*</u> staged on the Tall Table, Shotgun safely stashed (not in play)

Procedure: Start at Tall Table with hands at default. When ready, shooter says "Next week is the 5th weekend of the month"! At the beep, with rifle, engage R1-R5 with 10 rounds, putting at least 1 round on each target. Then engage P1-P5 with pistols, using same instructions as the rifle. Holster pistols, pick up long gun(s) and limp to the unloading table.