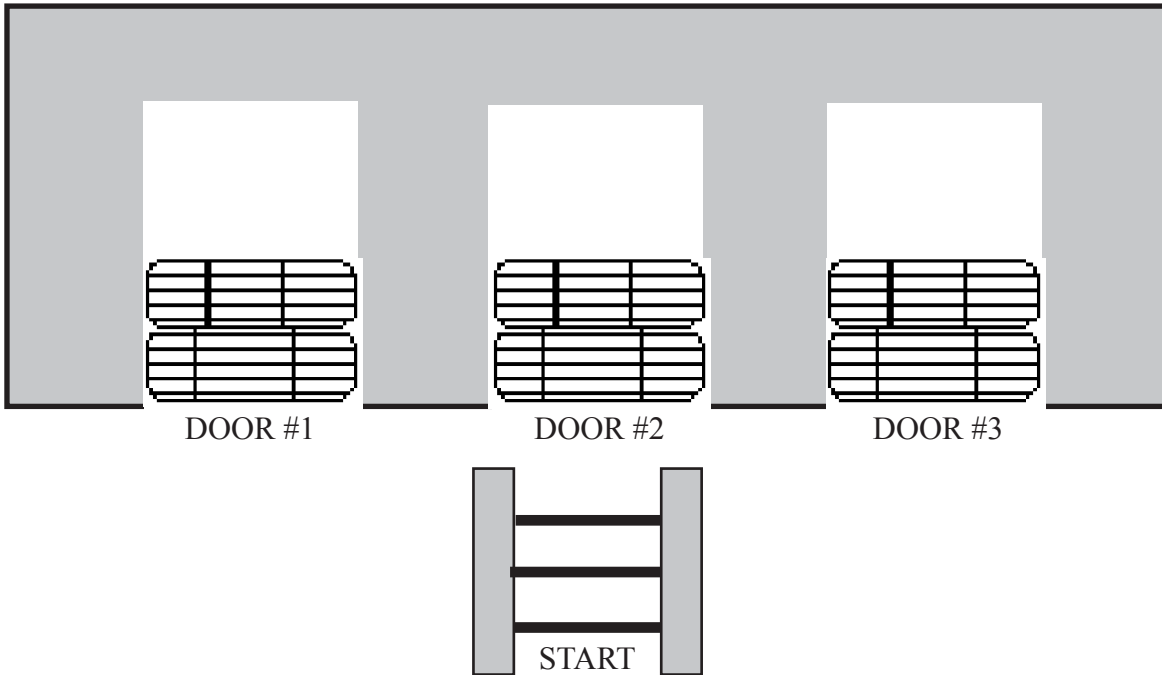
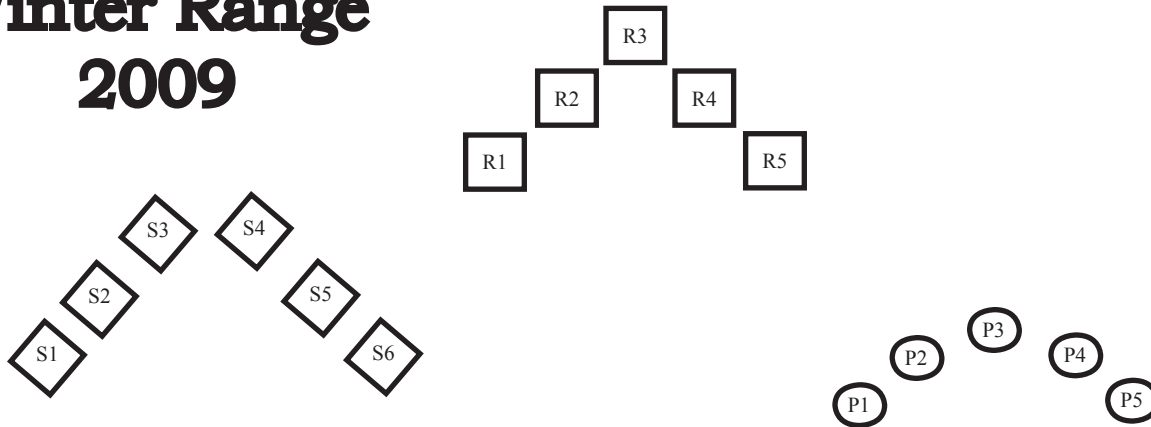


# STAGE ONE

Winter Range  
2009



10 REVOLVER 10 RIFLE 6+ SHOTGUN

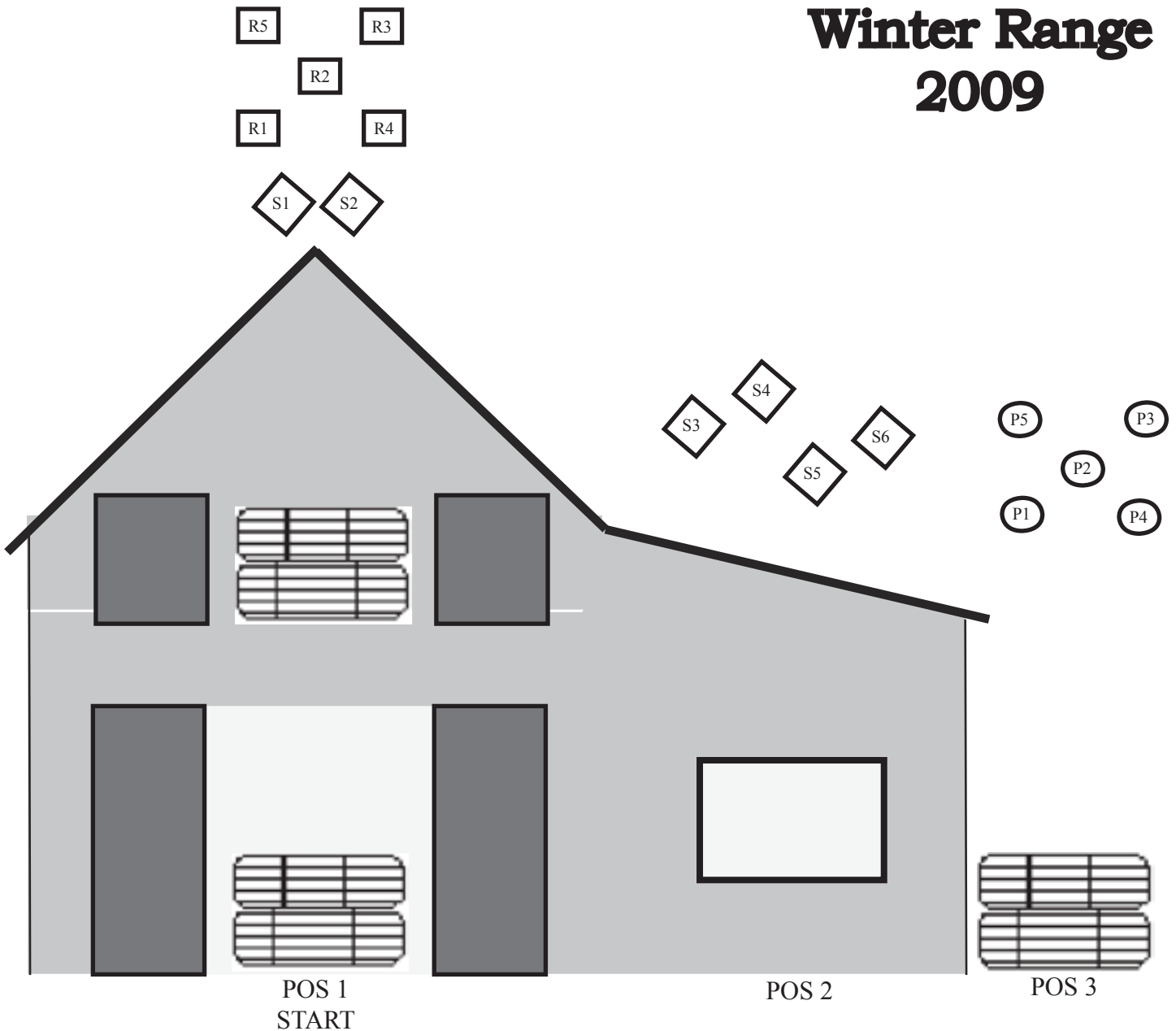
**START:** At "Start" position on up-range side of fence, both feet behind fence, holding two bags of gold, one in each hand. Rifle loaded with 10 rds staged at door #2. Two revolvers loaded with 5 rds each, holstered; Open, empty shotgun staged at door #1. Shooter indicates ready by saying *"I'll take door # \_\_\_\_\_ (door shooter intends to start with), Bob!"*

**ON SIGNAL:** Move to ANY door, place the bags of gold on the box/bale, engage the targets, and then to the other doors with the bags of gold each time, in any order (bags of gold must accompany the shooter to each doorway). **Door #2 may NOT BE LAST.** From Door #1 engage S1-S6. Make shotgun safe. From Door #2 with rifle engage R1-R5 with two sweeps, either direction, NO DOUBLE TAPS. Make rifle safe. From Door #3 with revolvers engage P1-P5 with two sweeps, either direction, NO DOUBLE TAPS.

Note: If the bags of gold don't make it to all the doors or they are dropped on the ground, shooter gets a 10 second procedural penalty. Do not retrieve bags of gold dropped on the ground.

# STAGE TWO

Winter Range  
2009



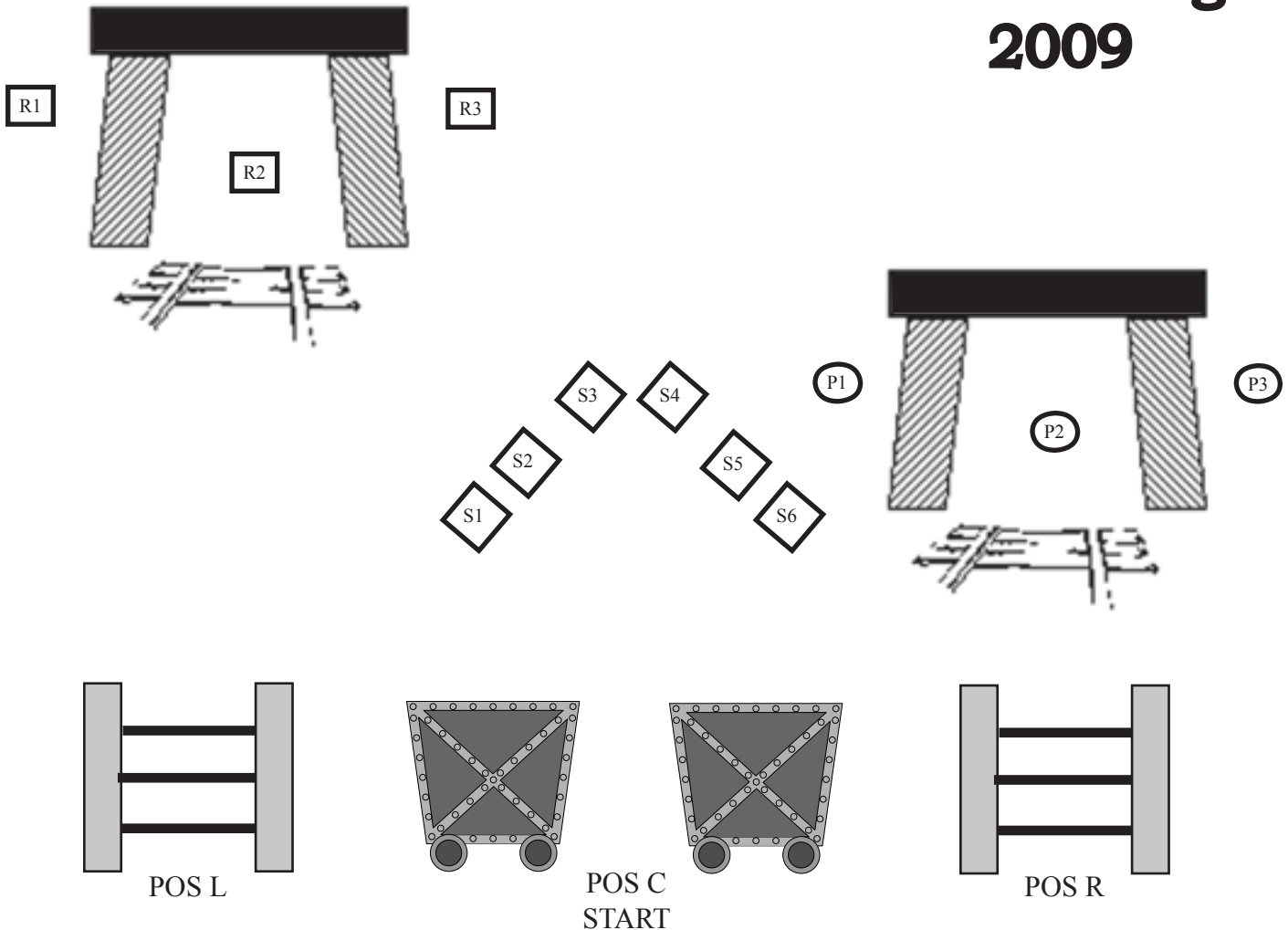
**10 REVOLVER 10 RIFLE 6+ SHOTGUN**

**START:** Position 1, standing upright, hands at shooter's sides. Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 10 rds and open, empty shotgun both staged on bale at position 1. Shooter indicates ready by saying *"I'll take John Wayne for the win Alex"*

**SIGNAL:** With rifle engage rifle targets in an "X" formation - R1, R2, R3 in a Nevada Sweep from either end, **THEN** R4, R2, R5 in a Nevada Sweep from either end. Make rifle safe. With shotgun engage S1-S2, move to position 2 and engage S3-S6. Move to position 3 and make shotgun safe. With revolvers engage revolver targets in an "X" formation - P1, P2, P3 in a Nevada Sweep from either end, **THEN** P4, P2, P5 in a Nevada Sweep from either end.

# STAGE THREE

Winter Range  
2009



**10 REVOLVER 9 RIFLE 6+ SHOTGUN**

**START:** Position C, both feet behind the ore cars, hands flat on the ore car tops. Two revolvers loaded with 5 rds each, holstered. Rifle loaded with 9 rds and open, empty shotgun both staged on either ore car at position C. Shotgun will be used last from position C.

**ON SIGNAL:** Move to either position L or R and engage as below. Move to the opposite position (L or R) and engage as below. Then move to position C and finish with the shotgun. From position L engage R1-R3 with a Blackjack sweep in either direction starting on R2 (example: R2, R1, R2, R3, R2, R1, R2, R3, R2) for 9 rds, make rifle safe. From position R engage P1-P3 with a Blackjack sweep in either direction, starting on P2. Repeat previous instruction with the 2nd revolver. From position C with shotgun engage S1-S6, make shotgun safe.

# STAGE FOUR

## Winter Range 2009

R1

R4

R2

R3

S1

S2

S3

S4

P2

P3

P1

P4



POS L  
START



POS R  
START



**10 REVOLVER    10 RIFLE    4+ SHOTGUN**

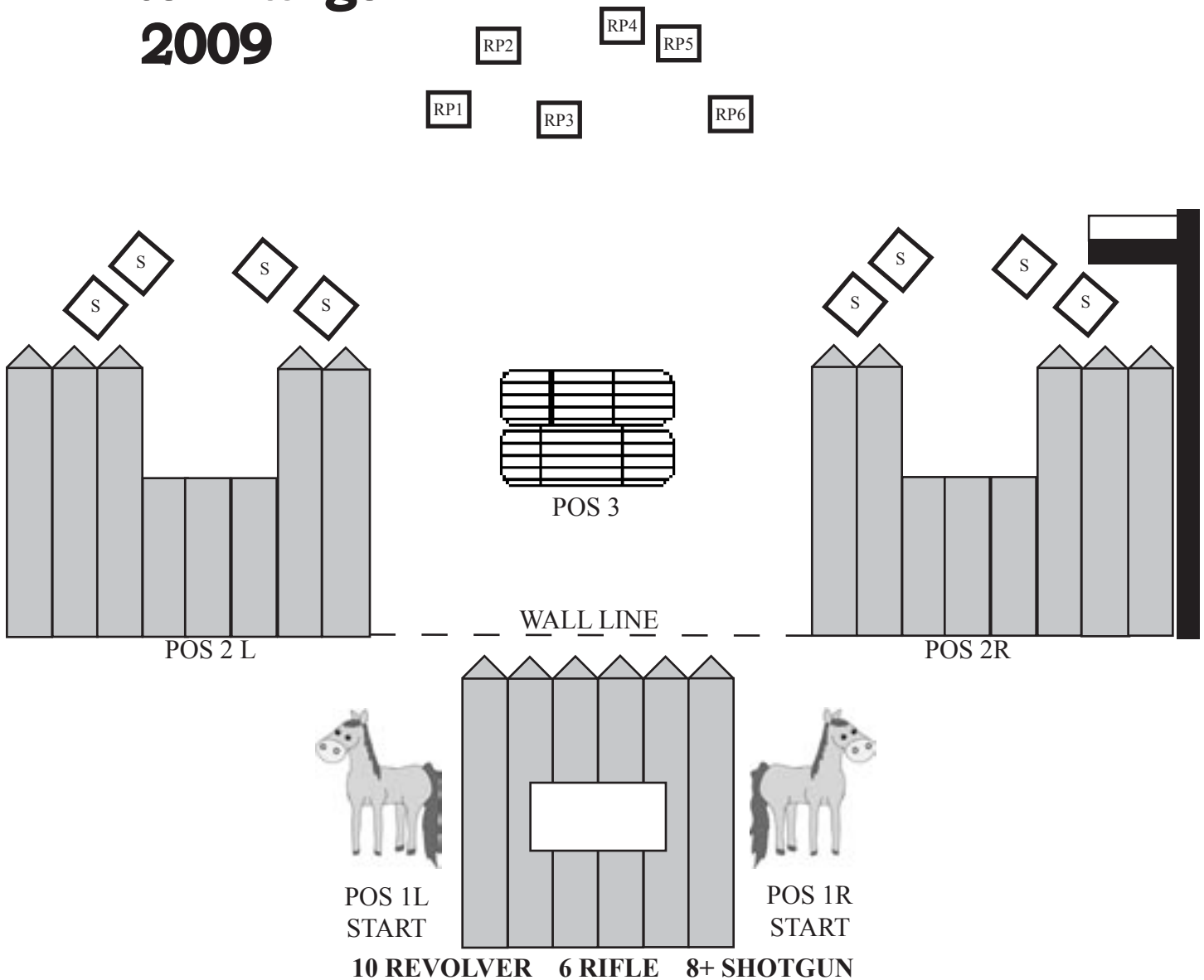
**START:** Position **L or R**, standing upright, hands at your sides. Rifle loaded with 10 rds and open, empty shotgun both staged on cargo box at position L. Two revolvers loaded with 5 rds each, holstered. Firearms may be used in any order, provided rifle is NOT LAST. You may start from either position.

**ON SIGNAL:** From position **L** with rifle engage R1-R4 in a progressive sweep in either direction (Ex. R1, R2, R2, R3, R3, R3, R4, R4, R4, R4), make rifle safe. From position **L** with shotgun, engage S1-S4, make shotgun safe. From position **R**, with revolvers engage P1-P4 in a continuous progressive sweep in either direction.

# STAGE FIVE

## Winter Range

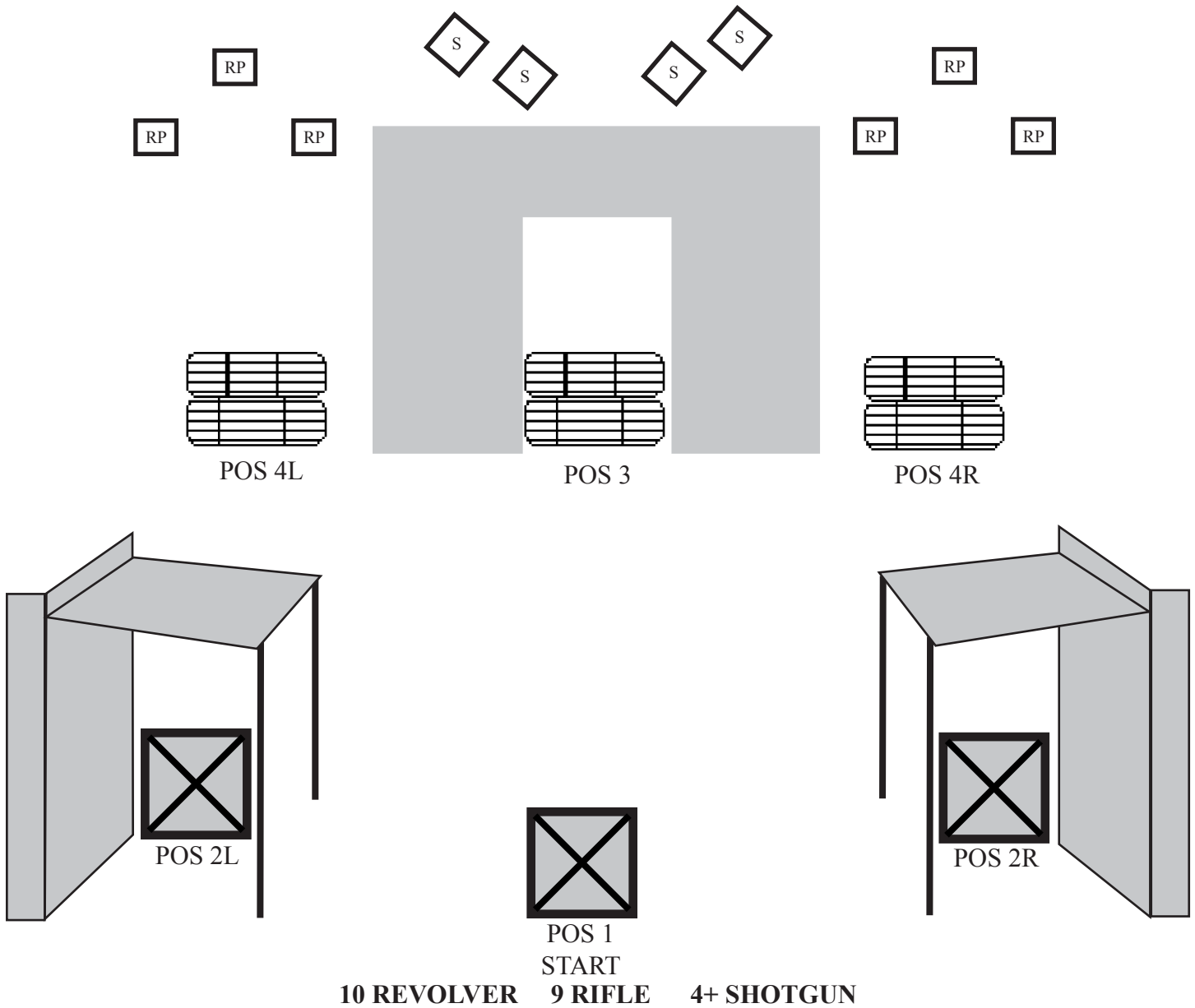
### 2009



**START:** Position 1L or 1R, standing upright, outside the fort tower, hands on door frame (feet no further inside than the threshold). Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 6 rds staged in rifle rack at either doorway (on inside corners); Open, empty shotgun staged on either horse at position 1L or 1R. Stage may be engaged in either direction.

**ON SIGNAL:** Advance into fort tower, and with rifle engage RP1-RP6 once each for 6 rds, make rifle safe vertically in either rifle rack at either doorway (on inside corner). Retrieve shotgun and move to either position 2L or 2R, and engage 4 shotgun targets. Move to opposite wall position (2L or 2R) and engage another 4 shotgun targets. Make shotgun safe on shelf, with muzzle aligned with red board (pointing into berm) or move to position 3 and make shotgun safe on the straw bale. With revolvers engage RP1-RP6 at least once each for 10 rds. Revolver targets may be engaged anywhere between the straw bale and the wall line. (At least one foot over the wall line.)

# STAGE SIX



**START:** Position 1 in front of soap box, standing upright, holding laundry basket, facing up-range (facing your posse). Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 9 rds and open, empty shotgun both staged on box, at either position 2L or 2R.

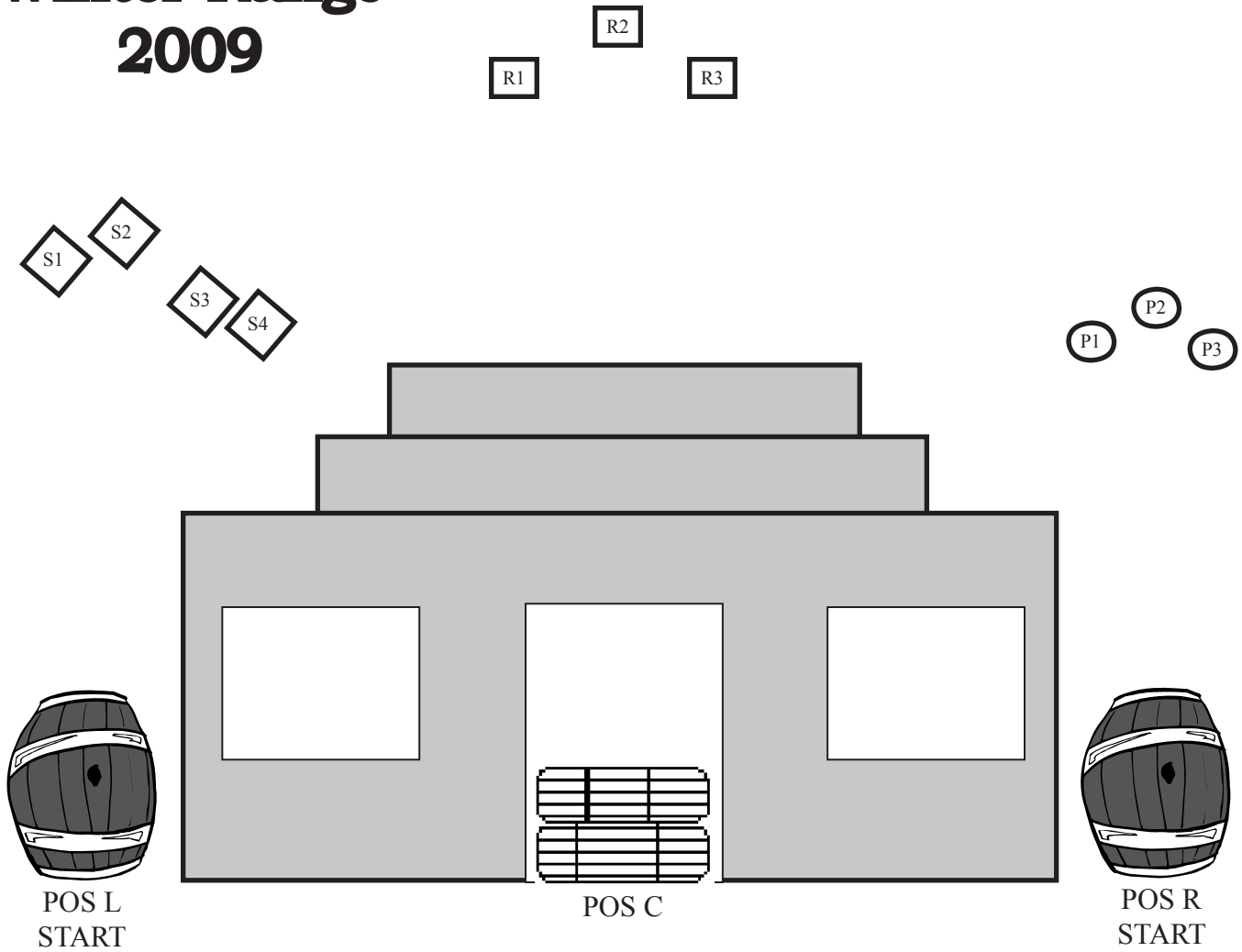
**ON SIGNAL:** Place basket on box, move to position 2L or 2R, retrieve rifle and engage each RP targets three times each for nine rds, “Nine Toe” style (any way you want!). Make rifle safe on box, muzzle pointing into berm. Retrieve shotgun and move to position 3 and engage 4 shotgun targets (S), make shotgun safe. Move to **4L or 4R**, and with revolvers engage each RP targets at least three times each, “Nine Toe” style (any way you want!) for ten rounds.

**Winter Range  
2009**

# STAGE SEVEN

## Winter Range

### 2009



**10 REVOLVER 10 RIFLE 4+ SHOTGUN**

**START:** Position **L or R**, standing upright, hands at your sides. Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 10 rds staged at doorway at position C (center); Open, empty shotgun staged on barrel at position L (left). Stage may be engaged either **left to right, or right to left**.

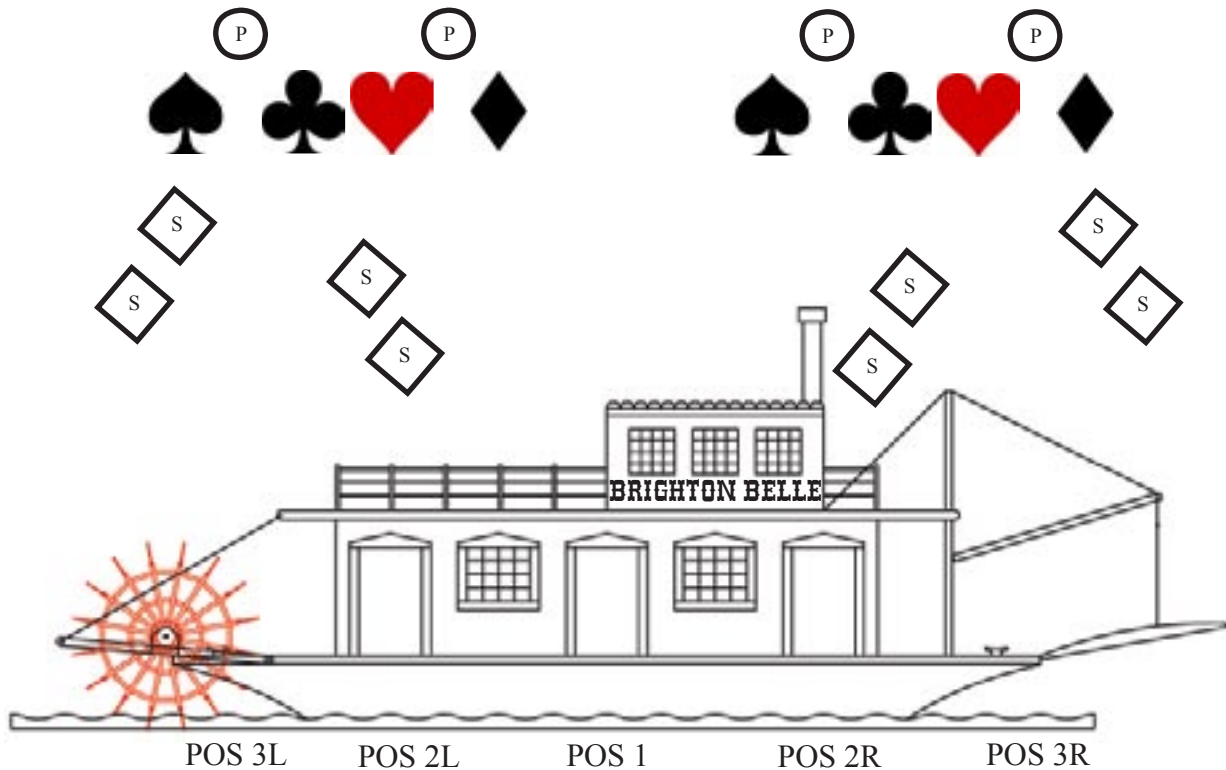
**ON SIGNAL:** From position L, with shotgun engage S1-S4, make shotgun safe. From position C, with rifle engage R1-R3 in a continuous double tapping Nevada sweep in either direction, make rifle safe. From position R, with revolvers engage P1-P3 with a continuous double tapping Nevada sweep in either direction.

# STAGE EIGHT

## Winter Range 2009

R1

R2



10 REVOLVER    10 RIFLE    4+ SHOTGUN

**START:** At faro table with shooter standing behind table, facing up-range, holding stack of chips. Rifle loaded with 10 rds at position 1. Open, empty shotgun staged at position 3L or 3R. Two revolvers loaded with 5 rds each, holstered. Shooter indicates ready by placing the chips on the bet of their choice, and saying *“Five Hundred..let it ride!”* Shooter must not move any further until the signal.

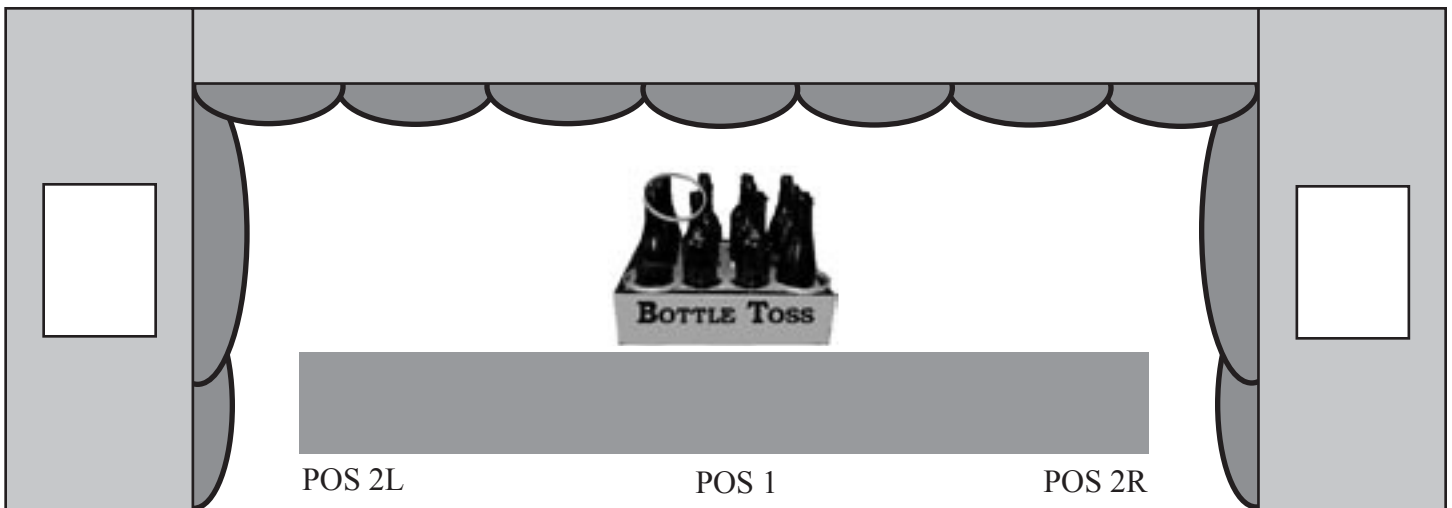
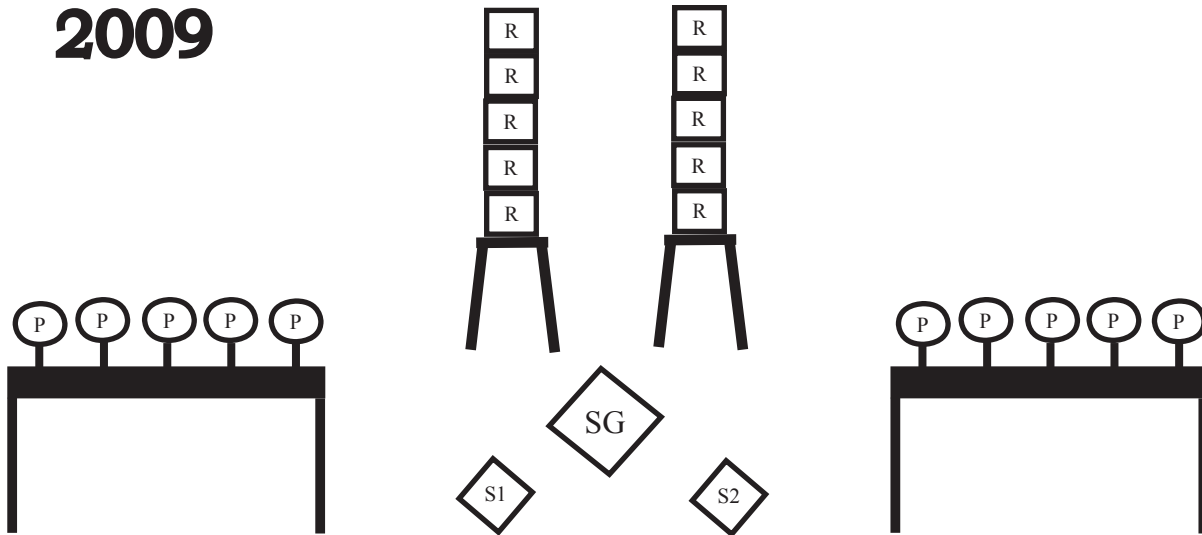
**ON SIGNAL:** Turn and move to position 1, and with rifle engage R1-R2 alternating for 10 rds, starting on either target. Make rifle safe. Move to either position 2L or 2R, and choose one of the four cards, turning it over. With revolver engage the target that matches the “suit” of the card once, **THEN** alternate between the two “P”s for 4 rds. Repeat with second revolver. (One on the suit target, alternate on the “P”s for 4 rds). Move to position 3L or 3R and with shotgun engage the two shotgun targets in front, then move back to position 2L or 2R, and engage the two remaining shotgun targets. Make shotgun safe.



# STAGE NINE

## Winter Range

### 2009



**10 REVOLVER 10+ RIFLE 2+ SHOTGUN**

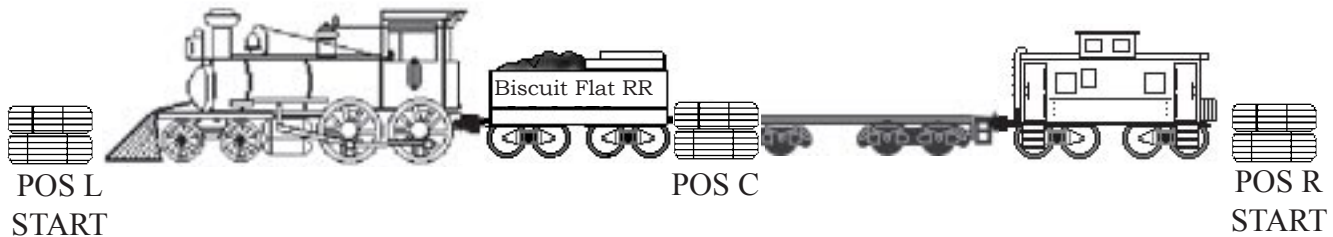
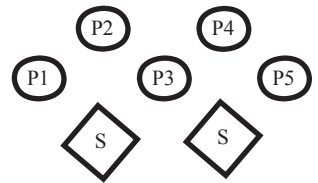
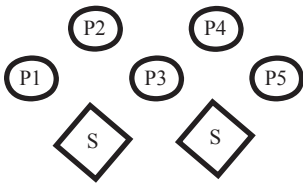
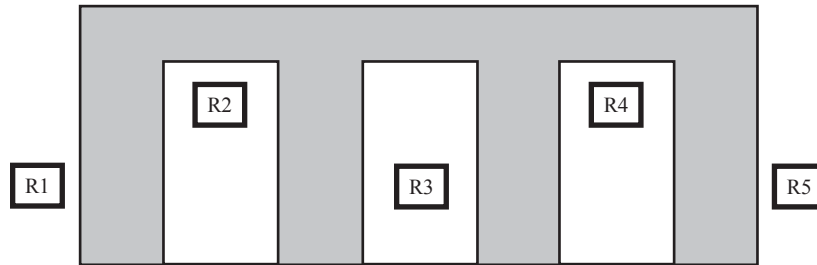
**START:** Position 1, standing upright, holding plastic ring. Two revolvers with 5 rds each, one at each location 2L and 2R on counter (on carpet pad within red square). Rifle loaded with 10 rds and open, empty shotgun, both staged on counter at position 1 (on carpet pad within black square). To signify ready, shooter tosses the ring onto the bottle rack - if they get the ring around a bottle then they win a ticket for a drawing! (This is off the clock!)

**ON SIGNAL:** With rifle engage both **Tombstone knockdown racks** ("R", 5 targets on each rack). Any tombstone knockdowns left standing may then be re-engaged with rifle until down. Make rifle safe. Move to position **2L or 2R**, and engage 5 revolver knockdowns, move to the opposite plate rack, **2L or 2R**, and engage the other 5 revolver knockdowns. Holster revolvers after use. Move back to position 1, with shotgun engage S1-S2. **THEN**, any knockdowns left standing may be made up using the shotgun by engaging the stationary shotgun plate (SG). (Ex. 3 plates standing - take 3 shots at SG.)

**Note:** Knockdowns must fall to count as hits. Any knockdowns left standing at the end of the stage will be counted as misses, unless made up before the end of the stage. Knockdowns left standing may be made up on the stationary shotgun target SG. In addition, the rifle may be reloaded and Tombstone racks re-engaged until all plates are down, but this option is only available while engaging the rifle rack only, and only with the rifle. **DO NOT** engage any plate racks with shotgun. . (This will make the Range Master wery, wery angry)

# STAGE TEN

## Winter Range 2009



10 REVOLVER 10 RIFLE 4+ SHOTGUN

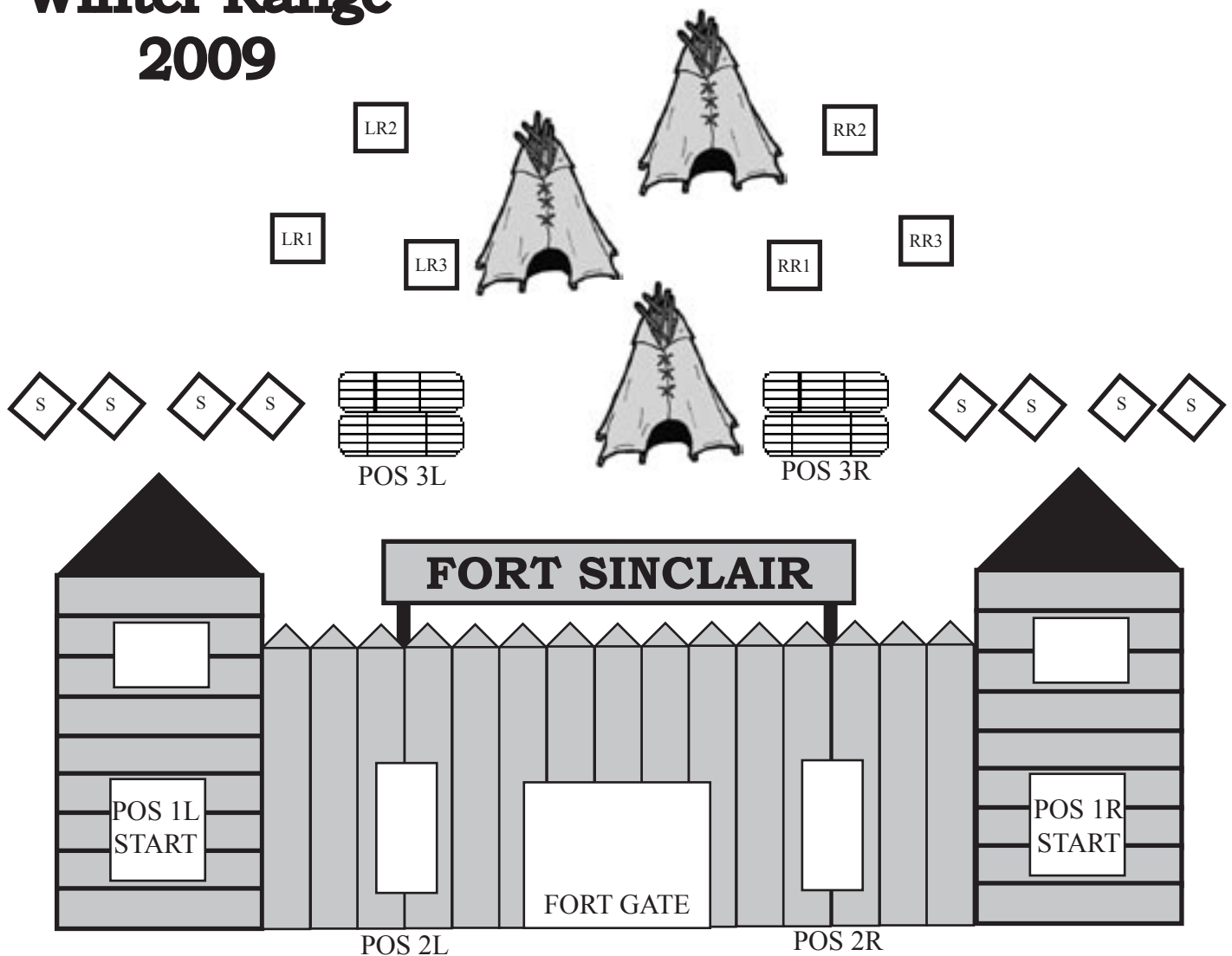
**START:** Position L or R, standing upright, hands at your sides. Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 10 rds staged at position C; Open, empty shotgun staged on box/bail in front of shooter.

**ON SIGNAL:** With first revolver alternate between P1 and P5 for 4 rds (no double taps), then place the 5th rd on P3. With second revolver alternate between P2 - P4 for 4 rds, then place the 5th rd on P3. With shotgun engage the two shotgun targets in front, move to position C and make shotgun safe. With rifle alternate between R1 and R5 for 4 rds, then place the 5th rd on R3. Continue by alternating between R2 and R4, then place the 5th rd on R3, make rifle safe. Taking shotgun with you, move to the remaining end position (either L or R) and engage two shotgun targets.

# STAGE ELEVEN

## Winter Range

### 2009

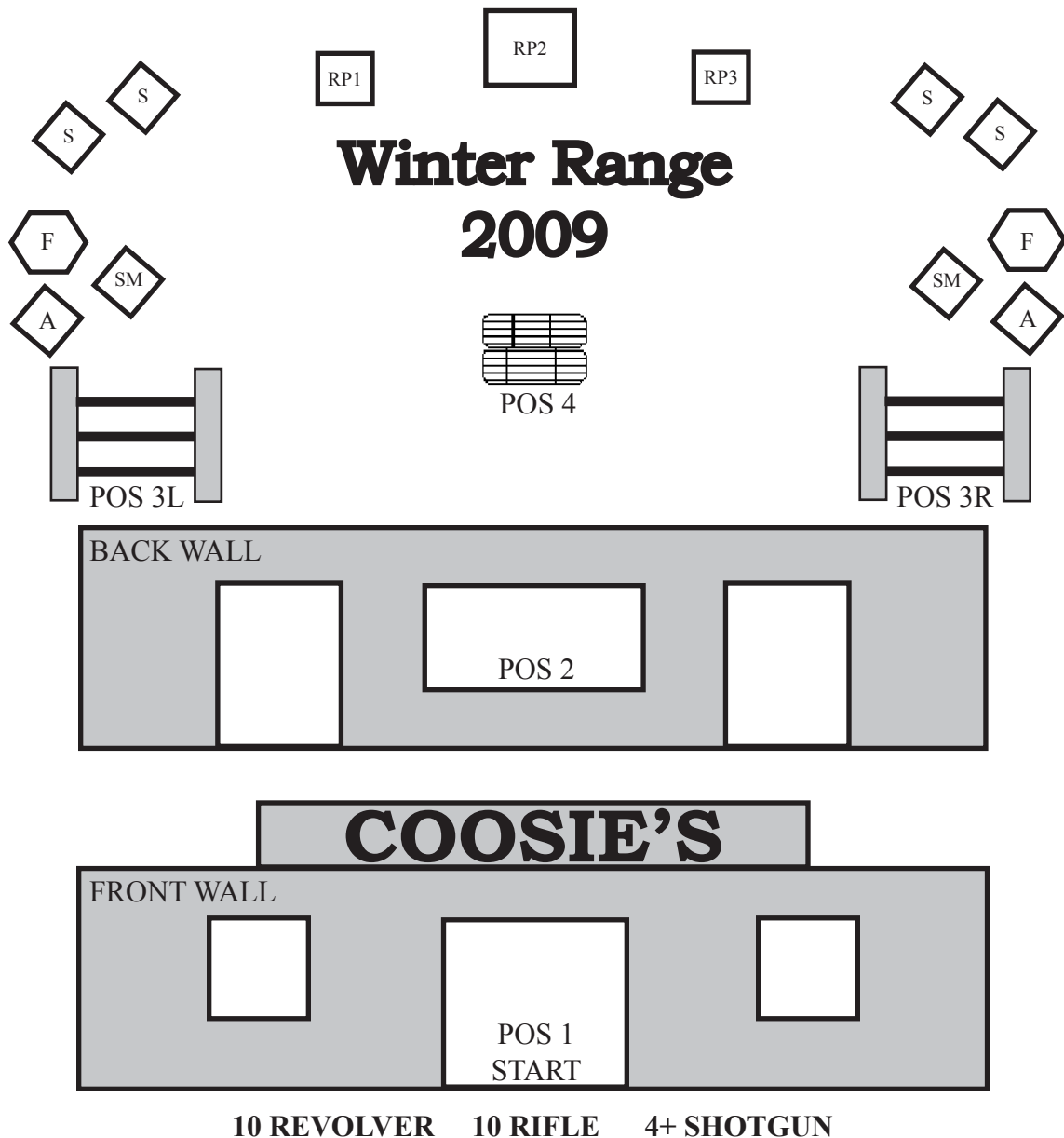


**10 REVOLVER    9 RIFLE + 1 RELOAD    4+ SHOTGUN**

**START:** Position 1L or 1R, **INSIDE** the fort tower, at the window. You may be crouched over, ready to spring into action, with your hands hovering over your shotgun, but **NOT** touching it! (Or you can just stand upright very relaxed.....) Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 9 rds staged at position 2L or 2R at the gun blocks by the window. Open, empty shotgun staged on window shelf.

**ON SIGNAL:** Retrieve shotgun and engage the four shotgun targets in front (S). Make shotgun safe **in the vertical gun rack near door**. Move to position 2L or 2R, and with rifle engage LR1-LR3 (Or RR1-RR3) with a continuous Nevada sweep in either direction for 9 rds. **Then reload** one round and engage any one of the rifle targets. Make rifle safe **vertically at gun blocks by window**. Move to position 3L or 3R through the fort gate and with revolvers engage LR1-LR3 (or RR1-RR3) with a **continuous** Nevada sweep in either direction. (Position 3L or 3R is **within one step** of the straw bale - at least one foot over the red painted line)

# STAGE TWELVE



**START:** Position 1, standing upright, hands on hips, both feet outside building (“up-range” side of door threshold). Two revolvers loaded with 5 rds each, holstered; Rifle loaded with 10 rds and open, empty shotgun both staged on shelf at position 2.

**ON SIGNAL:** Retrieve rifle and engage RP1 twice, RP2 six times, and RP3 twice (2-6-2, any order), make rifle safe at either vertical gun block. Retrieve shotgun, move to position 3L or 3R, and engage A & F (actuator and flying target), and two stationary shotgun targets (S), for 4 rds. Missed flying target may be made up by engaging shotgun make up plate (SM). Move to position 4 and make shotgun safe. With revolvers engage RP1 twice, RP2 six times, RP3 twice (2-6-2, any order) for 10 rds.

NOTE: Buckaroos/Buckarettes are not required to engage flying target, and may engage shotgun make up plate (SM) twice instead. A miss on the flying target that is not “made up” on the make up plate (SM) must be scored as a miss for all shooters.