

# Stage 1

## Upper pistol bay

S5 S6  
T1 T2 T3

S3 S4



S1 S2

table 3



table 2



table 1

**Start**



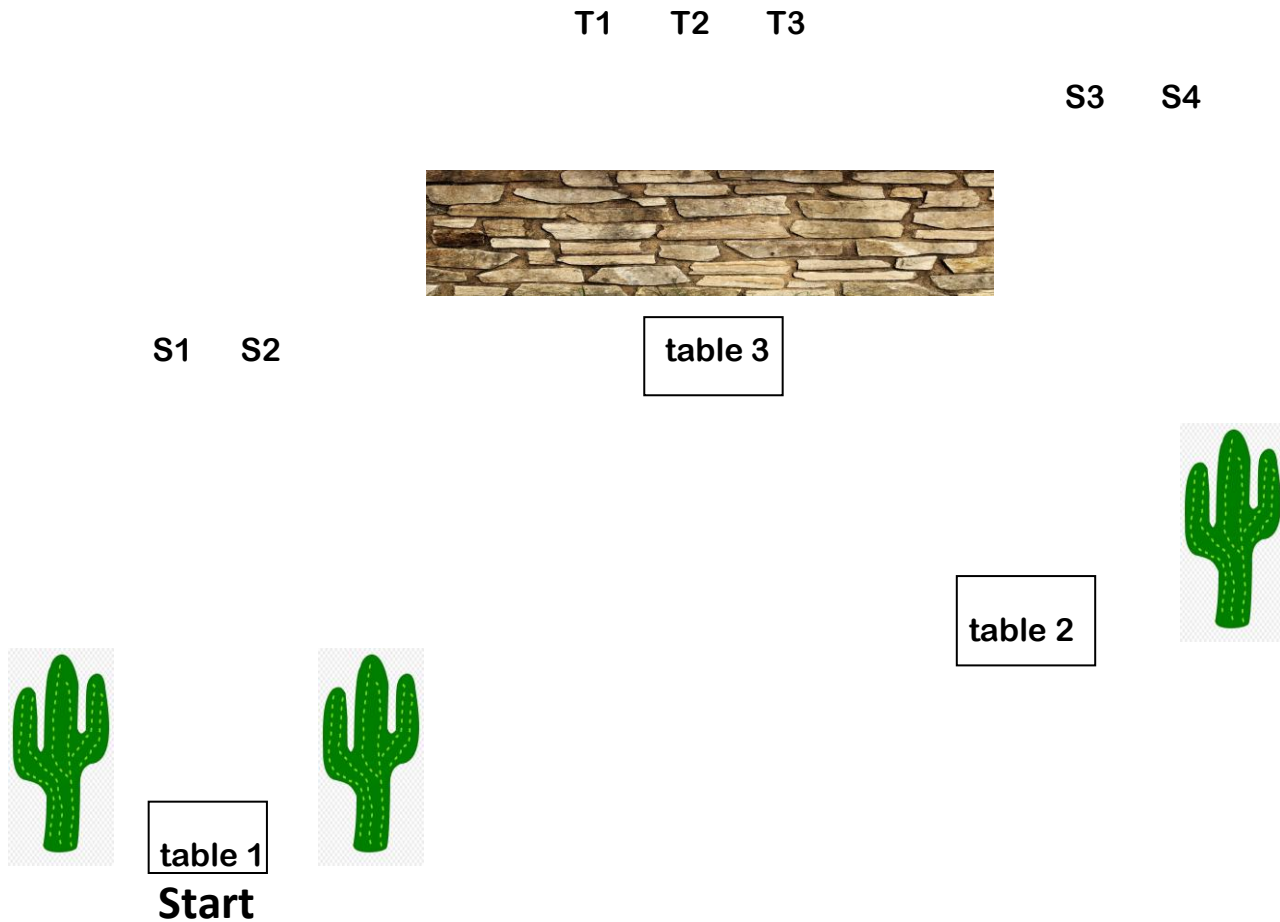
10 pistol    10 rifle    6(+) shotgun

You left the old homestead heading for the high plains get-together only to be waylaid by a bunch of no-good bad guys (we're being pc here). How'd they find out you're packing mama's special meatloaf casserole?

**Start:** standing at table 1 between cacti, rifle loaded w/10 in hand, open-empty shotgun staged on table, both pistols loaded w/5 and holstered.

**On signal:** with rifle, starting on either end, engage T1-T3 in a Nevada sweep, double tapping T2. Make rifle safe on table angled toward left berm, retrieve shotgun and engage S1 & S2. Take shotgun to right cactus and engage S3 & S4. Take Shotgun to rock wall and engage S5 & S6. Make shotgun safe on table 3, and with pistols engage T1-T3 same as rifle.

## Stage 2 Upper pistol bay



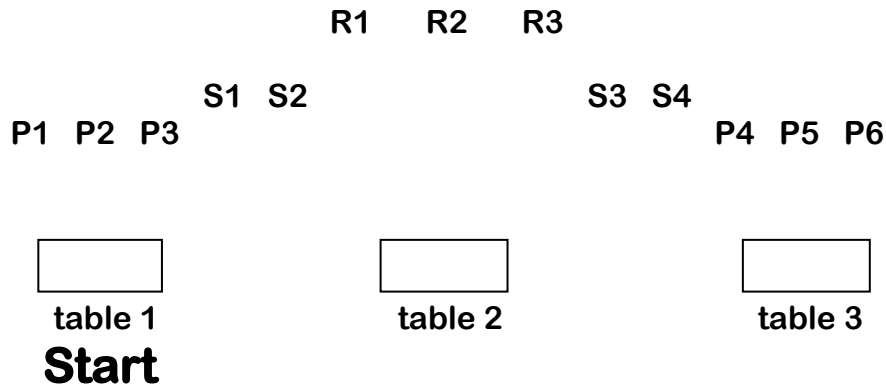
10 pistol 10 rifle 4(+) shotgun

On the way to the high plains get-together and now another bunch of them durned bad guys! You're not packin' any Corona or Coors Light so they must be after the Dos XX and Alaskan Amber!

**Start:** standing at table 1 between cacti, shotgun in hand, rifle loaded w/10 staged on table 2 at right cactus, both pistols loaded w/5 and holstered. At TO command, load shotgun w/2 rounds and make ready.

**On signal:** with shotgun engage S1 & S2. Move to right cactus and engage S3 & S4. Make shotgun safe on table 2 angled toward right berm. Retrieve rifle and engage T1-T3 w/3 rounds each any order and place last round on T2. Making rifle safe at cactus or at rock wall, move to rock wall and with pistols engage T1-T3 same as rifle.

# Stage 3 Bay 2



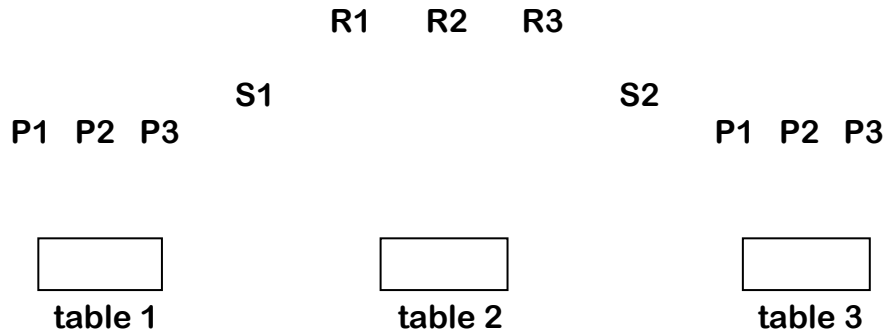
10 pistol    10 rifle    4(+) shotgun

Getting' to Craig, America for the high plains get-together is being harder than you expected. It's not the end of the world (although you can see it from here) but various miscreants and malcontents seem to want to keep you from getting there.

**Start:** standing at table 1, thumbs hooked in (any) belt, pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged anywhere safely.

On signal: using first pistol double tap P2. Then sweep P1-P3. Move to table 2 and using rifle engage R1-R3 same as pistol, repeat. Make rifle safe, retrieve shotgun and engage S1-S4 any order. Make shotgun safe, move to table 3 and engage P4-P6 same as first pistol. Gunfighters must engage pistol targets double duelist style.

## Stage 4 Bay 2



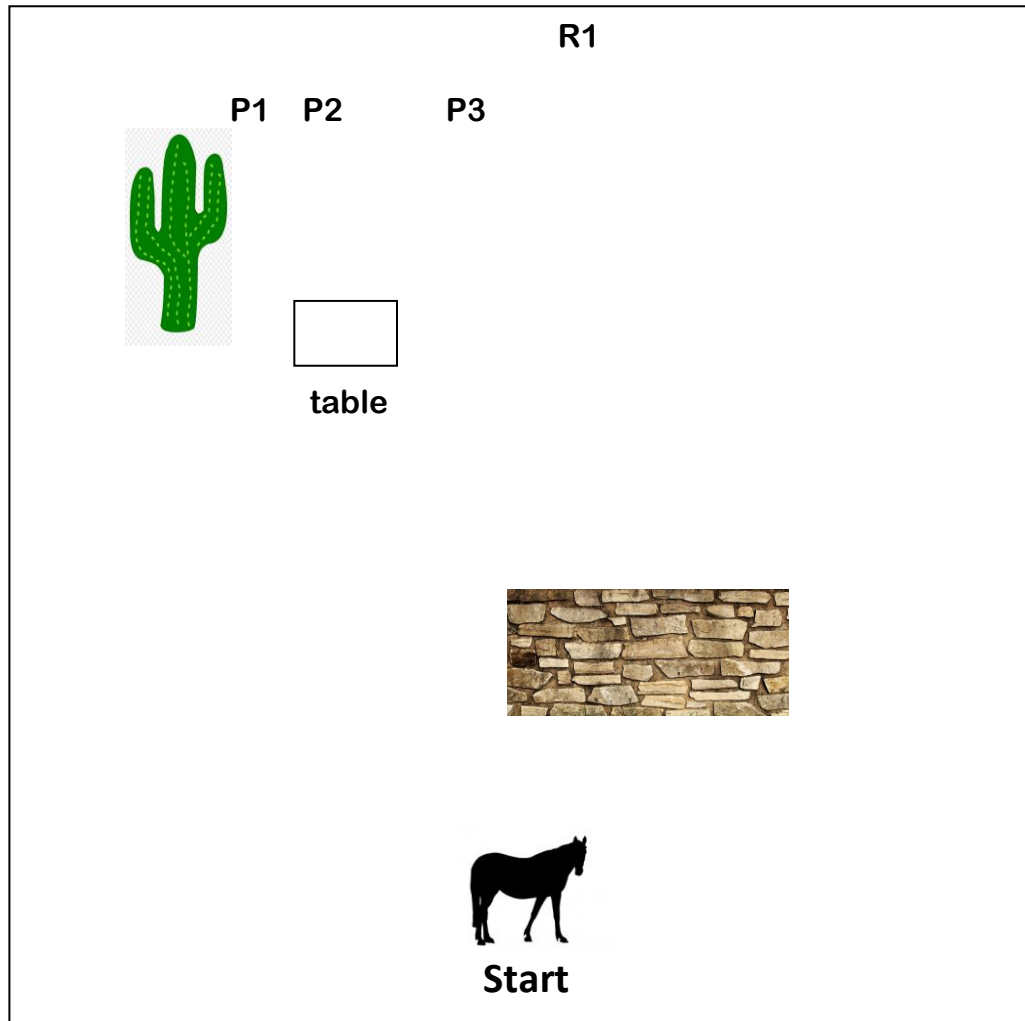
10 pistol    10 rifle    2(+) shotgun

The high plains get-together seemed like a good idea, but Craig, America is not only remote it's hard to find. When you (finally!) decide to ask for directions you realize that a good map might have been a better idea (forget GPS, it won't be invented for 100 more years).

**Start:** standing anywhere, hands on hips and ready for trouble, pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged anywhere safely. Targets may be shot in any order as long as rifle is not last.

**On signal:** pistols are engaged from table 1 or table 3, 1 on P2, 4 on P1, 1 on P2, 4 on P3. Rifle is engaged from table 2 same as pistols. Shotgun is engaged anywhere between table 1 and table 3, engage S1 & S2 any order.

## Stage 5 Bay 3



After all the hassle of getting to Craig, America for the high plains get together, you need to take a break and kick back with a movie or two. Clint Eastwood in Joe Kidd is a nice “break from the action”.

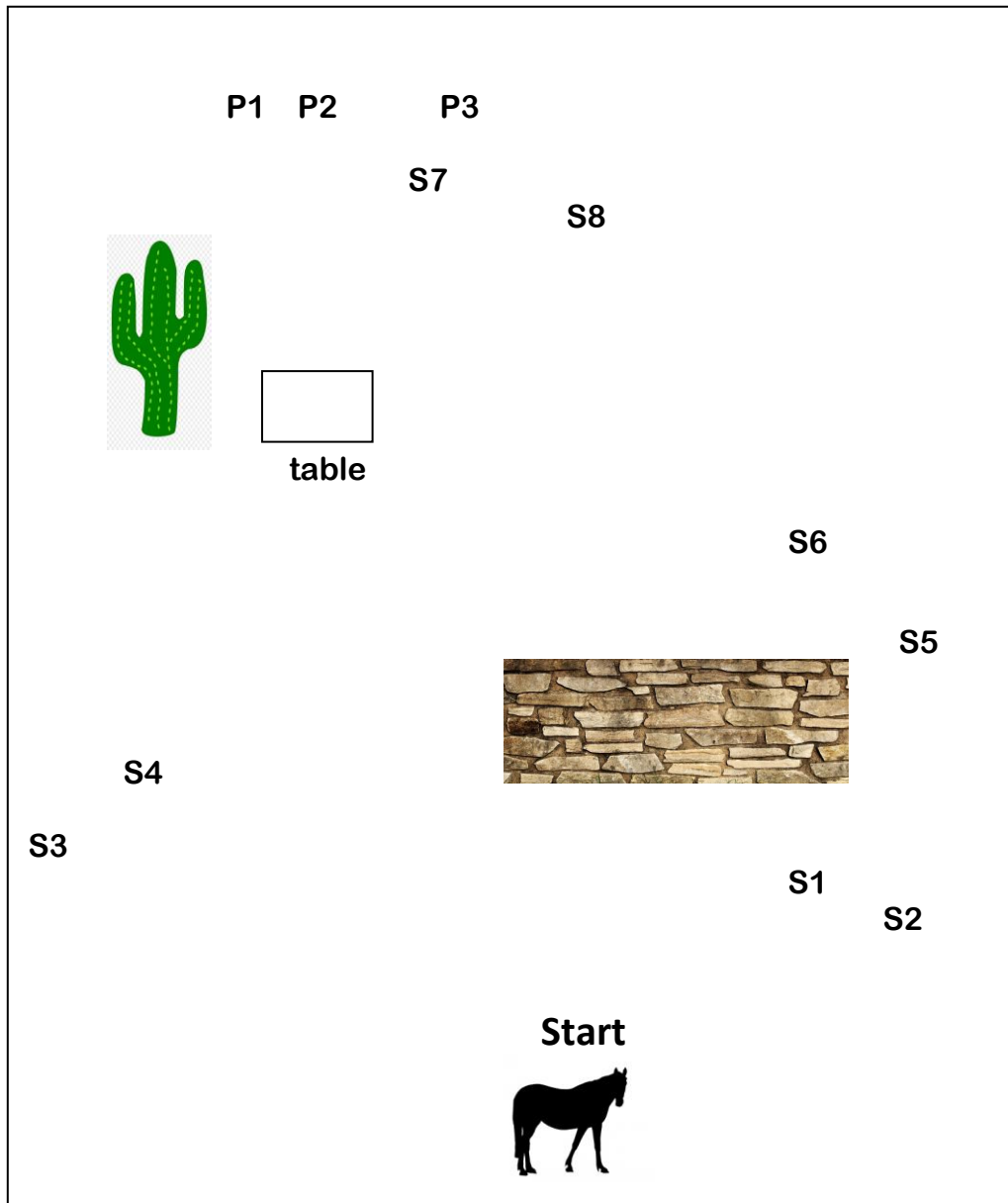
10 pistol, 11(+) rifle

Mingo, a deadly sniper, has you pinned down. If you can't eliminate him you're in a serious bind...

**Start:** standing behind horse, both pistols loaded w/5 and holstered, rifle loaded w/10 in hand, muzzle resting on horses back ready for the long shot.

**On signal:** engage R1. If hit, advance to rock wall, if missed keep trying. If missed three times, advance to rock wall and try again. At rock wall (after R1 is hit or missed) reload rifle as needed and engage P2 w/3 rounds, P1 w/2, P2 w/3 and P3 w/2. Move to table, make rifle safe and with pistols repeat rifle instructions. Initial rifle shot(s) count as (1) miss only if missed from wall before reload.

## Stage 6 Bay 3



One movie wasn't enough so you decide to try Burt Lancaster in Valdez is Coming.

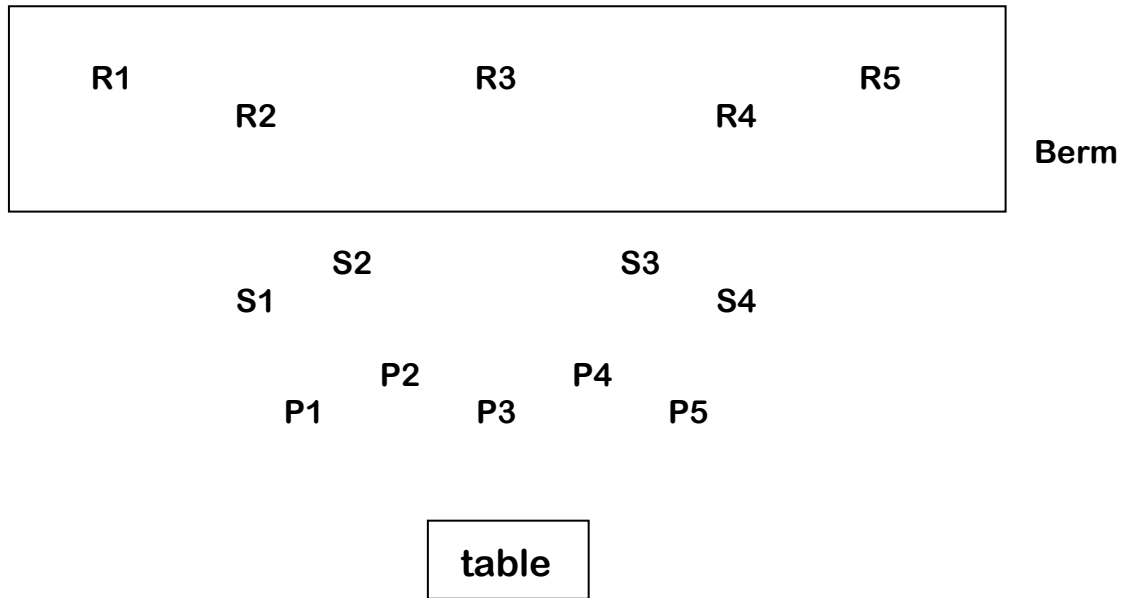
10 pistol, 8(+) shotgun

As you approach for the showdown, the henchman asks what you're carrying.

Start: standing in front of horse, both pistols loaded w/5 and holstered, shotgun in hand. On TO command load two and close shotgun. Signify ready by saying: "Something for rabbits".

On signal: while moving from start to cactus engage S1 – S8 as you approach them (traveling rule applies) (targets must be engaged on the approach in a down range direction-if you advance beyond a standing target it is a miss). At table make shotgun safe and engage P1 – P3 using two 2-1-2 sweeps both in the same direction.

# Stage 7 Benchrest Bay



**Start**

**10 pistol    10 rifle    4(+) shotgun**

You finally made it to Craig, America and its time to wet your whistle. When some trouble maker objects to your choice of libation (what's the problem with a Shirley Temple?) a bar fight is next.

**Start:** standing at bar, both hands palms flat on bar, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged on bar. Signify ready by saying: "Shirley Temple on the rocks."

On signal, with rifle engage R1-R5 with 2 rounds each, any order, no double taps. Make rifle safe on bar (pointing at right berm), retrieve shotgun and engage S1-S4 in any order as you move to table. Make shotgun safe on table and engage P1-P5 same as rifle.

# Stage 8 Benchrest Bay

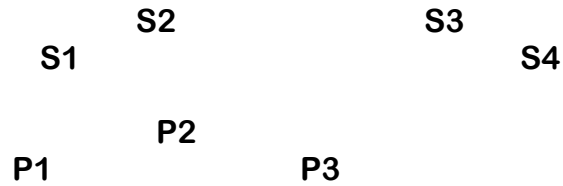
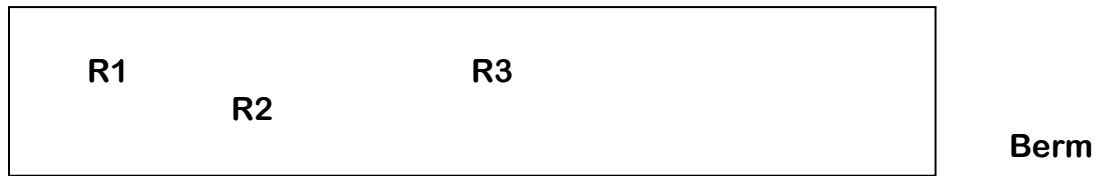
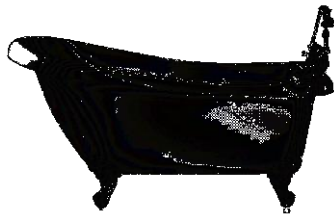
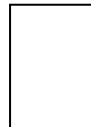


 table 2



**Start**



**table 1**



10 pistol    10 rifle    4(+) shotgun

Finally! It's bath time and you need unwind with your rubber ducky.

**Start:** standing at tub, rubber ducky in hand, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on table 1, open-empty shotgun staged on table 2.

**On signal:** place your rubber ducky in the water and be sure it floats. Retrieve rifle and engage R1-R3 ten on three, at least two on each target. Move to table 2, make rifle safe and with pistols engage P1-P3 same as rifle. With shotgun engage S1-S4 any order.



# Stage 9 Silhouette Bay

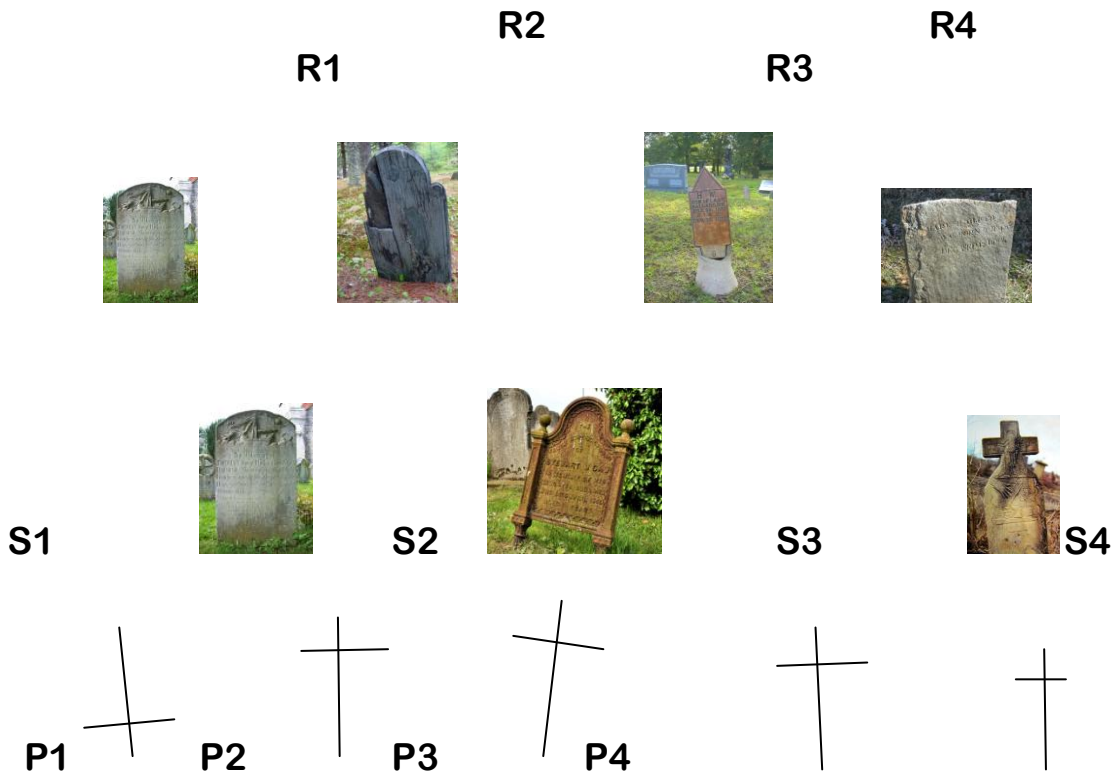


table 1

table 2



**Start**

10pistol    10 rifle    4(+) shotgun

It's Memorial Day and at the high plains get-together we pay our respects to the fallen and to those who served... but there are always some who don't get the word.

**Start:** standing at coffin, hands clasped in prayer, both pistols loaded w/5 and holstered, rifle loaded w/10 staged on coffin and open-empty shotgun staged anywhere safely. Signify ready by saying: "Rest in peace".

**On signal:** using rifle engage R1-R4 in a Nevada sweep double tapping R1 & R4. Making rifle safe anywhere move to table 1 and engage P1-P4 same as rifle. Move to table 2 and with shotgun engage S1-S4 any order.

# Stage 10 Silhouette Bay

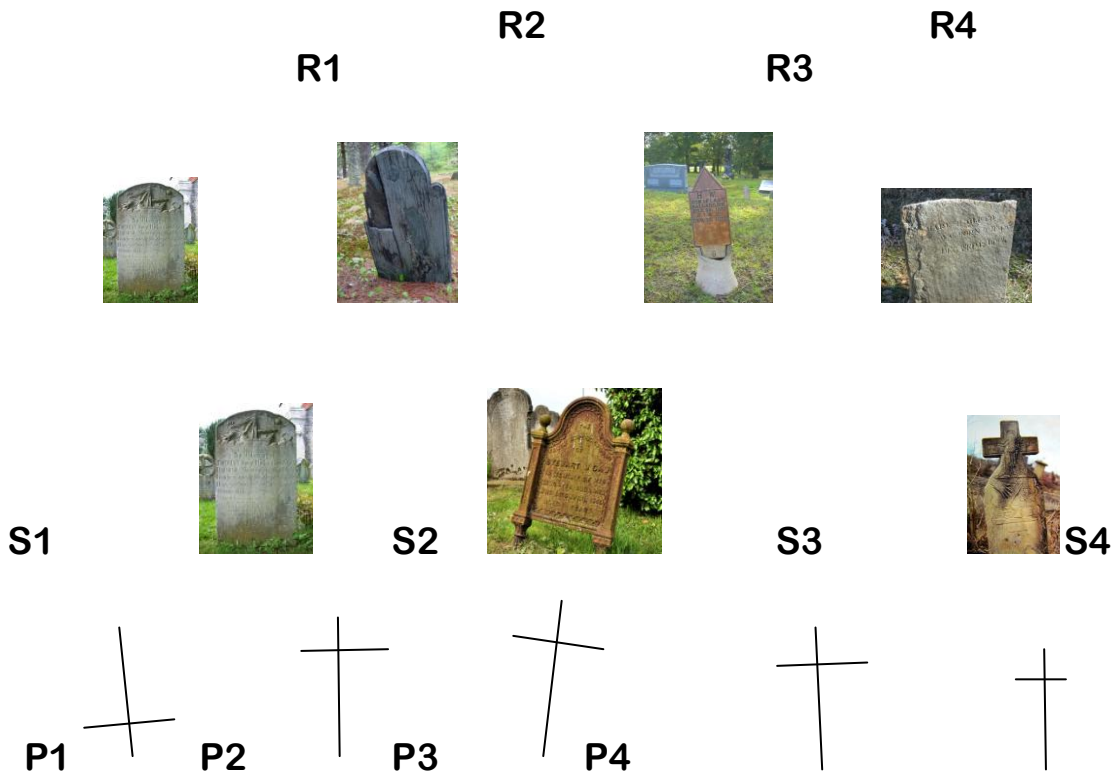


table 1  
**Start**

table 2



10pistol    10 rifle    4(+) shotgun

You've paid your respects and, as you're leaving, you discover that boot hill is over-run with grave robbers.

**Start:** standing at table 1 hand(s) on pistol(s), both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged anywhere safely. Signify ready by saying: "It's the upside-down cross".

**On signal:** using pistols engage P1-P4 using a progressive (1 on 1, 2 on 2, 3 on 3, 4 on 4) sweep starting on either end. Move to table 2 and using rifle engage R1-R4 same as pistols. Make rifle safe and with shotgun engage S1-S4 any order.

# Stage 11 South Bay

T1

T2

T3

S1 S2

S3

S4

S5 S6

table 3



table 1  
**Start**

table 2  
**Start**

10 pistol    10 rifle    6(+) shotgun

It's finally the long awaited high plains get-together and some miserable, rotten, no-good son-of-a-#\*0%# has stolen the beer. Now is the time for the charge of the (Miller) lite brigade!

**Start:** standing at either table 1 or table 2 shotgun in hand, both pistols loaded w/5 and holstered, rifle loaded w/10 at either table 1 or 2. On TO command load 2 and close shotgun.

**On signal:** engage 2 SG targets in front of you, move between buildings and engage S3 & S4, move to opposite table and engage last 2 SG targets. Make shotgun safe (pointing to berm) retrieve rifle, move between buildings and engage T1-T3 using a 3-4-3 sweep from either end. Advance to table 3, make rifle safe and with pistols engage T1-T3 same as rifle.

# Stage 12 South Bay

R1

R2

R3

S1

S2

P1

P2

P3

P4

P5

P6



table 1  
**Start**

table 3



table 2  
**Start**

10 pistol    10 rifle    2(+) shotgun

At last it's time to dig in for the pot luck dinner when some so-and-so makes a disparaging comment about mama's meatloaf. It's up to you to defend her culinary skills.

**Start:** standing at either table 1 or table 2 holding your plate, both pistols loaded w/5 and holstered, rifle loaded w/10 and open-empty shotgun staged anywhere safely. Signify ready by saying: "Don't be dissin' my mamas vittles!"

**On signal:** using first pistol engage pistol targets in front of you using a 1-3-1 sweep. Move to table 3 and with rifle repeat pistol instructions twice (dirty sweep is OK). With shotgun engage S1 & S2 any order. Rifle & shotgun may be shot in either order. Move to opposite end and with second pistol repeat 1-3-1 sweep. Gunfighters must engage pistol targets double duelist style.