

September 2015 Match—Our Kids—Our Future

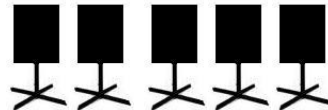
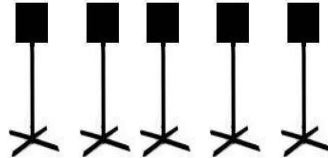
Stage One (Saloon) Count: 10-10-4+ Order: S/R/P

The Chisolm Trail Kid

Staging: Pistols holstered, rifle loaded with 10 rounds staged in left window, shotgun on table on left deck.

Starting Position: Start standing behind table on left deck, hands as high in air as possible, 2 shotgun shells in hand.

Procedure: When ready, say **“You can pry my guns from my cold dead fingers, but only after I fight.”** ATB, shoot the 4 shotgun knockdown targets in any order, FIRST using the 2 shotgun shells in hand. Move to left window and with rifle, starting from either end, shoot the targets in the following order with the first 5 rounds: 1-5-2-4-3, then repeat that sequence exactly with the second 5 rounds. Move to right window and with pistols shoot the targets following same instructions given for rifle.



Left Deck Table

Left Window

Right Window

Stage Two (Well) Count: 10+-10-4+ Order: R/P/S

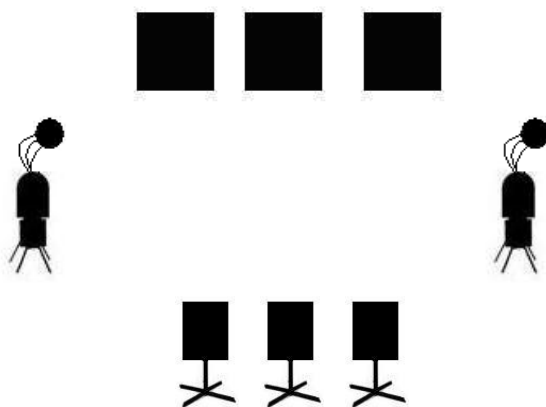
Lil' Bit E. Miss

Sheriff Sass E. Miss is in the stables as Deputy Lil' Bit E. Miss runs up to her. Catching her breath, Deputy Lil' Bit announced: "There has been a robbery down at the bank." The Sheriff replied, "Well, who was it?" "The Parry Brothers," Deputy Lil' Bit exclaimed. "Huh," Sheriff Sass E. grunted. "We better get down there fast." "How are we gonna get there, all there is to ride are these ponies," replied Deputy Lil' Bit. "The ponies will have to do," said the Sheriff. "Well in that case, I call the big one," announced Deputy Lil' Bit.

Staging: Pistols holstered on Comet, rifle loaded with 10 rounds and shotgun both staged on Comet.

Starting Position: Sitting on Comet, both hands on saddle horn.

Procedure: When ready, say "**I call the big one.**" ATB, while seated on Comet, with rifle shoot the rifle targets, starting from either end, with a 1-3-1 sweep, THEN with second 5 rifle rounds, repeat starting from the same end. Make rifle safe on Comet. With pistols, while seated on Comet, shoot the pistol targets following the same instructions given for rifle. Return pistols to holsters on Comet. With shotgun, while seated or standing, shoot the poppers and flying clays. A hit on a flying clay is a 5 second bonus. A miss on a flying clay is NOT counted as a miss.



Comet

Stage Three (Fort)

Count: 10-10-4+

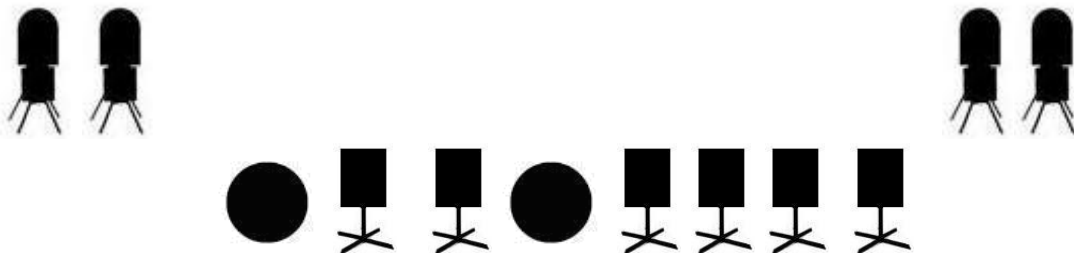
Order: R/P/S

Sass E. Miss

Staging: Pistols holstered, rifle loaded with 10 rounds, held in both hands, shotgun staged on table.

Starting Position: Start with a foot touching stone, rifle in both hands.

Procedure: When ready, say **“All for one and one for all.”** ATB with rifle, starting on the LEFT (circle), shoot each of the 8 targets with 1 round, then shoot target 4 (center circle), then target 1 (left circle). Move to table and make rifle safe. With pistols, starting on the LEFT, shoot targets 1 and 4 (circles), then, starting from the LEFT, shoot each of the 8 targets with 1 round. With shotgun shoot the 4 knockdowns in any order.



Table

Stone

Left Window

Right window

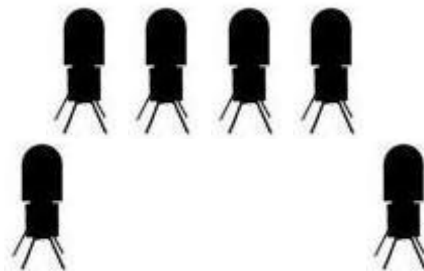
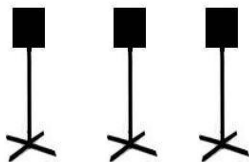
Stage Four (Jail) Count: 10-10-4+ Gun Order: R/S/P

Georgia's Phantom Rider

Staging: Pistols holstered, rifle loaded with 10 rounds staged on target box, shotgun in right window.

Starting position: Outside jail cell, holding door shut with both hands.

Procedure: When ready, say, "**Monkey Balls.**" ATB move to rifle and, starting on either end, with first 5 rounds, shoot the targets as follows: 1-3-1-3-2, then repeat instructions. Make rifle safe on right window shelf. With shotgun, shoot any 4 knockdown targets in any order. After 4 SG targets are down, you MAY shoot the other 2 knockdown targets for a 5 second bonus—all 6 targets must go down in order to get the 5-second bonus. Leaving one or both bonus targets standing does not count as a miss. Make shotgun safe in window. With pistols, through center opening, shoot the 3 near targets following the same instructions given for rifle.



Target box

Right Window

Stage Five (Cemetery)

10-10-4+

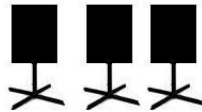
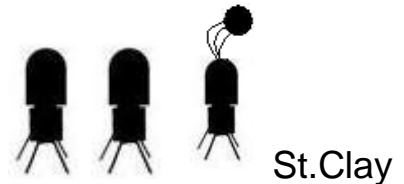
P/R/S

The Chisolm Trail Kid

Staging: Pistols holstered, rifle loaded with 10 rounds staged on left table, shotgun staged on right table.

Starting Position: Start standing in center opening, both hands on a gate post.

Procedure: Say **“I’m your huckleberry.”** ATB, with pistols, starting from either end, shoot the 3 targets in a 6-3-1 sweep. Move to rifle and, starting from either end, shoot the 3 targets following the same instructions given for pistols. With shotgun, shoot the 2 knockdowns, popper and flying clay (must shoot 4 rounds here). A miss on the flying clay may be made up on stationary clay.



Left Table

Center Table

Right Table

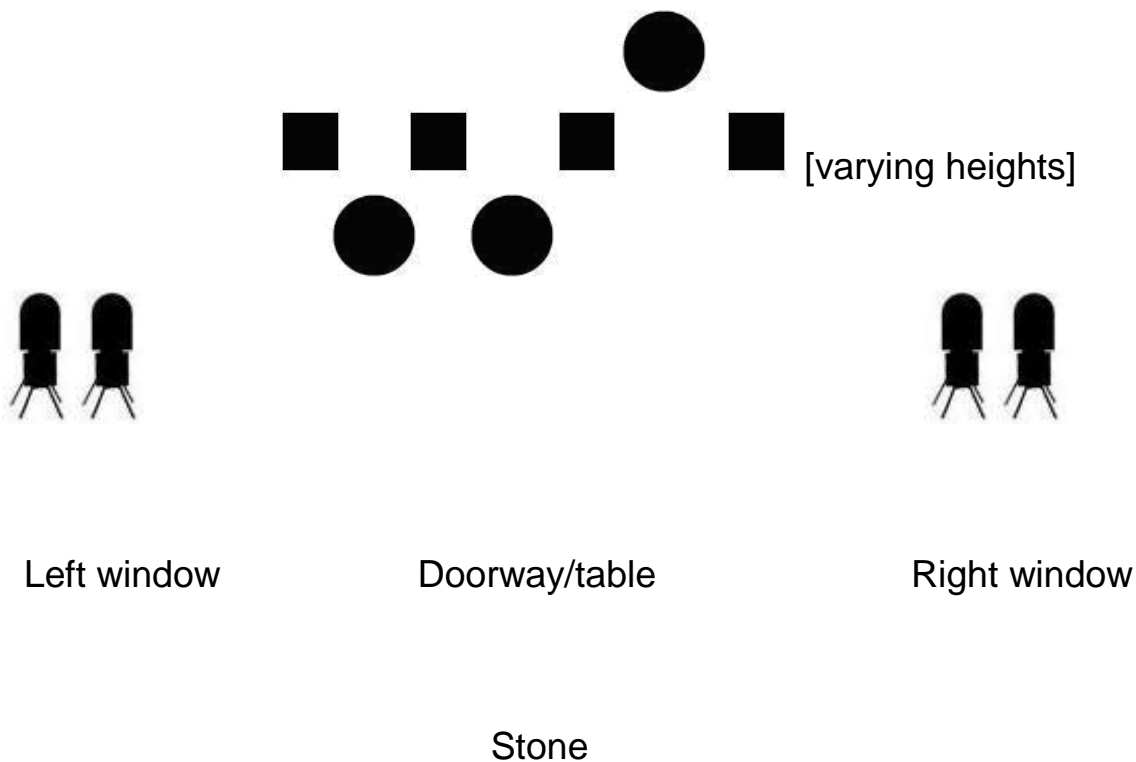
Stage Six (Livery) Count: 10-10-4+ Gun Order: S/C

Georgia's Phantom Rider

Staging: Pistols holstered, rifle loaded with 10 rounds staged on table in doorway. Shotgun staged in left or right window.

Starting Position: Start standing with one foot touching stone.

Procedure: Say “.” ATB shooter's choice, rifle not last. With pistols, shoot a sweep, starting on either end with 1 round on each rectangle and 2 rounds on each circle (i.e., 1-2-2-3-4-4-5-6-6-7). With rifle, shoot the 7 targets following the same instructions given for pistols. With shotgun shoot 2 knockdown targets through the left window and 2 through the right window, in any order. Shotgun knockdowns may only be made up from original position.



Warm Up Stage Count: 10+-10-4+ Gun Order: R/P/S

Staging: Pistols holstered, rifle loaded with 10 rounds, staged on table. Shotgun staged in left or right window.

Starting Position: Standing behind table, hands on pistols.

Procedure: Indicate when ready. ATB with rifle, sweep the targets with 1 round each, starting from either end, THEN place 1 round on each of the 3 circle targets. With pistols, shoot the pistol targets following the same instructions given for rifle. With shotgun, shoot 4 knockdowns in any order—but using both windows.

