

Plainsmen
Stage #1
Bay #3

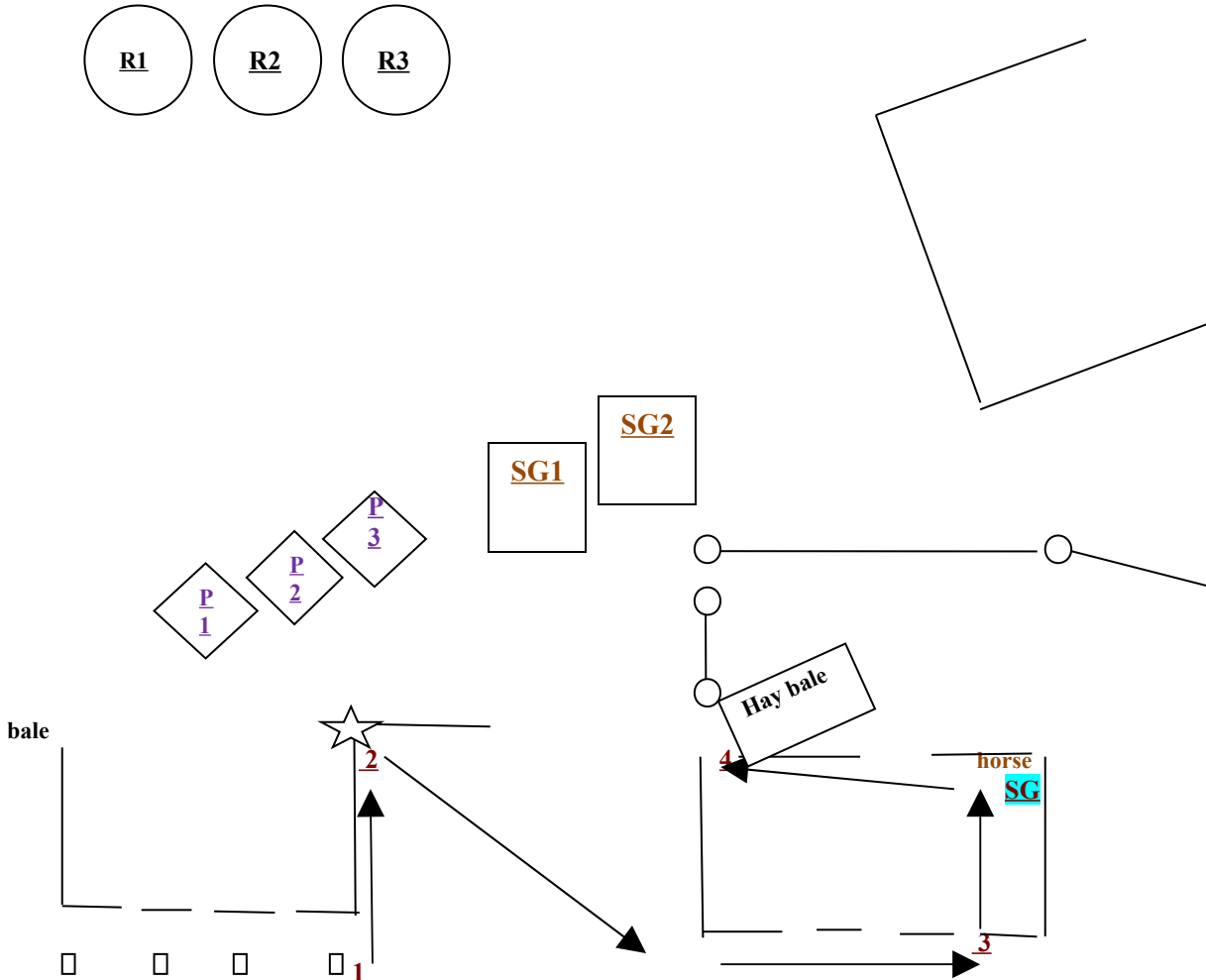
10 rounds pistol, holstered.

6 rounds rifle, staged in the corner by the fence

2+ rounds shotgun, staged in the East building on the horse

Targets required: 3 Pistol, 3 rifle, 2 shotgun

Props required: Horse



- 1) Shooter starts leaning against the corner post of the West building (position 1), hands on pistol butts.
- 2) At the beep, shooter moves to (position 2) gets rifle and engages rifle targets double tapping right to left. (P3 P3 P2 P2 P1 P1)
- 3) Shooter restages rifle in the corner, draws 1st handgun, and sweeps the 3 pistol targets starting from the left as follows: **P1 P1, P2 P2, P3**.
- 4) Shooter holsters pistol, moves around East building, goes thru the door to the horse, retrieves shotgun from the horse, moves to the left side of fence (position 4) and engages the 2 shotgun targets, any order. (targets must fall to count)(shotgun misses may be made up)
- 5) Shooter restages shotgun on the hay bale, draws 2nd pistol and sweeps the 3 pistol targets from the left as follows: **P1 P1, P2 P2, and P3**

Plainsmen

Stage 2

Bay 4

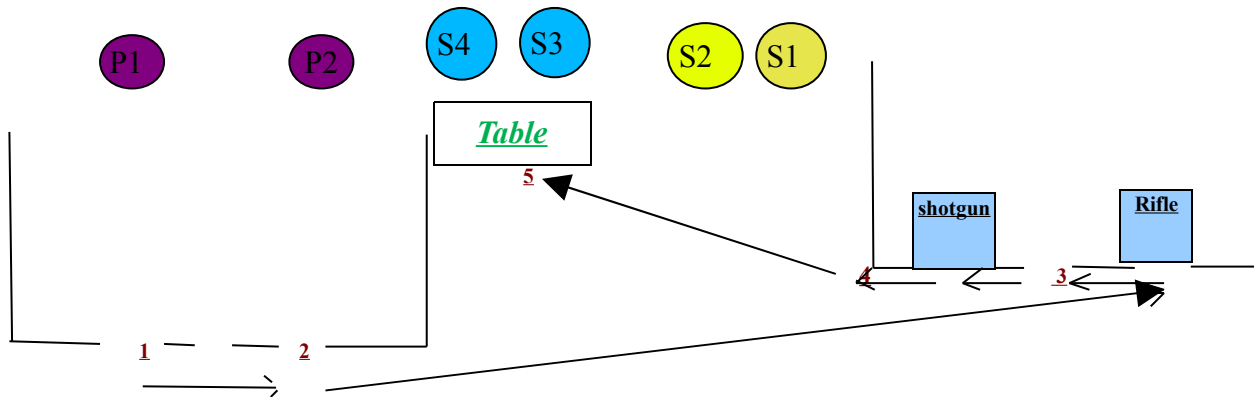
10 rounds rifle, staged on table on East building

*Target requirements: 7 rifle, 2 pistol and 4
shotgun(knockdowns), R4 should be DIFFERENT*

10 rounds pistol, holstered

Prop Requirements: Table

4+ rounds shotgun, staged in the left window of the East building.



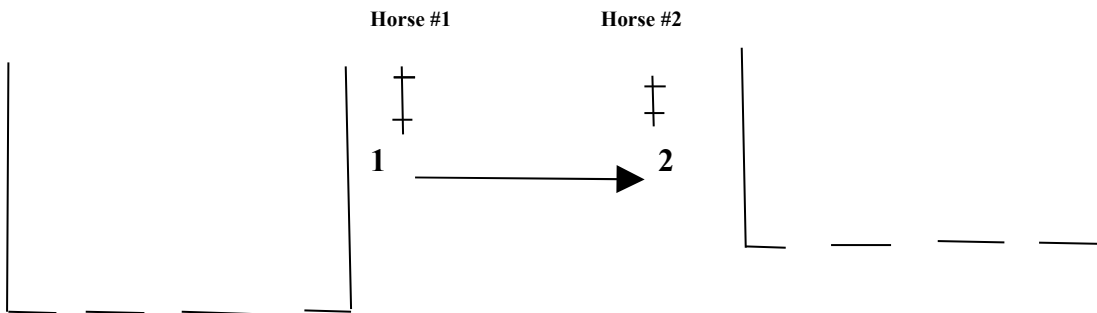
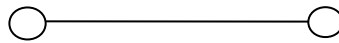
- 1) Shooter starts at the doorway (position 1) with hands straight up in the air.
- 2) At the beep, shooter dumps 5 shots on P1 with handgun.
- 3) Shooter moves to right window (position 2) and dumps 5 shots on P2 with handgun.
- 4) Shooter then goes to the far side of the East building, retrieves rifle, moves to the doorway (position 3) and engages the rifle targets with a *Little Bit Sweep* as follows:
R4,R3,R2,R1,R4,R5,R6,R7, R1, R7
- 5) Shooter restages the rifle at the left window, takes the shotgun, moves to the side of the building (position 4), and engage S1 and S2.
- 6) Shooter then moves to table at (position 5) and engages S3 & S4.
All shotgun targets must fall to count and misses can be made up!

4/13/2010

Plainsman
Stage 3
Bay 5

10 pistol, Holstered
8 rifle, held at port arms
8 Shotgun, staged on horse

Props required: 2 horses
Targets required: Bear



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- 1) Shooter starts at back of horse #1 with rifle at port arms (Position 1).
 - 2) At the beep, shooter engages the bear with 8 shots.
 - 3) Shooter stages rifle on horse, draws first revolver and dumps 5 shots on bear.
 - 4) Shooter holsters revolver, retrieves shotgun, goes to horse #2 (position 2) and shoots bear 8 times.
 - 5) Shooter stages shotgun on horse, draws second revolver and dumps 5 shots on bear.