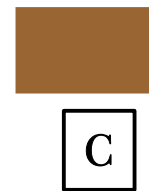
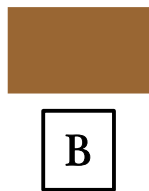
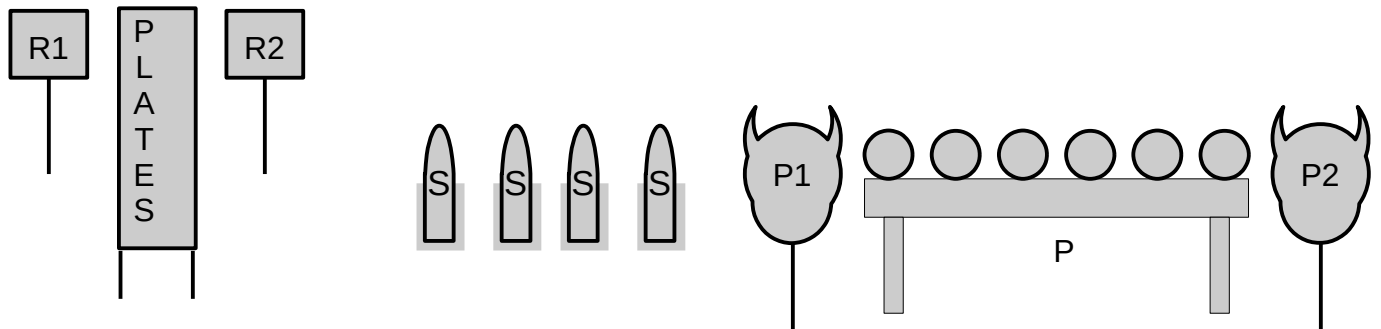


Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 1



START: Standing at any position, at the ready.
Rifle staged at any position.
Shotgun staged at any position.
Pistols holstered.

LINE: “ Lets get this gold loaded. “

AT THE BEEP: Guns may be shot in any order.

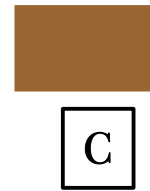
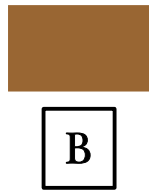
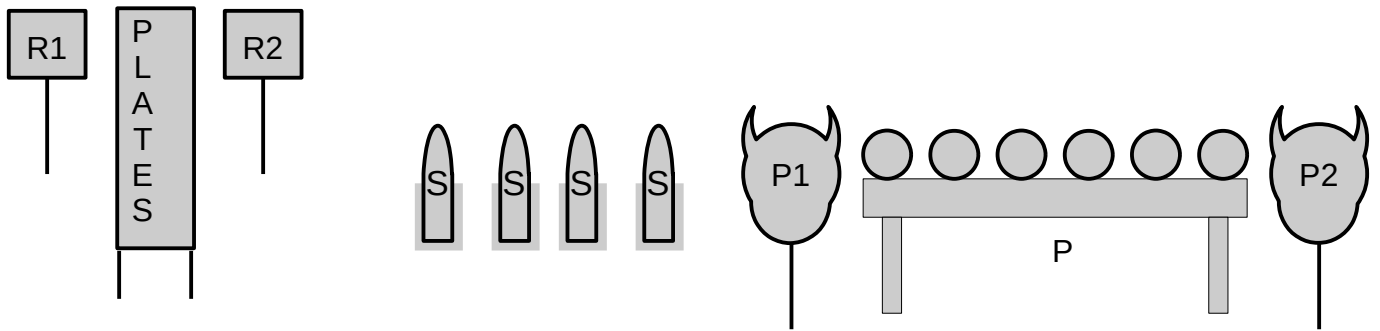
At A with rifle: Engage the rifle plate rack until down placing remaining rounds on R1 or R2.

At B with shotgun: Engage the 4 shotgun targets.

At C with pistols: Engage the pistol plate rack until down placing remaining rounds on R1 or R2.

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 2



START: Standing at any position, hands on hat.
Rifle staged at any position.
Shotgun staged at any position.
Pistols holstered.

LINE: “ Practice makes perfect. “

AT THE BEEP: Guns may be shot in any order.

At A with rifle: Double tap R1, then 5 on the plate rack, then double tap R2.
May begin on R1 or R2.

At B with shotgun: Engage the 4 shotgun targets.

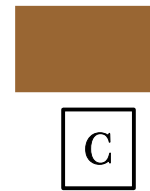
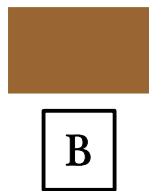
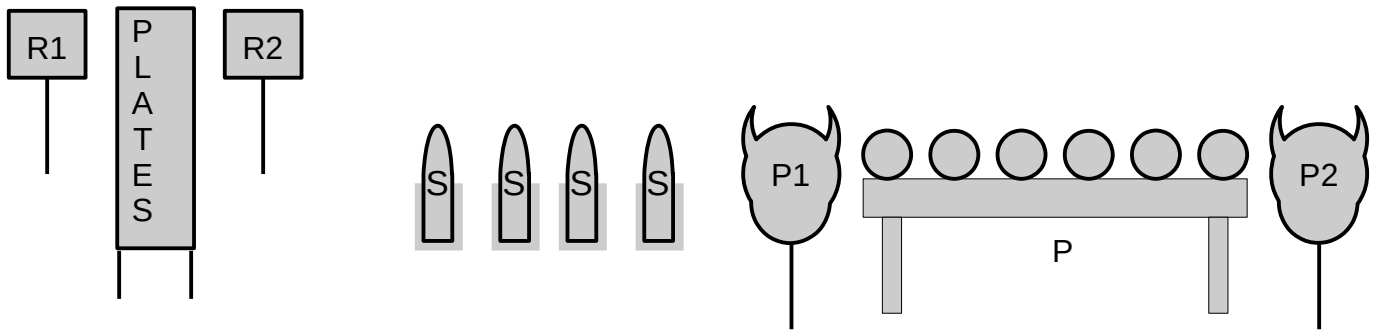
At C with pistols: Double tap P1, then 6 on the plate rack, then double tap P2.

NOTE: ALL PLATES ARE NO-MISS 1 SECOND BONUS EACH.

Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 3



START: Standing at any position, thumbs hooked in a belt.
Rifle staged at any position.
Shotgun staged at any position.
Pistols holstered.

LINE: “ Feeling foolish? “

AT THE BEEP: Guns may be shot in any order.

At A with rifle: Alternate between R1 and R2 for 4 rounds, then place 5 rounds on the rifle plate rack.

At B with shotgun: Engage the 4 shotgun targets.

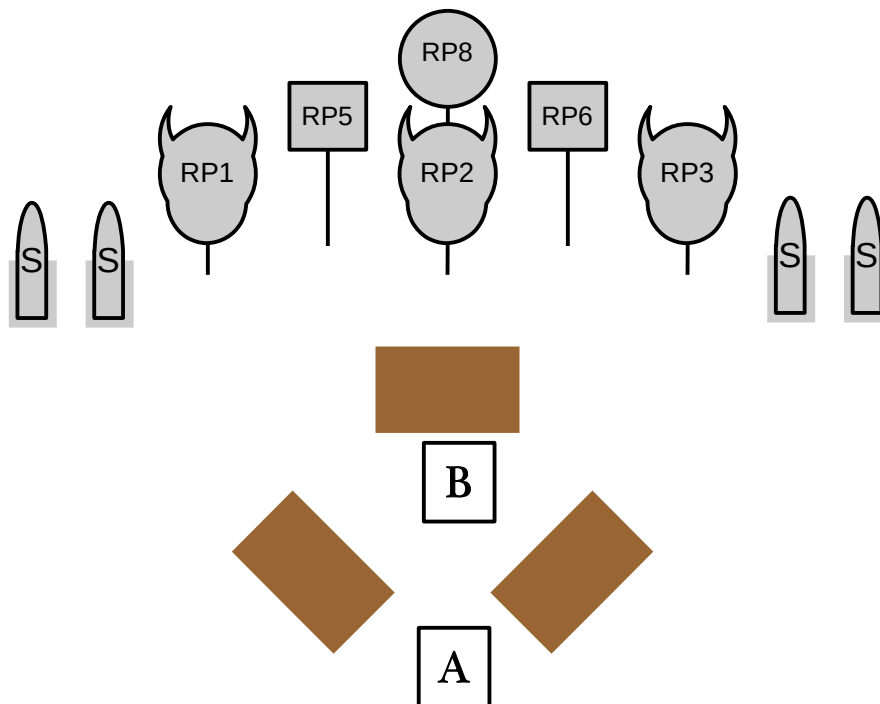
At C with pistols: Alternate between P1 and P2 for 4 rounds then place 6 rounds on the plate rack.

NOTE: ALL PLATES ARE NO-MISS 1 SECOND BONUS EACH.

Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 4



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, at the ready.

Rifle staged at position A.

Shotgun staged at position A or B.

Pistols holstered.

LINE: “ This freight is headed to the gold fields.. “

AT THE BEEP: Guns may be used in any order.

At A with rifle: Place one round on each buffalo (bottom), two rounds on each square (middle), and 3 rounds on the circle (top). This is a round count.

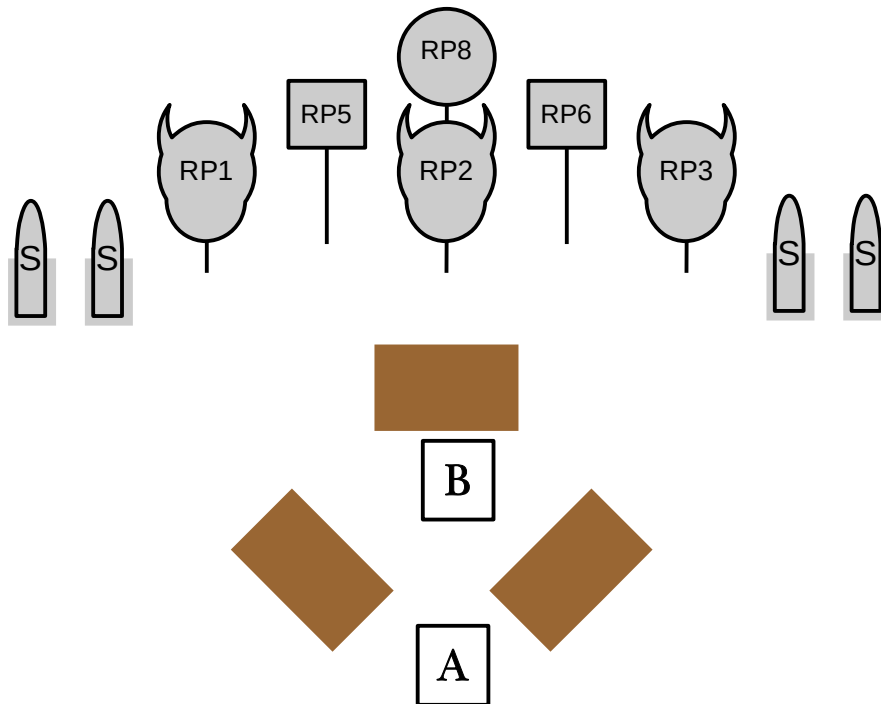
At B with pistols: Engage pistol targets same instructions as rifle.

Anywhere from A to B with shotgun: Engage the 4 shotgun fallers. Shotgun may be staged and made safe at A or B.

Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 5



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, long gun of choice in hands.
Rifle staged at position A or held in hands.
Shotgun staged at position A or B.
Pistols holstered.

LINE: “ If he moves, shoot him. “

AT THE BEEP: Guns may be used in any order.

At A with rifle: Place at least one round on each RP target.

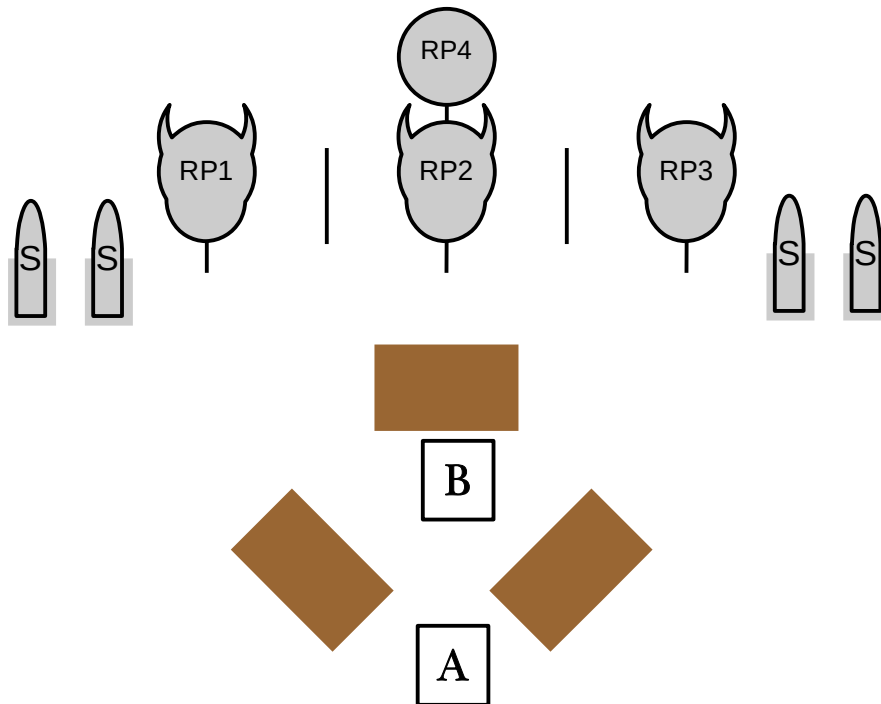
At B with pistols: Engage pistol targets same instructions as rifle.

Anywhere from A to B with shotgun: Engage the 4 shotgun fallers. Shotgun may be staged and made safe at A or B.

Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 6



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, long gun of choice in hands.

Rifle staged at position A or held in hands.

Shotgun staged at position A or B.

Pistols holstered.

LINE: “ He moved. “

AT THE BEEP: Guns may be used in any order.

At A with rifle: Place 3 rounds each on RP1, RP2 and RP3 (round count)
THEN place the 10th round on RP4.

At B with pistols: Engage pistol targets same instructions as rifle.

Anywhere from A to B with shotgun: Engage the 4 shotgun fallers. Shotgun may be staged and made safe at A or B.