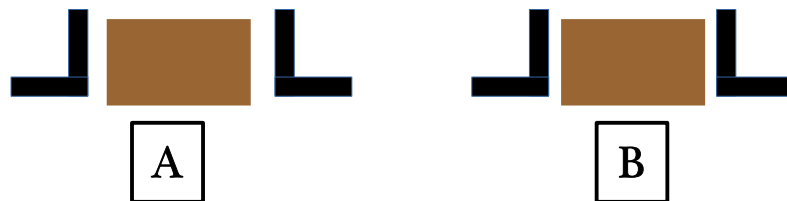
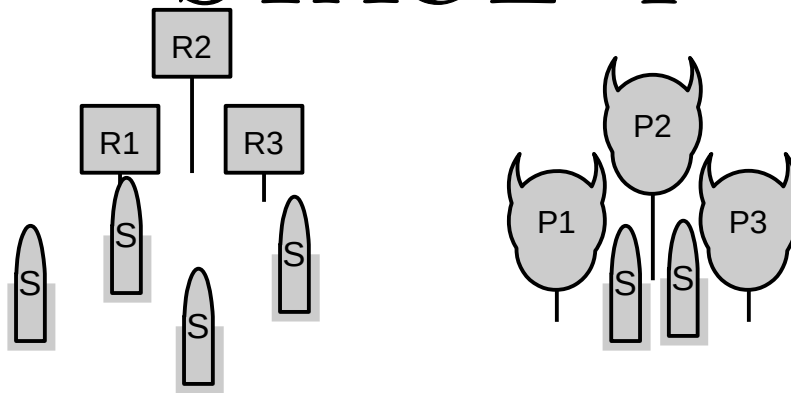


Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 1



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ It’s time. “

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

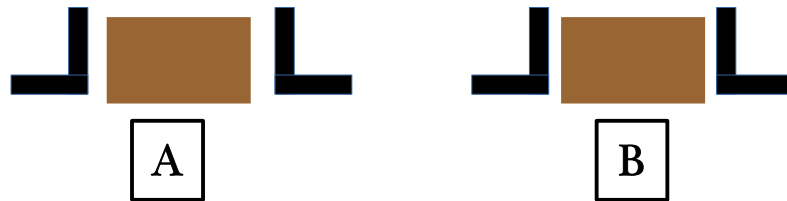
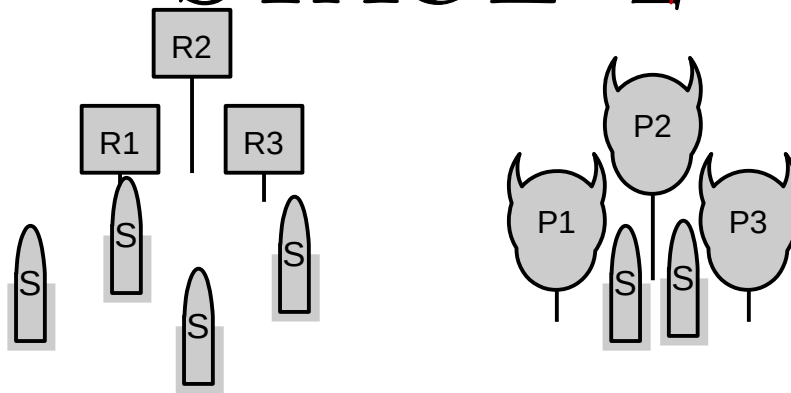
At A with rifle: Double tap R1 and R3, then single tap R2. Repeat.

At A and/or B with shotgun: Engage any 4 shotgun targets.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 2



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ This clock runs backward. “

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

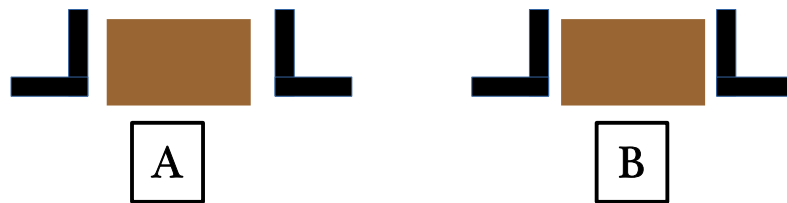
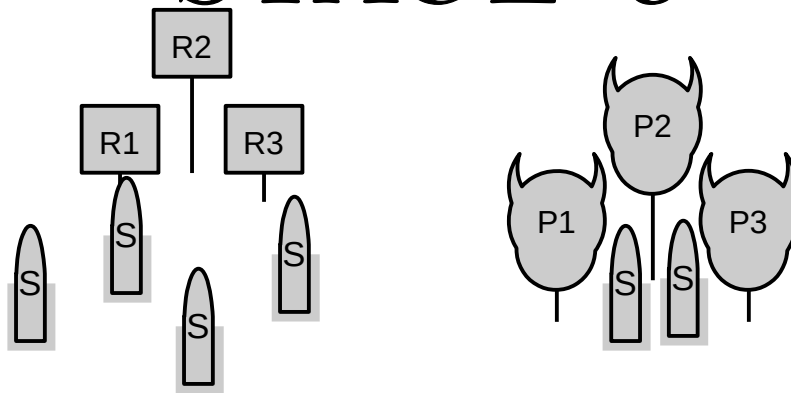
At A with rifle: Starting on any rifle target engage counter clockwise (circle to the left) for 10 rounds.

At A and/or B with shotgun: Engage any 4 shotgun targets.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 3



10 RIFLE 10 PISTOL 6+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ Keep it simple. “

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

At A with rifle: Single tap R2 then double tap R1 and R3 (either side first).

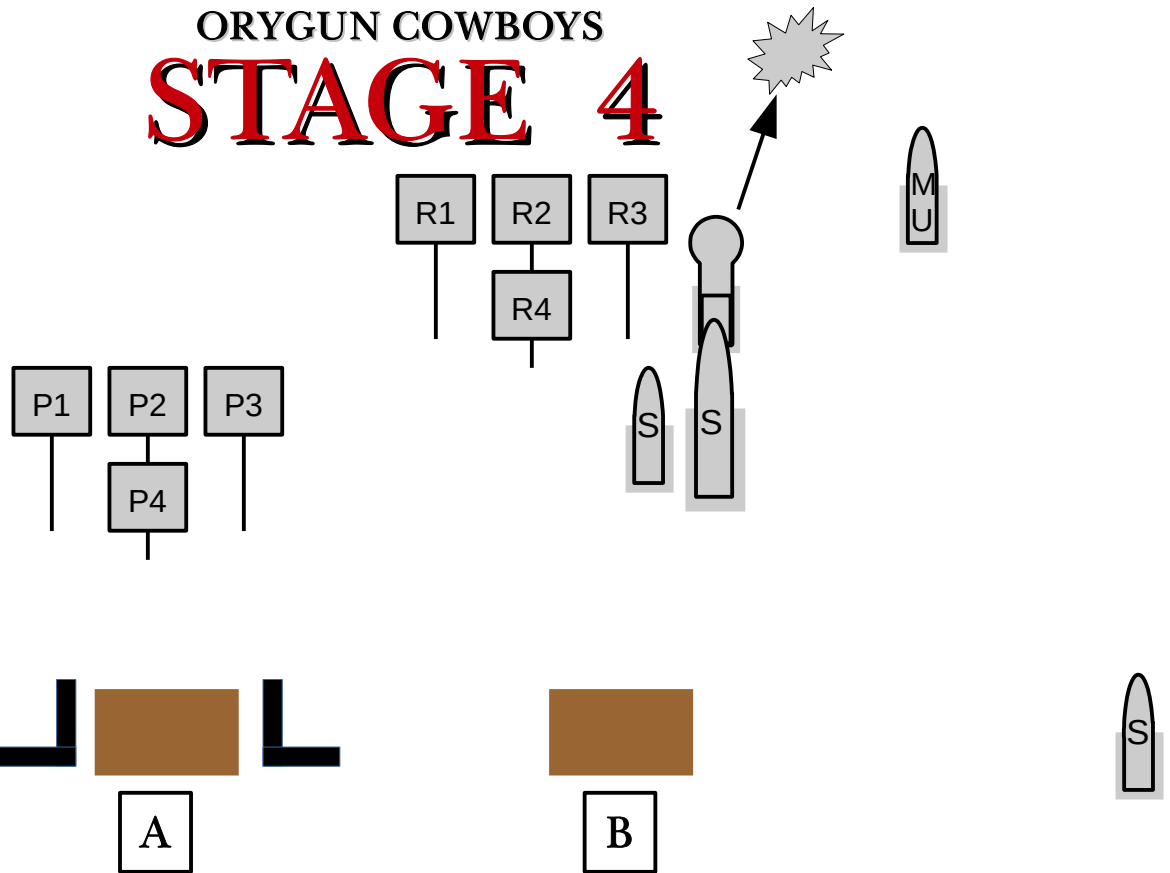
Repeat.

At A and B with shotgun: Engage all 6 shotgun targets.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 4



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ They can fly? “

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

At A with pistols: Engage the top targets once each and the bottom target twice. Repeat.

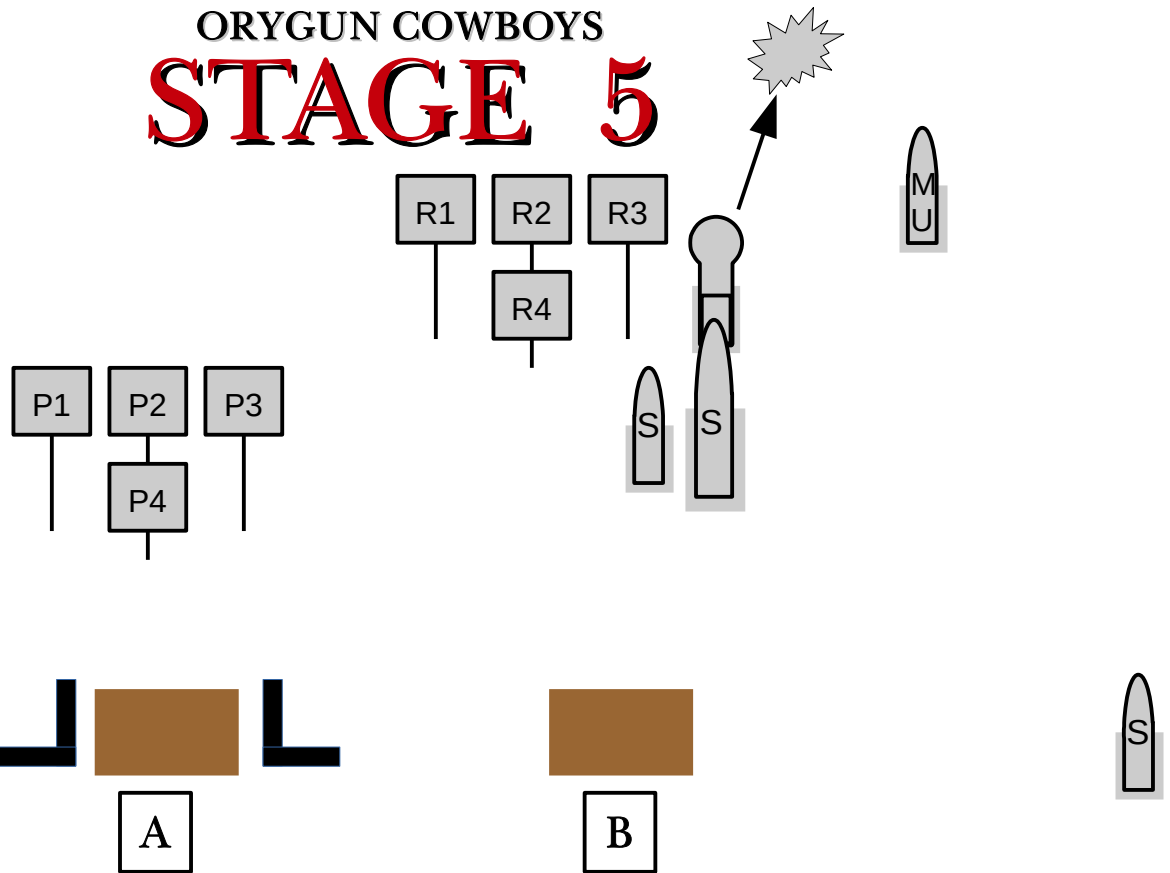
At B with rifle: Engage rifle targets same instructions as pistols.

At B with shotgun: Engage the two shotgun knockdowns THEN the activator and the bird.

NOTE: if you miss the bird, engage make-up target 1x. If you do not get a shot off for the bird, engage the make up target 2x. All shotgun make-ups must be at the end of the shotgun string. Golden BB rule applies to make-up.

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 5



10 RIFLE

10 PISTOL

4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ They won’t stop. “

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

At A with pistols: Alternate between P1 and P3 for 5 rounds, and alternate between P2 and P4 for 5 rounds. (May start with either target, either pair)

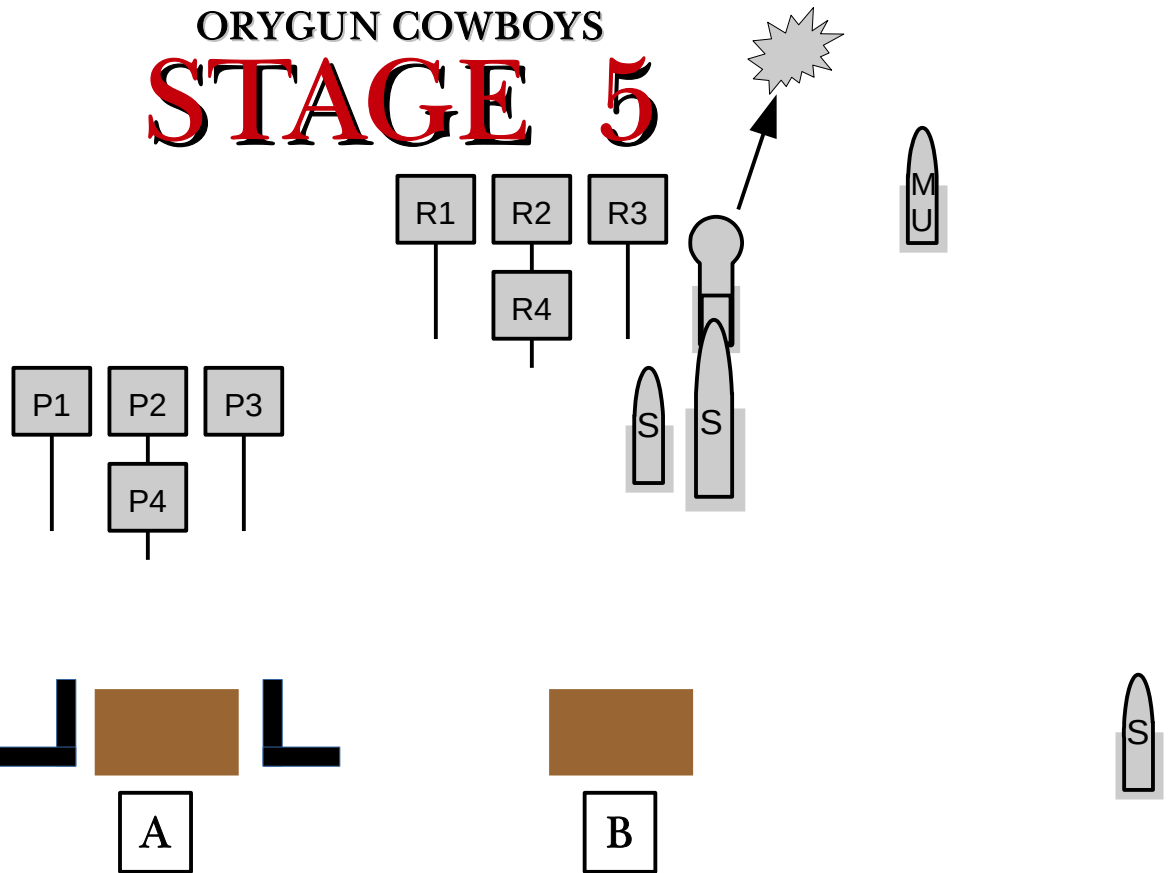
At B with rifle: Engage rifle targets same instructions as pistols.

At B with shotgun: Engage the two shotgun knockdowns THEN the activator and the bird.

NOTE: if you miss the bird, engage make-up target 1x. If you do not get a shot off for the bird, engage the make up target 2x. All shotgun make-ups must be at the end of the shotgun string. Golden BB rule applies to make-up.

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 5



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle staged at any position.

Shotgun staged at any position.

Pistols holstered.

LINE: “ Let’s finish this. “

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

At A with pistols: Place at least 2 rounds on each target.

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

At B with shotgun: Engage the two shotgun knockdowns THEN the activator and the bird.

NOTE: if you miss the bird, engage make-up target 1x. If you do not get a shot off for the bird, engage the make up target 2x. All shotgun make-ups must be at the end of the shotgun string. Golden BB rule applies to make-up.