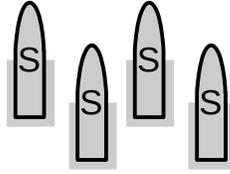
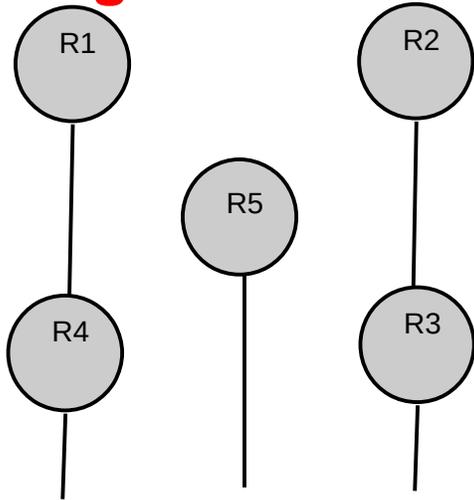
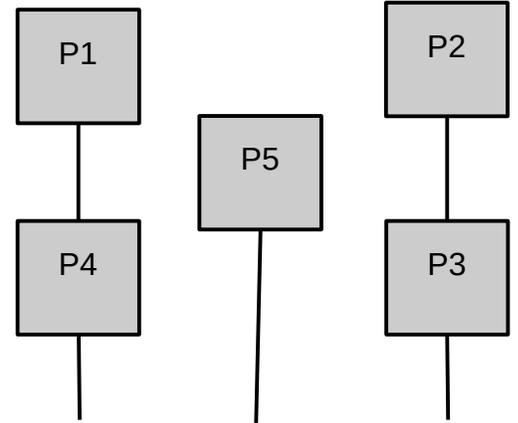


Stage 1



Orygun Cowboys



A



B



C

★ **10 RIFLE** **10 PISTOL** **4+ SHOTGUN** ★

Start: Rifle staged at A, Shotgun staged safely, Pistols holstered.

Position: Rifle in Hand

Line: "Double Tap" **Order:** Rifle, Shotgun, Pistols

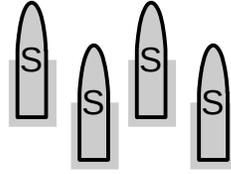
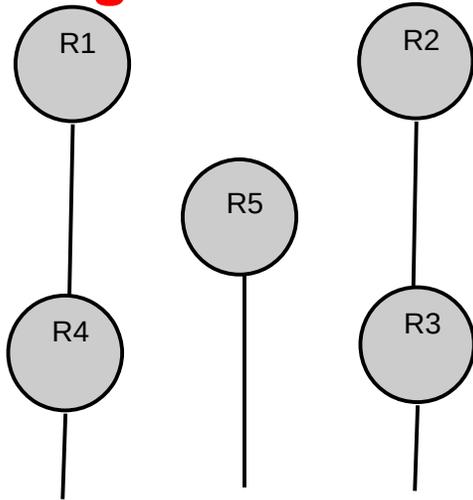
At the Beep:

At A with the Rifle: Engage rifle targets double tapping each target

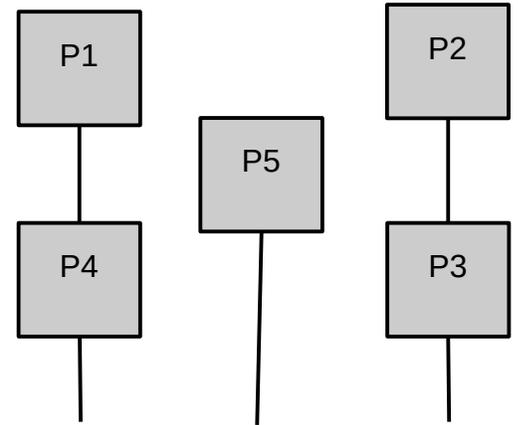
At B with Shotgun: Knock them down. Make shotgun safe.

At C with Pistols: Engage pistol targets same as the rifle.

Stage 2



Orygun Cowboys



A



B



C



Start: Rifle staged at A, Shotgun staged safely, Pistols holstered.

Position: SASS Default

Line: "Bottom Then Top" **Order:** Pistols, Shotgun, Rifle

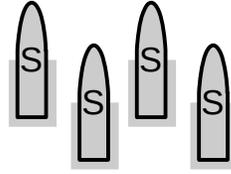
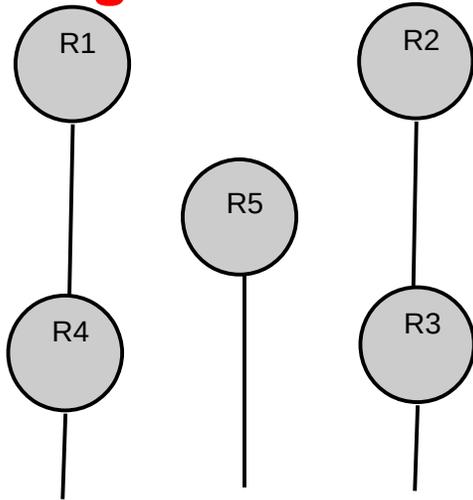
At the Beep:

At C with the Pistols: Engage lower 3 Pistol targets in a 2-1-2 sweep from either end **Then** the upper 3 in a 2-1-2 sweep from either end (P4,P4,P5,P3,P3 or P3,P3,P5,P4,P4 **Then** P1,P1,P5,P2,P2 or P2,P2,P5,P1,P1)

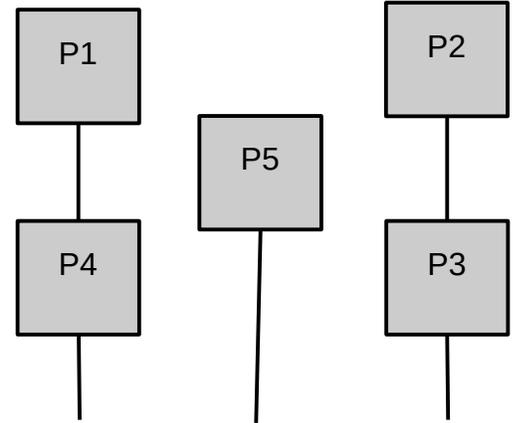
At B with Shotgun: Knock them down. Make shotgun safe.

At A with Rifle: Engage Rifle targets same as the Pistols.

Stage 3



Orygun Cowboys



A



B



C



Start: Rifle staged at A, Shotgun staged safely, Pistols holstered.

Position: At the Ready (hovering, not touching)

Line: "X marks the spot" **Order:** Shooters choice

At the Beep:

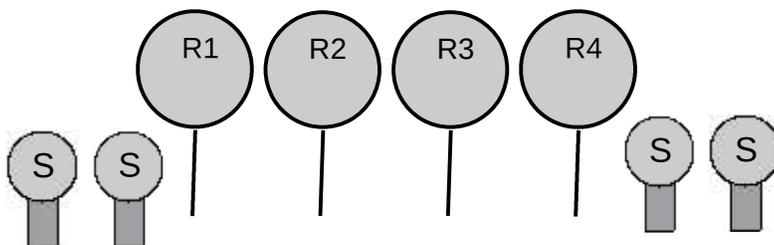
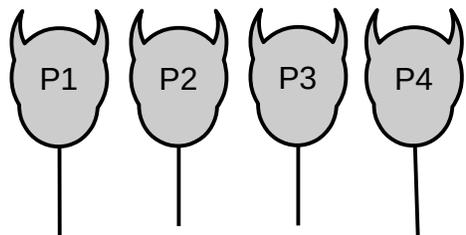
At **A with the Rifle:** Engage rifle targets in 2 separate Nevada Sweeps. (R4,R5,R2,R5,R4 **Then** R3,R5,R1,R5,R3)

At **B with Shotgun:** Knock them down. Make shotgun safe.

At **C with Pistols:** Same as the rifle with pistol targets. (P4,P5,P2,P5,P4 **Then** P3,P5,P1,P5,P3)

Stage 4

Orygun Cowboys



A



B



Start: Rifle staged at B, Shotgun staged safely, Pistols holstered.

Position: At the Ready (hovering, not touching)

Line: "Hillbilly What" **Order:** Shooters Choice

At the Beep:

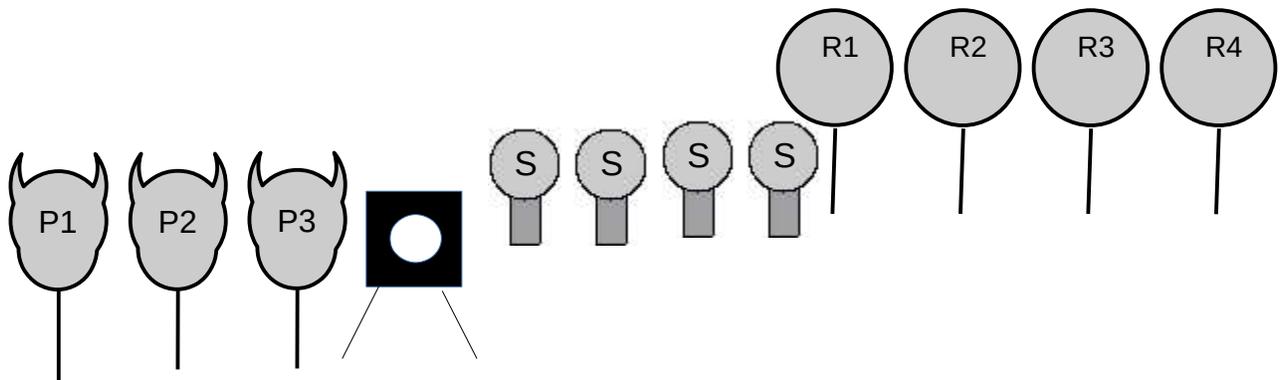
At **A with the Pistol:** Engage Pistol targets in a Hillbilly Sweep
Think Nevada Sweep with double tap on the ends.
(P1,P1,P2,P3,P4,P4,P3,P2,P1,P1)

At **B with Shotgun:** Knock them down. Make shotgun safe.

At **B with Rifle:** Same as the pistols with rifle targets.
(R1,R1,R2,R3,R4,R4,R3,R2,R1,R1)

Stage 5

Orygun Cowboys



A



B



Start: Rifle staged at B, Shotgun staged safely, Pistols holstered.

Position: Hands on hat or head

Line: "I'm up for a bonus" **Order:** Pistols, Rifle, Shotgun

At the Beep:

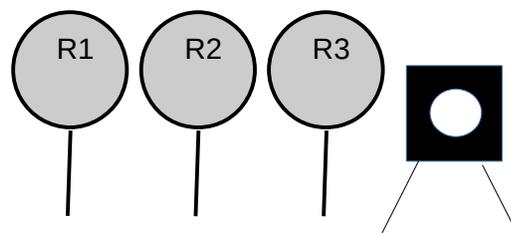
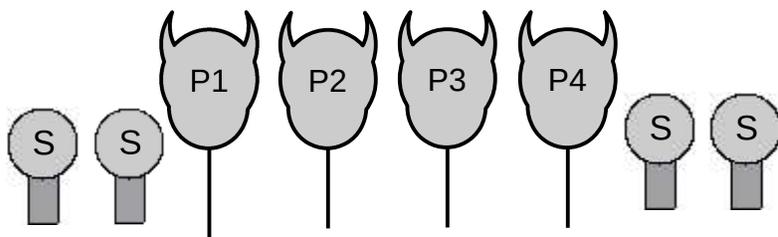
At **A with the Pistol:** Engage Pistol targets 3 times each with Tenth Shot on bonus for a no miss 5 second bonus.
(White center must fall)

At **B with Rifle:** Engage rifle targets 3 times each on R1,R2 and R3 with the tenth shot on R4

At **B with Shotgun:** Knock them down.

Stage 6

Orygun Cowboys



A



B



Start: Rifle staged at B, Shotgun staged safely, Pistols holstered.

Position: Touching Rifle but not lifting

Line: "One more time" **Order:** Rifle, Pistols, Shotgun

At the Beep:

At **B with the Rifle:** Engage Rifle targets in a reverse IRS Sweep (R1,R1,R1,R1,R2,R2,R2,R3,R3,B the tenth shot on the bonus For a 5 second no miss bonus. **(White center must fall)**

At **A with Pistols:** Engage Pistol targets in a reverse IRS Sweep (P1,P1,P1,P1,P2,P2,P2,P3,P3,P4)

At **A with Shotgun:** Knock them down.