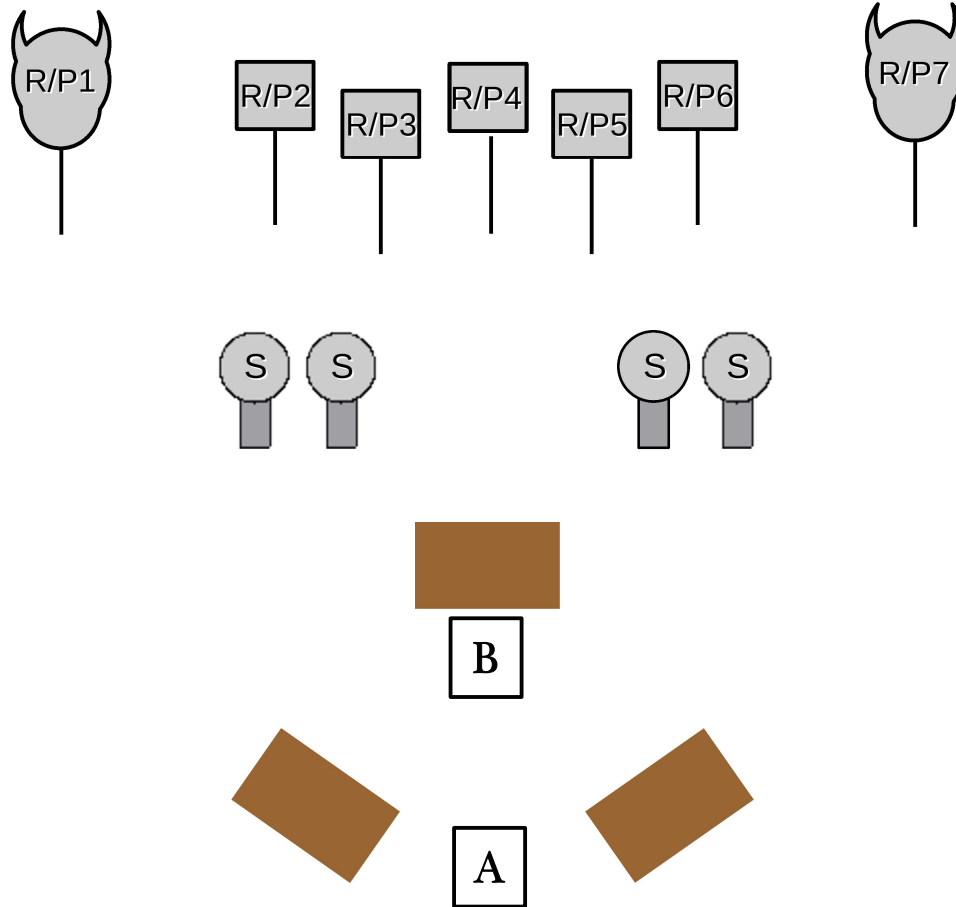


Stages By:  
Fast Enuff

## ORYGUN COWBOYS

# STAGE 1



10 RIFLE    10 PISTOL    4+ SHOTGUN



**START:** Standing at position A, hands touching shotgun on table.  
Long guns staged on either table at position A.  
Pistols holstered.

**LINE:** “ Say when. “

**AT THE BEEP:**

At A with shotgun: Engage left two SG targets inside out AND right two SG targets INSIDE OUT.

At A with Rifle: Engage the RP targets 4,3,2,1,1 4,5,6,7,7. May go L or R for the first sweep.

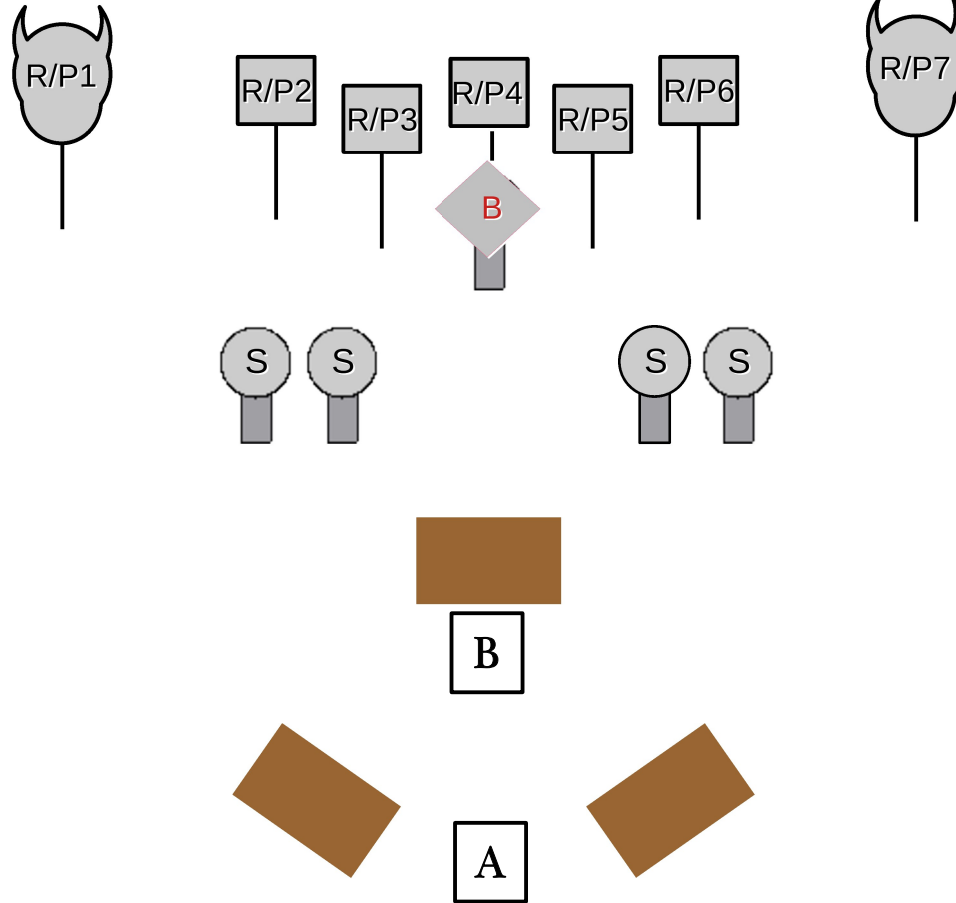
(Rifle must be made safe at A pointed into berm or taken to B.)

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

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## ORYGUN COWBOYS

# STAGE 2



9+1 RIFLE    10 PISTOL    4+ SHOTGUN



**START:** Standing at position A, Long gun of choice in hands.  
Other long gun staged on either table at position A.  
Pistols holstered.

**LINE:** “ Is this a poker game or a gunfight? “

**AT THE BEEP:**

At A with Rifle: 4,4,4,3,5,2,6,1,7 THEN reload 1 round and engage the bonus targets for a no miss 2 second bonus.  
(Rifle must be made safe at A pointed into berm or taken to B.)

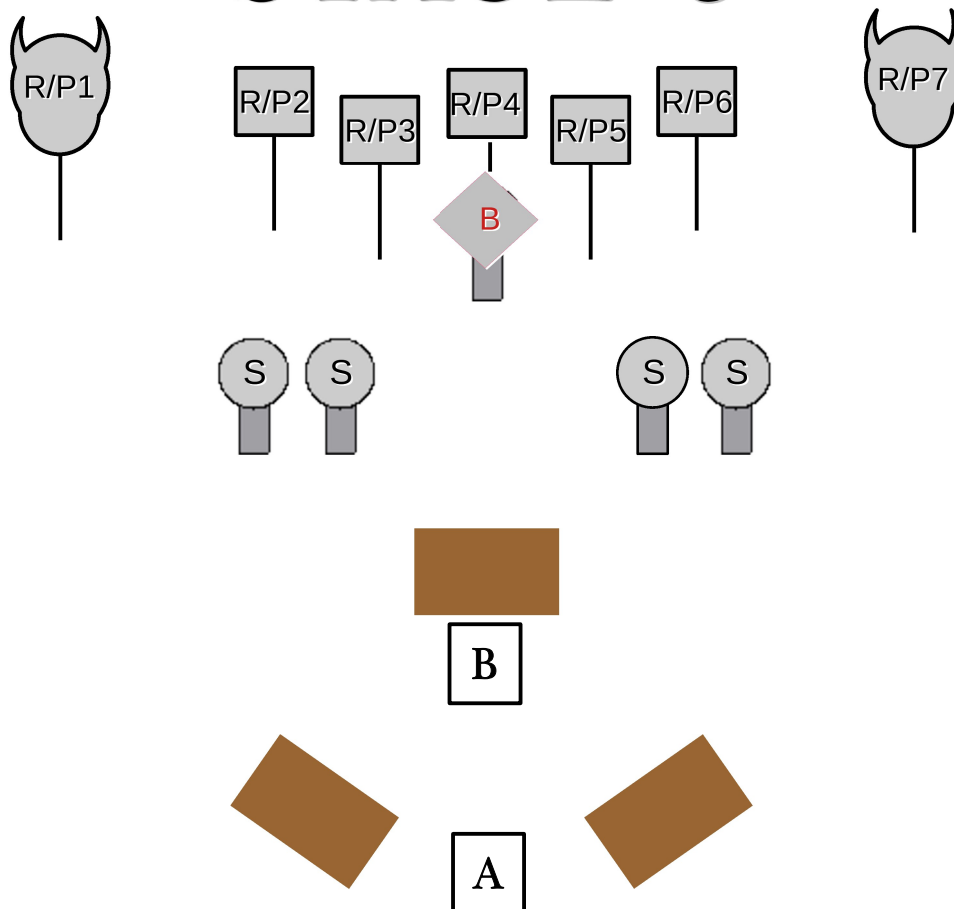
At A with shotgun: Engage the SG targets any order.

At B with pistols: Engage RP targets same instructions as rifle, placing the 10<sup>th</sup> round on RP4.

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## ORYGUN COWBOYS

# STAGE 3



9 RIFLE    10 PISTOL    4+ SHOTGUN



**START:** Standing at position A, Long gun of choice in hands.  
Other long gun staged on either table at position A.  
Pistols holstered.

**LINE:**    “ Sweep ‘em. “

**AT THE BEEP:**

At A with Rifle: Engage the RP targets 1,1,2,3,4,5,6,7,7 May start on the L or R.  
(Rifle must be made safe at A pointed into berm or taken to B.)

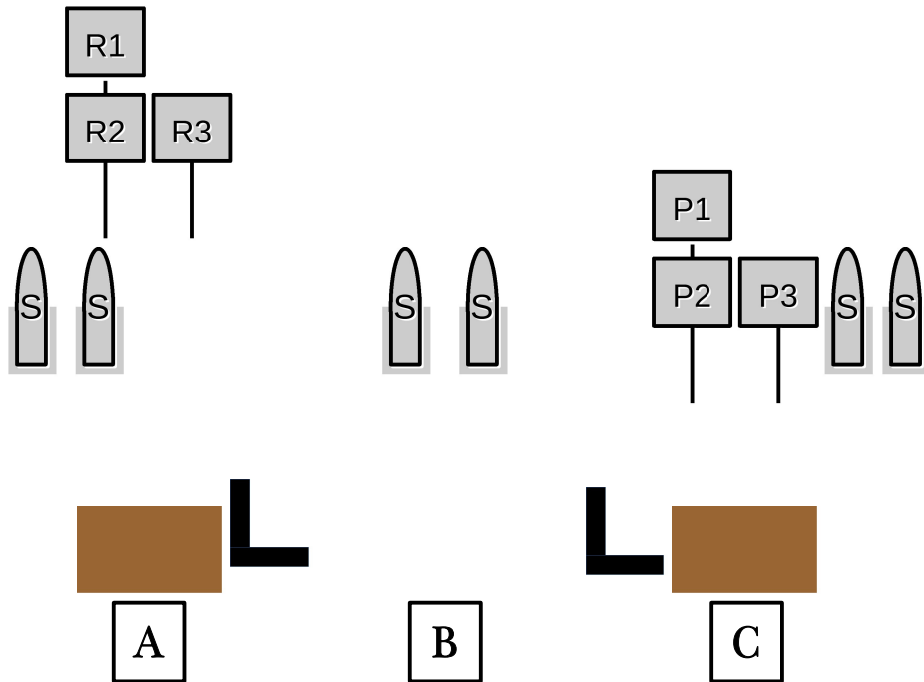
At A with shotgun: Engage the SG targets any order.

At B with pistols: Engage RP targets same instructions as rifle, placing the 10<sup>th</sup> round on the bonus target for a no-miss 2 second bonus.

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# ORYGUN COWBOYS

## STAGE 4



10 RIFLE    10 PISTOL    6+ SHOTGUN



START: Standing at A or C. Hands on firearm of choice.

Rifle staged at A.

Shotgun staged at A or C.

Pistols holstered.

**LINE:**    “ Fetch my Greener. “

AT THE BEEP: (Guns ANY order.)

At “A” with rifle: Triple tap R2 THEN single tap R1 and R3. Repeat.

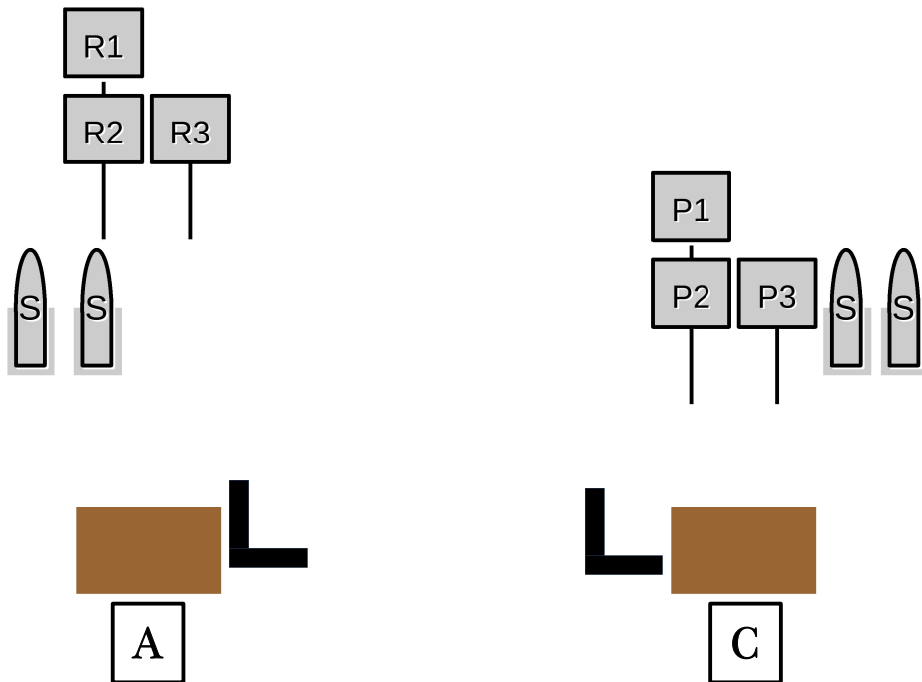
At “A, B, and C” with shotgun: Engage 2 SG targets from each position.

At “C” with pistols: Engage pistol targets same instructions as rifle.

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# ORYGUN COWBOYS

## STAGE 5



10 RIFLE    10 PISTOL    4+ SHOTGUN



**START:** Standing at A or C. Hands on pistol(s).

Rifle staged at A.

Shotgun staged at A or C.

Pistols holstered.

**LINE:**    “ Those bandits are everywhere. “

**AT THE BEEP:** (Guns ANY order.)

At “A” with rifle: Alternate between R1 and R3 for 5 rounds THEN dump 5 rounds on R2.

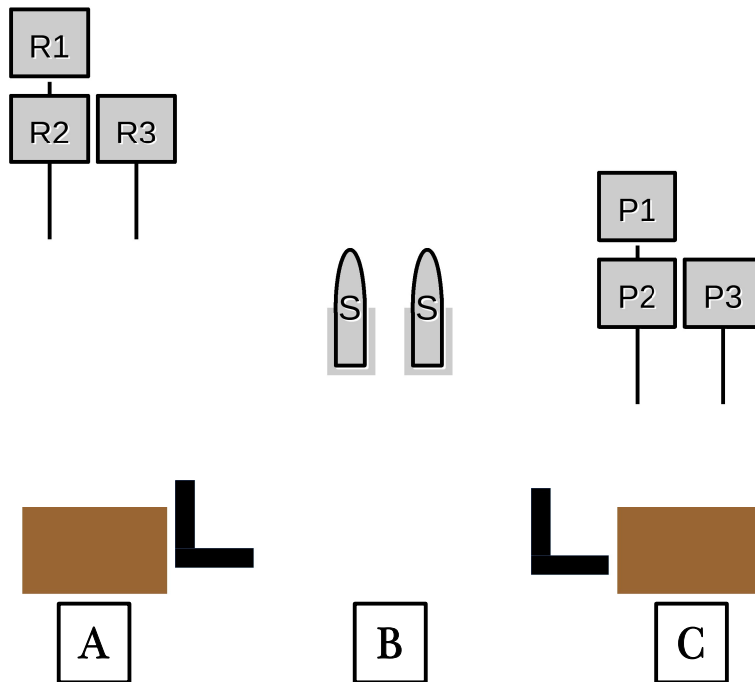
At “A and C” with shotgun: Engage 2 SG targets each at A and C.

At “C” with pistols: Engage pistol targets same instructions as rifle.

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# ORYGUN COWBOYS

## STAGE 6



10 RIFLE    10 PISTOL    2+ SHOTGUN



**START:** Standing at A or C. Hands on firearm of choice.

Rifle staged at A.

Shotgun staged at A or C.

Pistols holstered.

**LINE:**    “ Looks like there’s less of them now. “

**AT THE BEEP:** (Guns ANY order.)

At “A” with rifle: Place at least 3 rounds on each rifle target.

At “B” with shotgun: Engage the 2 SG targets from B.

At “C” with pistols: Engage pistol targets same instructions as rifle.