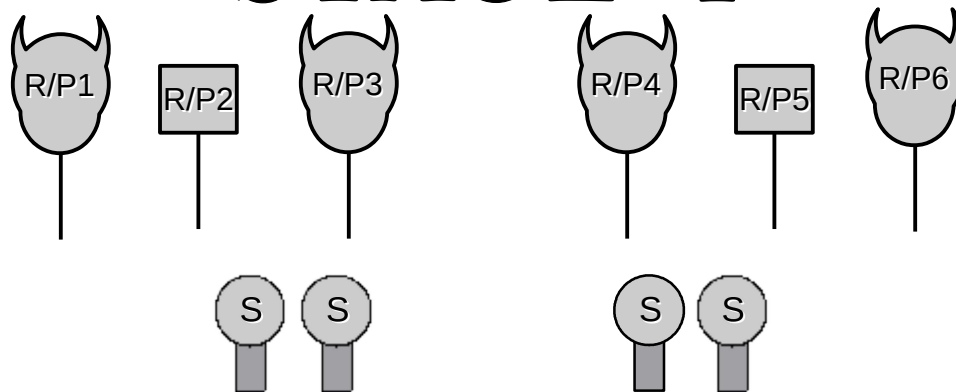


Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 1



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, at the ready.
Long guns staged on either table at position A.
Pistols holstered.

LINE: “ Don’t call me friend. “

AT THE BEEP: (Rifle or Shotgun may be first, but rifle must be shot from A.)

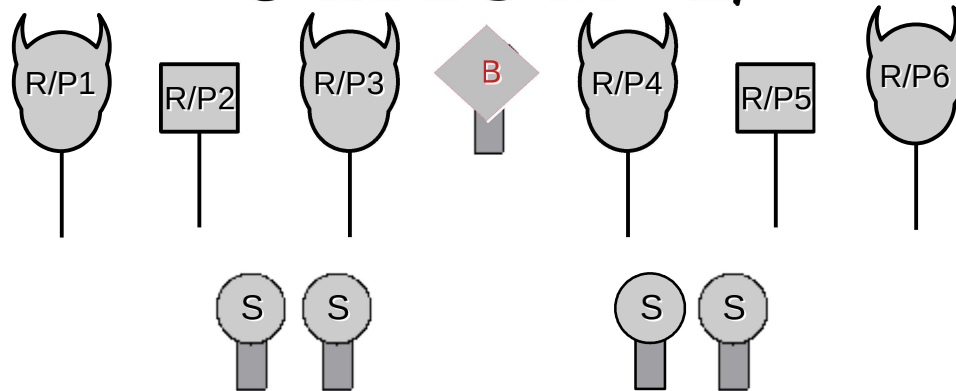
At A with Rifle: Starting on the L or R, double tap RP1, RP3, RP4, RP6 THEN place one round each on RP2 and RP5.
(Rifle may be made safe at A pointed into berm or taken to B.)

Anywhere from A to B with Shotgun: Engage the 4 SG targets.
(Shotgun may be made safe at A pointed into berm or taken to B.)

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

ORYGUN COWBOYS

STAGE 2



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

LINE: “ You ain’t my friend. “

AT THE BEEP: (Rifle or Shotgun may be first, but rifle must be shot from A.)

At A with Rifle: Place one round on each buffalo and 3 rounds on each square.
This is a round count. THEN reload 1 round and engage the bonus target for
a 5 second no miss bonus.

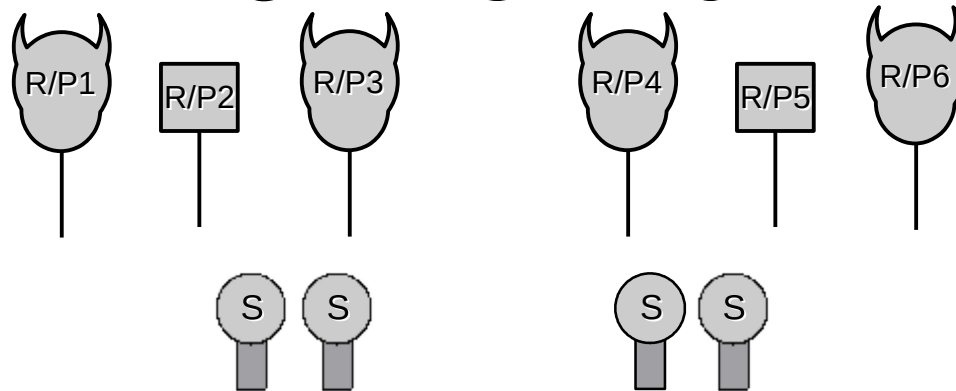
(Rifle may be made safe at A pointed into berm or taken to B.)

Anywhere from A to B with Shotgun: Engage the 4 SG targets.
(Shotgun may be made safe at A pointed into berm or taken to B.)

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

ORYGUN COWBOYS

STAGE 3



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: Standing at position A, Long gun of choice in hands.
Other long gun staged on either table at position A.
Pistols holstered.

LINE: “ You’ve never been my friend. “

AT THE BEEP: (Rifle or Shotgun may be first, but rifle must be shot from A.)

At A with Rifle: Starting on either end, sweep RP1-RP6 THEN from either end sweep RP1, RP3, RP4, RP6 (the buffalo).
(Rifle may be made safe at A pointed into berm or taken to B.)

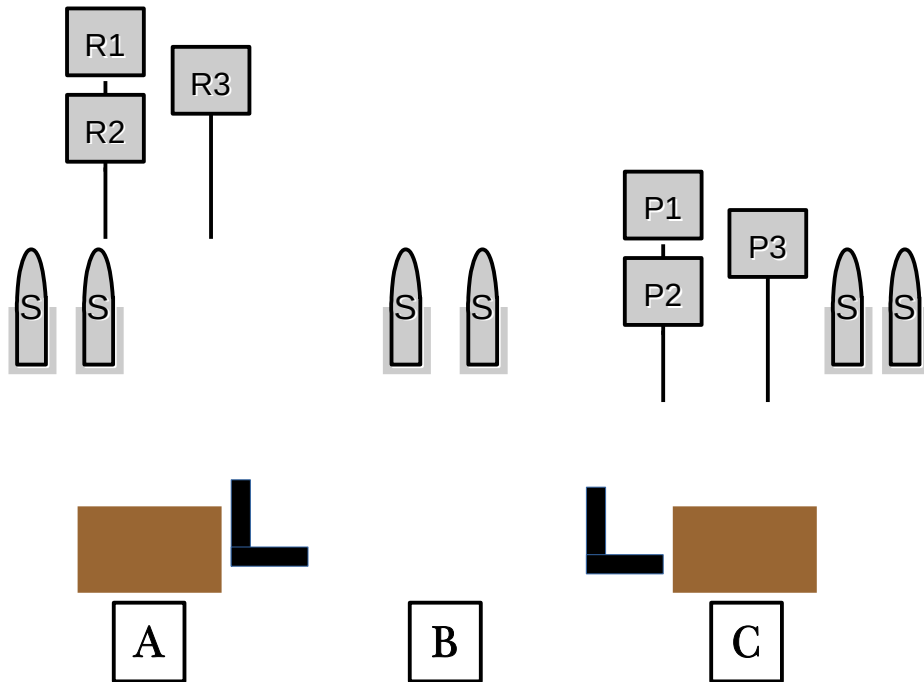
Anywhere from A to B with Shotgun: Engage the 4 SG targets.
(Shotgun may be made safe at A pointed into berm or taken to B.)

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

Stages By:
Fast Enuff

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: “ You’ll never be my friend. “

AT THE BEEP: (Guns ANY order.)

At “A” with rifle: Alternate between R1 and R3 for 5 rounds THEN alternate between R2 and R3 for 5 rounds. May start with either either pair, either target.

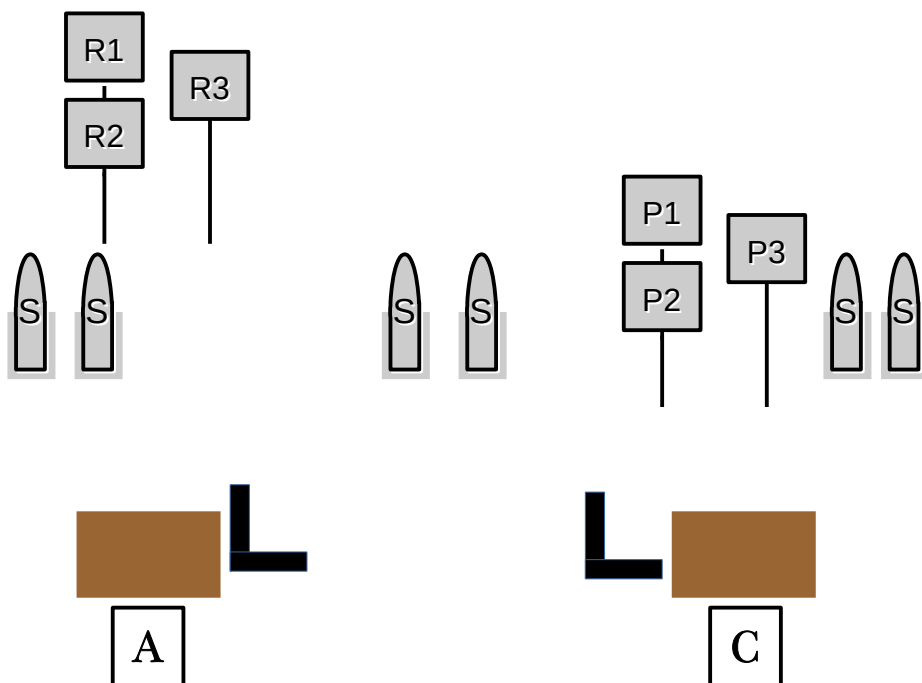
At “A, B, and C” with shotgun: Engage 2 SG targets from each position.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS

STAGE 5



10 RIFLE

10 PISTOL

6+ SHOTGUN



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

Rifle staged at A.

Shotgun staged at A or C.

Pistols holstered.

LINE: “ I ain’t got no friends. “

AT THE BEEP: (Guns ANY order.)

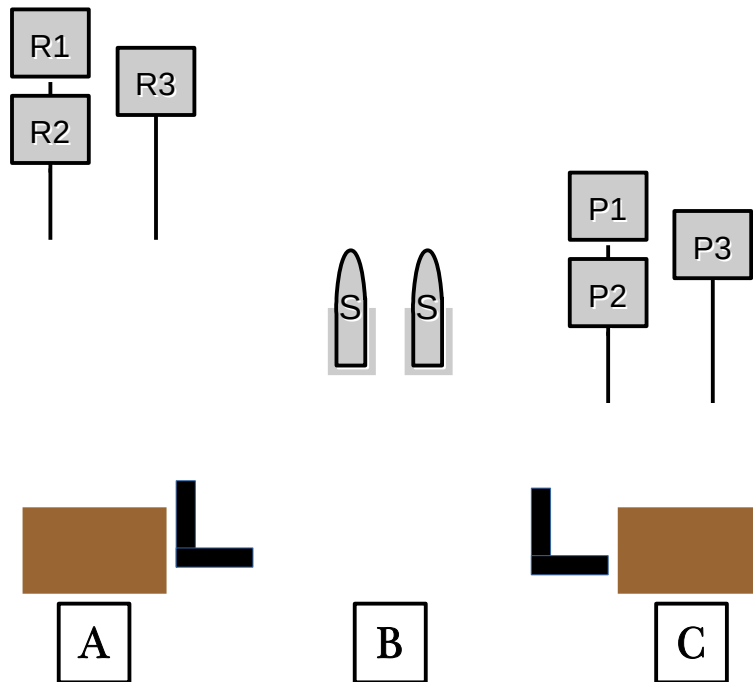
At “A” with rifle: Alternate between R1 and R2 for 5 rounds THEN dump 5 rounds on 3.

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.

ORYGUN COWBOYS

STAGE 6



10 RIFLE 10 PISTOL 2+ SHOTGUN



START: Standing at A or C. At the ready.

Rifle staged at A.

Shotgun staged at A or C.

Pistols holstered.

LINE: “ If I had a friend, it wouldn’t be you. “

AT THE BEEP: (Guns ANY order.)

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

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

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