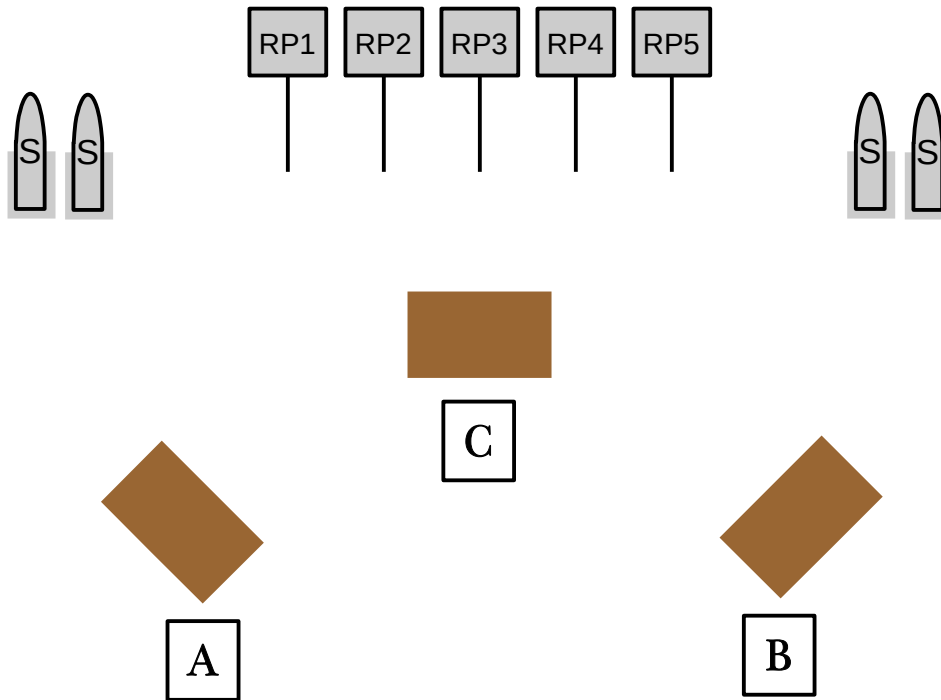


Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 1



START: Standing at position A or B, shotgun in hands.

Rifle loaded with 10 rounds staged at position A or B, opposite the shooter's starting position.

Pistols holstered.

LINE: "Hold on pard, I'm a comin'!"

AT THE BEEP: Shotgun must be first.

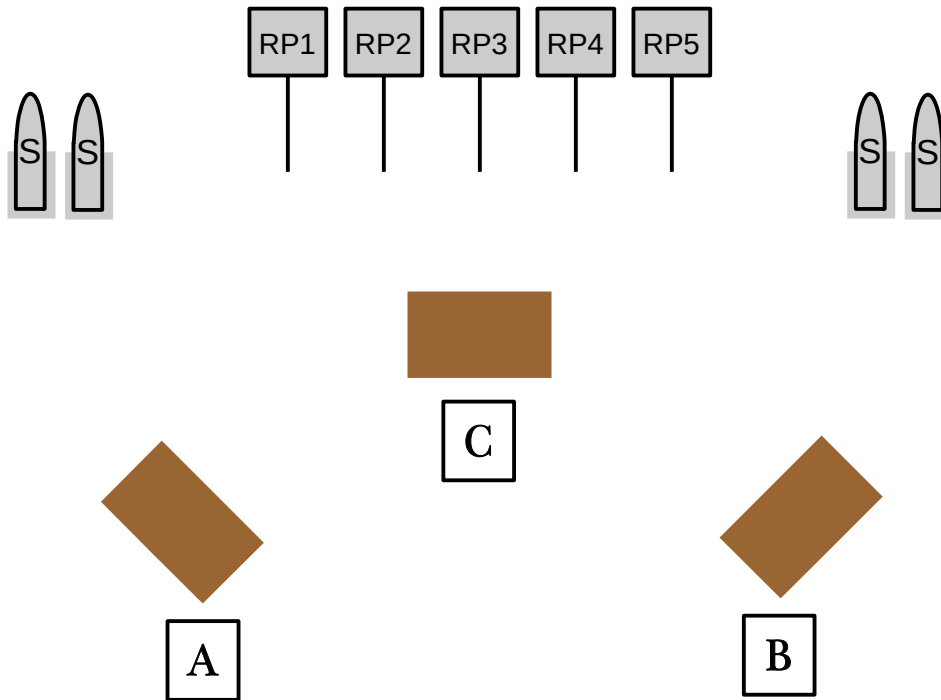
At A and B with shotgun: Engage 2 shotgun targets from each position.
Make shotgun safe pointed into berm.

At A or B with rifle: Engage RP1-RP5 in two straight sweeps starting on the same end for both sweeps.
Make rifle safe pointed into berm at A or B or make safe at C.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 2



| | | | | |
|---|----------|-----------|------------|---|
|  | 10 RIFLE | 10 PISTOL | 2+ SHOTGUN |  |
|---|----------|-----------|------------|---|

START: Standing at position A or B, at the ready.
Rifle loaded with 10 rounds staged at A or B.
Shotgun staged at opposite position to rifle.
Pistols holstered.

LINE: “I wouldn’t want to be the cowboy in the middle.”

AT THE BEEP: Rifle or shotgun may be first. Pistols must be last.

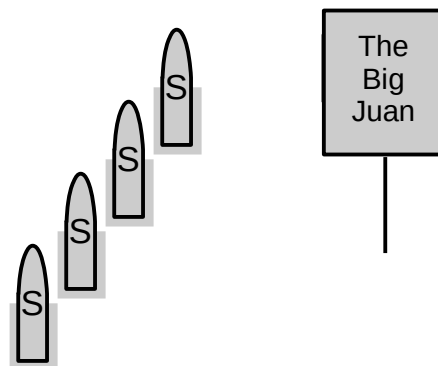
At A or B with shotgun: Engage 2 shotgun targets.
Make shotgun safe pointed into berm at A or B or carry to C.

At opposite position with rifle: Starting on either end Engage rifle targets 2 on RP1, 1 on RP2, 4 on RP3, 1 on RP4, 2 on RP5. (2-1-4-1-2 sweep)
Make rifle safe pointed into berm at A or B or carry to C.

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

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 3



7 RIFLE 10 PISTOL 4+ SHOTGUN



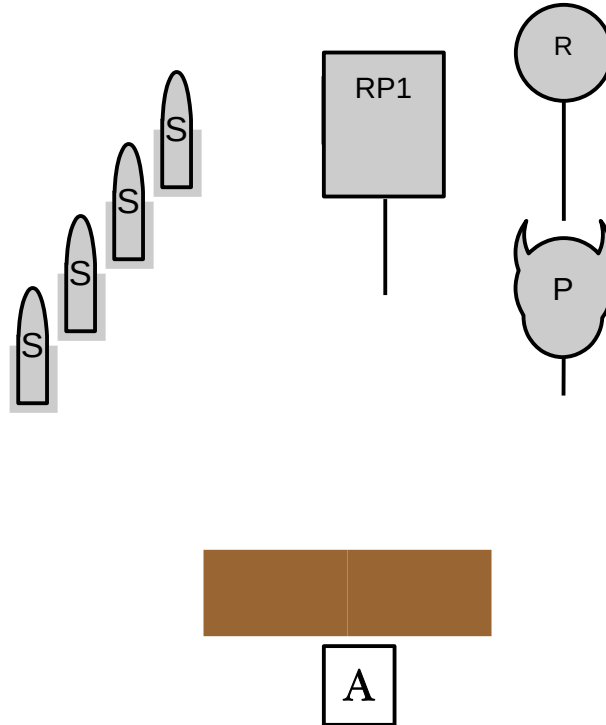
START: Standing at position Juan, shotgun in hands.
Rifle loaded with 7 rounds staged at position JUAN.
Shotgun staged at any position.
Pistols holstered.

LINE: “ Lucky number 7! “

AT THE BEEP: Shotgun is first.
At A engage The Big Juan as follows:
1 shotgun faller.
5 pistol rounds on TBJ.
1 shotgun faller.
5 pistol rounds on TBJ.
1 shotgun faller.
7 rifle rounds on TBJ.
1 shotgun faller.
(NOTE: If shooter misses a SG target, remaining SG targets may be made up at the end.)

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 4



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A, shotgun in hands.
Rifle loaded with 10 rounds staged at position A.
Shotgun staged at any position.
Pistols holstered.

LINE: “ Make up yer mind! “

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

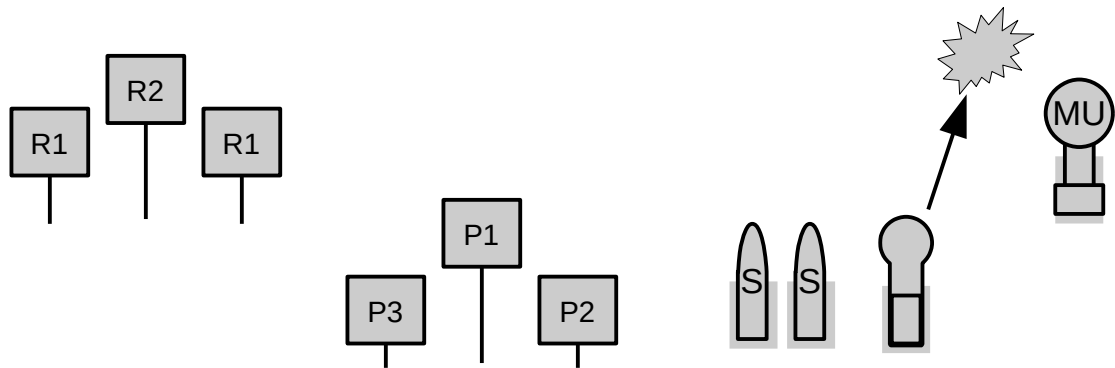
At A with rifle: Starting on either target, alternate between RP1 and R for 10 rounds.

At A with pistols: Starting on either target, alternate between RP1 and P for 10 rounds.

At A with shotgun: Engage the 4 shotgun targets.

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 5



A



B



C



10 RIFLE

10 PISTOL

4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle loaded with 10 staged at position A.

Shotgun staged at any position.

Pistols holstered.

LINE: “Are you tryin’ to make this hard?”

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

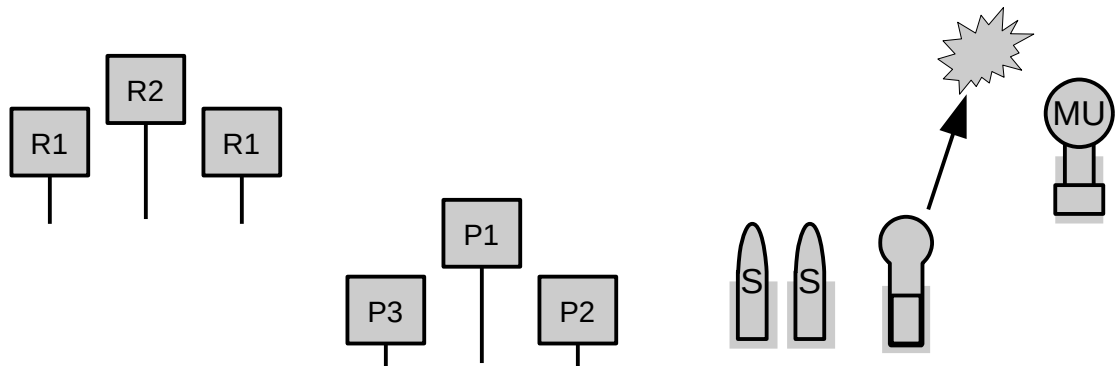
At A with rifle: Starting on either end for each sweep, engage rifle targets in a 1-2-1 sweep THEN a 1-4-1 sweep.

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

At A with shotgun: Engage the 2 shotgun targets and the bird, any order. If you miss the bird, engage the Make Up (MU) target 1x, if you do not get the shot off, engage the Make Up target 2x. Make up target does not have to be hit to count.

Stages By:
Fast Enuff

ORYGUN COWBOYS STAGE 6



A



B



C



10 RIFLE

10 PISTOL

4+ SHOTGUN



START: Standing at any position, at the ready.

Rifle loaded with 10 staged at position A.

Shotgun staged at any position.

Pistols holstered.

LINE: “ You can try, but you can’t fly. “

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

At A with rifle: Starting on either end, double tap nevada sweep the rifle targets for 10 rounds.

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

At A with shotgun: Engage the 2 shotgun targets and the bird, any order. If you miss the bird, engage the Make Up (MU) target 1x, if you do not get the shot off, engage the Make Up target 2x. Make up target does not have to be hit to count.