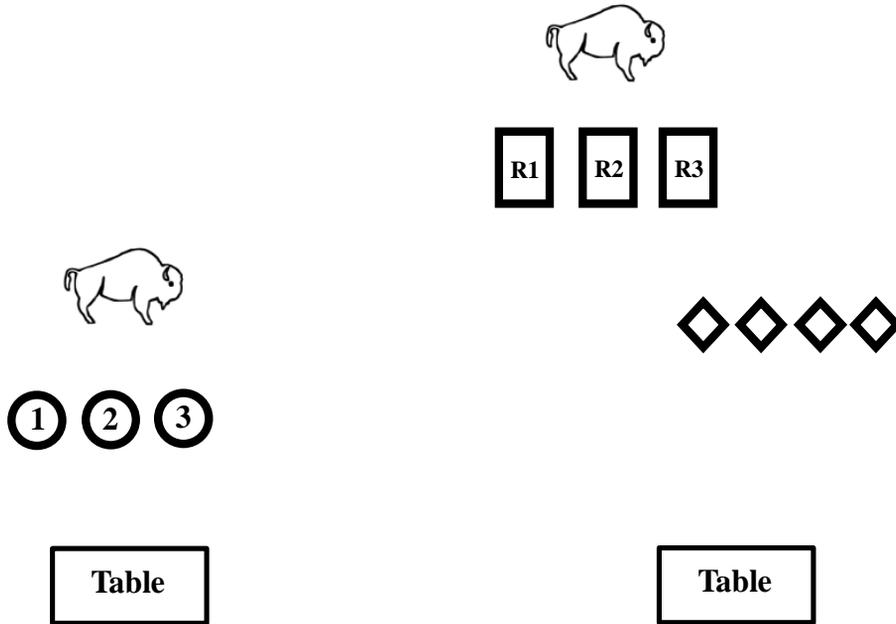


# Stage 1

10 Rifle  
10 Handgun  
4+ Shotgun

Gun Order:  
Rifle not last



Long guns are staged on right table, handguns are holstered. The shooter begins touching either table with both hands.

I went to see my doctor yesterday. I said, "Doc, every morning when I get up and look in the mirror, I just feel like throwing up. What's wrong with me?" He said, "Well, there's nothing wrong with your vision." That's what started the gunfight.

Indicate ready by saying, **"There's nothing wrong with your vision."** At the beep...

Rifle: From right table, triple-tap each rectangle and engage bison once. You may not engage bison with first or last shot.

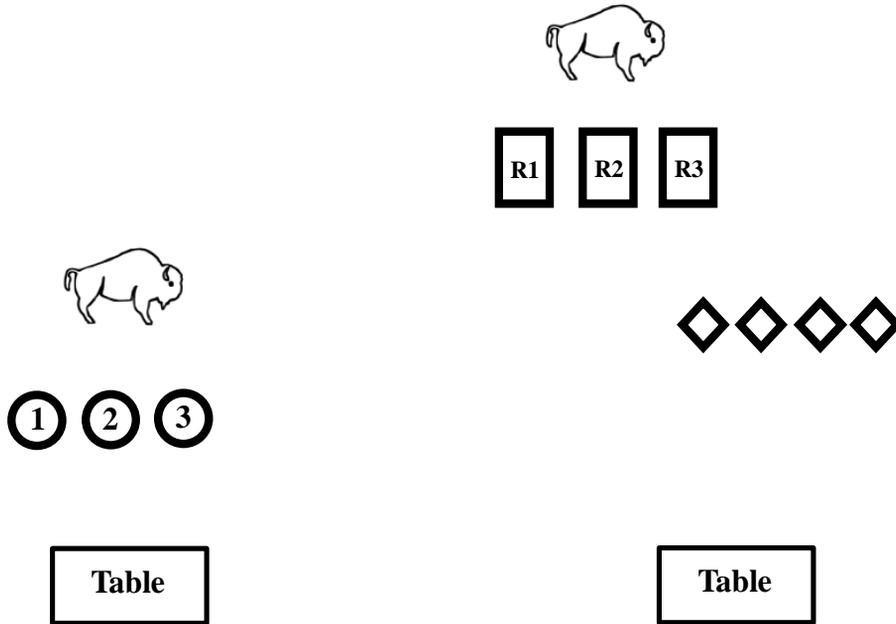
Handguns: From left table, triple-tap each circle and engage bison once. You may not engage bison with first or last shot.

Shotgun: From right table, engage knockdown targets.

## Stage 2

10 Rifle  
10 Handgun  
4+ Shotgun

Gun Order:  
Rifle first, then  
shooter's choice



Shotgun is staged on right table, handguns are holstered. The shooter begins midway between tables holding rifle as desired.

Earl said, "Hey, Mac. I heard you were in a shootout on Christmas." Mac replied, "Yeah, my in-laws were driving us crazy. They were searching all over the place trying to find the Christmas presents we got them. I locked them in the root cellar." Earl asked, "How did the gunfight start?" Mac answered, "Well, when I unlocked the cellar and let them out Christmas morning, they were really angry."

Indicate ready by saying, **"Where are the presents?"** At the beep...

Rifle: From starting location, engage rifle target in this order: Double-tap R1, double-tap bison, double-tap R2, double-tap bison, double-tap R3.

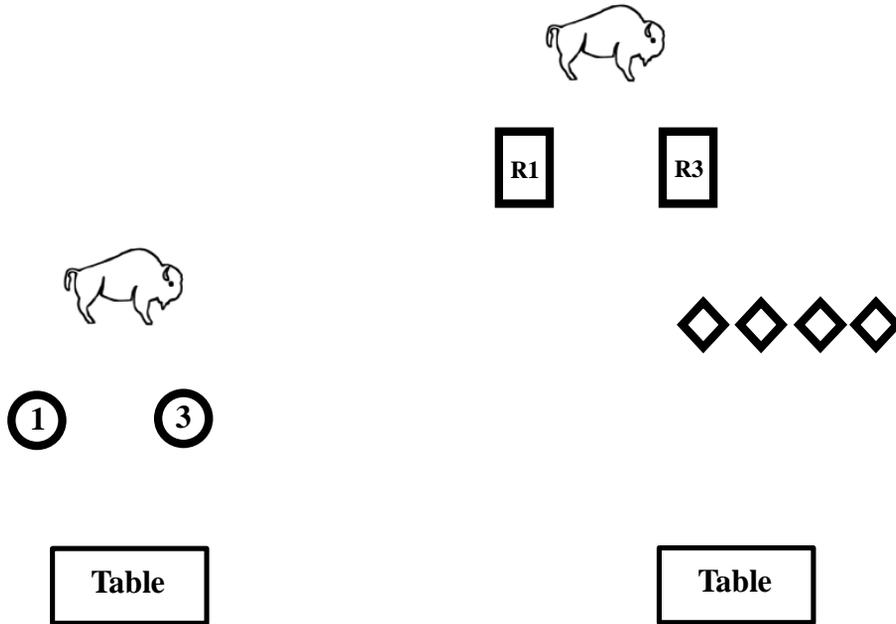
Handguns: From left table, engage circles and bison in same sequence as rifle instruction.

Shotgun: From right table, engage knockdown targets.

# Stage 3

10 Rifle  
10 Handgun  
4+ Shotgun

Gun Order:  
Handguns  
Rifle  
Shotgun



Long guns are staged on right table, handguns are holstered. The shooter begins at left table, hands on revolver(s), ready to draw.

Last night I introduced my girlfriend to my family. As soon as we were inside, I said, "This is my girlfriend, Ellen." Ellen smiled and said "Hi." That's when my wife started the gunfight.

Indicate ready by saying, **"This is Ellen."** At the beep...

Handguns: From left table, engage either circle once, then triple-tap bison, then engage the other circle. Repeat instruction for next five shots.

Rifle: From right table, engage either rectangle once, then triple-tap bison, then engage the other rectangle. Repeat instruction for next five shots.

Shotgun: From right table, engage knockdown targets.

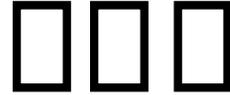
# Stage 4

10 Rifle  
10 Handgun  
4+ Shotgun



## Gun Order:

Handgun  
Rifle  
Shotgun



Long guns are staged as desired, handguns are holstered. The shooter begins at right table, hand(s) on revolvers.

Stretch had been really sick and was laid up at the doctor's office. Slim dug out his guitar and went to cheer him up. After playing and singing to him for a while, Slim said, "I sure hope you get better soon." Stretch replied, "For goodness sake, I hope you get better, too." That's what started the gunfight.

Indicate ready by saying, **"I hope you get better soon."** At the beep...

Handguns: From the right table, triple-tap the center rectangle, then double-tap each outside rectangle, then triple-tap the center rectangle again.

Rifle: From left table, triple-tap the center circle, then double-tap each outside circle, then triple-tap the center circle again.

Shotgun: Engage knockdown targets.

# Stage 5

10 Rifle

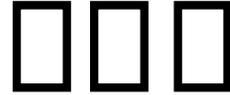
10 Handgun

4+ Shotgun



## Gun Order:

Rifle first, then  
shooter's choice



Shotgun is stages as desired, handguns are holstered. The shooter begins at left table holding rifle as desired.

The game warden stopped Bob as he was walking down the road with two buckets of fish. He said, "I'm going to have to arrest you unless you have a license to catch all those fish." Bob replied, "Well, sir, these are my pet fish. Every night I take them to the lake and let them swim around for a while. Then I'll whistle, they jump back in the buckets and I take them home again. Here, I'll show you." Bob emptied the buckets in the lake and they stood and waited. After a while, the game warden said, "Well? When are you going to whistle and call the fish back?" Bob asked, "What fish?" That's what started the gunfight.

Indicate ready by saying, **“What fish?”** At the beep...

Rifle: From left table, engage either outside circle twice, then engage middle circle three times, then engage remaining circle five times.

Shotgun: Engage knockdown targets.

Handguns: From right table, engage rectangles following rifle instructions.

# Stage 6

7+3 Rifle

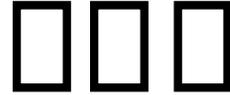
10 Handgun

4+ Shotgun



Gun Order:

Not important



Table

Table

Long guns are staged as desired, handguns are holstered. The shooter begins anywhere on firing line, standing any way they please but not touching guns or ammo.

There is little doubt that Preacher Red's approach to cowboy action shooting was as unique as the seven-shot Spencer carbine he often used. This scenario is intended to represent the divergent and light-hearted philosophy he brought to our game. All who knew him will miss his jovial perspective on our competitions. Smile and enjoy this tribute to Preacher Red.

Indicate ready by saying, **“Did I get a “P” yet?”** At the beep...

Rifle: From left table, engage circles in a Preacher Red Rifle sweep. (Seven shots at some or all of the circles, then reload three and go for it again.)

Shotgun: Engage knockdown targets.

Handguns: From right table, engage rectangles in a Preacher Red Revolver sweep. (Ten shots at some or all of the rectangles.)

During the course of fire, the competitor is expected to engage the timer operator in conversation regarding target order, weather, or whatever they wish to discuss.