

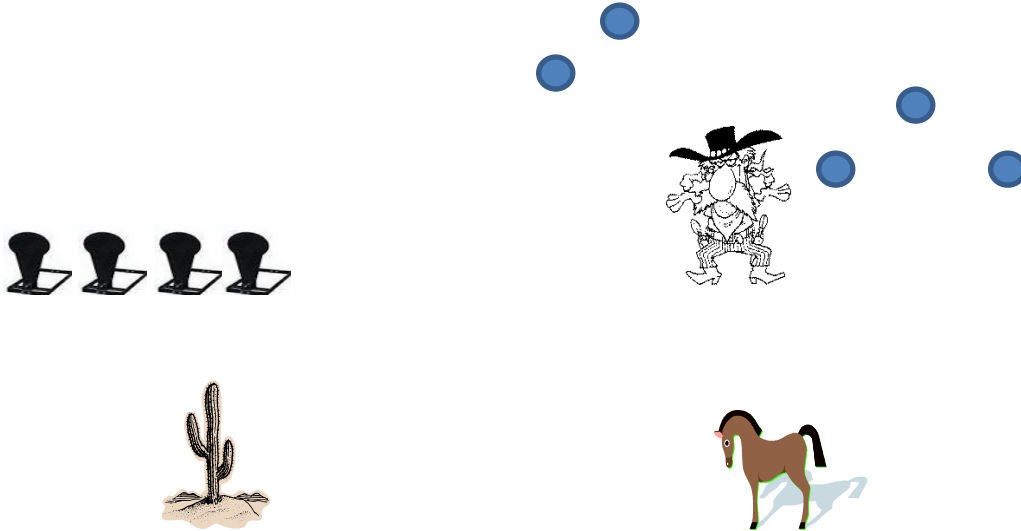
Stage 1

Cinco de Mayo is upon us. Big Pedro is the only thing standing between you and the festivities. So you might want to take him out, and that doesn't mean on a date!

2 Pistols 5 rds each holstered

Rifle 10 Rds – Staged and Restaged safely

Shotgun 4 rds Staged and Restaged safely



Shooter starts left of cactus, shotgun cowboy port arms

Start Line: "OYE, Amigo!!" ATB

Shotgun: From left of cactus, Engage shotgun targets until down.

Stage shotgun safely on horse and grab rifle;

Shoot rifle first then pistols.

Rifle from left of horse and pistols from right of horse.

With Rifle and Pistols, Continuously, starting on any round target. Alternate by single tapping round targets and double tapping Big Pedro. Rounds may be engaged in any order, but all targets must be hit at least once.

Stage 2

The locals seem to think your horse is funny looking, well, your horse is offended. So you do the only reasonable thing!

- 10 pistol, holstered
- 10 rifle, staged on horse
- 4 shotgun, staged on horse



Shooter starts in front of horse trough. Hands on pump.
Line, "I don't think it's funny you laughing at my horse".
ATB,

1st Pistol: From trough, Triple tap center square, and then single tap each outside target.

2nd Pistol, From trough, Triple tap center square and then single tap each outside target
Re-Holster, move to rifle.

Rifle: From Horse, Triple tap center square and then single tap 2 outside targets, then triple tap center square and then single tap the remaining 2 outside targets.

All 4 outside targets must be engaged with 1 round.

Re-Stage rifle safely

Grab shotgun and from the right side of the cactus:

Shotgun: From right side of cactus, engage poppers until down.

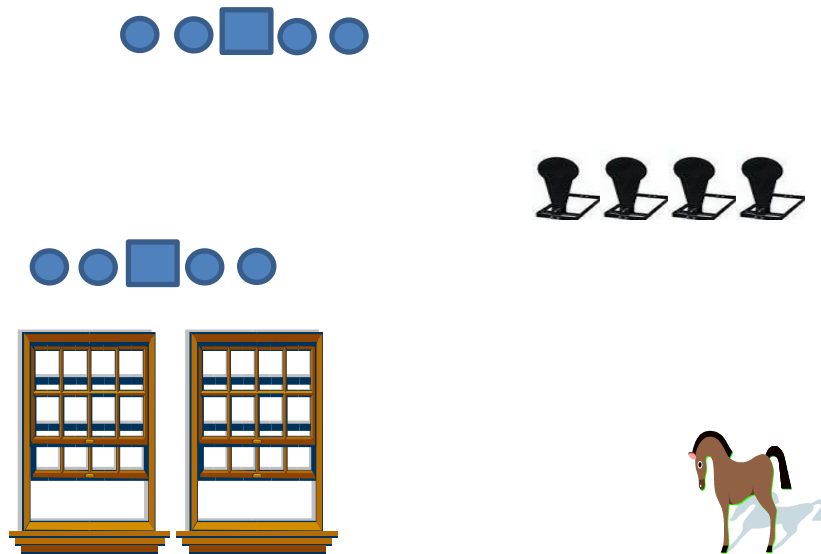
Stage 3

Well, you're in town and looking for a party. Looks like the wrong type of party has found you. There's a lot of them, looks like Santa Ana moving in for the kill.

2 Pistols 5 rds each holstered

Rifle 10 Rds – Staged and re-staged safely

Shotgun 4 Rds – Staged on Horse and re-staged safely



Shooter starts right window hands on window frame.

Start Line: "Remember the Alamo"

ATB

Pistols: From Left window: In any order shoot each of the 5 targets 1 time and shoot the center target 5 times.

Re-Holster

Rifle: From right window; In any order shoot each of the 5 targets 1 time and shoot the center target 5 times.

Re-stage rifle safely.

Shotgun: Shoot Poppers any order, PMF.

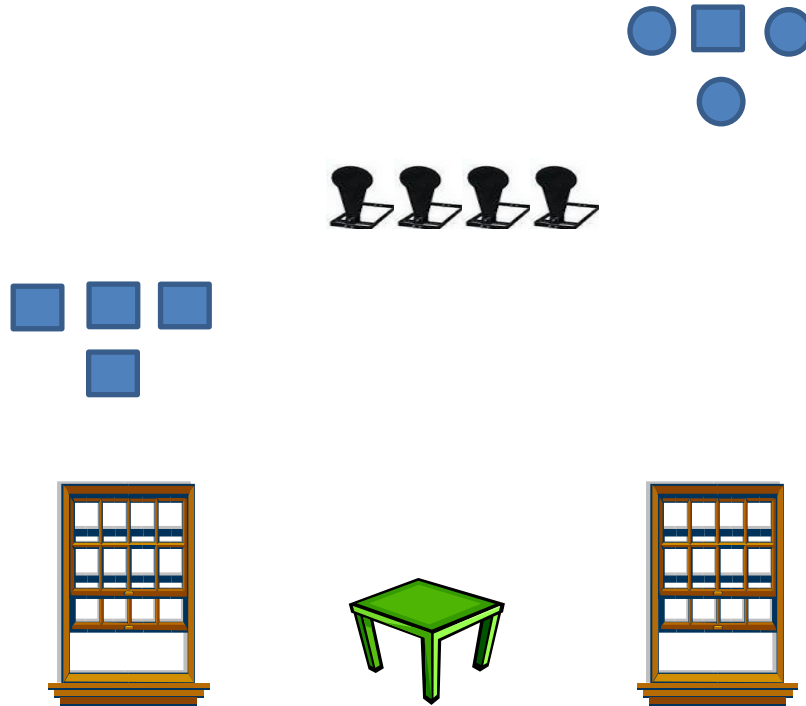
Stage 4

The Mexicans seem to think you're a Texican, and they don't like Texan's. so remember the Alamo and give them a T for Texas.

2 Pistols 5 rds each holstered

Rifle 10 Rds – Staged and re-staged safely

Shotgun 4 Rds – Staged on table and re-staged safely



Shooter starts Behind table with hands on table not touching shotgun

Start Line: "Give me a T for Texas" ATB

With shotgun shoot the poppers, PMF

Re-stage the shotgun safely.

Then

From right window with rifle, shoot bottom target one time, then double tap upper center target, then single tap each outside target and repeat.

Restage rifle safely.

Then

Pistols from left window,

Pistols: shoot bottom target one time, then double tap upper center target, then single tap each outside target and repeat.

Re-holster

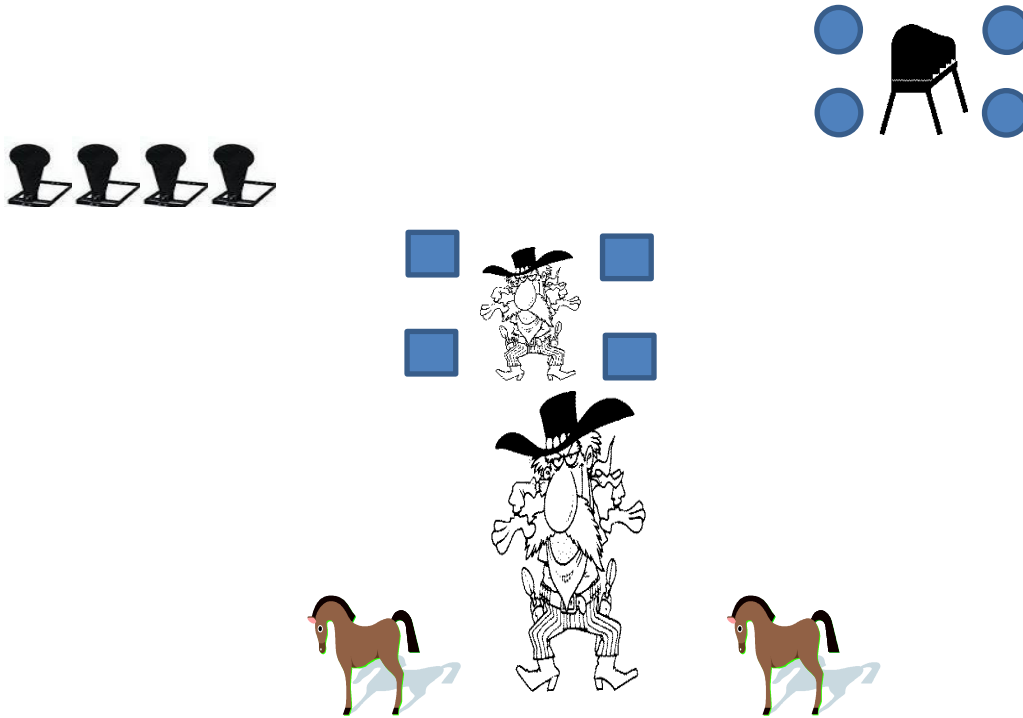
Stage 5

Pedro's big brother Pietro and his friends, has taken offense to a gringo at the party, not to mention what you did to Pedro. Best skin them hoglegs and get to work.

2 Pistols 5 rds each holstered

Rifle 10 Rds – Staged and re-staged safely

Shotgun 4 Rds – Staged and re-staged safely



Shooter starts behind the cowboy, not touching guns, ammo or cowboy.

Start Line: "Outta my way"

ATB Knockdown the cowboy

Starting with Pistols, on 4 circle Sam. Shoot Sam 1 time, then double tap other targets in any order, and last round back on Sam.

Re-holster

Then

Rifle: From the right side of the right horse, in any order, shoot each target (4 stationary and plate rack) at least 1 time each, all plates must fall to count as hit. Misses on plate rack do not count and you may re-load to make up misses on plate rack. Misses on stationary targets count. Re-stage rifle safely. Note: If no misses 10th rd can be shot on target or in berm.

Shotgun: From Left side of Left horse. Shoot poppers, PMF

Stage 6

All the whiskey is gone and the locals blame you, as you check the wagon for more booze some locals are sneaking up on you. Better defend yourself!

2 Pistols 5 rds each holstered

Rifle 10 Rds plus 1 reload – Staged and Restaged safely

Shotgun 4 rds (at least) Staged and Restaged safely



Shooter starts CENTER of wagon behind line. Hands anywhere but on guns OR ammo.

Start line: "No mas Whiskey"

Any gun, any order BUT rifle may NOT be last

Rifle: From left of Cactus; From either direction alternate by Double tap targets for 4 rds; single tap for 2 rds, and double tap for 4 rds; then reload 1 rd and shoot little bandito trying to get away.

Shotgun: From behind wagon; knock down the poppers.

Pistols: From right of cactus, from either direction alternate by Double tap targets for 4 rds; single tap for 2 rds, and double tap for 4 rds

Stage 1

Bases: 8

Uprights: 3 white, 2 blue same size, 2 more blue

Targets: big sam, 3 18" round, 2 15" round, 4 poppers

Props: 1 cactus, 1 horse

Stage 2

Bases: 4

Uprights: 1 red, 2 white, 4 circle sam

Targets: 6 18" round, 1 square, 1 circle sam, 4 poppers

Props: trough, 1 horse, 1 cactus

Stage 3

Bases: 10

Uprights: 5 white, 5 blue

Targets: 2 square, 8 18" round, 4 poppers

Props: 2 windows, 1 horse

Stage 4

Bases: 6

Uprights: 4 blue, 2 black double

Targets: 5 square, 3 18" round, 4 poppers

Props: 2 windows, 1 table

Stage 5

Bases: 2

Uprights: 2 black double

Targets: 4 square, 4 tombstones, 4 circle sam, 4 poppers

Props: knockdown cowboy, 2 horses

Stage 6

Bases: 7

Uprights: 2 red, 2 whit, 1 blue

Targets: 2 square, 2 cowboy, 1 small cowboy, 4 popper

Props: wagon, 2 cactii