

Brown Township Regulators Cowboy Action Shoot April 20, 2024 Brown Township Sportsmen's Club

	Stage 1/2/3	Stage 4/5/6			Total	
CIRCLE						
Diamond						
Square						
Shotgun						
Table/ Spool						
Extra						

Stage Needs

Notes and Stage Conventions

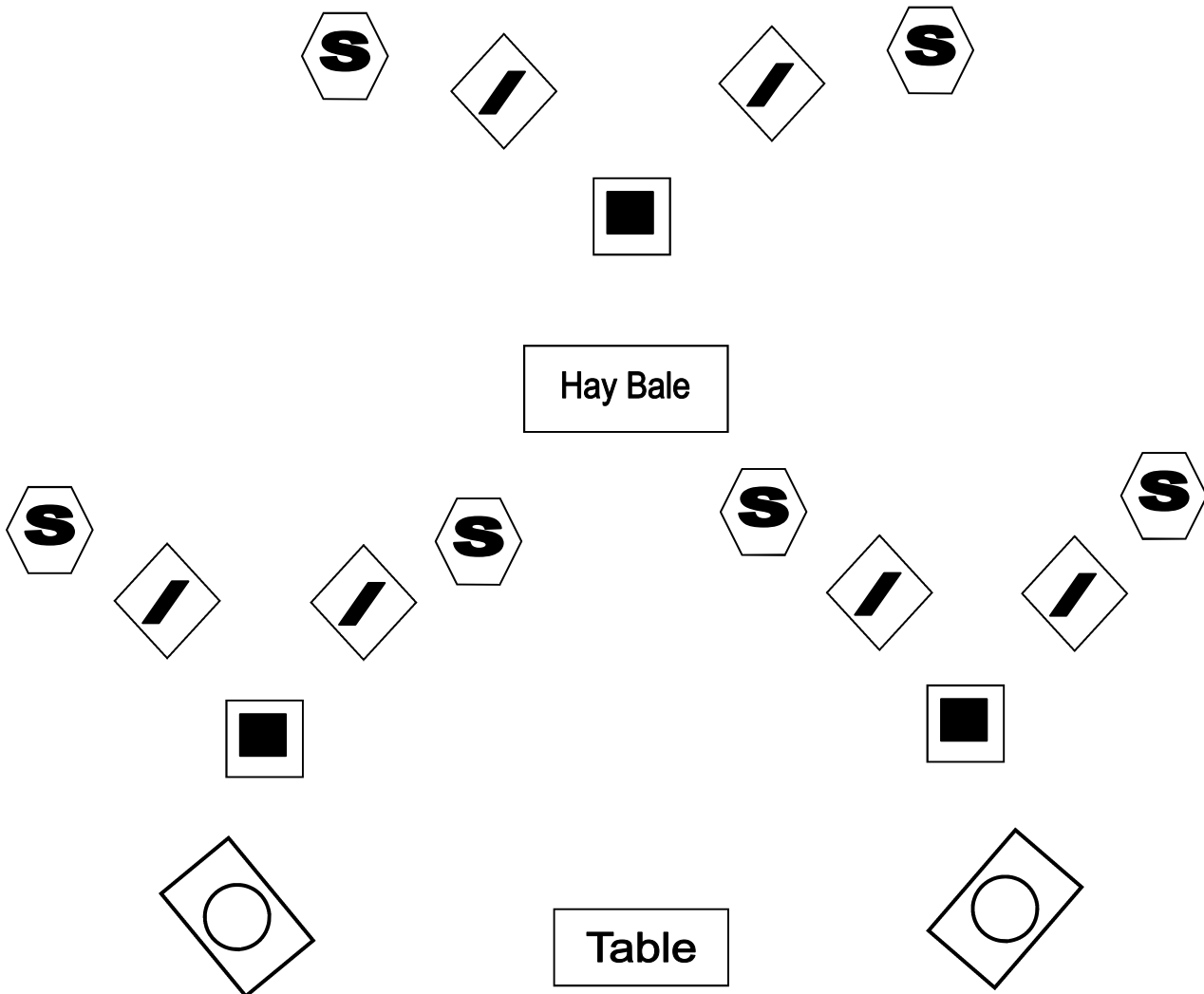
Long Guns may be restaged anywhere safely unless otherwise noted

Shotgun must be made up before moving

Start both feet behind position—after move at least one foot behind position

Lines from The Outlaw Josey Wales (1976)

STAGE 1



Ammunition and Staging

- Rifle 10 Rounds staged and shot from table
- Pistols 10 Rounds Holstered shot from either barrel
- Shotgun 2+ staged either outside barrel
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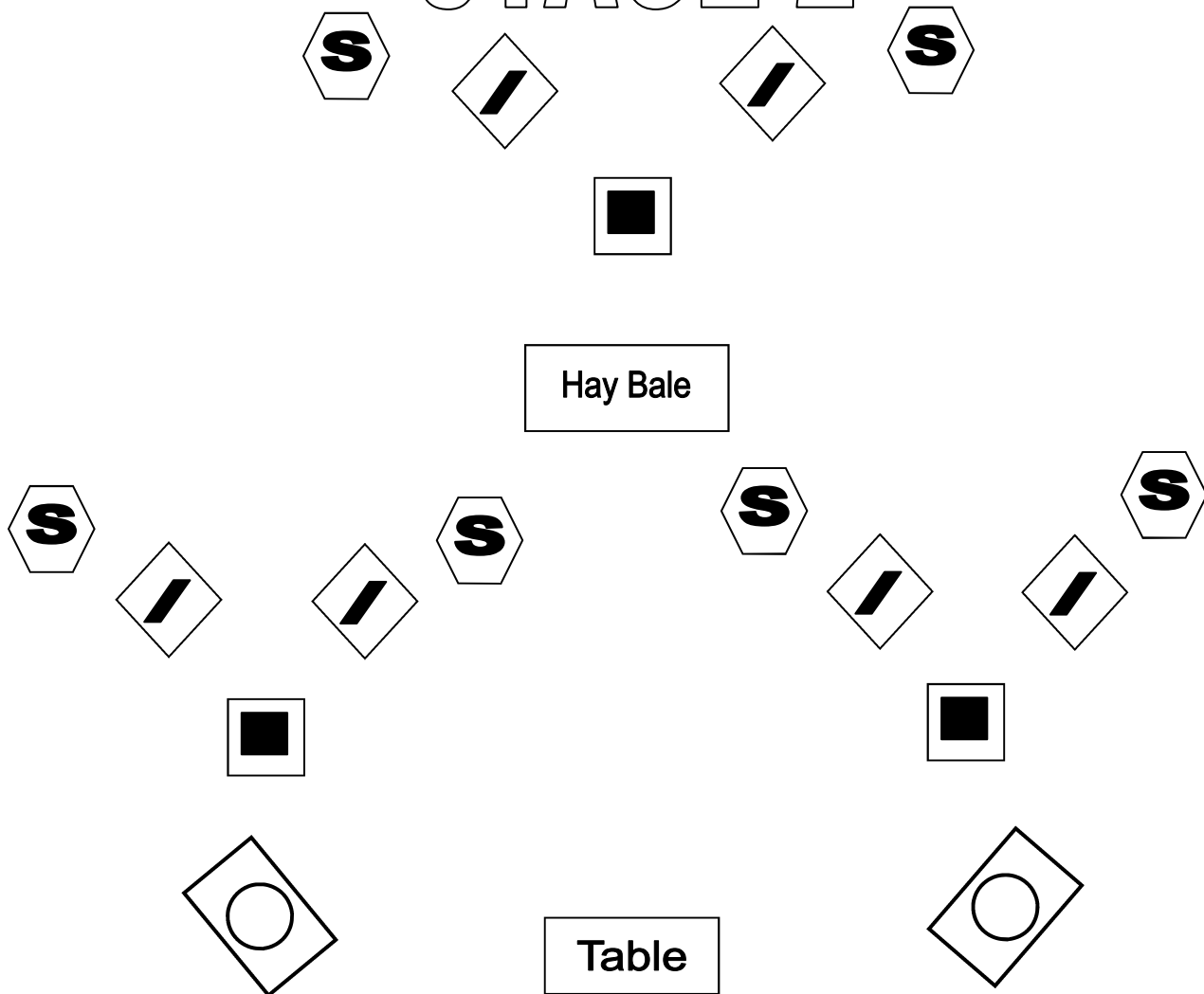
Gun order— Rifle pistol shotgun

Starting Position— behind table hands on staged rifle

Ready Line— Look at them pretty targets

At the Buzzer - Rifle from table engage targets with 3 shots on each diamond and 4 shots on square. Move to either outside barrel and engage pistol targets same as rifle. Move to opposite outside barrel and engage 2 shotgun KDs.

STAGE 2



Ammunition and Staging

- Rifle 10 Rounds staged and shot from table
- Pistols 10 Rounds Holstered shot from either barrel
- Shotgun 4+ empty staged either and shot from both barrels
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Gun order— Rifle then choice

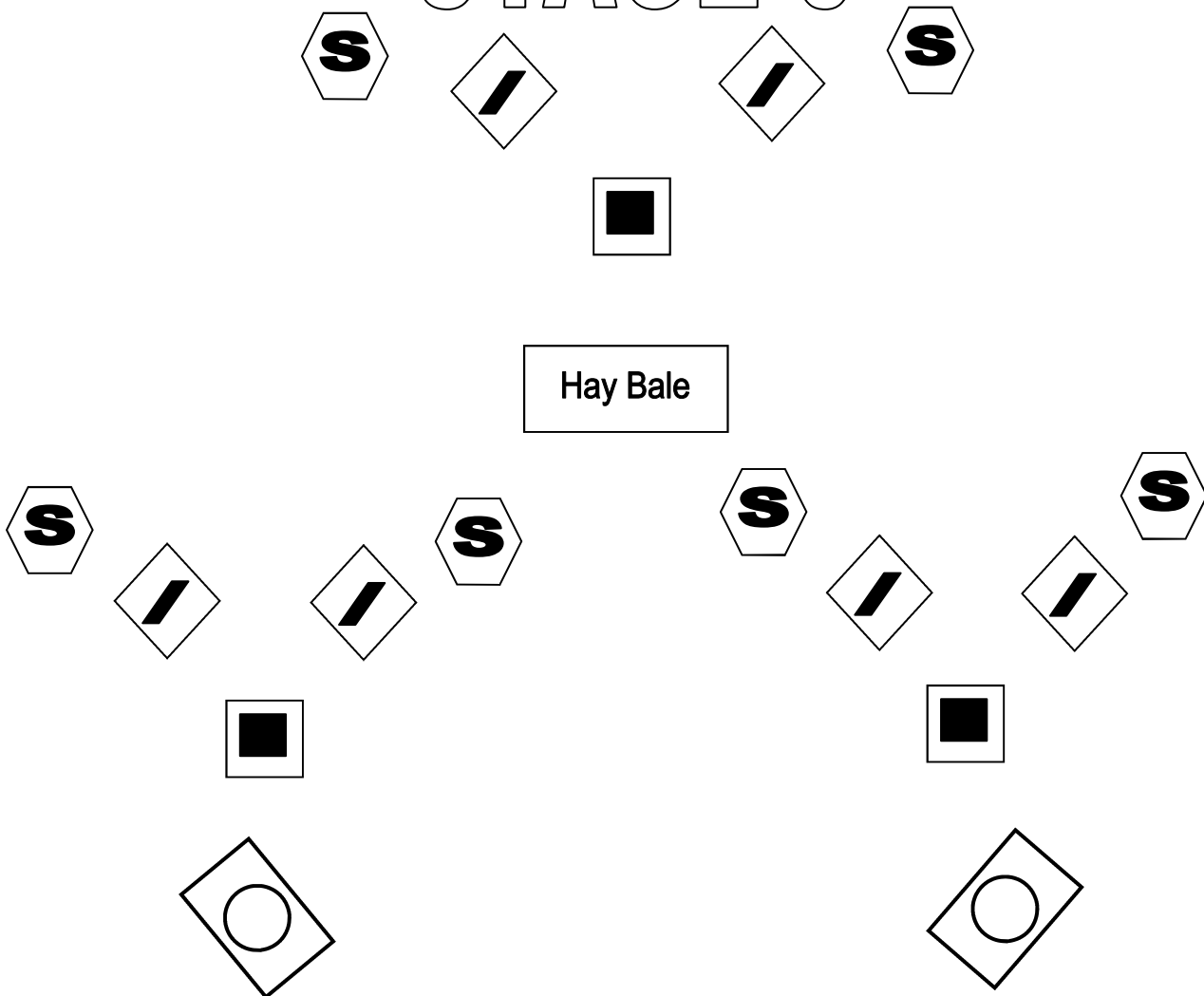
Starting Position— At table hands at low surrender

Ready Line— This looks easy enough

At the Buzzer Rifle—triple tap each diamond then double tap square then single tap diamonds. Pistols same instructions as rifle

Shotgun—engage two KDs from each barrel

STAGE 3



Ammunition and Staging

- Rifle 10 Rounds in hands shot from center cement
- Pistols 10 Rounds Holstered shot from bale
- Shotgun 6+ rounds staged either barrel and shot from both barrels and bale

Gun order— Rifle—Shotgun—Pistol

Starting Position— Center cement rifle in hands

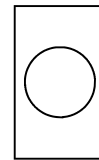
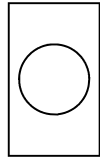
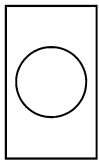
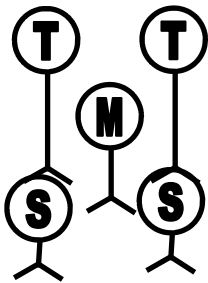
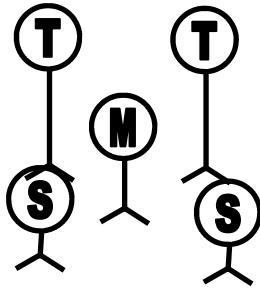
Ready Line—Way too much running

At the Buzzer— Rifle double tap square then triple tap either diamond then double tap square then triple tap other diamond.

Shotgun engage two from each barrel and two from from bale.

Pistols from bale using same instructions as rifle

STAGE 4



Ammunition and Staging

- Rifle 10 Rounds staged and shot from center barrel
- Pistols 10 Rounds Holstered shot from left barrel
- Shotgun 4+ rounds staged and shot from both outside barrels

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Gun order— Shooters choice

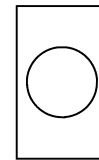
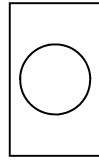
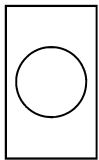
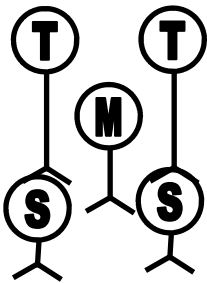
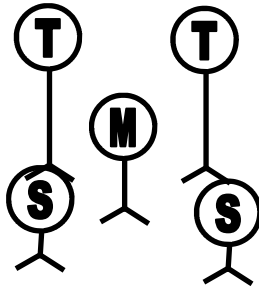
Starting Position— At the ready

Ready Line— Watch how fast I am

At the Buzzer— Rifle/Revolver—Starting on any corner engage targets with diagonal Nevada Sweeps making an X

Shotgun—engage two targets from each outside barrel.

STAGE 5



Ammunition and Staging

- Rifle 10 Rounds shot from center barrel
- Pistols 10 Rounds Holstered shot from left barrel
- Shotgun 4+ rounds staged and shot from right barrel

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Gun order— Rifle then choice

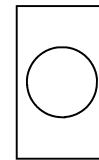
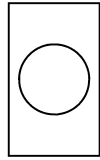
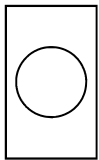
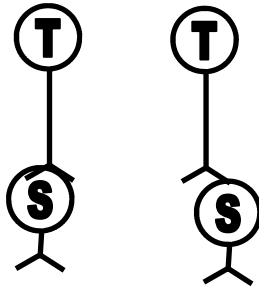
Starting Position— behind center barrel rifle in hands

Ready Line— That was just a warning shot

At the Buzzer— Rifle/pistol starting on any outside target engage in a 2=1=2 sweep using top and center targets and one 2-1-2 sweep using bottom and center targets

Shotgun = Engage four KDs from right barrel

STAGE 6



Ammunition and Staging

- Rifle 10 Rounds staged and shot from center barrel
- Pistols 10 Rounds holstered shot from left barrel
- Shotgun 4+ rounds in hand and shot from both outside barrels

Gun order— Shotgun-choice rifle or pistol = shotgun

Starting Position— either outside barrel shotgun in hand other hand on shells in belt

Ready Line— Look out targets

At the Buzzer— Engage two shotgun KDs in front of you take shotgun for further use. Rifle/ Pistol starting on any target in either direction engage with a progressive sweep, 1 on 1, 2on2, 3on3, 4on 4. move to other barrel and engage 2 shotgun KDs.