

Brown Township Regulators

Cowboy Action Shoot

May 20, 2023

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

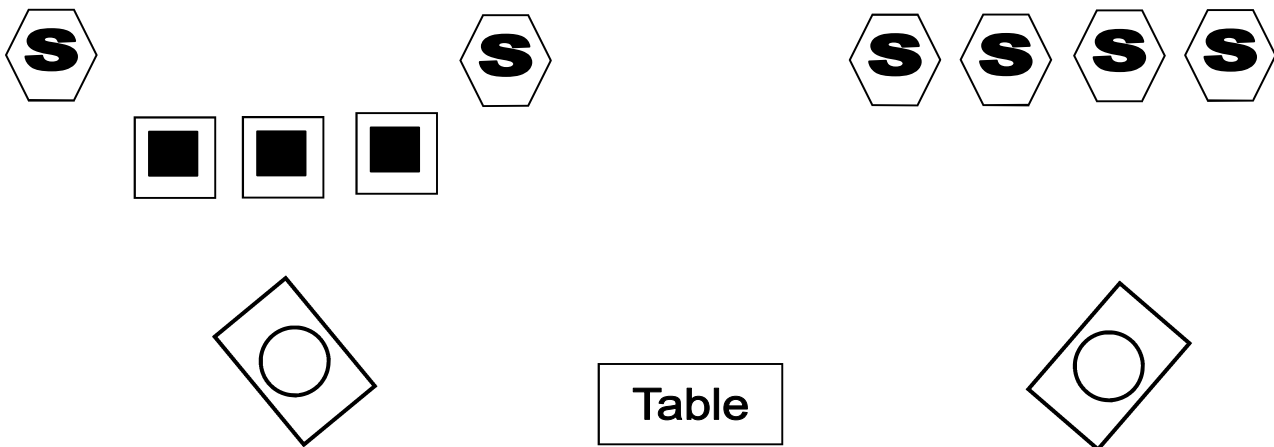
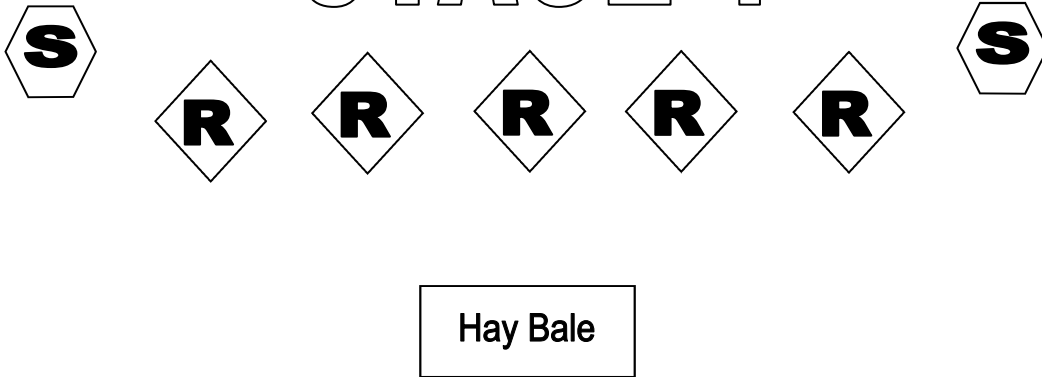
Targets may be engaged from either direction unless otherwise noted

Shotgun must be made up before moving

Start both feet behind position—after move close enough to safely stage firearm without moving

Lines from The Rio Lobo (1970)

STAGE 1



Ammunition and Staging

- Rifle 10 Rounds staged and shot from table
- Pistols 10 Rounds Holstered shot from left barrel
- Shotgun 4+ staged and shot from right barrel
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Gun order— Rifle then choice

Starting Position— behind table hands on staged rifle

Ready Line— Turn around Sheriff, I want you to see who kills you

At the Buzzer - Engage rifle targets in a Virginia Sweep (Nevada Sweep double tapping center target on one pass only)

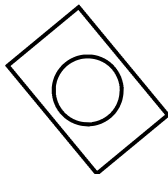
Shotgun Engage all 4 KD's

Pistol Nevada sweep double tapping center target on each pass.

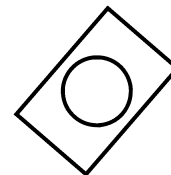
STAGE 2



Hay Bale



Table



Ammunition and Staging

- Rifle 10 Rounds staged and shot from table
- Pistols 10 Rounds Holstered shot from left barrel
- Shotgun 4+ empty staged and shot from both barrels

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Gun order— Shooters choice

Starting Position— behind any barrel starting gun/s in hand/s

Ready Line— Stop yer squawking, you ain't hurt

At the Buzzer Rifle engage targets in a 1-2-4-2-1 sweep

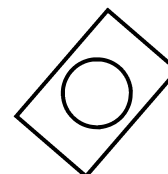
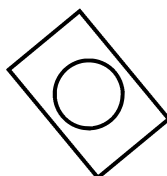
Shotgun—Engage two from each barrel

Pistol engage targets in a 1-2-4-2-1 sweep

STAGE 3



Hay Bale



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

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Gun order—Rifle Shotgun Pistols

Starting Position— Center cement rifle in hands

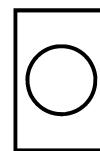
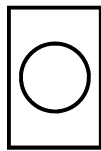
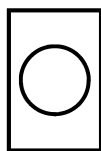
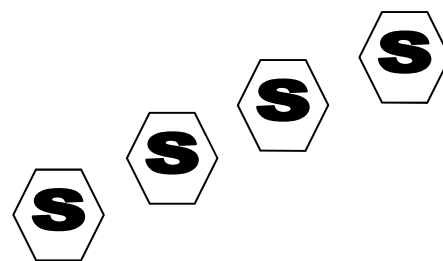
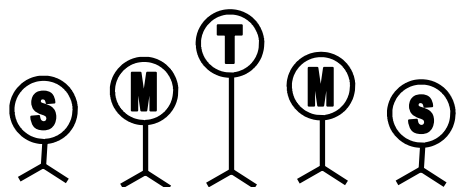
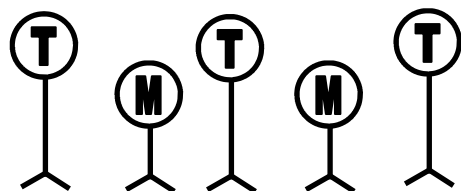
Ready Line—I should've taken you this morning

At the Buzzer— Engage one far KD then triple tap 3 targets

Shotgun engage 2 KD's from left barrel and 4 from right barrel

Move to bale (you may take shotgun with you for further use) and with pistols engage other KD then triple tap the 3 targets. Standing Rifle/pistol KD's may be made up with shotgun.

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 right barrel

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Gun order— Shooters choice

Starting Position— behind any barrel holding mug

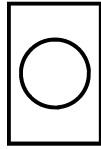
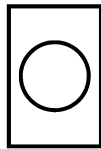
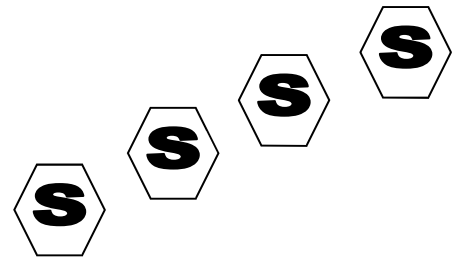
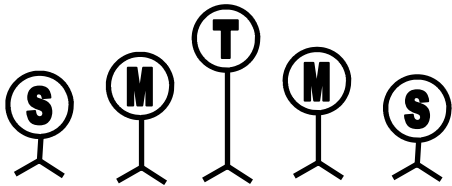
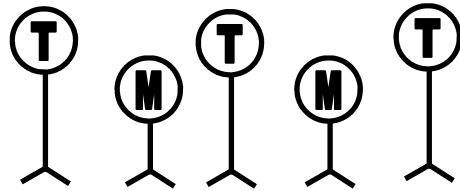
Ready Line— Don't I get a beer

At the Buzzer— Rifle engage targets 1,3, 5 then 4,2 (clean or dirty)

Pistols same instructions as rifle

Shotgun Knock'em down

STAGE 5



Ammunition and Staging

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

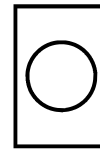
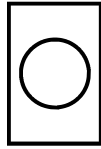
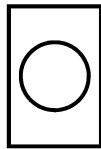
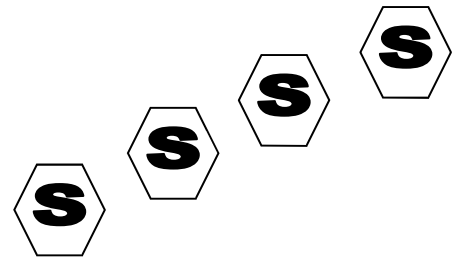
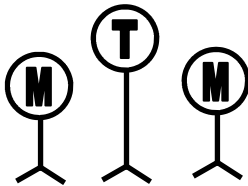
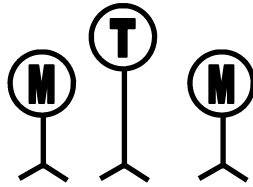
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Gun order— P—R—S or S—R—P

Starting Position— either outside barrel hat in hands

Ready Line— You're going to be the first to die

At the Buzzer— Rifle/Pistol single tap sweep targets then repeat from same direction
Shotgun Knock'em down

STAGE 6



Ammunition and Staging

- Rifle 10 Rounds staged and shot from center barrel
- Pistols 10 Rounds holstered shot from any position
- Shotgun 2+ rounds staged and shot from any position

Gun order— Rifle then choice

Starting Position— Behind center barrel at the ready

Ready Line—If you hear a loud noise, it'll be Mr. Ketchum dying

**At the Buzzer— Rifle/ Pistol Triple tap center target then single tap outside targets, repeat
Shotgun—Knock down any two KD's**