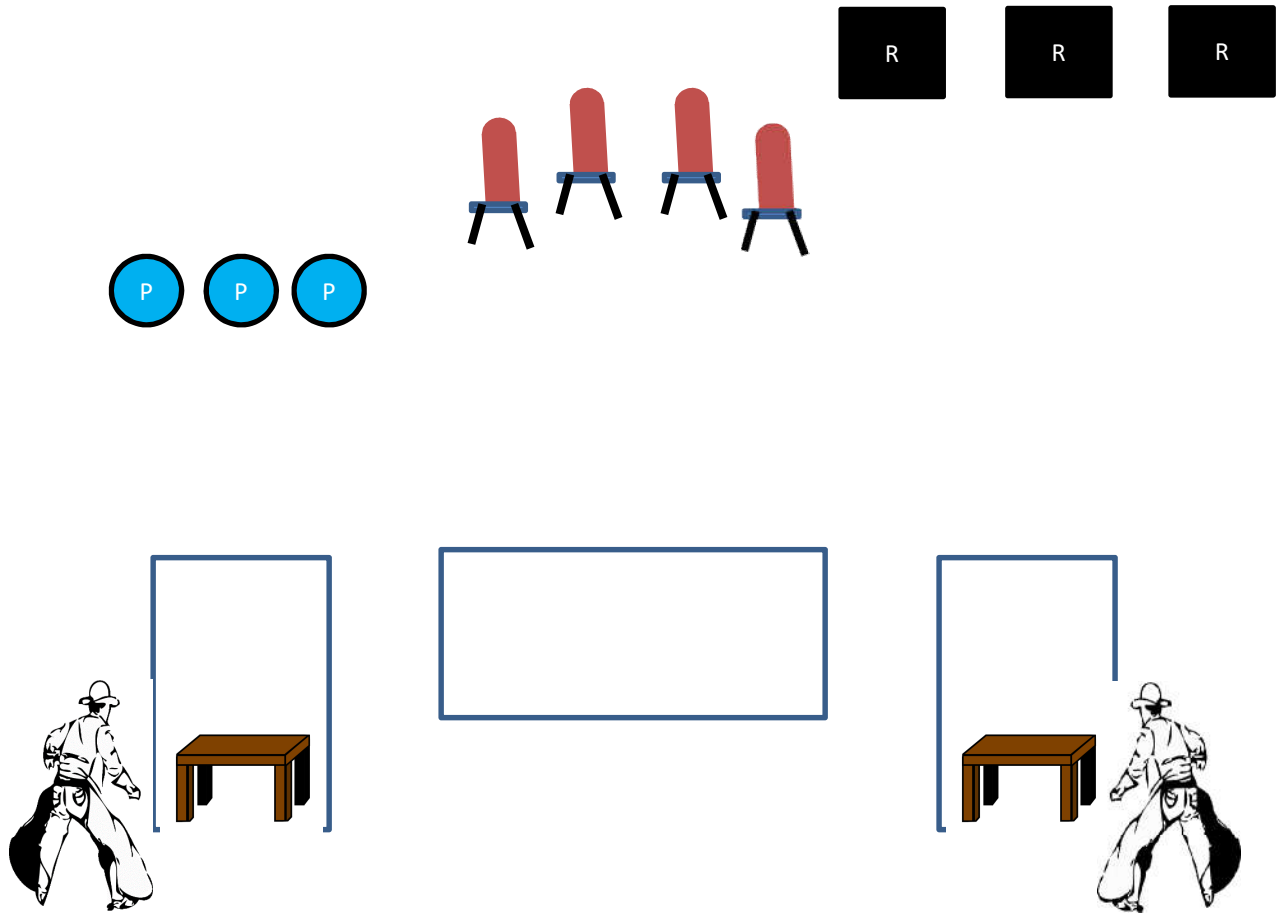


JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 1
STROMBERGER MERCANTILE
10-REVOLVER 10 RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter Choice

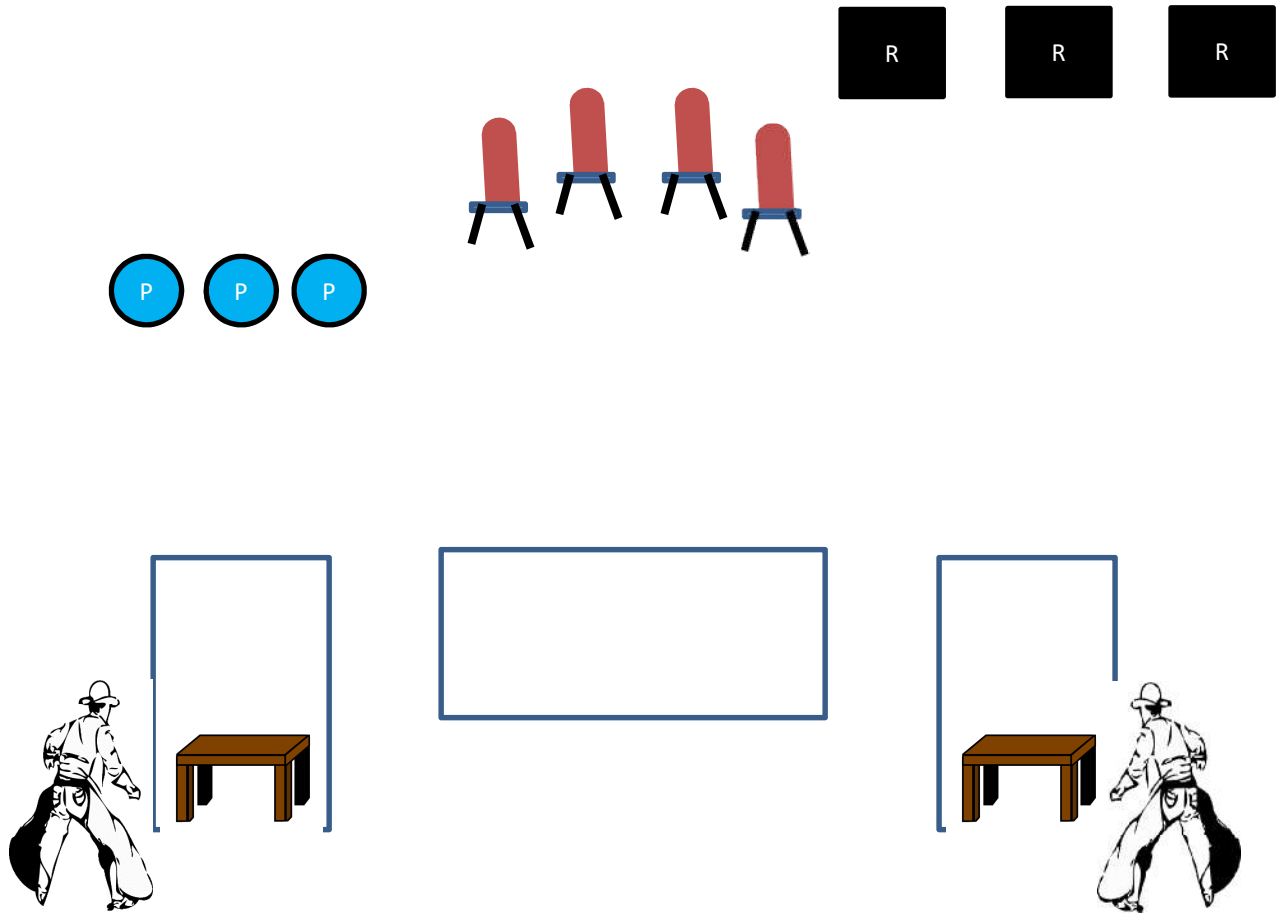
STAGING: Revolvers holstered. Rifle/Shotgun staged anywhere safely.

START POS: Shooter may start with any firearm; rifle may not be last. Hands on hat.

PROCEDURE: Shooter says when ready “ I’ll have a chew of tobacco”.

ATB: with revolvers from left doorway sweep “P” targets from either end **THEN** double tab center “P” target. Repeat sequence for second 5 rounds. From window and with Shotgun engage 4 shotgun targets until down. With rifle from right doorway engage “R” targets with same instructions as revolvers.

JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 2
STROMBERGER MERCANTILE
10-REVOLVER 10 RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter's choice

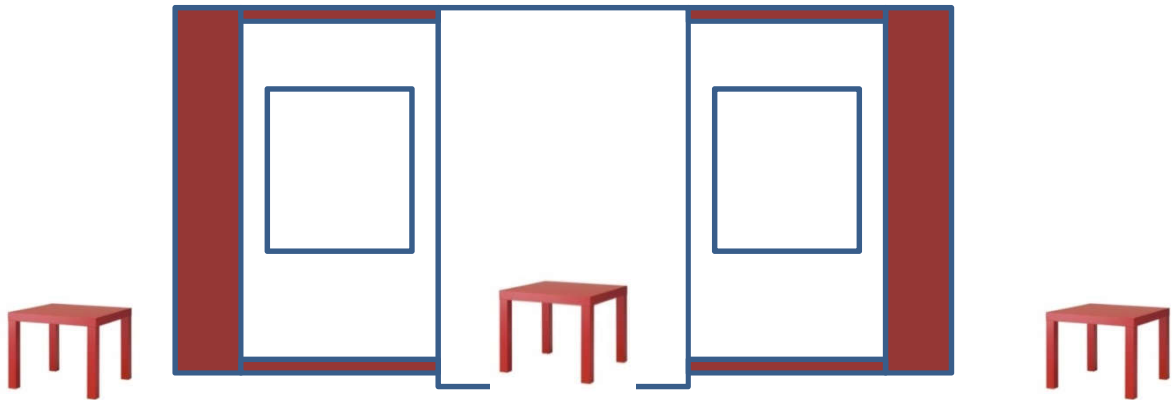
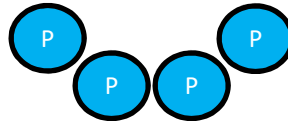
STAGING: Revolvers holstered. Rifle/ Shotgun staged anywhere safely.

START POS: Shooter may start with any firearm; rifle may not be last. Hands on hat.

PROCEDURE: Shooter says when ready “Turkey Buzzard circling”.

ATB: with revolvers from left doorway engage center “P” target 3 times, then each outside target once. Repeat. With shotgun from center window engage 4 shotgun targets until down. With rifle from right doorway engage center “R” target 3 times then each outside target once. Repeat.

JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 3
THE MARSHALL'S OFFICE
10-REVOLVER 10 RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter's Choice

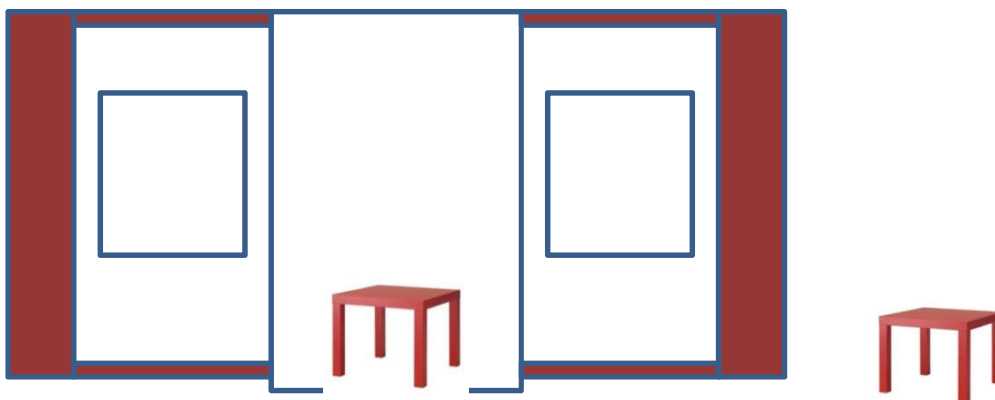
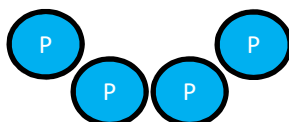
STAGING: Revolvers holstered. Rifle on left outside table. Shotgun open/empty anywhere safely.

START POS: Shooter starts with firearm of choice in hands. RIFLE NOT LAST.

PROCEDURE: Shooter says when ready "It's not my day!"

ATB: with rifle engage "R" targets 1-1-1-2 sweep from the left then repeat from the right. From doorway with revolvers engage "P" target with a 1-1-1-2- sweep from the left then repeat from the right. From right window engage 2 SG targets, and 2 shotgun targets from right outside table.

JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 4
THE MARSHALL'S OFFICE
10-REVOLVER 10 RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter's Choice

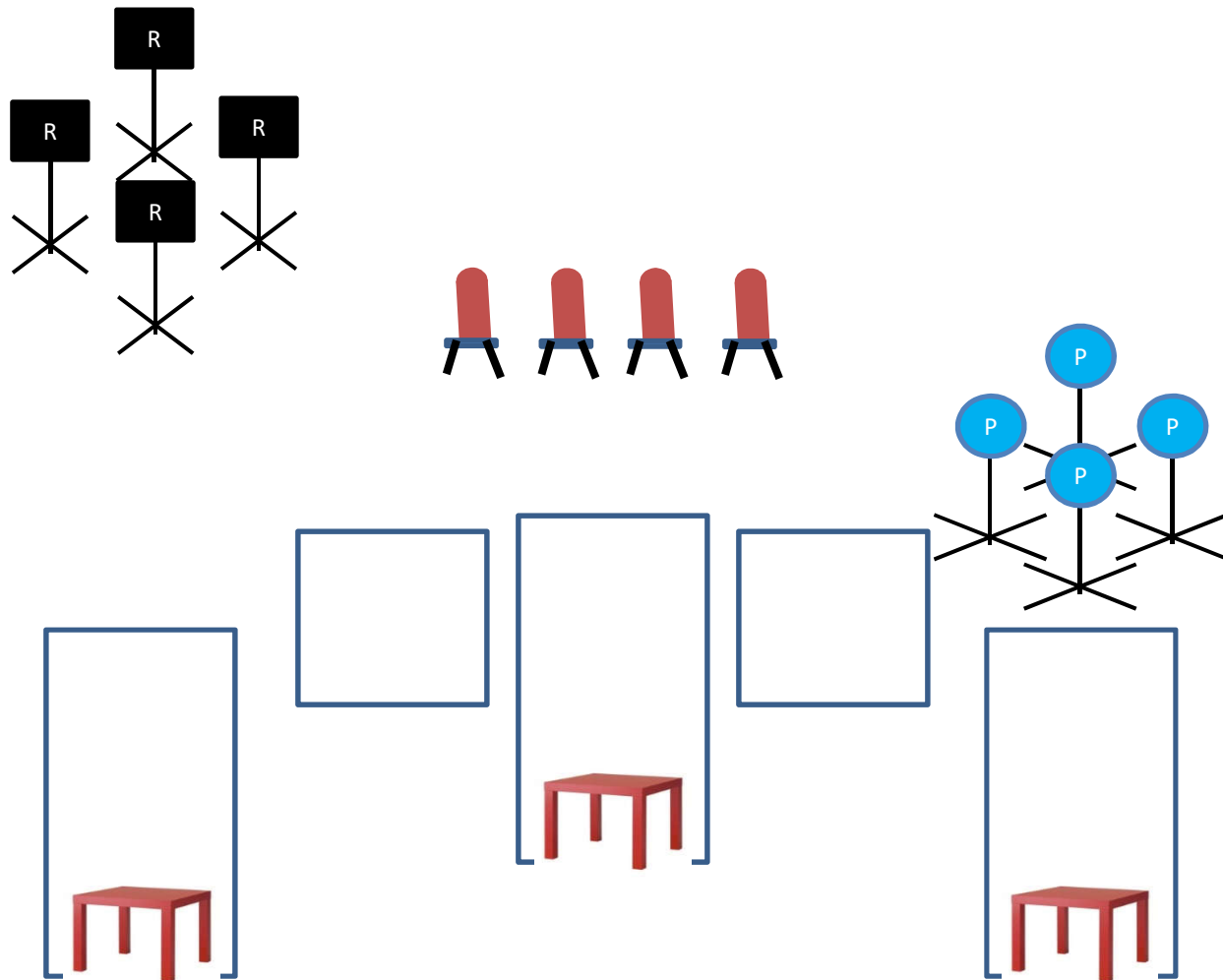
STAGING: Revolvers holstered. Rifle on left window shelf. Shotgun open/empty anywhere safely.

START POS: Shooter starts with firearm of choice in hands. RIFLE NOT LAST.

PROCEDURE: Shooter says when ready **"quit yer whining and get to shooting!"**

ATB: with rifle engage "R" targets 4-1-1-4 sweep from either end. From doorway with revolvers engage "P" target with a 4-1-1-4 sweep from either end. From right window engage 2 SG targets, and 2 shotgun targets from right outside table, or engage 4 SG targets from window or 4 SG targets from right outside table.

JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 5
GRIZZLY DAVE'S BARBER SHOP & TONSORIAL PARLOR
10-REVOLVER 10-RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter's Choice

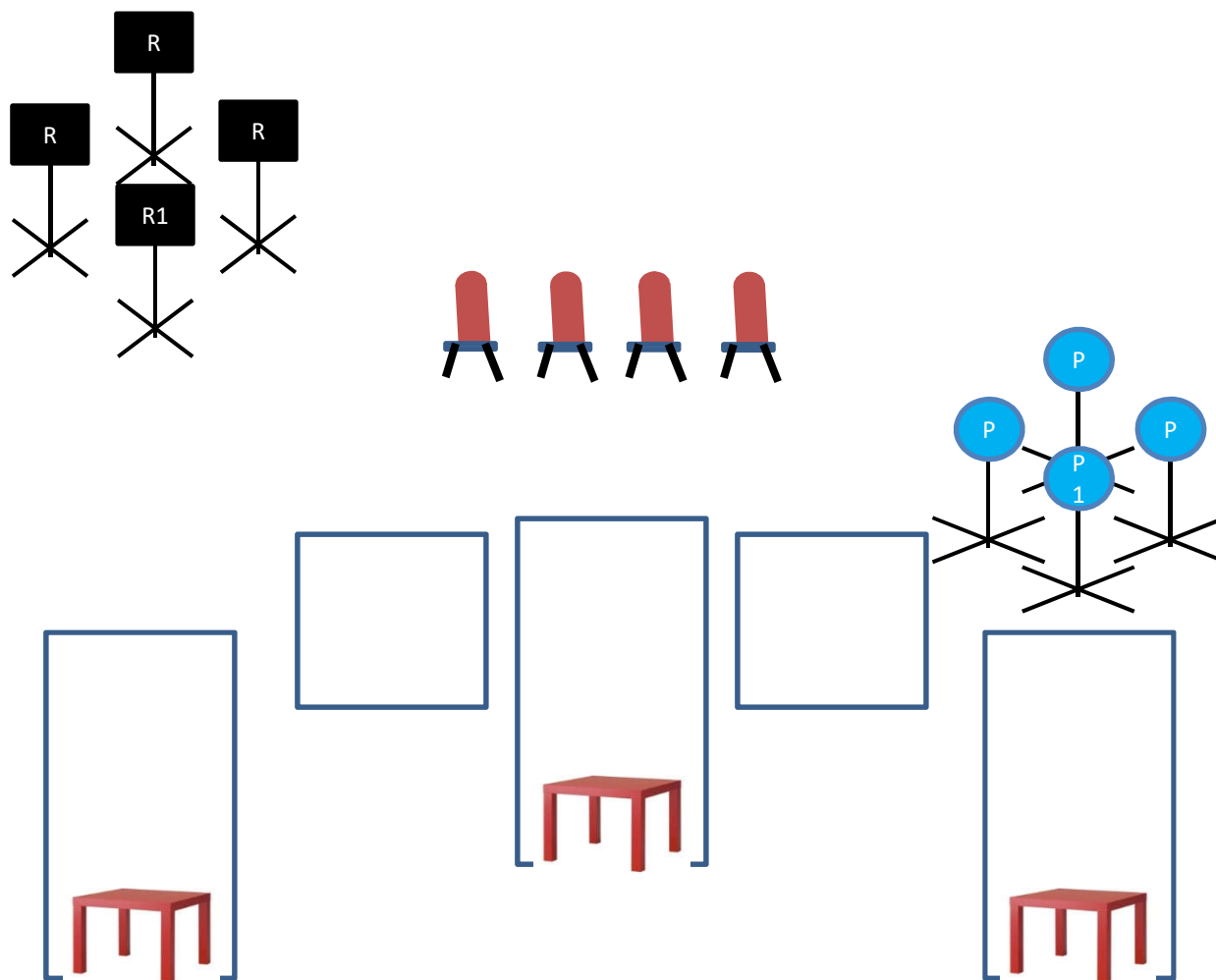
STAGING: Revolvers holstered. Rifle on left doorway table. Shotgun open/empty anywhere safely.

START POS: Shooter may start at either the left or right or center doorway- firearm/s in hands. Rifle not last.

PROCEDURE: Shooter says when ready "What's up Doc?".

ATB: with shotgun engage 4 shotgun targets until down. From left doorway with rifle engage "R" targets with a clockwise or counterclockwise sweep starting on any target for 10 rounds. With revolvers from right doorway repeat rifle instructions on "P" targets.

JULY 2022 5TH SATURDAY COWBOY ACTION MATCH
STAGE 6
GRIZZLY DAVE'S BARBER SHOP & TONSORIAL PARLOR
10-REVOLVER 10-RIFLE 4+ SHOTGUN



SHOOTING ORDER: Shooter's Choice

STAGING: Revolvers holstered. Rifle on left doorway table. Shotgun open/empty anywhere safely.

START POS: Shooter may start at either the left or right or center doorway- firearm/s in hands. Rifle not last.

PROCEDURE: Shooter says when ready "Hurry up Doc!".

ATB: with shotgun from doorway engage 4 shotgun targets until down. From left doorway with rifle engage "R" targets with a double tap clockwise or counterclockwise sweep starting & finishing on "R1". With revolvers from right doorway repeat rifle instructions on "P" targets, starting & finishing on "P1".