

"HOLIDAY SHOOT" January 2010

Jan. 1st & 2nd ----- 12 Stages ----- Bays = 2 to 13

Round Count: = Rifle: 121 = Pistol: 120 = Shotgun: 52

Well Howdy Wishing you a Merry Christmas and hopein ya git the New Year rung in right.....

N since yer reading this.....yer probably gonna do that 1st day of the New Year with us....couldn't think of no better way ta git started.....so were extendin a **BIG WELCOME** to old & new friends alike.....to the Dixie Desperados "**HOLIDAY SHOOT**", 1st shoot of the New Year.....YeeeeeeHaaaaaa!!!

May yer aim be sure as yer hand is steady, whilst rememberin the sequences.....n' recitin the lines with the enthusiasm of the New Year.....Carpe diem....



Warm Regards & Best Wishes for a great start on your New Year.....T L & Wolf = Match directors

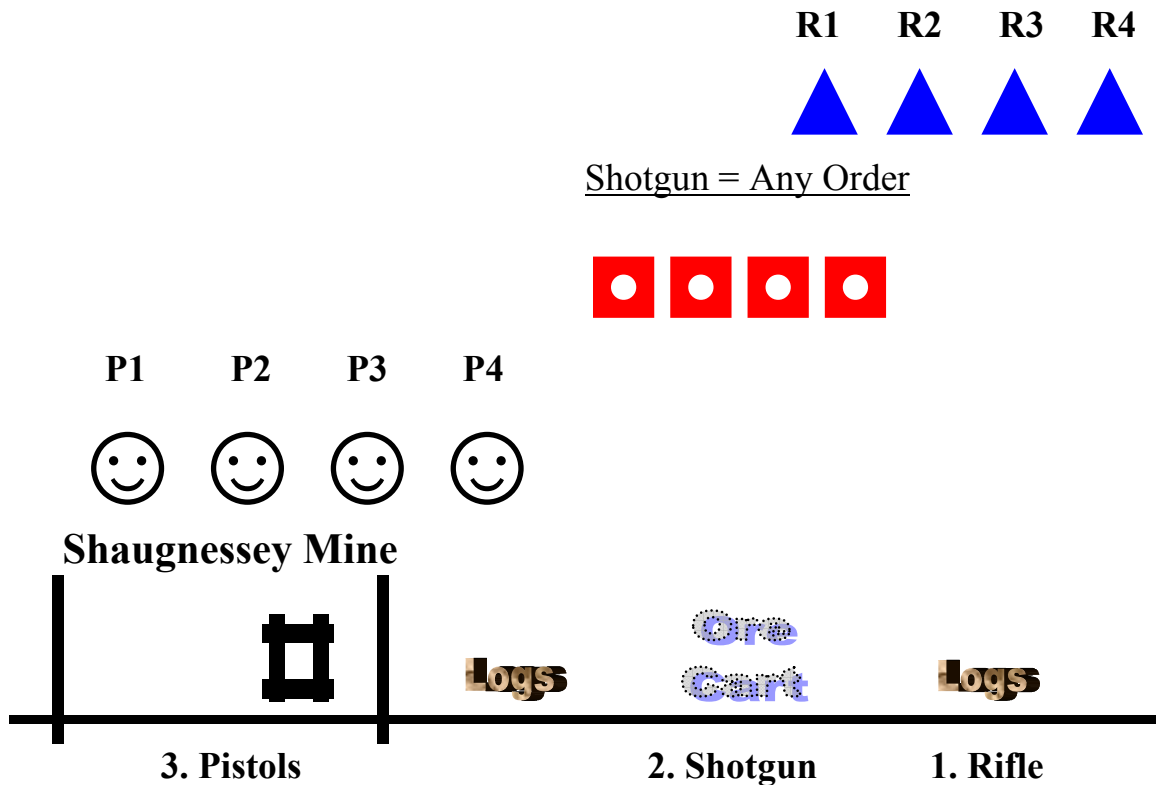
(And a host of others) 🇺🇸



Close, Fast & slightly **"Twisted"**but don't take our word for it.....check out the following.... 😊 .

Stage 1 = “Shaughnessey Mine”

Bay #2 = Jan 1st & 2nd 2010



Gun Order == Rounds & Staging

- | | | |
|------------|---------|--|
| 1. Rifle | 10 rds | Staged Flat on RIGHT LOG PILE |
| 2. Shotgun | 4 + rds | Action open & empty, staged FLAT on ORE CART |
| 3. Pistols | 10 rds | Hammer down on empty chamber & holstered |

Shooter starts = @ RIFLE, both hands on shot shells

Shooter says – “Shaft”....Economy.....Bah Humbug”

At the Buzzer

1. Engage RIFLE TARGETS = “Badger Sweep” = L-R
P1, P2, P3, P4, P1, P2, P3, P1, P2, P1
(Restage Rifle Safely)
2. Move to ORE CART Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count
(Restage open and empty Shotgun Safely)
3. Move to MINE, Engage PISTOL TARGETS =
Through the WINDOW, same as Rifle
P1, P2, P3, P4, P1, = P2, P3, P1, P2, P1,
(Holster both pistols)

Stage 2 = “Wagons Ho!”

Bay #3 = Jan 1st & 2nd 2010

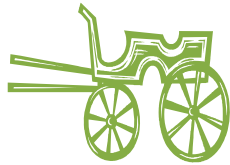
R1 R2 R3 R4 R5



Shotgun = Any Order



P1 P2 P3 P4 P5



1. Rifle



2. Pistols



3. Shotgun

Gun Order = Rounds = Staging

- | | | |
|------------|----------------|---|
| 1. Rifle | 10 rds | Staged FLAT @ LEFT SIDE of WAGON |
| 2. Pistols | 10 rds | Hammer down on empty chamber & holstered |
| 3. Shotgun | <u>6 + rds</u> | Action open & empty, staged FLAT on HAY BALES |

Shooter starts = @ RIFLE = both hands on hips.

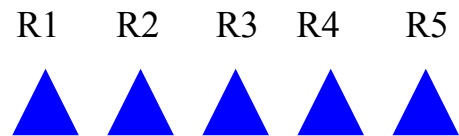
Shooter says – “Wagons Ho Ho Ho to you too…….”

At the Buzzer:

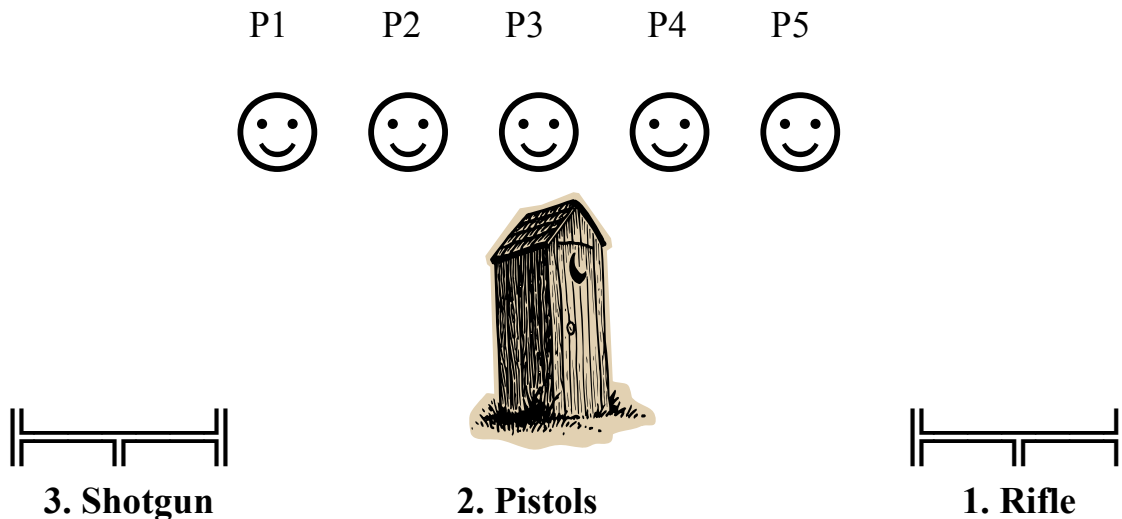
1. Engage RIFLE TARGETS = Double Tap = L-R
R1, R1, R2, R2, R3, R3, R4, R4, R5, R5
(Replace open and empty rifle)
2. Move to STUMP, engage PISTOL TARGETS = Same as Rifle
P1, P1, P2, P2, P3, P3, P4, P4, P5, P5
(Holster both pistols)
4. Move to SHOTGUN & Engage SHOTGUN TARGETS =
ANY ORDER = all must fall to count
(Make Shotgun safe)

Stage 3 = “The Outhouse”

Bay #4 = Jan 1st & 2nd 2010



Shotgun = Any Order



Gun Order == Rounds & Staging

- 1. Rifle** 10 rds Staged FLAT on the RIGHT FENCE TABLE
- 2. Pistols** 10 rds Hammer down on empty chamber & holstered
- 3. Shotgun** 4 + rds Action open, empty, staged FLAT on LEFT FENCE TABLE.

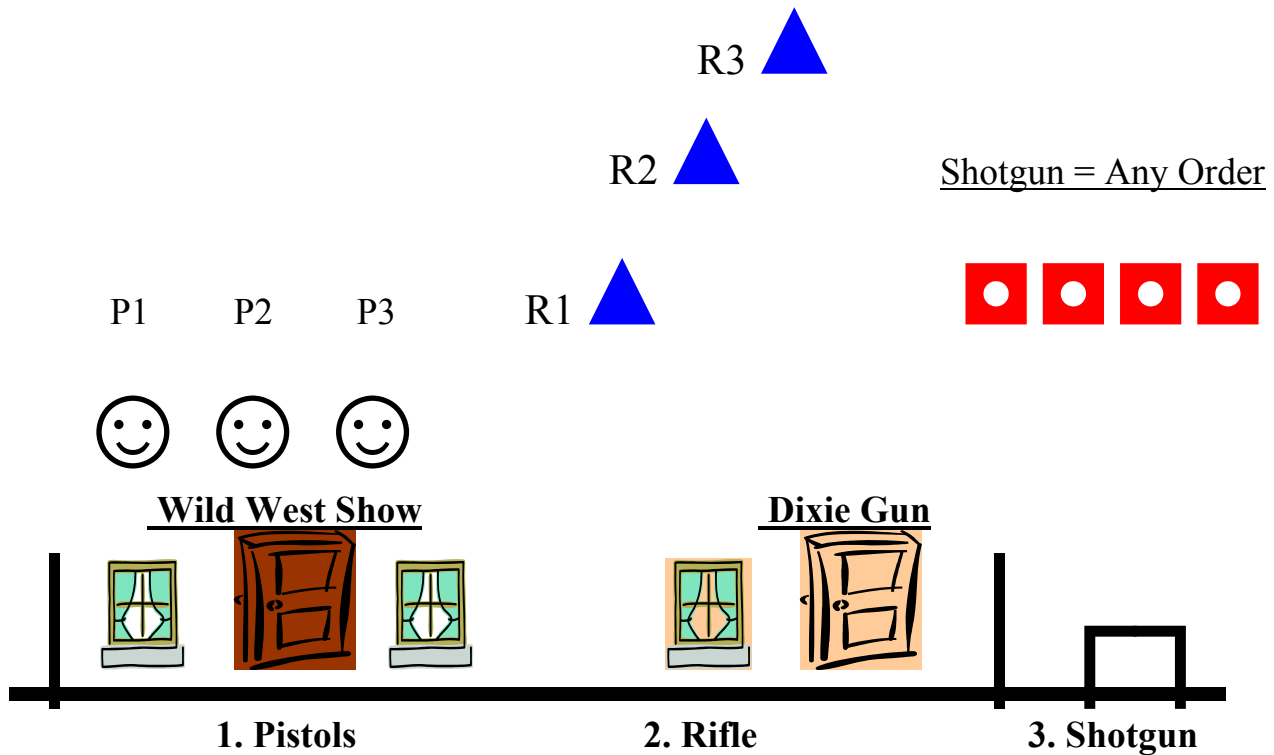
Shooter starts = @ RIGHT FENCE one hand on each “Cowboys” shoulder

Shooter says – “Hey fella’s.....race you to the outhouse.....!!!”

At the Buzzer:

1. Move to RIFLE & Engages RIFLE TARGETS =
Continuous Nevada Sweep = Start on R1
R1, R2, R3, R4, R5, R4, R3, R2, R1, R2
(Make Rifle Safe)
2. Move INSIDE OUTHOUSE = Note: DO NOT PULL PISTOLS
until you are “inside” the OUTHOUSE
Engage PISTOL TARGETS = Same as Rifle
P1, P2, P3, P4, P5 = P4, P3, P2, P1, P2
(Holster both pistols)
3. Move to SHOTGUN, engage SHOTGUN TARGETS = **ANY ORDER**
All targets must fall or be “Hit” to count.
(Make Shotgun safe)

Stage 4 = “Wild West & Dixie Gun” Bay #5 = Jan 1st & 2nd 2010



Gun Order == Rounds & Staging

- 1. Pistols** 10 rds Hammer down on empty chamber & holstered
- 2. Rifle** 10 rds Staged FLAT on DIXIE GUN WINDOW TABLE
- 3. Shotgun** 4 + rds Action open & empty, staged FLAT on RIGHT TABLE

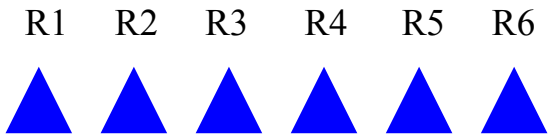
Shooter starts = @ Wild West DOOR, Looking @ Rifle targets both hands over eyes

Shooter says – “Woah.....Rudolph....what’s that.....??”

At the Buzzer

- 1. Engage PISTOL TARGETS = 3 = 4 = 3
P1, P1, P1, P2, P2 = P2, P2, P3, P3, P3
(Holster both pistols)
- 2. Move to Rifle & Engages RIFLE TARGETS = Front to Back
R1, R1, R1, R2, R2, R2, R2, R3, R3, R3
(Make Rifle Safe)
- 3. Move to Shotgun & Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count.
(Make Shotgun safe)

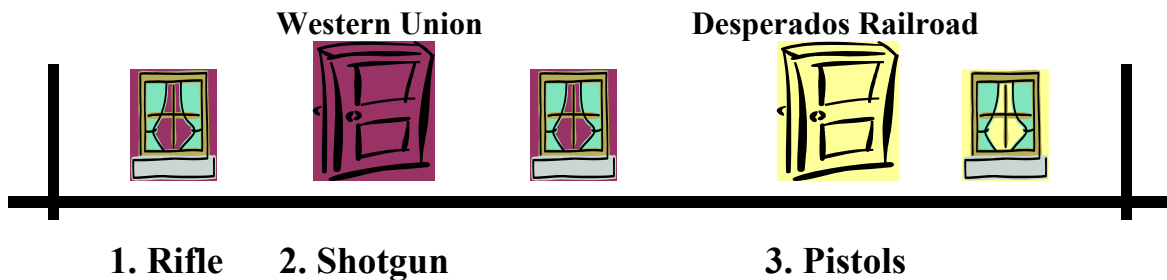
Stage 5 = “Western Un. & Desperados RR” Bay #6 = Jan 1st & 2nd 2010



Shotgun = Any Order



P1 P2 P3 P4 P5 P6



Gun Order = Rounds = Staging

- 1. Rifle 10 rds + 1 RELOAD = Staged FLAT on LEFT WINDOW TABLE
- 2. Shotgun 4 + rds Action open, empty, staged FLAT on LEFT DOOR TABLE
- 3. Pistols 10 rds Hammer down on empty chamber & holstered

Shooter starts = Leaning back against left fence, both hands on the rails.

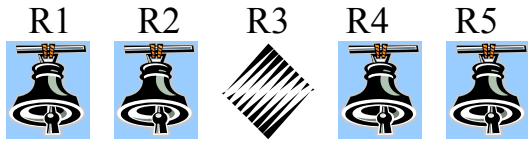
Shooter SINGS – “I saw(Insert name here)....kissin Santa Claus..”

At the Buzzer: Move to RIFLE

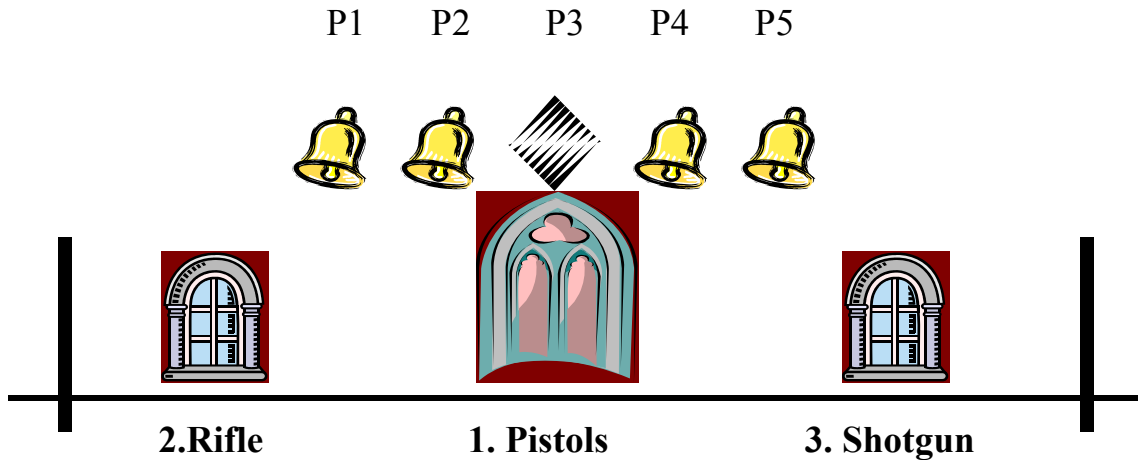
- 1. Engage RIFLE TARGETS = R1, R2, R3, R4, R5, R6, = R2, R3, R4, R5
& RELOAD 1 Rd from your person & HIT = R6
(Replace open and empty rifle where staged)
- 3. Move to SHOTGUN & Engage SHOTGUN TARGETS =
ANY ORDER = all must fall to count
(Make Shotgun safe)
- 3. Move to RIGHT DOOR, engage PISTOL TARGETS =
P1, P2, P3, P4, P5, == P6, P2, P3, P4, P5
(Holster both pistols)

Stage 6 = “Mission Impossible”

Bay #7 = Jan 1st & 2nd 2010



Shotgun = Any Order



Gun Order == Rounds & Staging

- 1. Pistols 10 rds Hammer down on empty chamber & holstered
- 2. Rifle 10 rds Staged FLAT at the LEFT WINDOW
- 3. Shotgun 4 + rds Action open & empty, staged FLAT at RIGHT WINDOW

Shooter starts = @ Door, both hands ringing the bell.

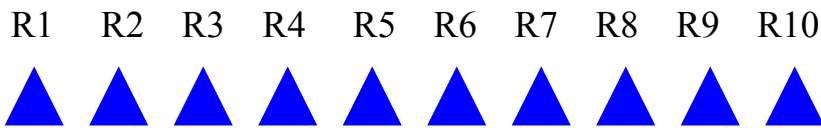
Shooter SINGS – “I heard the Bells ...oh let me play.....”

At the Buzzer:

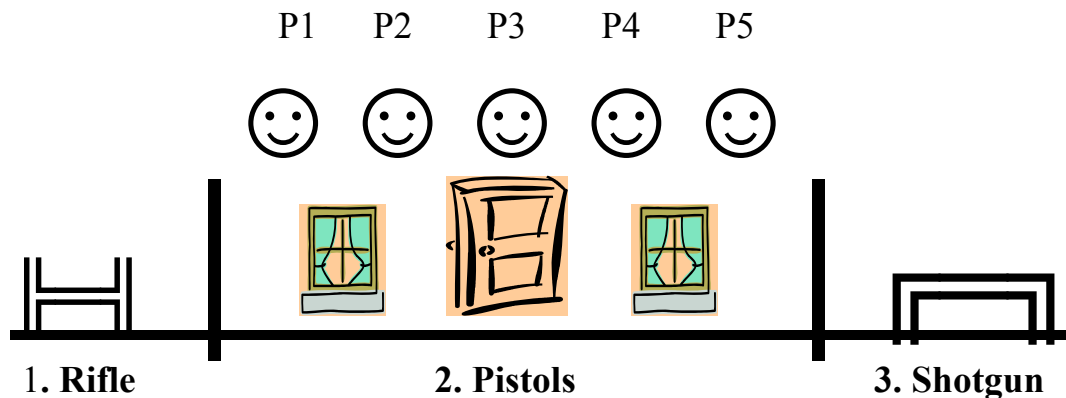
- 1. Engage PISTOL TARGETS = The TL Conundrum
P3, P2, P1, P2, P3, = P3, P4, P5, P4, P3
(Holster pistol)
- 2. Move to LEFT WINDOW & Engage RIFLE TARGETS: Same as Pistol
R3, R2, R1, R2, R3, R3, R4, R5, R4, R3
(Replace open and empty rifle where staged)
- 3. Move to RIGHT WINDOW, engage Shotgun targets ANY ORDER
All targets must fall to count
(Make Shotgun safe)

Stage 7 = “Sheriff’s Office”

Bay #8 = Jan 1st & 2nd 2010



Shotgun = Any Order



Gun Order == Rounds & Staging

- 1. Rifle** 10 rds Staged FLAT on LEFT FENCE TABLE
- 2. Pistols** 10 rds Hammer down on empty chamber & holstered
- 3. Shotgun** 4 + rds Action open & empty, staged FLAT on RIGHT TABLE

Shooter starts = @ LEFT TABLE, Hands flat on Table.

Shooter says: “I thought there were 8 Reindeer.....not ten...???”

At the Buzzer:

- Engage RIFLE TARGETS:
R1, R2, R3, R4, R5, R6, R7, R8, R9, R10
(Make Rifle Safe)
- Move to DOOR, engage PISTOL TARGETS =
P1, P2, P3, P4, P5, = P4, P3, P2, P3, P4
(Holster both pistols)
- Move to RIGHT SIDE OF BUILDING, engage SHOTGUN TARGETS
ANY-ORDER = all must fall or be “Hit” to count
(Make Shotgun safe)

Stage 8 = “Alhambra Saloon”

Bay #9 = Jan 1st & 2nd 2010

R1 R2 R3 R4



Shotgun = Any Order



P1 P2 P3 P4



Gun Order == Rounds & Staging

- 1. Rifle** 10 rds @ LEFT TABLE
- 2. Pistols** 10 rds Hammer down on empty chamber & holstered
- 3. Shotgun** 4 + rds Action open, empty, staged FLAT on RIGHT WINDOW TABLE

Shooter starts = RIFLE in both hands - end of RIFLE barrel touching table.

Shooter says: **“Have a Holly Jolly shoot boys.....what a way to start the Year.....”**

At the Buzzer:

1. Engage RIFLE TARGETS = Any order, at least once each = NO DOUBLE TAPS ALLOWED
(Replace open and empty rifle safely)
2. Move to DOOR, engage PISTOL TARGETS = Same as Rifle
NO DOUBLE TAPS ALLOWED
(Holster both pistols)
3. Move to Shotgun & take to Right Fence, engage SHOTGUN TARGETS = ANY-ORDER = all must fall to count.
(Make Shotgun safe)

Stage 9 = “The Bank”

Bay #10 = Jan 1st & 2nd 2010

R1 R2 R3 R4



Shotgun = Any Order

P1 P2 P3 P4



ROCK



3. Pistol

2. Shotgun

1. Rifle

Gun Order == Rounds & Staging

- | | | |
|------------|---------|--|
| 1. Rifle | 10 rds | Staged FLAT on RIGHT TABLE |
| 2. Shotgun | 4 + rds | Action open & empty, staged FLAT on RIGHT WINDOW TABLE |
| 3. Pistols | 10 rds | Hammer down on empty chamber & holstered |

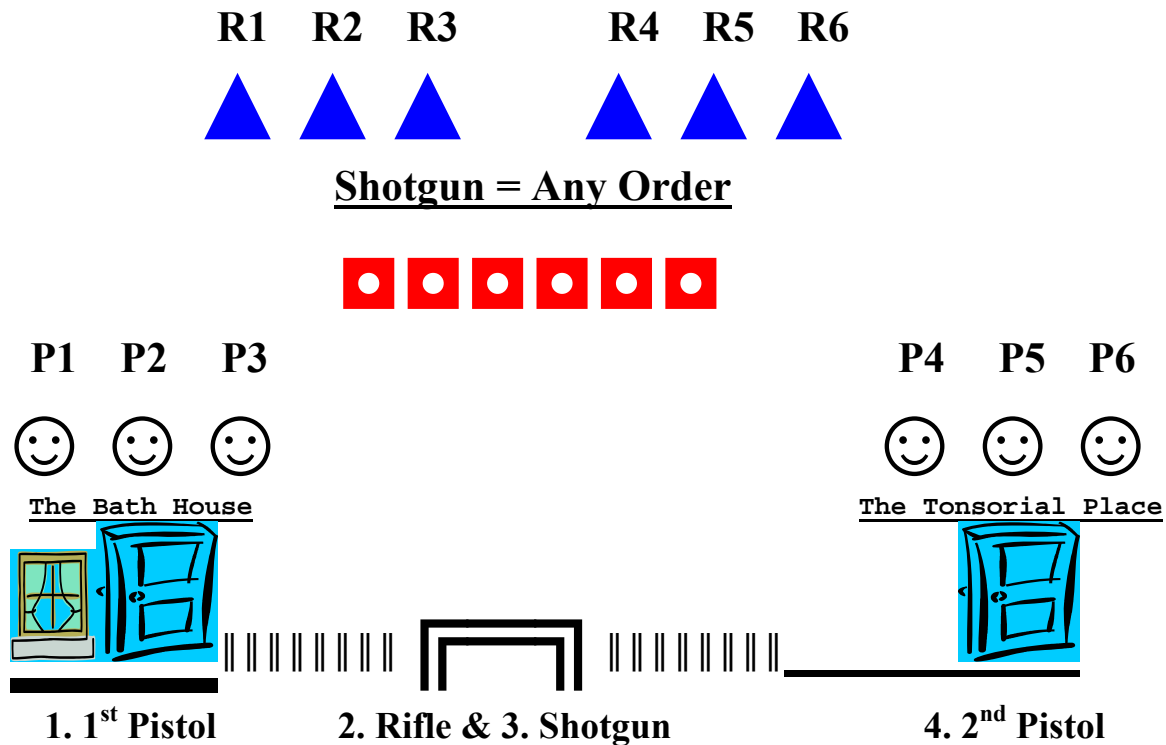
Shooter starts = @ RIFLE = Both Hands on Bird.

Shooter says: “Hey Maw....look what I shot for New Years dinner.....”

At the Buzzer:

1. Engage RIFLE TARGETS = TADPOLE SWEEP – start on L
R1, R2, R3, R4, R3, R3, R3, R2, R2, R1
(Replace open & empty Rifle)
2. Move to Shotgun & Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count.
(Make Shotgun safe)
3. Move to ROCK & Engage PISTOL TARGETS = Same as Rifle
P1, P2, P3, P4, P3, = P3, P3, P2, P2, P1
(Holster both pistols)

Stage 10 = “Bath & Tonsorial Palace” Bay #11 = Jan 1st & 2nd 2010



Gun Order == Rounds & Staging

- | | | |
|---------------------------|----------------|--|
| 1. 1 st Pistol | 5 rds | Hammer down on empty chamber & holstered |
| 2. Rifle | 10 rds | Staged FLAT @ CENTER FENCE TABLE |
| 3. Shotgun | <u>6 + rds</u> | Action open & empty, staged FLAT on CENTER FENCE TABLE |
| 4. 2 nd Pistol | 5 rds | Hammer down on empty chamber & holstered |

Shooter starts = @ Bath House, Leaning on the Left Porch Post = Arms folded.

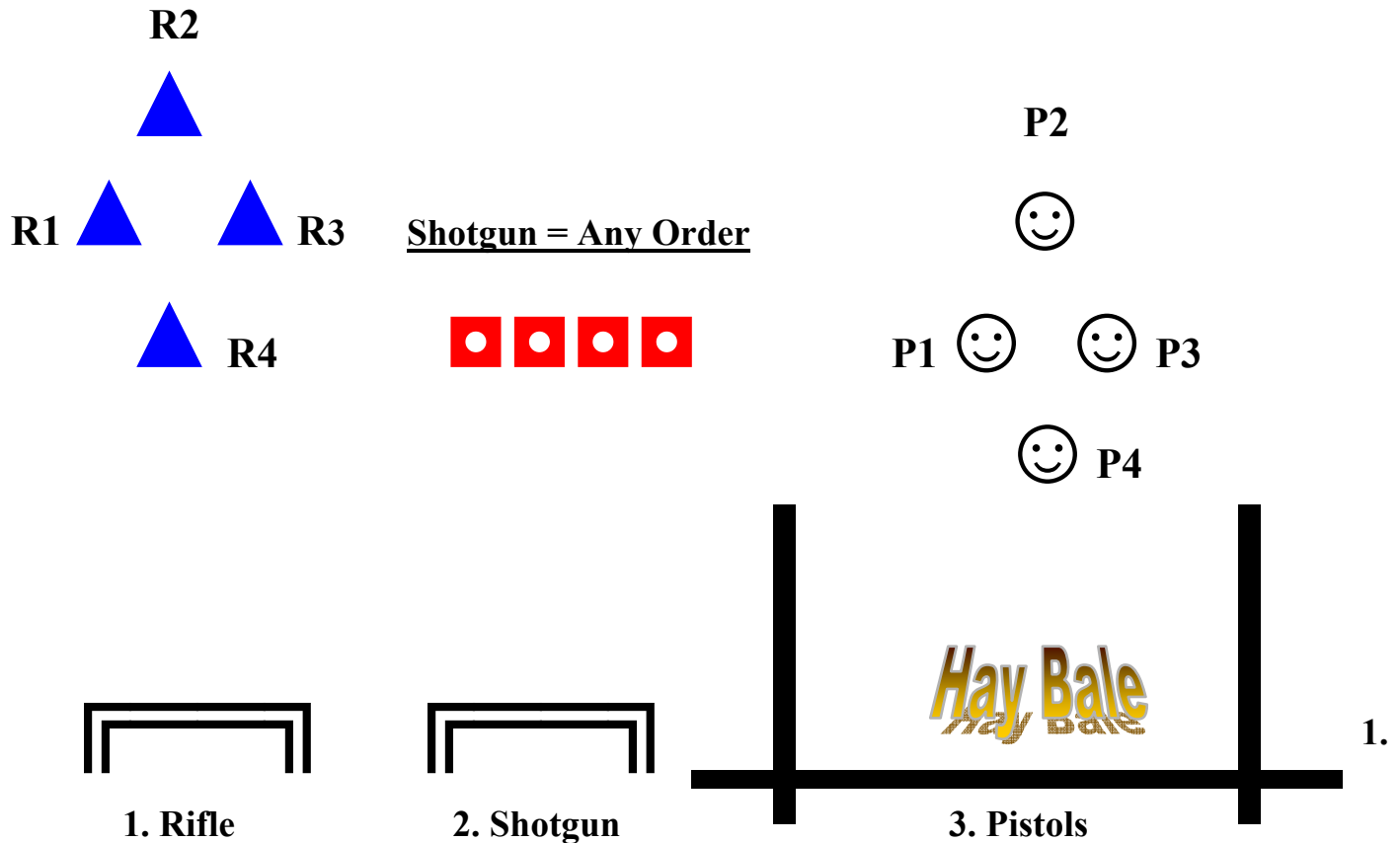
Shooter says: “You’re a mean one Mr. Grinch…….”

At the Buzzer:

1. Move to WINDOW & Engage PISTOL TARGETS with 1st PISTOL
P1 P2 P3 P2 P1 = Nevada Sweep
(Holster pistol)
2. Move to RIFLE & engage TARGETS = 2 Separate Nevada Sweeps
R1, R2, R3, R2, R1, = R4, R5, R6, R5, R4
(Replace open & empty Rifle)
3. Retrieve SHOTGUN & Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count.
(Make Shotgun safe)
4. Move “Inside” the Tonsorial Palace & Engage 2nd PISTOL =
P4, P5, P6, P5, P4 = Nevada Sweep
(Holster pistol)

Stage 11 = “Dick’s Livery”

Bay #12 = Jan 1st & 2nd 2010



Gun Order = Rounds = Staging

- 1. Rifle** 10 rds Staged FLAT on LEFT CORRAL TABLE
- 2. Shotgun** 4 + rds Action open & empty, staged FLAT on RIGHT CORRAL TABLE
- 3. Pistols** 10 rds Hammer down on empty chamber & holstered

Shooter starts = @ The Rifle = Holding the shovel in both hands.

Shooter says: “Gee Santa...how comes I gotta clean up after the Reindeer...??”

At the Buzzer: Drop Shovel &

1. Engage RIFLE TARGETS = Reverse Lawrence Welk Sweep 4=3=2=1
R4, R4, R4, R4, R3, R3, R3, R2, R2, R1
(Replace open & empty Rifle)
2. Move to Shotgun & Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count.
(Make Shotgun safe)
3. Move to HAY BALE inside Livery & Engage PISTOL TARGETS =
Same as Rifle
P4, P4, P4, P4, P3 = P3, P3, P2, P2, P1
(Holster both pistols)

Stage 12 = “Cemetery”

Bay #13 = Jan 1st & 2nd 2010

T1 T2 T3 T4 T5 T6

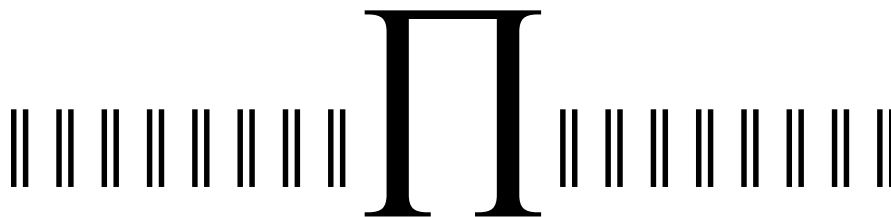
T7



Shotgun = Any Order



2. Pistols



1. Rifle

3. Shotgun

Gun Order == Rounds & Staging

- 1. Rifle** 10 rds Staged FLAT on LEFT TABLE = Align with Board
- 2. Shotgun** 4 + rds Action open & empty, staged FLAT on RIGHT TABLE = Align with board.
- 3. Pistols** 10 rds Hammer down on empty chamber & holstered

Shooter starts = @ Left table = Hat in both hands against your chest.

Shooter says : **“Well God rest ye Merry Gentlemen”**
(Put your hat on keep hands on hat)

At the Buzzer: Retrieve RIFLE &

- Engage PLATE RACK = use as many shots (10) as you need to get all plates down = then dump the rest on T7 = all PLATES must be down to count.
(Replace open and empty rifle safely = Pointing to the LEFT Berm = align with board)
- Move to Shotgun & engage SHOTGUN TARGETS = ANY-ORDER = all must fall or be “Hit” to count.
(Make Shotgun safe = align with board & point to RIGHT Berm)
- Move through entrance to TOMBSTONE, engage PISTOL TARGETS SAME AS RIFLE == use as many shots (10) as you need to get all plates down = then dump the rest on T7 = all PLATES must be down to count.
(Holster both pistols)

NOTE: If it takes all 10 shots to get the plates down.....that’s Ok = NO RELOADS.