



R1 R2 R3



Merry Christmas

P1 P2 P3



S4

S3



S1



S2



# Stage 1

**10 Pistol, 10 Rifle, 3+ Shotgun**  
**Rifle in hands, Shotgun on left table. Pistols Holstered.**

Shooter starts standing in doorway rifle in hands. Signal ready by saying **"Merry Christmas, Cowboy!"**

ON SIGNAL:

From door way engage three rifle targets R1, R2, and R3 with 10 rounds with at least 3 rounds on each target. Take rifle with you.

Move to left table engage shot gun targets S1 & S2 in any order until down, Move to right table engage shot gun targets S3 & S4 until down. Make shotgun safe.

Move to center of saloon with pistols engage P1, P2 & P3 with 10 rounds with at least 3 rounds on each target. Holster

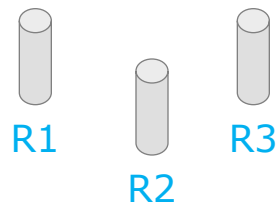
**The knockdowns must fall to avoid being scored as a miss.**

When done get rifle and shotgun and move to unloading table.



# Stage 2

**10 Pistol, 10 Rifle, 2+ Shotgun**  
**Shotgun & Rifle on table in cabin,**  
**Pistols Holstered.**



Shooter starts standing in cabin with hands on pistols. Signal ready by saying **"Holy Jingle Bells, Its Santa."**

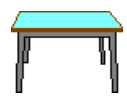
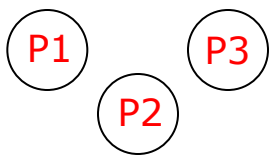
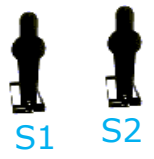
ON SIGNAL:

Retrieve rifle and engage the three rifle targets R1,R2,R3 with two 1,3,2,2,2 sweeps for 10 rounds make rifle safe.

Move outside cabin between cabin and table and engage two shotgun targets S1 & S2 until down. Make shotgun safe

Move to table next to outhouse retrieve pistols and engage pistol targets P1, P2 & P3 with two 1,3,2,2,2 sweeps for 10 rounds. Holster

**The knockdowns must fall to avoid being scored as a miss.**





# Stage 3

**10 Pistol, 10 Rifle, 2+ Shotgun**  
**Rifle in hand, Shotgun staged on table. Pistols Holstered.**

Shooter starts in train, with rifle in hands.  
Signal ready by saying **"Where is Rudolph when you need him!"**

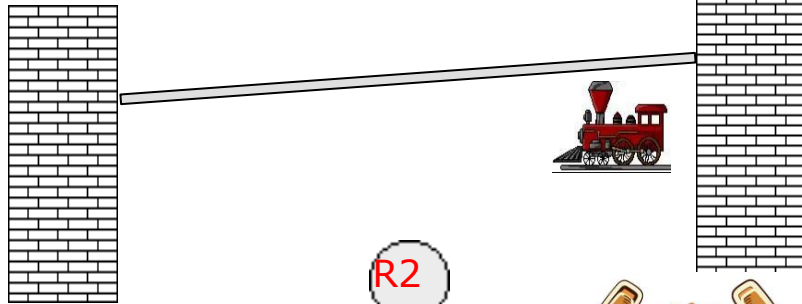
ON SIGNAL:

With rifle engage R2 with 8 rounds,  
and R1 (Train) with 2 rounds. **The train must be released before engaging R2 .** Make rifle safe.

With pistols from train engage P1 & P2 with 8 rounds on P2, and 2 round on P1.

Move to table, retrieve shotgun and engage the 2 shotgun targets S1,S2 any order. Make shotgun safe.

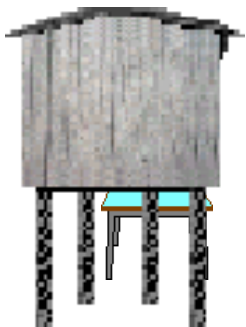
**The knockdowns must fall to avoid being scored as a miss.**



R2

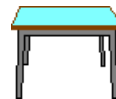


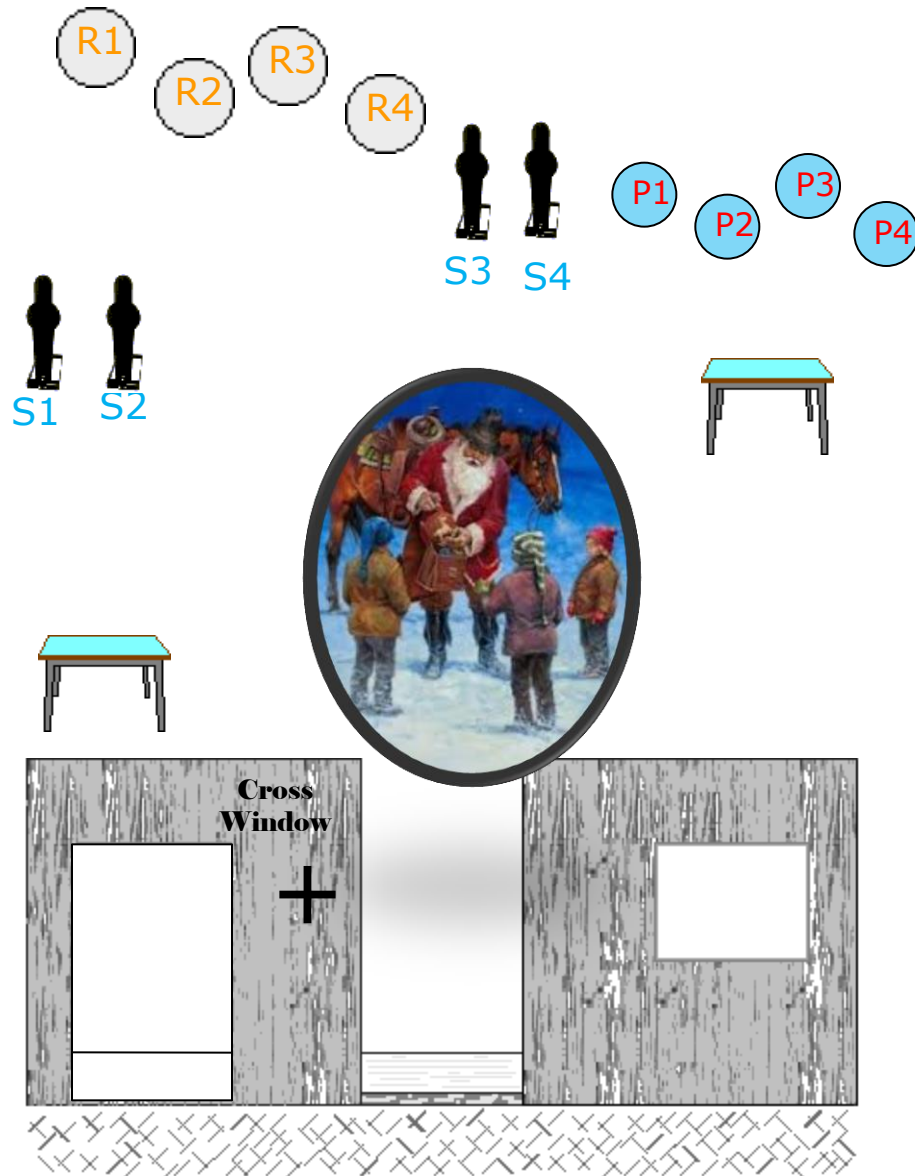
*Merry Christmas*



P1 P2

S1 S2





# Stage 4

**10 Pistol, 10 Rifle, 3+ Shotgun**  
**Rifle in hands in alley, Shotgun on left table, Pistols Holstered.**

Shooter starts in alley rifle in hands.  
 Signal ready by saying

**" Christmas is a Comin'!!!"**

ON SIGNAL:

Starting with rifle engage R1, R2, R3, and R4 with a Lawrence Welk sweep, 1-2-2-3-3-3-4-4-4-4. Take rifle with you move to left table.

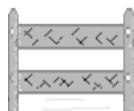
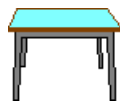
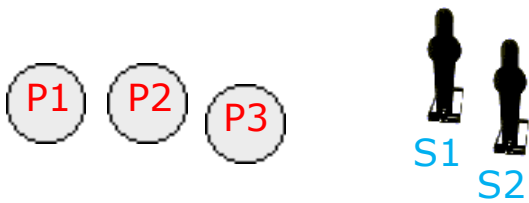
At left table with shotgun engage S1 & S2 until down, move to second table engage S3&S4 until down, make shotgun safe.

From table 2 engage P1, P2, P3 & P4 with a Lawrence Welk Sweep 1-2-2-3-3-3-4-4-4-4. Holster

**The knockdowns must fall to avoid being scored as a miss.**



Merry Christmas



# Stage 5

**10 Pistol, 10 Rifle, 2+ Shotgun**  
**Shotgun & Rifle staged anywhere safely, Pistols Holstered.**

Shooter starts at table hands at your side.  
Signal ready by saying **"Light my way, Rudolph!"**

ON SIGNAL:

With pistols engage P1,P2,& P3 with 10 rounds with at least three on each target.

Retrieve shotgun move to fence engage S1 & S2 in any order.

**The knockdowns must fall to avoid being scored as a miss.**



# Stage 6

**10 Pistol, 10 Rifle, 4+ Shotgun Rifle in hands, and Shotgun staged anywhere safely, Pistols holstered.**

Shooter starts at Table rifle in hands.  
Signal ready by saying **"HO HO Hoold it Cowboy!!**

ON SIGNAL:

With rifle engage R1 & R2 for 10 rounds.  
Five rounds on each target. Make rifle safe.

With pistols engage P1 & P2 with 10 rounds  
five rounds on each target. Holster.

Finally retrieve shotgun move to right fence  
engage S1, & S2 in any order.

**The knockdowns must fall to avoid being scored as a miss.**



S1



S2



*Merry Christmas*

