

Stage 1

10 Pistol, 10 Rifle, 4+ 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."**

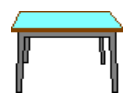
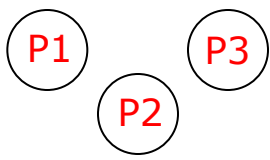
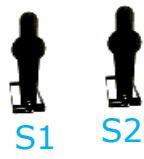
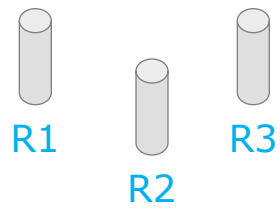
ON SIGNAL:

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!"**

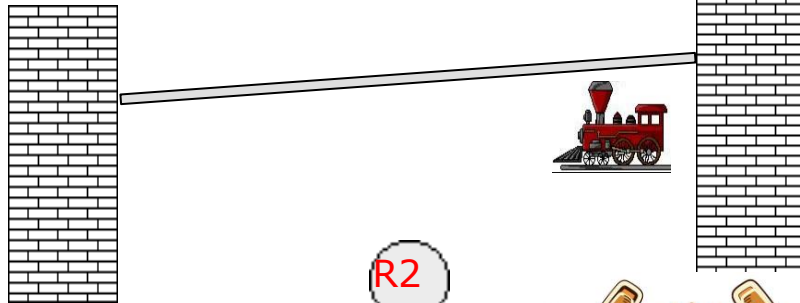
ON SIGNAL:

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.

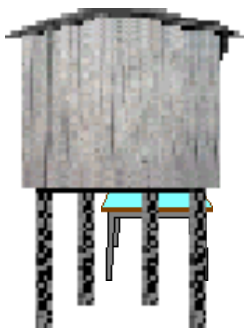
The knockdowns must fall to avoid being scored as a miss.



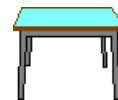
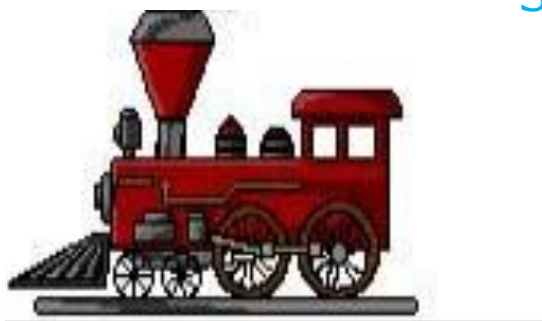
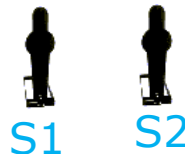
R2

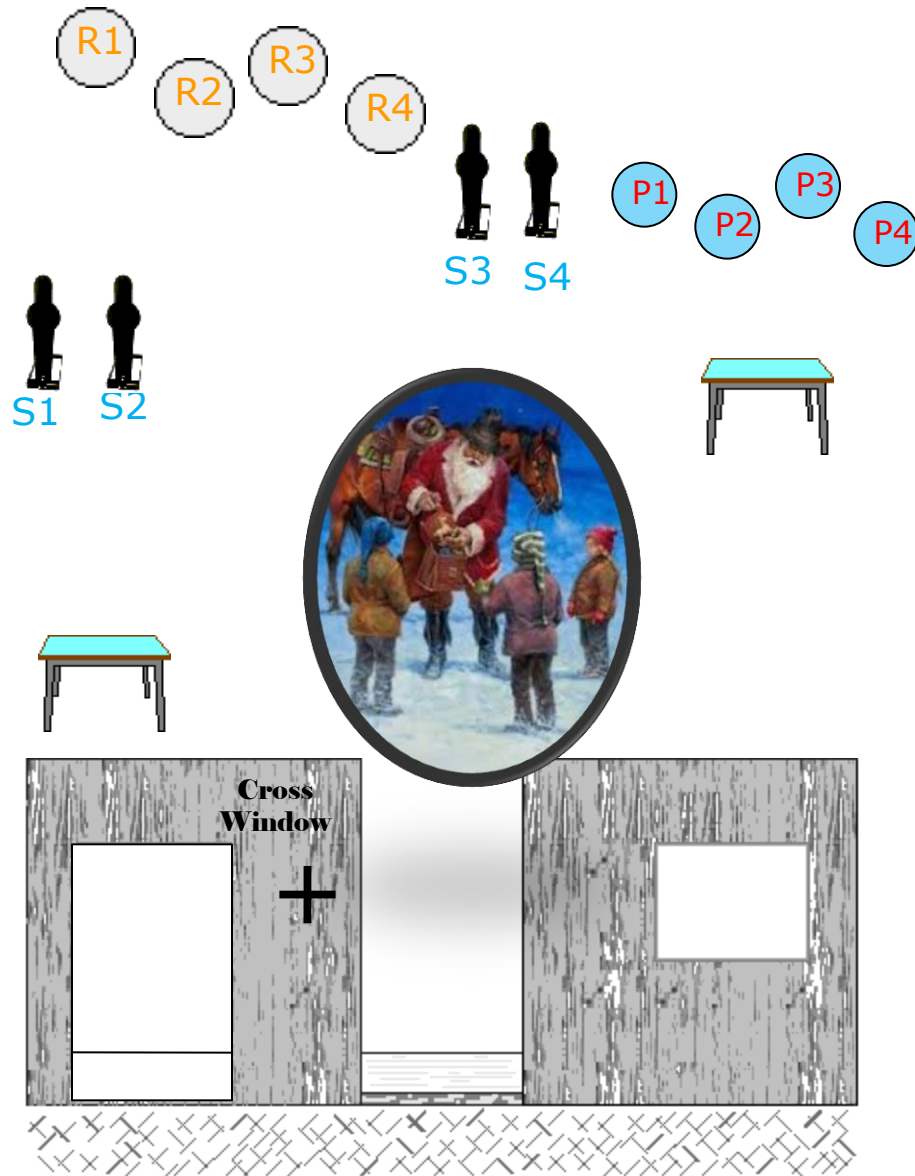


Merry Christmas



P1 P2





Stage 4

10 Pistol, 10 Rifle, 4+ 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.

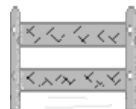
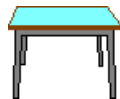
At left table with shotgun engage S1 & S2 until down, move to second table engage S3&S4 until down, make shotgun safe.

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 rifle engage R1, R2 &R3 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 a miss.



Stage 6

10 Pistol, 10 Rifle, 2+ 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

