

## Pima Cowboys Stage Conventions as applied to use of shotgun and movement with same.

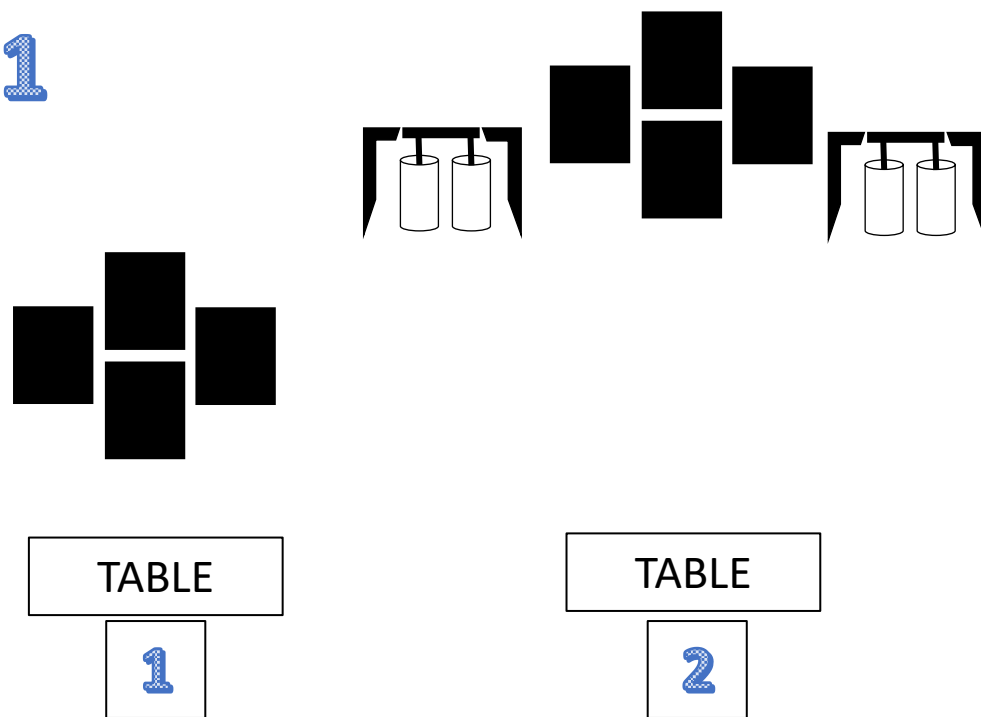
1: Per SASS rules, a shotgun is considered safe for movement (in hand, while moving through a stage) in the following conditions only:

- Action open, round in chamber or on carrier
- Hammer(s) fully down on an empty chamber(s) or expended round(s), action closed.

2: Movement between stage positions per stage instructions:

- **“At position”** means both feet behind the prop unless stated otherwise
- **“From position (i.e.) A to B”** means you may not be behind either prop in any manner between the two positions.
- **“With at least one foot behind prop”** means you may shoot with at least one foot behind the prop but you may have both if you so desire.

# Stage 1



**10 rifle, 10 pistol, 4+ shotgun**

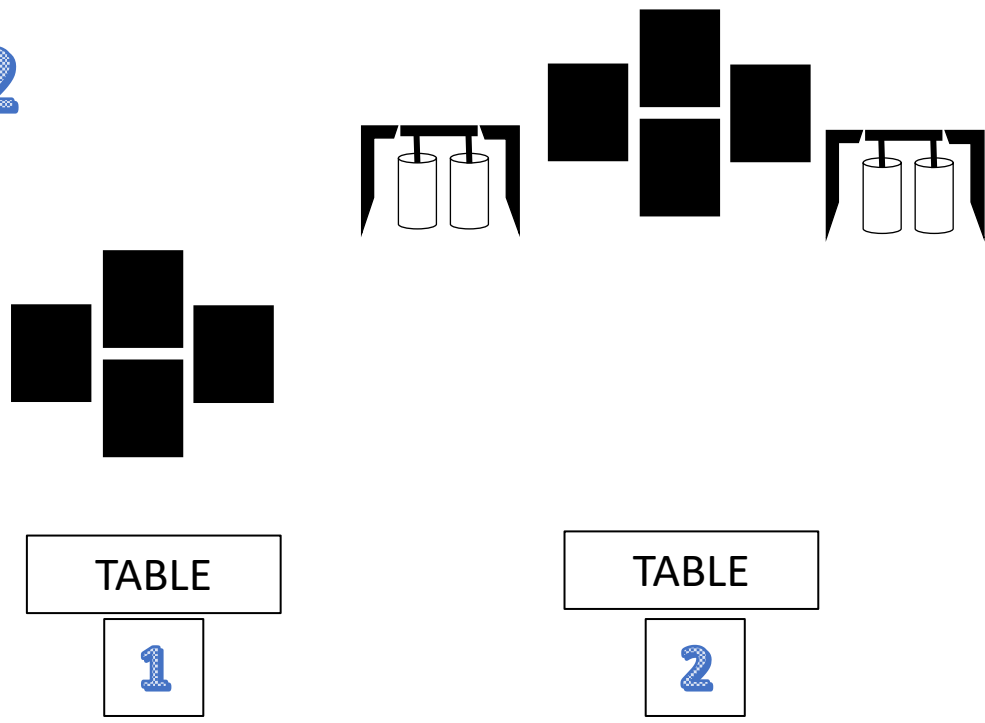
**STAGING:** Pistols holstered. Rifle and shotgun staged safely

**SEQUENCE:** rifle may not be last

**START:** Hands on table of choice

**ATB:** At position 1 with pistols, triple tap any 3 targets and single tap remaining target. At position 2 with rifle, shoot targets same instructions as pistols. With shotgun anywhere between but not behind pos 1 & 2, shoot center set of gongs twice each with no double taps.

## Stage 2



**10 rifle, 10 pistol, 2+ shotgun**

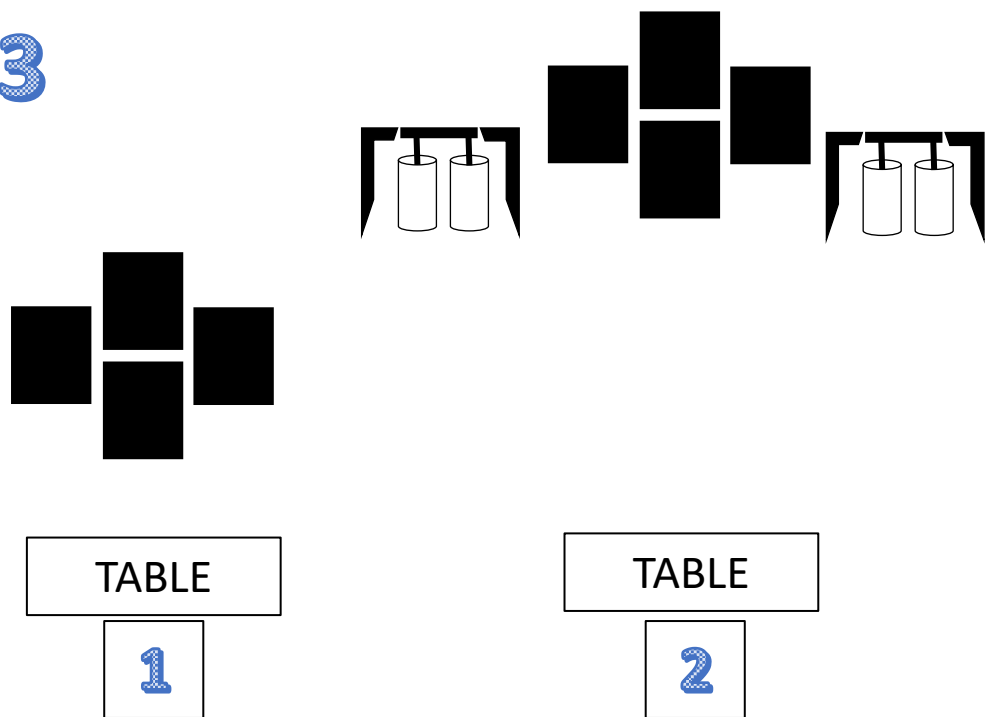
**STAGING:** Pistols holstered. Rifle and shotgun staged safely

**SEQUENCE:** rifle may not be last

**START:** at the ready but not touching guns or ammo

**ATB:** At position 1 with pistols single tap alternate between top and bottom targets for 5 rounds then single tap alternate between left and right targets for 5 rounds . At position 2 with rifle shoot same instructions as pistols. With shotgun at position 2, shoot any 2 gongs once each.

## Stage 3



**10 rifle, 10 pistol, 4+ shotgun**

**STAGING:** Pistols holstered. Rifle and shotgun staged safely

**SEQUENCE:** rifle may not be last

**START:** hands touching your own hat

**ATB:** At position 1 with pistols shoot 3 shots on each left and right tgts and then 2 shots on each top and bottom tgt. At position 2 with rifle shoot same instructions as pistols. With shotgun at position2, double tap 1 gong from each set

## Stage 4



TABLE

1

TABLE

2

TABLE

3

**10 rifle, 10 pistol, 4+ shotgun – RED plate not in play**

**STAGING:** Pistols holstered. Rifle and shotgun staged safely

**SEQUENCE:** start with rifle then shotgun then pistols

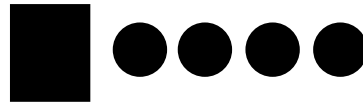
**START:** thumbs in gun belt

**ATB:** At position 1 with pistols shoot plate rack as follows: 1 on bottom tgt, then 1 on end tgt, 1 on bottom, 1 on tgt 2, 1 on bottom, 1 on tgt 3, 1 on bottom, 1 on tgt 4, 1 on bottom, 1 on tgt 5. Then at position 2 with shotgun, shoot any 2 KD's till down. Then with shotgun make up any standing plate rack plates on rectangular tgt to left of shotgun KD's at position 2. Then at position 3 with rifle sweep tgts from either end 4-2-4.

## Stage 5



TABLE



TABLE

1



TABLE

2

10 rifle, 10 revolver, 4+ shotgun

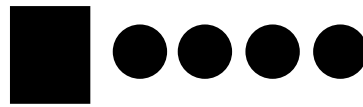
**STAGING:** Rifle on table at position 2, shotgun at position 1, revolvers holstered.

**SEQUENCE:** Shotgun then rifle then pistols

**START:** Shotgun in hands at position 1

**ATB:** With shotgun at position 1, shoot 4 KD's till down then taking SG with you to position 2, with rifle sweep targets 3-4-3 from either end. Restage both rifle and shotgun facing into right berm. Then, move forward to yellow board (pos.3) and shoot pistols same instructions as rifle. Both feet must be behind yellow board. If long guns not facing into right berm, you will be called back to correct.

## Stage 6



TABLE

1

TABLE

2

TABLE

3

5 rifle, 10 revolver, 4+ shotgun

**STAGING:** Rifle on table at position 3, shotgun at position 2, revolvers holstered.

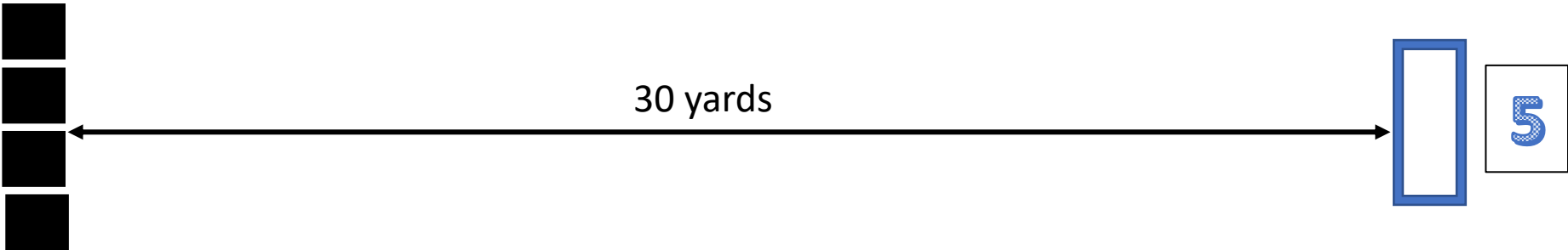
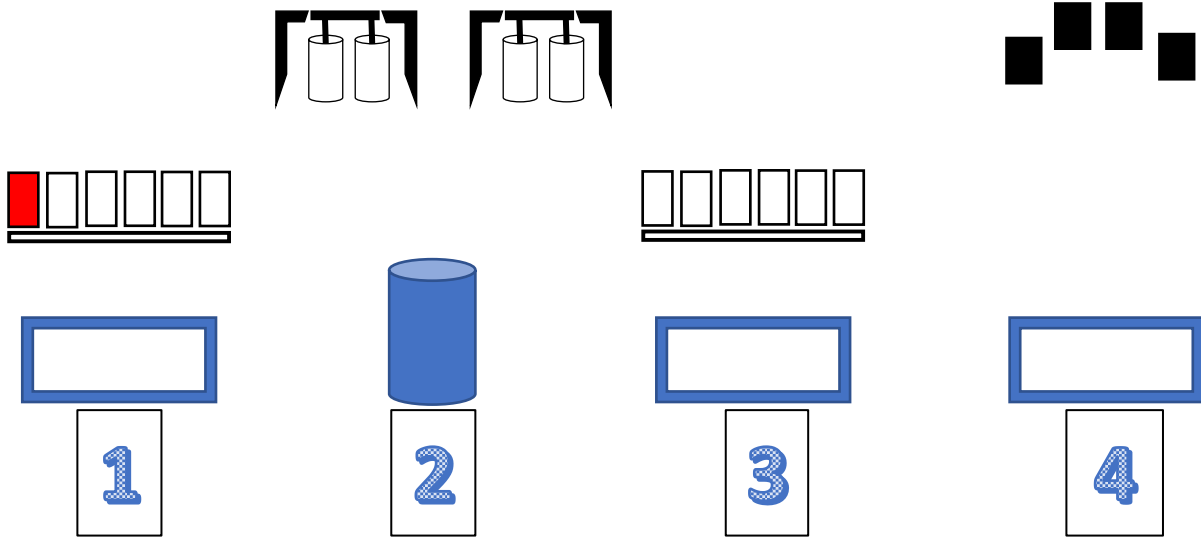
**SEQUENCE:** Rifle then shotgun then pistols

**START:** At the ready but not touching guns or ammo.

**ATB:** With rifle sweep targets 1-3-1 from either end  
With shotgun shoot 4 KD's till down. With pistols shoot plate rack plates till down. Shoot any remaining rounds on rectangular plate below rack. Make up any remaining plates with SG on make up tgt at position 2. If all plates down – Yay! No extra shotgun required.

**NOTE:** if plates on rack other than the one you are aiming at go down (sympathetic fall), you must shoot/engage the “space”

Pit  
Master





# WELCOME TO RELOAD CITY – PIT MASTER

4+ rifle, 10 pistol, 8 shotgun – **Rack #1 – red plate not in play**

**STAGING:** Pistols holstered and loaded with ONLY 5 rounds each. Shotgun at position 1, Rifle loaded with 4 rounds and staged vertically at position 5 with at least 6 rounds staged on table either loose or in loading strip.

**SEQUENCE:** Pistol then shotgun then pistol then shotgun then rifle

**START:** At position 1 with hands touching but not holding pistols

**ATB:** At position 1 with pistol(s), shoot 5 shots on/at 5 plates. Only 1 shot per plate. Then at position 2 with shotgun, shoot 4 gongs once each – no double taps. Then at position 3, shoot 6 shots on/at 6 plates. Only 1 shot per plate – you may load 6<sup>th</sup> round before or after you start shooting at position 3. Then at position 4 with shotgun, shoot 4 kd's till down. Stage shotgun safely on table at position 4. Then at position 5, with rifle, shoot 4 tgts once each. Then load as many bullets into rifle as plate rack plates still up and shoot on any rifle tgts. If you miss any of the rifle targets either on first 4 or on make ups – you may make them up as well.