



Be vewwy, vewwy quiet... I'm hunting wabbits!

Stage 1

Seems like the long winter has caused a surge in the varmint population, and the region is overrun with all sorts of carnage causing critters. But the critter you curse looks like the Easter Bunny; that cuddly carrier of Cadbury Eggs!

You're sitting inside one afternoon when you hear quite the commotion coming from your garden. You look out the door and see a flock of peeps have descended on your corn seeds, so you grab the scattergun to send them on their way.

Back inside, thru the window, you spy the biggest damn rabbit you've ever seen - should keep you in stew for years! - and he's in your carrot patch! That varmint is so big ya just can't miss with your handy rifle!

Ammo

5 pistol (10 for two-gun shooters), 4 shotgun, 10 rifle

Starting Position The shooter is standing at fence at ready.

Procedure When ready, shooter says When ready, shout **"Get outta my marshmallow patch, ya mangy yeller buzzards!"**

At the sound of the buzzer, engage pocket pistol/ derringer target. Engage pistol targets 1, 2, 3, 2, 1. sweep (Two-pistol shooters shoot same order with second pistol.)

Retrieves rifle and engage targets, in a Nevada sweep (1, 2, 3, 2, 1, 2, 3, 2, 1, 1). Make rifle safe. Retrieve shotgun and engage targets; 1, 2, 1, 2 sweep

.Targets 3 rifle, 2 shotgun, 3 pistol, PP/D

Be vewy quiet!

Stage 2

It's Wabbit Season, and you've seen the Easter Bunny sneaking around hiding eggs. You aim to turn him into Easter Dinner.

Ammo

5 pistol (10 for two-gun shooters), 4 shotgun, 10 rifle, 4 pocket pistol or 2 derringer

Starting Position

The shooter is standing at fence at ready.

Procedure

When ready, shooter says *"Shhh. I'm hunting wabbits"*

At the sound of the buzzer, Shooter engages PP/D target

Shooter engages pistol targets in this order; 1, 1,2,3,3. Two pistol repeat Retrieve rifle and engage rifle targets same as pistol targets. Make rifle safe. Engage shotgun targets in a 2,1,2,1 sweep

No more eggs for you!

Stage 3

That old Easter Bunny has been raiding your henhouse to get eggs to paint, and you're not gonna put up with his shenanigans any more. You've got all of your guns with you, ready for action. The next time he shows up, you're gonna blast 'im!

Ammo

4 Pocket Pistol or 2 Derringer, 5 pistol (10 for two-gun shooters), 4 shotgun, 10 rifle

Starting Position

The shooter is standing at window at ready.

Procedure

When ready, shooter says *"One more egg, and I'll peg yer leg, Nutmeg."*

At the beep engage Pocket Pistol/Derringer target.

Engage pistol targets in a continuous sweep, 1-2-3-4-5. Two gun shooters repeat same sequence.

Retrieves rifle and engages targets, sweeping left to right 1-2-3-4-5 repeat. Make rifle safe.

Retrieve shotgun and engage shotgun targets; 1, 2, 3, 4 sweep

Targets 4 rifle, 4 shotgun, 5 pistol

Long range riflery, pistol prowess, and shotgun proficiency

THIS STAGE IS OPTIONAL!

Ammo

10 Per Rifle, 5 pistol, 4 shotgun.

Targets

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 gallery target (weather permitting)

Starting Position

Standing with low ready pistol(s),
Rifle safely held at Cowboy Port Arms, or
Shooter in position with single-shot rifle

Procedure

At the buzzer, shooters engage the appropriate target for their caliber, alternating shots on 2 targets, except for the .22 target.

POSSE MEMBERS: you will keep your same work assignments on this stage!

POSSE LEADERS: Keep the action moving- run this stage like any other. Try to accommodate two shooters at once, shooting different banks of targets. Position shooters so brass falls on mat.

PLEASE NOTE that there is a SEPARATE scoring sheet for this stage! Do NOT put scores for Long Range on the regular sheets.

Time is not the primary scoring method, hits are. For this stage, the shooter must announce his/her caliber choice to the scorer before the stage begins.

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

Shotgun Stampede is also scored separately.

Counters count Hits only, last shot stops the clock.

Time breaks ties in number of hits only.

If time allows, shooters may shoot a second gun of a different caliber, but after all shooters have completed their first gun