

Stage 1, Bay A June 2023 AL SE 22

Pancho & The Cisco Kid Match

Targets, Stands, Tables

4 Rectangles

4 Stands 2 short; 2 tall

4 Shotgun knockdowns
All 25"

2 Tables

1 Cowboy Prop



Round Count: 10 pistol, 10 rifle, 4+ shotgun.

Directions: **Pistols** holstered. **Rifle** staged on right table. **Shotgun** on left table.

Shooter may start behind either table with both hands flat on table.

Procedure: When shooter is ready state your line: "Oh Cisco"

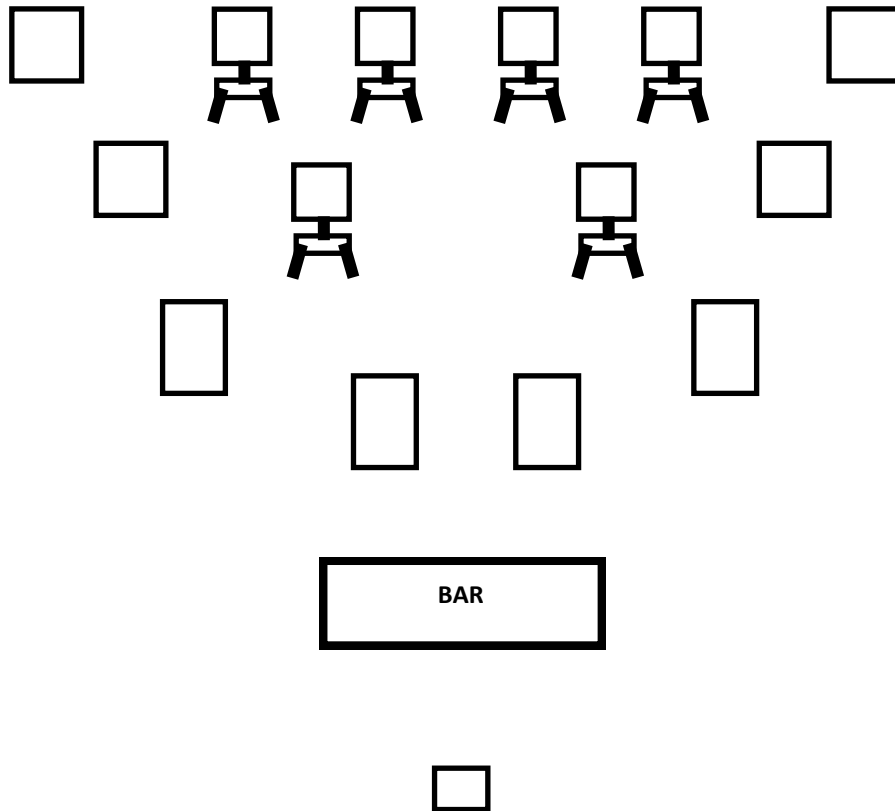
ATB – Shooter may shoot in any order as long as **Rifle** is not last. With **Pistols**, starting on either side, shoot first target once, second target 4 times, then first target 4 times, then second target once. Holster **Pistols**. With **Rifle**. Repeat **Pistol** sequence. If you shoot **Rifle** first, you may take rifle with you and ground on left table, or you may ground it on right table before moving. With **Shotgun**, anywhere left of cowboy, shoot knockdown targets until down. **PLEASE Remember! Do not move with guns in a condition to fire!**

Stage 2 Bay B June 2023 NC CHAMP 22

Poncho & The Cisco Kid Match

Targets, Stands, Tables

- 4 Rectangles
- 4 Squares
- 4 Mid Stands
- 4 Short stands
- 6 Shotgun Knockdowns
(4 -21 inch; 2-15 inch)
- 1 Bar
- 1 Start Plate



Round Count: 10 pistol, 10 rifle, 6+ shotgun.

Directions: Shooter standing with at least one foot on start plate, with **Rifle** in both hands; **Pistols** on bar. **Shotgun** on bar

Procedure: When shooter is ready state your line “Cisco, I’m all mixed up in my head”

ATB – **Rifle** is shot first then shooters choice of order after **Rifle**. With **Rifle**, Place 2 rounds on each inside square, and 3 rounds on each outside square. Move forward to bar and ground **Rifle**. With **Pistols**, repeat **Rifle** sequence on rectangles. Ground or holster **Pistols**. With **Shotgun**, knock them all down, any order.

Stage 3 Bay C June 2023 FT WHITE 22

Poncho & The Cisco Kid Match

Targets, Stands, Tables

2 Large Cowboys

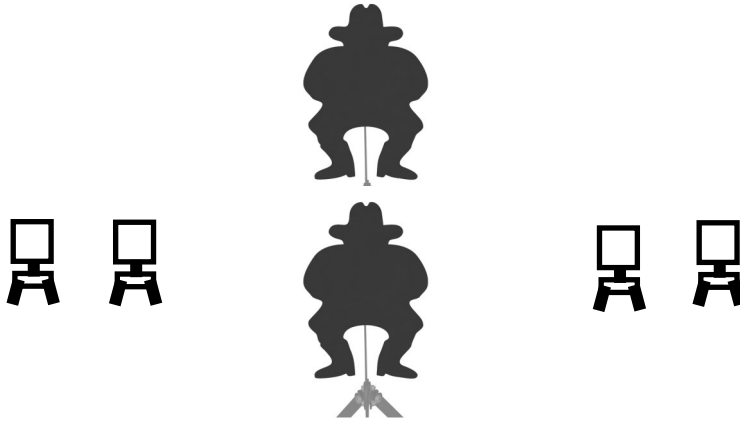
1 Tri-Stand

1- 6 foot board

1-2.5 foot board

4 Knockdowns 21 inch

1 Large Table



Large Table

Round Count: 10 pistol, 10 rifle, 4+ shotgun.

Directions: Shooter standing behind table with at least one foot behind table Both hands on **Pistols**. **Shotgun** and **Rifle** staged on table. **Pistols** holstered.

Procedure: When shooter is ready, state your line: "Oh Poncho!"

ATB – Guns shot in any order, **Rifle** not last. With **Shotgun**, engage knockdowns until down. Ground **Shotgun**. With **Rifle**, single tap both targets, then triple tap both targets, then single tap again. Ground **Rifle**. With **Pistols**, repeat **Rifle** sequence. Holster **Pistols**.

Stage 4 Bay D June 2023 VAL 22

Ponch & The Cisco Kid Match

Targets, Stands, Tables

4 Bulls Butts

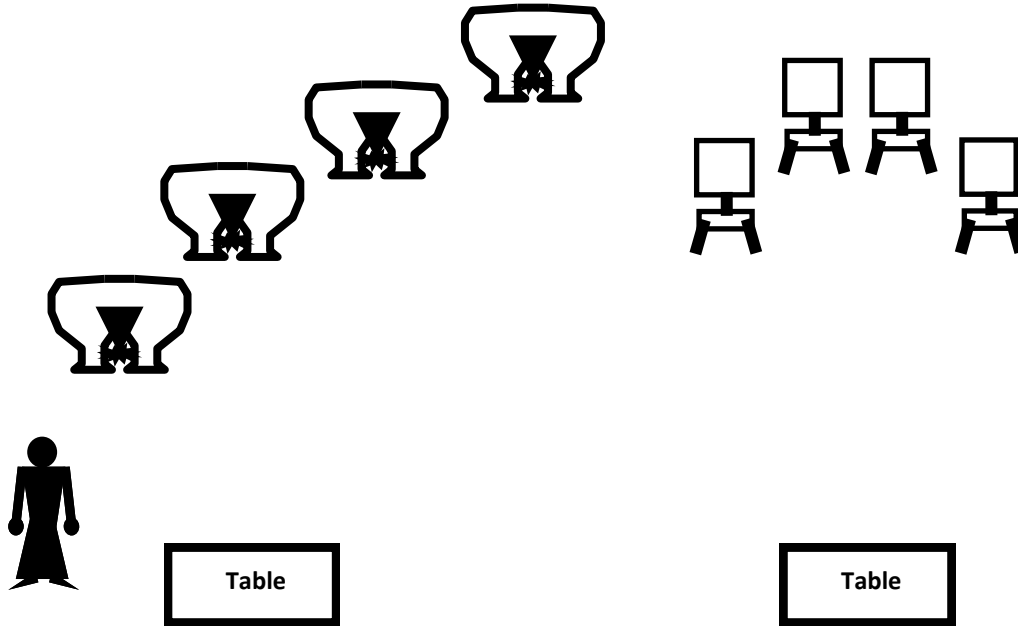
4 Tall Stands

4 Knockdowns 15 inch

2 Tables

1 Cowboy dummy laying down

1 cane as prop



Round Count: 10 pistol, 10 rifle, 4+ shotgun.

Directions: **Rifle** on left table **Shotgun** staged on right table, **Pistols** holstered.

Shooter begins behind left table with one hand on cane poking dead cowboy and the other hand pointing at dead cowboy..

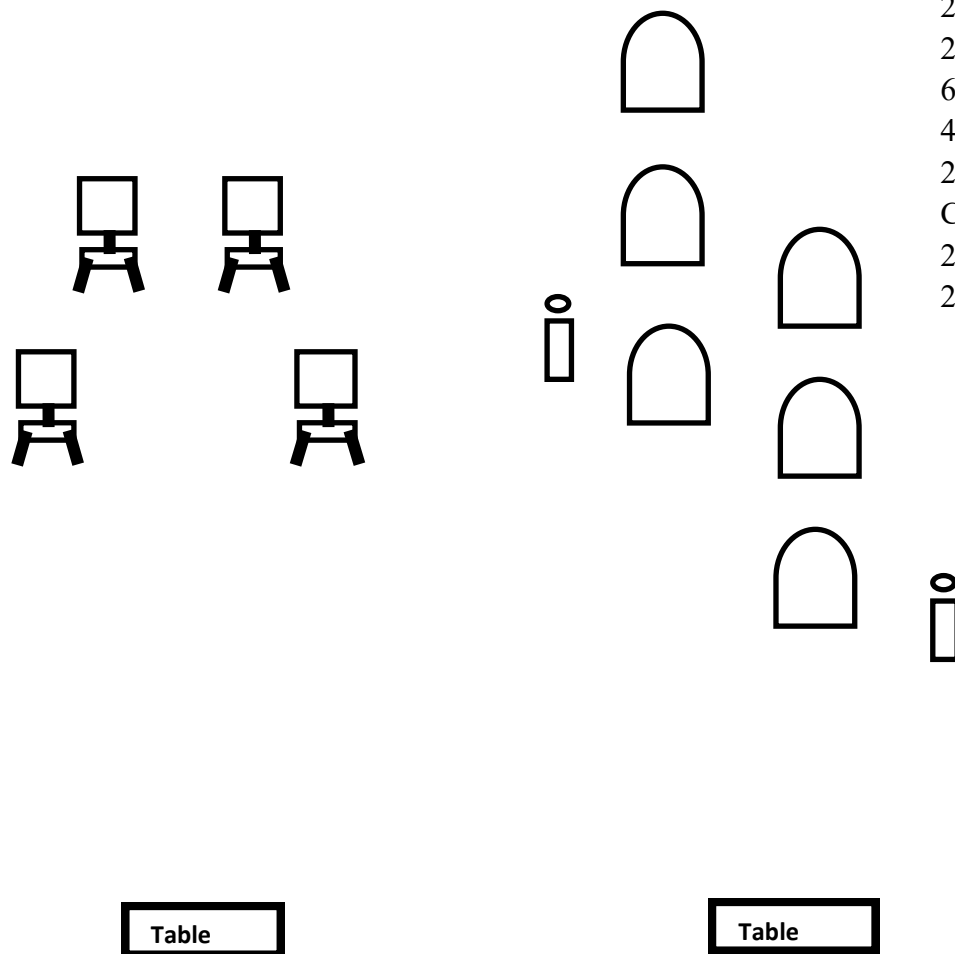
Procedure: When shooter is ready state your line: "He's as dead as he will ever be, Poncho"

ATB – Drop cane, and with **Rifle** and **Pistols**, Sweep the four targets with a 2-4-6-8 sweep from either end for a total of 20 rounds. Ground **Rifle** and holster **Pistols** after each gun is fired. Move to right table, and with **Shotgun** knock them down. Ground Shotgun.

Stage 5 Bay F June 2023 DL

Targets, Stands, Tables

- 2 Tri Target Stands
- 2 22 inch Boards
- 2 50 inch Boards
- 2 77 inch Boards
- 6 Tombstones
- 4 Knockdowns
- 2 Clay pole holders
- Case of clays
- 2 Tables
- 2 Tarps (for clay fragments)



Round Count: 10 pistol, 10 rifle, 4+ shotgun.

Directions: **Shotgun** staged on left table. **Pistols** and **Rifle** staged on right table Shooter may start behind either table both hands on hat. **Rifle** may not be last.

Procedure: When shooter is ready state your line: “Lets went, Cisco”

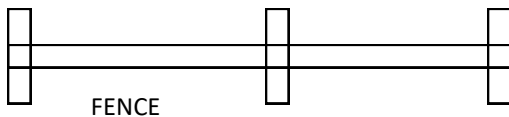
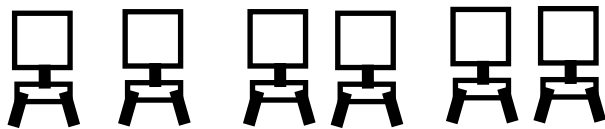
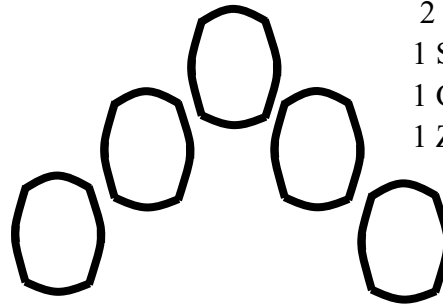
ATB – With **Shotgun**, knock them down. Ground **Shotgun**. With **Rifle**, triple tap the **Rifle** targets and then attempt to hit clay to left of targets. Miss on clay doesn’t count, but it’s a 5 sec bonus if you hit it. With **Pistols**, repeat **Rifle** sequence using Pistol targets and the right clay target. Again, miss on clay doesn’t count but a hit is a 5 sec bonus.

Stage 6 Bay E June 2023 MM

Poncho and The Cisco Kid Match

Targets, Stands, Tables

- 5 Barrels
- 1 Five Array Stand
- 6 Knockdowns
- 2 Tables
- 1 Start Plate
- 1 Cowboy Prop
- 1 Zack Rack
- 1 Fence



Zack Rack

Round Count: 10 pistol, 10 rifle, 6+ shotgun.

Directions: Shooter standing with at least one foot on start plate with **Shotgun** in both hands. **Rifle** on "Zack" Rack **Pistols** holstered.

Procedure: When shooter is ready state your line: "You're not going no places!"

ATB – With **Shotgun**, anywhere left of cowboy, shoot the 6 knockdowns in any order. You may move to shoot **Shotgun** but **DO NOT MOVE WITH SHOTGUN IN A CONDITION TO FIRE!**

Move to "Zack" Rack and ground **Shotgun** on the Rack. Retrieve **Rifle**, sweep the five target array twice from either end. Move forward to table taking **Rifle** with you and ground **Rifle** on the table. With **Pistols** repeat **Rifle** sequence.