



XV. EUROPEAN CHAMPIONSHIP IN COWBOY  
ACTION SHOOTING AND WILD BUNCH  
**DAYS OF TRUTH**



16 STAGES  
MAIN MATCH

6 STAGES  
WILD BUNCH

4 STAGES  
WARM UP

SPEED GUNS

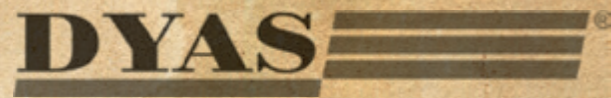
LONG RANGE

TEAM MATCH

3 STAGES  
PLAINSMAN



**GENERAL SPONSORS:**

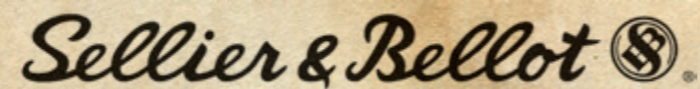


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DUTCH BEAR

# PROGRAM

**MONDAY AUGUST 6, 2018**

Shooting Range is closed till 12 a. m.

10.00 – 11.00	Shooters' registration Opening of the Shooting Range
13.00 – 17.00	Plainsman - 3 stages
17.00 – 19.00	Refresh Course - Wild Bunch, Meeting of posse leaders and deputies - Wild Bunch
18.00 – 20.00	Shooters' registration Dinner, Free entertainment, CAS Scoring - introduction

**TUESDAY AUGUST 7, 2018**

08.00 – 09.00	Shooters' registration
09.00	Wild Bunch Safety meeting
09.15 – 14.00	Wild Bunch - 6 stages
13.00 – 15.00	Lunch
15.00 – 18.00	Long Range / WB speed guns
17.00 – 19.00	Refresh Course - CAS Briefing of posse leaders and deputies - Main match
18.00 – 19.00	Shooters' registration
19.00	Dinner
19.45	Safety meeting
20.00	Opening ceremony, Free entertainment, CAS Scoring - introduction

**WEDNESDAY AUGUST 8, 2018**

08.00 – 11.00	Shooters' registration
08.00 – 12.00	Warm Up - 4 stages
13.00 – 14.00	Lunch
14.00 – 18.00	Main match - 4 stages
19.00	Dinner
20.00	Free entertainment

**THURSDAY AUGUST 9, 2018**

09.00 – 13.00	Main match - 4 stages
13.00 – 14.00	Lunch
14.00 – 18.00	Side Match / Long Range / RO Courses
18.00 – 20.00	Dinner
18.00 – 23.00	Cowboy Flea Market+++ / music / Electronic shooting, Auction
20.00	Board of Representatives

**FRIDAY AUGUST 10, 2018**

09.00 – 13.00	Main match - 4 stages
13.00 – 14.00	Lunch
14.00 – 17.00	Side Matches / Long Range / RO Courses
18.00 – 20.00	Dinner
19.00 – 20.00	Award ceremony for Wild Bunch and Side matches
20.00 – 23.00	Trativod - Bluegrass band, Jan Betlach whip show, Country dancing - Line dancing, Auction

**SATURDAY AUGUST 11, 2018**

09.00 – 13.00	Main match - 4 stages
12.00 – 14.00	Lunch
15.00 – 17.00	Top Gun
19.00 – 20.00	Costume Contest
18.00 – 20.00	Dinner
20.00 – 23.00	Closing Ceremony, Award Ceremony of Days of Truth 2018, Raffle, Entertainment, music

**SUNDAY AUGUST 12, 2018**

09.00 – 12.00	Free day
Reserve day to move the program in case of unfavorable weather	

# HOWDY COWBOYS!

Welcome in Opařany on the 15<sup>th</sup> anniversary of the European Championship in Cowboy Action Shooting. Here is a short reminder of Days of Truth history with the overall winners:

2004 / Opařany / Czech Republic	<b>I.</b>	Picadoll Jim / Thundermaid
2005 / Žalany / Czech Republic	<b>II.</b>	Ray Heartless / Thundermaid
2006 / Philippsburg / Germany	<b>III.</b>	Westphalian Phill / Lady Smile
2007 / Brescia / Italy	<b>IV.</b>	Ray Heartless / Thundermaid
2008 / Domaniža / Slovakia	<b>V.</b>	Westphalian Phill / Lady Smile
2009 / Opařany / Czech Republic	<b>VI.</b>	Westphalian Phill / Lady Smile
2010 / Torshy / Sweden	<b>VII.</b>	Ray Heartless / Lady Smile
2011 / Starachowice / Poland	<b>VIII.</b>	Dedo / Mrs. Anne
2012 / Dabas / Hungary	<b>IX.</b>	Rephil / Jesse Belle
2013 / Opařany / Czech Republic	<b>X.</b>	Hell Hound / Jesse Belle
2014 / Agna / Italy	<b>XI.</b>	Hell Hound / Jesse Belle
2015 / Domaniža / Slovakia	<b>XII.</b>	Ray Heartless / Jesse Belle
2016 / Ravazd / Hungary	<b>XIII.</b>	Hell Hound / Mad Cat with a Gun
2017 / Opařany / Czech Republic	<b>XIV.</b>	Hell Hound / Mad Cat with a Gun

This year the match is special not only thanks to the anniversary but also because there are more countries participating on the organization.

Main organizer: Czech Republic Warm Up + Plainsman + Main Match, Team Match, Line Dancing

Cooperating organizers: Germany Wild Bunch + Electronic shooting, Scandinavia Speed Guns, Slovakia Long Range, France RO I courses, Netherland RO II courses, Poland Fast Draw, USA Costume Contest

I believe that you will all enjoy this biggest European event, shoot to your best and find many new friends.

I wish you a lot of luck, steady but fast hands and to have a lot of fun.

Colbert

On behalf of organizers, AWS President

## RO POCKET CARD

SINGLE ACTION SHOOTING SOCIETY  
Shooter's Handbook  
Current as of January 2016

SDQ: Stage Disqualification	M	S	M
MDQ: Match Disqualification	S	D	D
MSV: Minor Safety Violation	V	O	O
Empty or live round in magazine or carrier of the long gun in which it was loaded after the next firearm is fired, or if last firearm, put down on the unloading table.	X		
Empty long guns that slip and fall but don't break 170 or sweep anyone	X		
Cocking a revolver before it reaches 45 degrees downrange	X		
Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear		X	
Leaving the stage anytime between when the first and last shots have been fired on the stage		X	
Leaving the firing line after stage has begun before all firearms have been verified as clear		X	
Loading at other than designated location		X	
Discarding a long gun containing a live round in the chamber (once it leaves the shooter's hands)		X	
Holstering or staging revolver with hammer cocked (not fully down) or down (on a live round)		X	
Dropped firearm (unloaded / empty)		X	
Discharge impacting 5-10 feet from shooter, while on the line		X	
Cocked revolver leaving shooter's hand		X	
Changing location or leaving the designated loading area with a cocked gun / gun w / hammer down on live round		X	
Unsafe gun handling (fanning, etc.)		X	
Use of illegal or illegally-modified firearm		X	
Dry firing at the loading table		X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)		X	
Violation of 170 rule (without sweeping anyone)		X	
Sweeping anyone with unloaded firearm		X	
De-cocking to avoid a penalty if cocked at the wrong time, position or location		X	
Not adhering to loading or unloading procedures		X	
Shooting on the move (shooting multiple shots during continuous movement)		X	
Use or presence of outlawed / illegal items.		X	
Dropped gun (loaded)			X
Discharge impacting within 5 feet from shooter, while on the line or any discharge away from the firing line. Any discharge in the loading or unloading areas.			X
Sweeping anyone with loaded firearm			X
Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO / TO			X
Any two (2) stage DO penalties or 2 F.T.E. / S.O.G.'s during the course of a match			X
Belligerent attitude / unsportsmanlike conduct			X
Shooting under the influence of alcohol, drugs, or impairing medications			X
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official			X
Shooting out of category, e.g., Not wearing the correct items in Classic Cowboy or not making enough smoke in B / P Categories 1 <sup>st</sup> violation is a procedure, 2 <sup>nd</sup> violation is SDQ, 3 <sup>rd</sup> violation is MDQ.	P	2	3

### Procedural:

Unintentional errors caused by confusion or mistakes. 10 seconds; no more than one procedural penalty may be assessed per stage. Failure to Engage / Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. 30 seconds Reshoots are granted for failure of props / match equipment; Range Officer impeding shooter progress; or timer failure. Failure of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state / regional championships and above). Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

## WILD BUNCH POCKET RO CARD

WILD BUNCH™ RANGE OPERATIONS  
Shooter's Handbook  
Current as of January 2018

SDQ: Stage Disqualification	M	S	M
MDQ: Match Disqualification	S	D	D
MSV: Minor Safety Violation - 10 Second penalty	V	O	O
Loading more than seven rounds in a magazine		X	
Charging the pistol before it reaches 45 degrees downrange		X	
Failure to have the trigger finger outside the trigger guard while moving		X	
Failure to have the trigger finger outside the trigger guard while reloading		X	
Failure to have the trigger finger outside the trigger guard when clearing a malfunction		X	
Re-staging the pistol with the slide forward		X	
Leaving live rounds in magazine or carrier of the long gun in which it was loaded		X	
Not clearing a long gun's action at the end of a shooting string		X	
Handing off a malfunctioning firearm		X	
Open, empty long guns that slip and fall but don't break 170' or sweep anyone		X	
Moving with the slide forward on an empty chamber		X	
Leaving the loading table with a cocked loaded firearm			X
Moving with a live round under the hammer			X
Live round left in the chamber of a long gun			X
A cocked pistol with a live round leaving the shooter's hand			X
Re-holstering the pistol without it being cleared by a stage official.			X
Discharge impacting 5-10 feet from shooter, while on the firing line			X
Leaving the firing line after the first round goes down range			X
Violation of 170 rule (without sweeping anyone)			X
Sweeping anyone with unloaded firearm			X
Not adhering to loading or unloading procedures			X
Dropped gun (unloaded / empty)			X
Manually de-cocking any firearm on the firing line			X
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on previous stage)			X
Use of illegal or illegally-modified firearm (for scoring purposes only)			X
Discharge impacting within 5 feet from shooter while on the firing line, or any discharge away from the firing line, or any discharge in the loading or unloading area			X
Sweeping anyone with loaded firearm			X
Any two (2) stage DO's or 2 F.T.E. / S.O.G.'s during the course of a match			X
Dropped gun (loaded)			X
Shooting out of category. 1 <sup>st</sup> violation is a procedure, 2 <sup>nd</sup> violation is SDQ, 3 <sup>rd</sup> violation is MDQ.	P	2	3

### Procedural:

Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. 10 seconds; no more than one procedural penalty may be assessed per stage. Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage or willfully disregarding a non-shooting procedure. 30 seconds Not meeting Power Factor OR an Illegal or Illegally modified firearm is a MDQ for Scoring purposes only. Re-shoots are granted for failure of props / match equipment; Range Officer impeding shooter progress; or timer failure. Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained

# SCORE SHEET - EXAMPLE

DOT 2018 MATCH DATE TUESDAY AUGUST 8, 2017											
Posse No. 1			Posse Leader Fantomas								
Stage No. 1			Raw	# of	# of	Proc-	# of				
Name	Number	Cat	Time	Miss	Bonus	dural	MSV	SDQ	MDQ	SOG	Initial
Buky	999385	FCG	20,15	2	1	1	1			1	
Tom Prox	999026	SSFCD						1			
Frontier Six Shooter [Deputy]	16951	S							1		

- Raw Time - time from timer in Arab number, for example: 20,15 or 14,83 etc...
- Please write it legibly
- Miss - number of misses: 1 or 2 etc...
- Bonus - number of hit bonus, we have just 1 or 0.
- Procedural - please write just „I“ or „-“,
- Minor Safety Violation (MSV) - please write just „I“ or „-“,
- Stage disqualification (SDQ) - please write just „I“ or „-“, (if it is „I“ other information are “-“)
- Match disqualification (MDQ) - please write just „I“ or „-“, (if it is „I“ other information are “-“)
- Spirit of the Game (SOG) - please write just „I“ or „-“,
- Initial - Shooters signature.

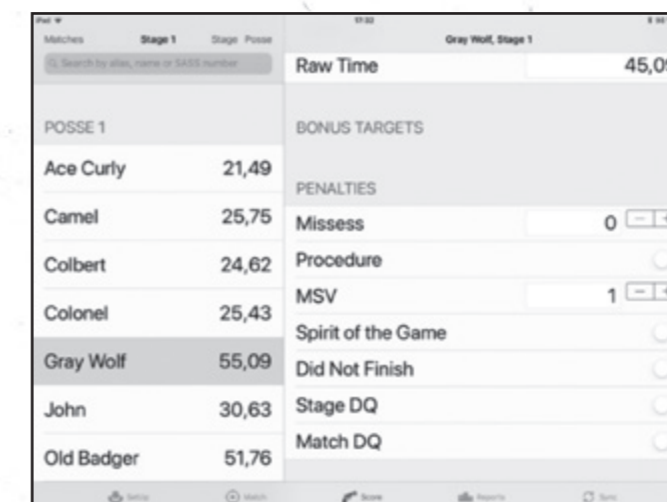
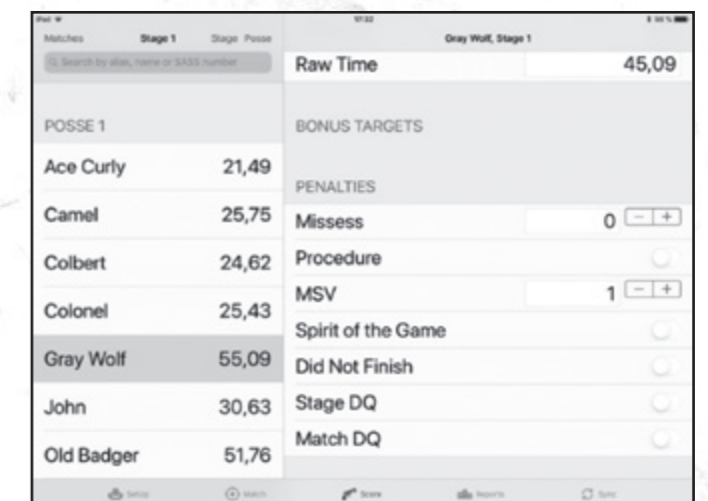
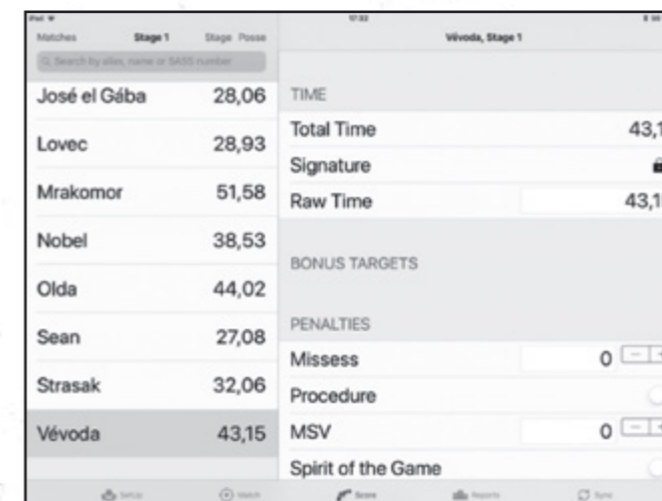
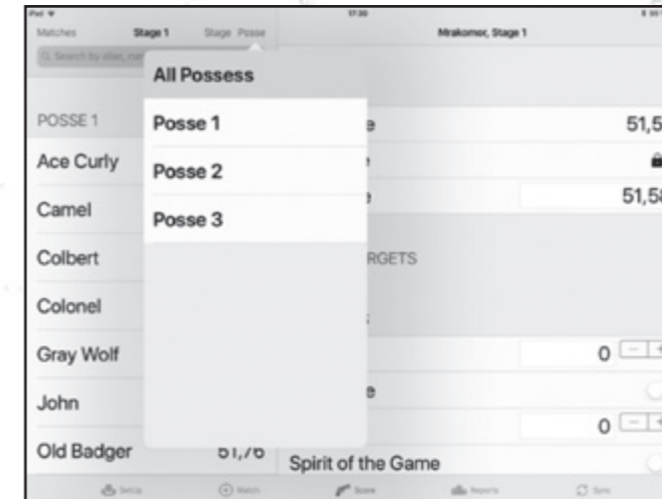
## WILD BUNCH SHOOTING SCHEDULE

WEDNESDAY AUGUST 7, 2018						
POSSE	WB 1	WB 2	WB 3	WB 4	WB 5	WB 6
1	9	10	11	12	14	15
2	15	9	10	11	12	14
3	14	15	9	10	11	12
4	12	14	15	9	10	11
5	11	12	14	15	9	10
6	10	11	12	14	15	9

## WARM UP SHOOTING SCHEDULE

TUESDAY AUGUST 8, 2018						
POSSE	WU 1	WU 2	WU 3	WU 4	WU 5	WU 6
1	8	9	10	11		
2		8	9	10	11	
3			8	9	10	11
4	11			8	9	10
5	10	11			8	9
6	9	10	11			8

# SCORE SHEET - EXAMPLE



**BAY  
18**

# PLAINSMAN 1



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© HEADSHOT JACK



**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 6, BROKOVNICE/SHOTGUN 2+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, both rifle and shotgun staged at position 2.

### STARTING POSITION:

Buď pozice 1 [sekvence 1-2-3] - nebo pozice 3 [sekvence 3-2-1] - ruce podél těla [Cowboy relax].

Either position 1 [sequence 1-2-3] or position 3 [sequence 3-2-1], cowboy relax.

### PROCEDURE:

Po signálu z pozice 1 střelec střílí jedním revolverem terče P stylem [1;22;33] zleva. Na pozici 2 si střelec volí pořadí dlouhých zbraní - puškou střílí terče R stylem [11;2;3;44] zleva, brokovnicí dva libovolně terče S libovolně. Z pozice 3 střílí jedním revolverem terče P stylem [1;22;33] zleva.

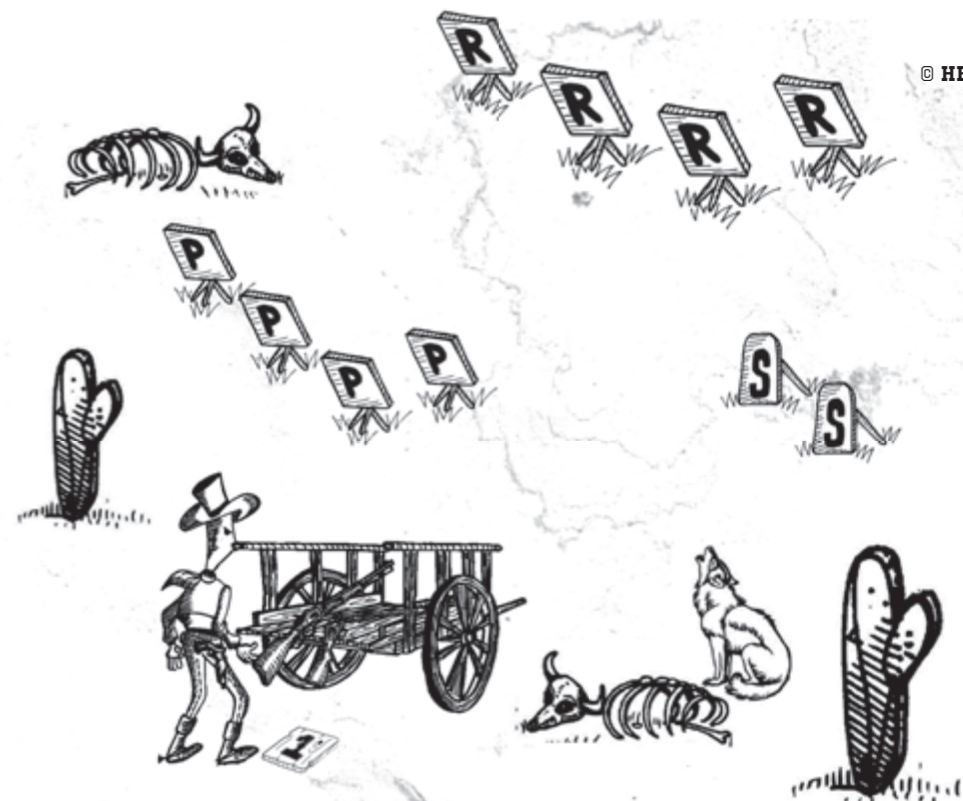
After the BEEP with one pistol engage P targets in 1;22;33 sweep from the left. At the position 2 the long guns order is at shooter's discretion. With the rifle engage R targets in 11;2;3;44 style from the left, with the shotgun engage any two S targets in any order. From position 3 with one pistol engage P targets in 1;22;33 style from the left.

**BAY  
19**

# PLAINSMAN 2



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 5, BROKOVNICE/SHOTGUN 2+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 1.

Pistols holstered, both rifle and shotgun staged at position 1.

### STARTING POSITION:

Na pozici 1, ruce podél těla.

At position 1, Cowboy relax.

### PROCEDURE:

Střelec volí zbraně libovolně, puška však nesmí být poslední. Po signálu střílí revolvery terče P stylem Zig Zag Sweep [1;2;3;4;3;2;1;2;3;4] zleva, puškou terče R zleva doprava [1;2;3;4;1], brokovnicí terče S libovolně.

After BEEP the order of guns is at shooter's discretion, but the rifle must not be the last. With the pistols engage P targets in Zig Zag Sweep [1;2;3;4;3;2;1;2;3;4] from the left. With the rifle engage R targets from left to right [1;2;3;4;1]. With the shotgun engage S targets in any order.

**PLAINSMAN 3**



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 8, BROKOVNICE/SHOTGUN 2+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice na pozici 1.

Pistols holstered, both rifle and shotgun staged at position 1.

**STARTING POSITION:**

Na pozici 1, ruce na stole.

At position 1, hands touching the table.

**PROCEDURE:**

Po signálu střelec střílí dva libovolná terče S libovolně. Puškou střílí terče R stylem Double Tap [11;22;33;44] zleva. Odloží pušku a přesune se na pozici 2, kde revolvery střílí terče P stylem 32/23 Sweep [111;22;33;444] zleva.

After BEEP with the shotgun engage any two S targets in any order. With the rifle engage R targets in Double Tap [11;22;33;44] from the left. With the revolvers engage P targets in 32/23 Sweep [111;22;33;444] from the left.

**WILD BUNCH I**



HELL HOUND  
© VITIR  
© HEADSHOT JACK



**PISTOLE/PISTOL 28, PUŠKA/RIFLE 7, BROKOVNICE/SHOTGUN 6**

**STANDING:**

Shotgun cowboy port arms, rifle on table pos. 3, pistol in holster.

**STARTING POSITION:**

Cowboy port arms pos. 1.

**PROCEDURE:**

Shotgun from pos. 1, pos. 2, pos. 3 (or 1,3,2) knock each 2 shotgun targets down, from pos. 3 with rifle sweep - double tap one outside target and all other targets once. For pistol, with the first magazine sweep - the opposite/other outside target twice, all other once, with the second magazine the same sequence as with the rifle, the third magazine repeat the first pistol instructions, the fourth magazine again the rifle sequence.

Example: [11-2-3-4-5-6, 66-5-4-3-2-1, 11-2-3-4-5-6, 66-5-4-3-2-1, 11-2-3-4-5-6]

**BAY  
2**

# WILD BUNCH 2



HELL HOUND  
© VITIR  
© HEADSHOT JACK



**PISTOLE/PISTOL 21, PUŠKA/RIFLE 7, BROKOVNICE/SHOTGUN 6+2**

**STANDING:**

Rifle on table pos. 2, shotgun on table pos. 1, pistol in holster.

**STARTING POSITION:**

Standing upright facing your posse, hands crossed over Your chest.

**PROCEDURE:**

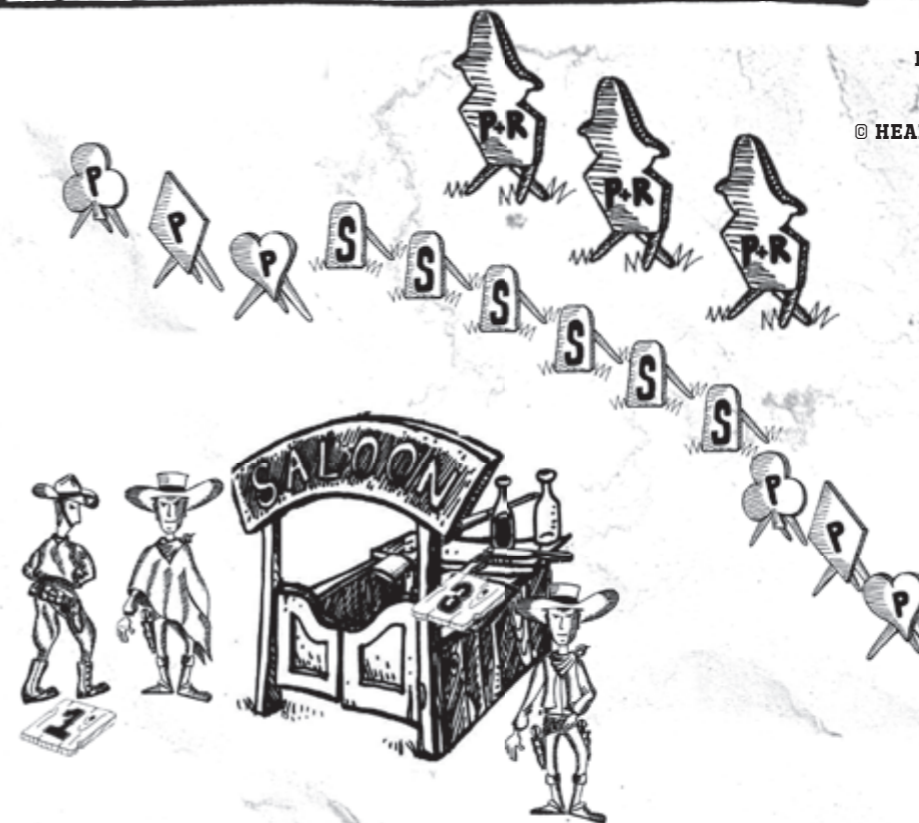
From pos. 1 with shotgun shoot the 6 S targets, move to pos. 2, shoot the remaining 2 S targets make shotgun safe between the bars on the table, with rifle and pistol single tap the R/P (including the bell) targets for 14 rounds clockwise, make rifle safe between the bars on table pos. 2, move to pos. 3 and with pistol shoot two nevada sweeps, each for 7 rounds, starting from either end (without Bell).

**BAY  
3**

# WILD BUNCH 3



HELL HOUND  
© VITIR  
© HEADSHOT JACK



**REVOLVARY/PISTOL 21, PUŠKA/RIFLE 7+1, BROKOVNICE/SHOTGUN 4**

**STANDING:**

Pistol in holster, shotgun and rifle on table pos. 3.

**STARTING POSITION:**

Pos. 1 hands hooked behind the belt.

**PROCEDURE:**

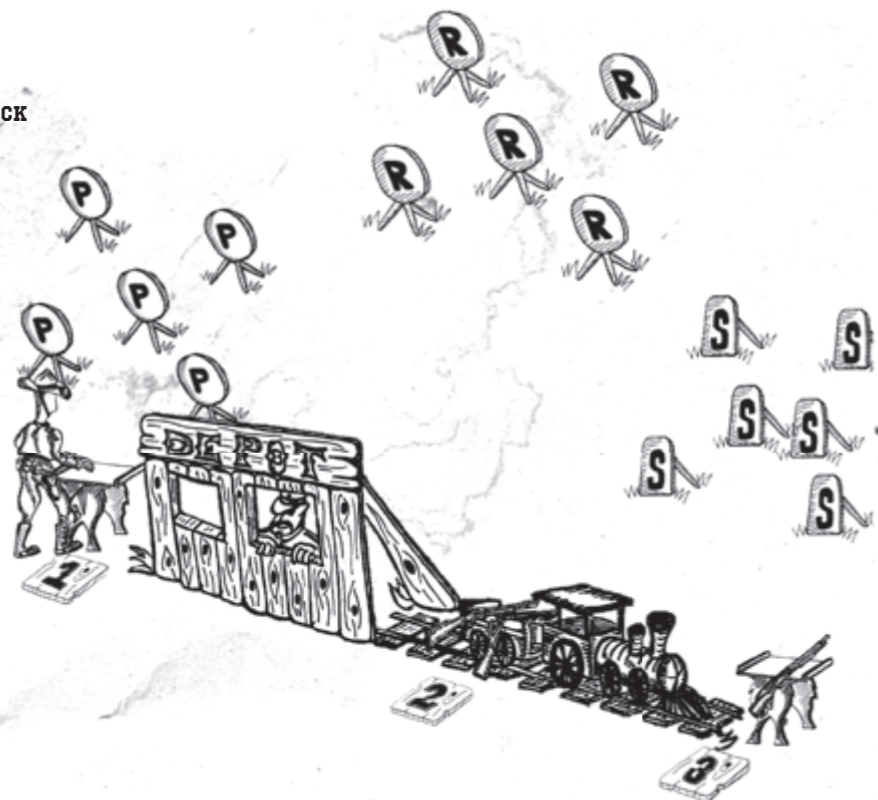
From pos. 1 with pistol, double tap outside P targets, triple tap center P target, pos. 2 repeat instructions on second P target group, pos. 3 repeat instructions on the R/P targets, with rifle shoot one S target, doubletap R/P targets, reload 1 round and shoot another S target, with shotgun shoot the remaining 4 S targets.

**BAY  
6**

# WILD BUNCH 4



HELL HOUND  
© VITIR  
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**PISTOL/PISTOL 35, PUŠKA/RIFLE 7, BROKOVNICE/ SHOTGUN 6**

**STANDING:**

Pistol in hand, rifle on table pos. 2, shotgun on table pos. 2/3.

**STARTING POSITION:**

Upright pistol in one hand, second hand not touching the gun, on pos. 1.

**PROCEDURE:**

From pos. 1 with pistol shoot the outside P targets 3 times and the center P target 9 times (3 Mags), same for pos. 2 on R/P targets with rifle and pistol (2 Mags), then move to pos 3 make rifle safe on pos. 2 or pos. 3 and with shotgun shoot the 6 S targets. - Example: Single tap outside targets, triple tap center repeat for 3 mags, repeat on pos. 2 for 2 mags and repeat once with the rifle.

**BAY  
12**

# WILD BUNCH 5



HELL HOUND  
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**PISTOL/PISTOL 28, PUŠKA/RIFLE 7, BROKOVNICE/ SHOTGUN 6**

**STANDING:**

Shotgun pos. 1, rifle pos. 2, pistol in holster.

**STARTING POSITION:**

Shotgun in hands.

**PROCEDURE:**

With shotgun from pos. 1 shoot the 6 S targets, make shotgun safe, from pos. 2 with rifle shoot each R target once, make rifle safe, from pos. 3 with pistol shoot a progressive sweep on the P targets (1-22-333-4444-55555-666666-7777777) starting from left or right.



**WILD BUNCH 6**



HELL HOUND  
© VITIR  
© HEADSHOT JACK



**PISTOL/PISTOL 35, PUŠKA/RIFLE 7, BROKOVNICE/ SHOTGUN 6**

**STANDING:**

Shotgun on table pos. 1, rifle on table pos. 2, pistol in holster.

**STARTING POSITION:**

Standing upright on pos. 1.

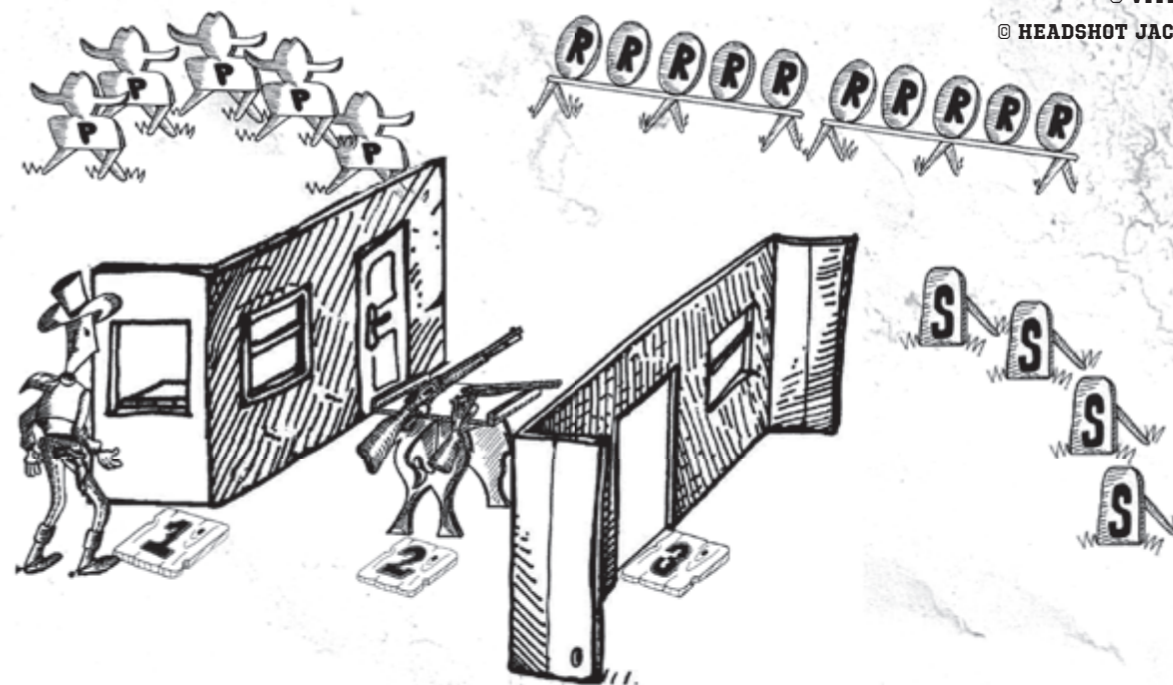
**PROCEDURE:**

From pos. 1 with shotgun shoot the 4 S target in any order, move safe to pos. 2 and shoot the remaining 2 S targets, make shotgun safe, on pos. 2 with rifle shoot every target once, make rifle safe, on pos. 3 with pistol shoot triple tap the outside targets and double tap the remaining targets, repeat pistol instructions.

**WARM UP I**



COLBERT  
© VITIR  
© HEADSHOT JACK



**REVOLVER/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 4+**

**STANDING:**

Revolver v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, rifle and shotgun staged at position 2.

**STARTING POSITION:**

Na pozici 1, cowboy relax.

At position 1, Cowboy Relax.

**PROCEDURE:**

Po signálu střílí revolvery terče P stylem dvakrát zleva (1;2;3;4;5;1;2;3;4;5), přesune na pozici 2, kde puškou střílí padací terče R zleva, z pozice 3 pak střílí brokovnicí terče S libovolně.

After the BEEP with the pistols engage P targets twice from the left (1;2;3;4;5;1;2;3;4;5). From position 2 with the rifle engage R targets from the left. From position 3 with the shotgun engage S targets in any order.

**BAY  
9**

# WARM UP 2



COLBERT  
© VITIR  
© HEADSHOT JACK



**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 4+**

### STANDING:

Revolvery v holstrech, puška na pozici 2.

Pistols holstered, rifle staged at position 2.

### STARTING POSITION:

Na pozici 1, brokovnice v ponosu.

At position 1, shotgun in port arms.

### PROCEDURE:

Po signálu střílí brokovnicí terče S libovolně.

Na pozici 2 odjistí kyvadlo a puškou střílí terče R stylem Double Tap sweep [11;22;33;44;55] zprava. Z pozice 3 střílí revolvery terče P dle stejných pravidel jako pušku.

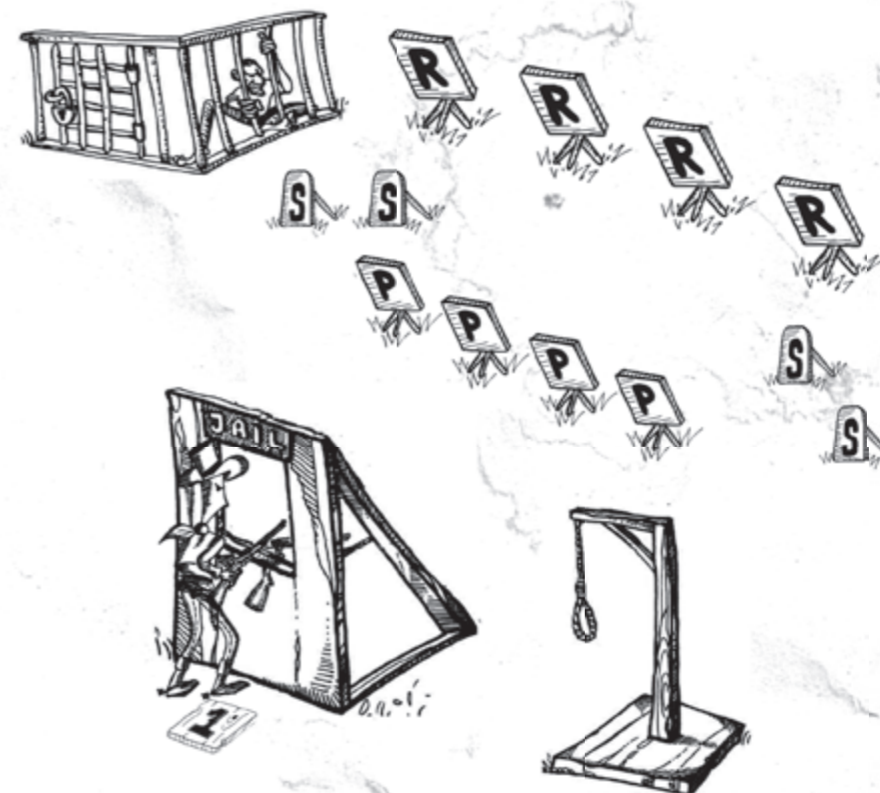
After the BEEP with the shotgun engage S targets in any order. At position 2 release the swinger and then with the rifle engage the R targets in Double Tap sweep [11;22;33;44;55] starting from the right. From position 3 with the pistols engage P targets using the same instructions as for the rifle.

**BAY  
14**

# WARM UP 3



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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 4+**

### STANDING:

Revolvery v holstrech, brokovnice na pozici 1.

Pistols holstered, shotgun staged at position 1.

### STARTING POSITION:

Na pozici 1, puška v ponosu.

At position 1, rifle in port arms.

### PROCEDURE:

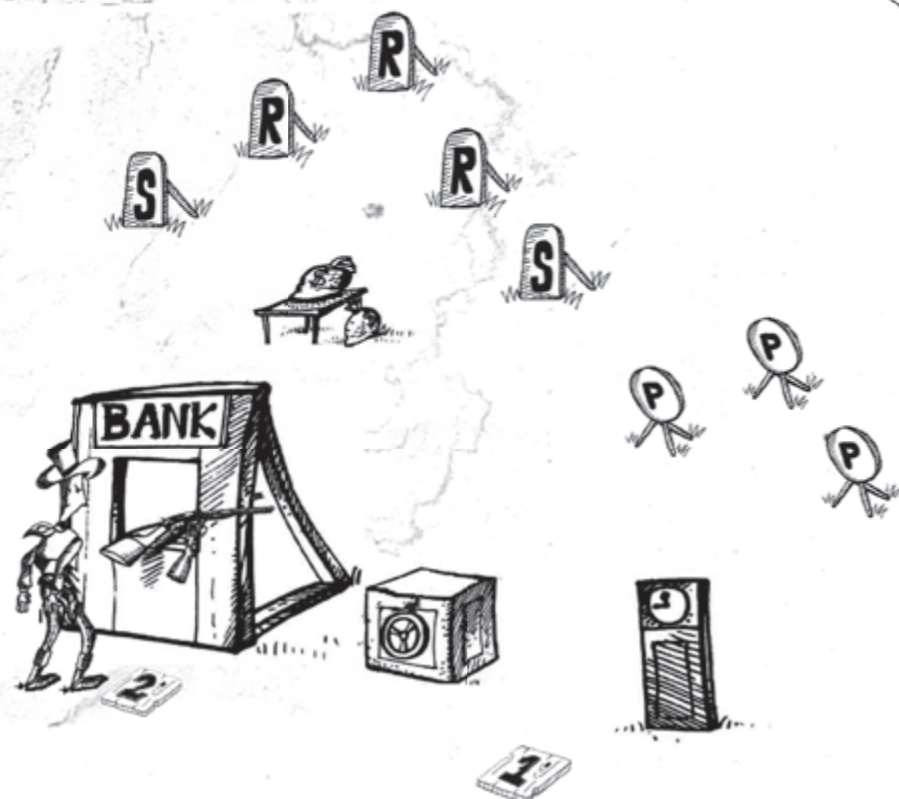
Po signálu střílec střílí puškou terče R stylem 4-1-1-4 Sweep [1111;2;3;4444] zleva. Revolvery střílí terče P dle stejných pravidel jako pro pušku. Brokovnicí střílí terče S libovolně.

After the BEEP - With the rifle engage R targets in 4-1-1-4 Sweep [1111;2;3;4444] from the left. With the pistols engage P targets using the same instructions as for the rifle. With the shotgun engage S targets in any order.

**WARM UP 4**



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 9, BROKOVNICE/SHOTGUN 2+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, rifle and shotgun staged at position 2.

**STARTING POSITION:**

Na pozici 2, cowboy relax.

At position 2, Cowboy relax.

**PROCEDURE:**

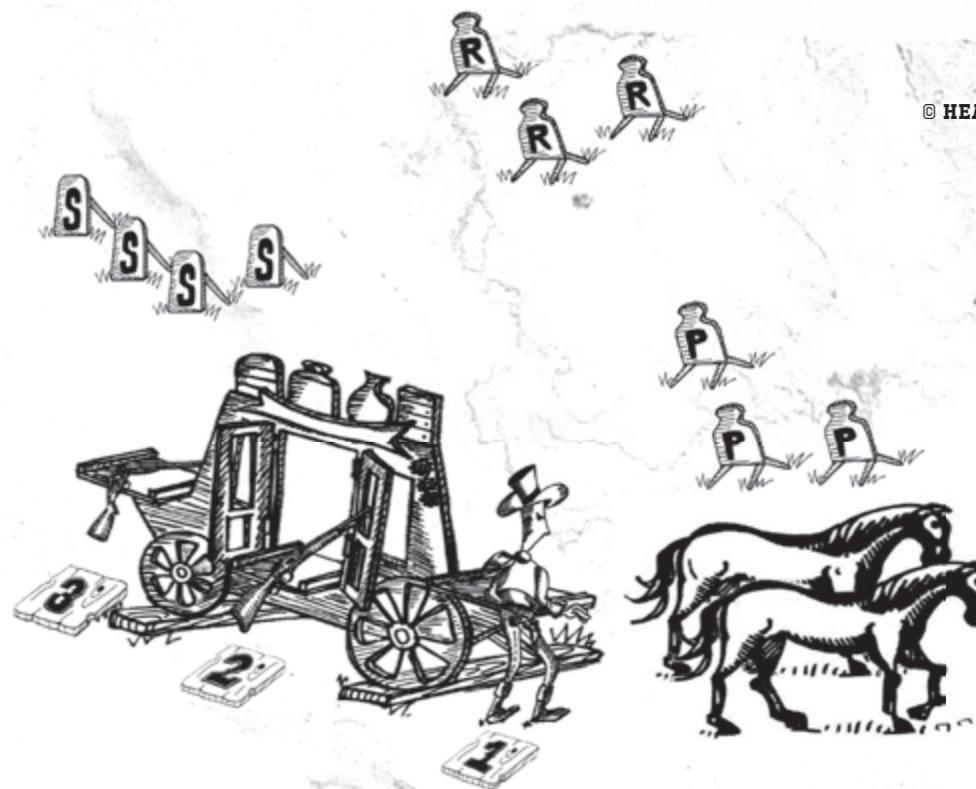
Po signálu střílí puškou terče R stylem 3-3-3 libovolně a pak střílí brokovnicí terče S libovolně. Z pozice 1 střílí revolvery terče R stylem 3-4-3.

After the BEEP with the rifle engage R targets in 3-3-3 style any order, then with the shotgun engage S targets in any order. From position 1 with revolvers engage P targets in 3-4-3 style any order.

**WARM UP 5**



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 4+**

**STANDING:**

Revolvery v holstrech, brokovnice na pozici 3, puška na pozici 2.

Pistols holstered, shotgun staged at position 3, rifle staged at position 2.

**STARTING POSITION:**

Na pozici 1, ruce se dotýkají kolen.

At position 1 - hands touching knees.

**PROCEDURE:**

Z pozice 1 revolvery střílí terče P 2x stylem 1-3-1 Sweep (1;222;3) zprava. Z pozice 2 střílí puškou terče R dle stejných pravidel jako revolvery. Brokovnicí střílí terče S libovolně.

From position 1 with the pistols engage P targets twice in 1-3-1 Sweep (1;222;3) starting from the right. From position 2 with the rifle engage R targets using the same instructions as for the pistols. From position 3 with shotgun engage S targets in any order.

**WARM UP 6**



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 2+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, rifle and shotgun staged at position 2.

**STARTING POSITION:**

Na pozici 1, Cowboy Relax.

At position 1, Cowboy Relax.

**PROCEDURE:**

Z pozice 1 střílí revolvery terče P stylem Alternative Sweep - vždy červený terč a pak jeden padací libovolně. Z pozice 2 puškou střílí terče R stejnou instrukcí, jako revolvery. Brokovnicí střílí terče S libovolně.

After the BEEP from position 1 with the pistols engage P targets in Alternative style - Red target and one knock down target in any order. From position 2 with the rifle engage R targets using the same instruction as for the revolvers. With the shotgun engage S targets in any order.

**SHOOTING SCHEDULE 16 STAGES**

FIRST DAY / PRVNÍ DEN 8 / 8 / 2018 START 14																
STAGE POSSE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	14	15	16	17												
2	17	14	15	16												
3	16	17	14	15												
4	15	16	17	14												
5					14	15	16	17								
6					17	14	15	16								
7					16	17	14	15								
8					15	16	17	14								
9									14	15	16	17				
10									17	14	15	16				
11									16	17	14	15				
12									15	16	17	14				
13													14	15	16	17
14													17	14	15	16
15													16	17	14	15
16													15	16	17	14

SECOND DAY / DRUHÝ DEN 8 / 9 / 2018 START 9																
STAGE POSSE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1					9	10	11	12								
2					12	9	10	11								
3					11	12	9	10								
4					10	11	12	9								
5									9	10	11	12				
6									12	9	10	11				
7									11	12	9	10				
8									10	11	12	9				
9													9	10	11	12
10													12	9	10	11
11													11	12	9	10
12													10	11	12	9
13	9	10	11	12												
14	12	9	10	11												
15	11	12	9	10												
16	10	11	12	9												

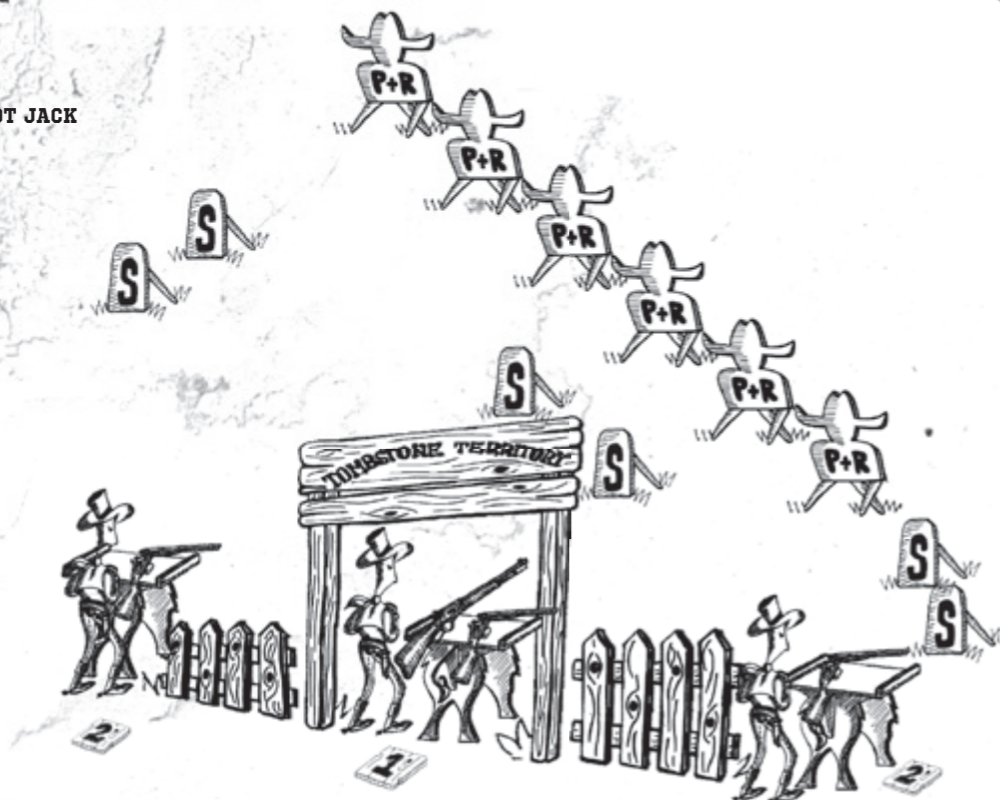
THIRD DAY / TŘETÍ DEN 8 / 10 / 2018 START 9																
STAGE POSSE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1									9	10	11	12				
2									12	9	10	11				
3									11	12	9	10				
4									10	11	12	9				
5													9	10	11	12
6													12	9	10	11
7													11	12	9	10
8													10	11	12	9
9	9	10	11	12												
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11	11	12	9	10												
12	10	11	12	9												
13					9	10	11	12								
14					12	9	10	11								
15					11	12	9	10								
16					10	11	12	9								

FOURTH DAY / ČTVRTÝ DEN 8 / 11 / 2018 START 9																	
STAGE POSSE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1														0	1	2	3
2														3	0	1	2
3														2	3	0	1
4														1	2	3	0
5	9	10	11	12													
6	12	9	10	11													
7	11	12	9	10													
8	10	11	12	9													
9					9	10	11	12									
10					12	9	10	11									
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12					10	11	12	9									
13									9	10	11	12					
14									12	9	10	11					
15									11	12	9	10					
16									10	11	12	9					

**BAY  
1****STAGE 1**

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**REVOLVERY / PISTOLS 5+5 (+1), PUŠKA / RIFLE 10 (+1), BROKOVNICE / SHOTGUN 4+**

**STANDING:**

Revolvery v holstrech, puška na pozici 1, brokovnice na pozici 1 nebo 2.

Pistols holstered, rifle staged at position 1, shotgun staged either at position 1 or 2.

**STARTING POSITION:**

Na pozici 1 nebo 2, ruce křížem na prsou.

Either at position 1 or 2, hands crossed on the chest.

**WHEN READY SAY:**

Pospíchej pomalu.

More haste less speed.

**PROCEDURE:**

Střelec volí zbraně libovolně, puška však nesmí být poslední. Z pozice 1 puškou a revolvery střílí terče P+R stylem Lawrence Walk Sweep (1;22;333;4444;55555;666666) zprava nebo zleva (lze dobít revolver nebo pušku). Brokovnicí střílí z pozice 1 dva terče libovolně, z pozice 2 (vlevo nebo vpravo) další dva terče S libovolně.

After BEEP - Shooting order at shooter's discretion. Rifle must not be the last. From position 1, with the rifle and pistols engage P+R targets in Lawrence Walk Sweep (1;22;333;4444;55555;666666) starting either from the left or right (reload either revolver or rifle). With the shotgun engage two S targets in any order, then from position 2 (left or right) engage another two S targets in any order.

**STAGE 2****BAY  
2**

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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 9, BROKOVNICE / SHOTGUN 8+**

**STANDING:**

Revolvery v holstrech, brokovnice na pozici 1.

Pistols holstered, shotgun staged at position 1.

**STARTING POSITION:**

Na pozici 1, puška v ponosu.

At position 1, rifle in port arms.

**WHEN READY SAY:**

Už ti zvoní hrana!

The bell tolls to you!

**PROCEDURE:**

Po signálu střílí puškou terče P+R+Bell stylem Bell;11;Bell;22;Bell;33, zleva nebo zprava, pušku odloží bezpečně na stůl. S brokovnicí se může přesouvat na pozici 2, mezi pozicí 1 a 2 (včetně 1 a 2) střílí osm terčů S libovolně, brokovnicí odloží na pozici 2. Revolvery střílí pouze terče P+R stylem Nevada Double Tap zleva nebo zprava.

After the BEEP with the rifle engage P+R+Bell targets in Bell;11;Bell;22;Bell;33 sweep starting from either end. Put the rifle safely on the table and with the shotgun move to position 2 and between position 1 and 2 (including 1 and 2) engage eight S targets in any order. Put the shotgun on the position 2 and with the pistols engage only P+R targets in Nevada Double Tap sweep starting from either end.

**BAY  
3****STAGE 3**

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**REVOLVER/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 6+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, rifle and shotgun staged at position 2.

**STARTING POSITION:**

Na pozici 1 nebo 3, revolverem(y) míří na terč, pořadí pozic (1-3-2 nebo 3-1-2).

At position 1 or 3, pistol(s) aiming at the target, (sequence of positions 1-3-2 or 3-1-2).

**WHEN READY SAY:**

Máte české pivo?

Do you have Czech beer?

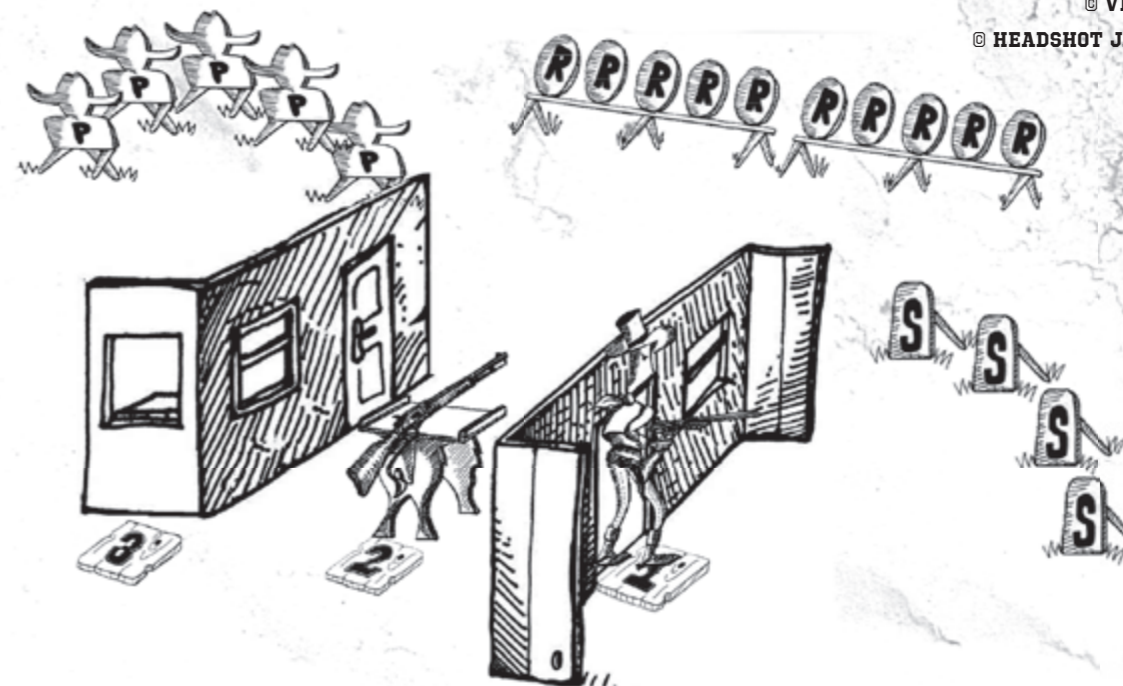
**PROCEDURE:**

Po signálu, z pozice 1 nebo 3 střílí prvním revolverem terče P stylem Lazy Sweep (1;2;33;2) zleva nebo zprava. Z pozice 3 nebo 1 střílí druhým revolverem dle stejných pravidel jako revolverem prvním. Z pozice 2 střelec střílí puškou 2× terče R dle stejných pravidel jako revolvery. Poté střílí brokovnicí terče S libovolně.

After the BEEP, from position 1 or 3 with the first pistol engage P targets in Lazy Sweep (1;2;33;2) starting from either end. From position 3 or 1, with the second pistol engage P targets using the same instruction as for the first pistol. From position 2 with the rifle engage twice R targets using the same instruction as for the pistols. Then with the shotgun engage S targets in any order.

**STAGE 4****BAY  
4**

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**REVOLVER/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 4+**

**STANDING:**

Revolvery v holstrech, puška na pozici 2.

Pistols holstered, rifle staged at position 2.

**STARTING POSITION:**

Na pozici 1, brokovnice v ponosu.

At position 1, shotgun in port arms.

**WHEN READY SAY:**

Kde jsou ty krysy?

Where are the rats?

**PROCEDURE:**

Po signálu střílí brokovnicí terče S libovolně, po té se s brokovnicí přesune na pozici 2, kde puškou střílí padací terče R libovolně. Poté je možné brokovnicí dostřelit stojící terče R. Pak se přesune na pozici 3 kde střílí revolvery terče P stylem Wyoming Sweep (1;2;3;4;5;5;4;3;2;1) zleva nebo zprava.

After the BEEP with the shotgun engage S targets in any order, move to position 2 and with the rifle engage R targets in any order. After that it is allowed to do make up shots - with the shotgun engage any still standing knock down R targets in any order. Move to position 3 and with the pistols engage P targets in Wyoming Sweep (1;2;3;4;5;5;4;3;2;1) starting either from the left or right.

**BAY  
5****STAGE 5**

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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 4+**

**STANDING:**

Revolvery v holstrech, brokovnice na pozici 1, puška na pozici 2.

Pistols holstered, shotgun staged at position 1, rifle staged at position 2.

**STARTING POSITION:**

Na pozici 0, rukou ukazuje na pozici, kam se stílec přesune. Start je možný na pozici 1 [sekvence 1-2-3] nebo 3 [sekvence 3-2-1].

At position 0, one hand aiming to position where he will start. Start is possible from positions 1 [sequence 1-2-3] or 3 [sequence is 3-2-1].

**WHEN READY SAY:**

**Chyt' je jestli to dokážeš!**

**Catch them if you can!**

**PROCEDURE:**

Po signálu z pozice 1 brokovnicí střílí terče S libovolně, z pozice 2 - před střílbu z pušky odjistí běžícího bizona a pak puškou střílí terče R stylem 3-4-3 (111;2222;333) libovolně, z pozice 3 střílí revolvery terče P dle stejných pravidel jako pušku.

After the BEEP - from position 1 with the shotgun engage S targets in any order. From position 2 - before shooting the rifle shooter has to release the running bison and then with the rifle engage R targets in 3-4-3 (111;2222;333) style in any order. From position 3 with the pistols engage P targets using the same instructions as for the rifle.

**STAGE 6****BAY  
6**

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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 6+**

**STANDING:**

Revolvery v holstrech, puška na pozici 2, brokovnice na pozici 2 nebo 3.

Pistols holstered, rifle staged at position 2, shotgun either at position 2 or 3.

**STARTING POSITION:**

Na pozici 1 [pořadí pozic 1-2-3] nebo 3 [pořadí pozic 3-2-1], ruce na sponě opasku.

At position 1 [sequence of positions 1-2-3] or 3 [sequence 3-2-1], hands on the belt buckle.

**WHEN READY SAY:**

**Lístek prosím.**

**Ticket please.**

**PROCEDURE:**

Po signálu stílec střílí z pozice 1 revolvery terče P stylem Cross Nevada Sweep (Nevada na první ulopříčku a pak na druhou) z libovolného rohu. Z pozice 2 střílí puškou terče R dle stejných pravidel jako revolvery. Z pozice 3 střílí brokovnicí terče S libovolně.

After the BEEP - from position 1 with the pistols engage targets P in Cross Nevada Sweep (Nevada on the first diagonal and then on the second) starting from any corner, from position 2 with the rifle engage targets R using the same instructions as for the pistols. From position 3 with the shotgun engage targets S in any order.

**BAY  
9**

# STAGE 7



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**REVOLVER / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 4+**

### STANDING:

Revolvery v holstrech, brokovnice na pozici 3.

Pistols holstered, shotgun staged at position 3.

### STARTING POSITION:

Na pozici 1, puška v obou rukách, pořadí pozic [1-2-3 nebo 1-3-2].

At position 1, rifle in both hands, [sequence of positions 1-2-3 or 1-3-2].

### WHEN READY SAY:

Odevzdejte zbraně!

Give me your guns!

### PROCEDURE:

Po signálu odjistí kyvadlo a puškou střílí terče R stylem Desperado Sweep [1;22;3333;44;5] zleva nebo zprava. Z pozice 2 střílí revolvery terče P dle stejných pravidel jako pušku. Z pozice 3 střílí brokovnicí terče S libovolně.

After the BEEP release the swinger and then with the rifle engage the R targets in Desperado Sweep [1;22;3333;44;5] either from the left or right. From position 2 with the pistols engage P targets using the same instructions as for the rifle. From position 3 with the shotgun engage S targets in any order.

# STAGE 8



**BAY  
12**

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**REVOLVER / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 6+**

### STANDING:

Revolvery v holstrech, brokovnice na pozici 1, puška na pozici 2.

Pistols holstered, shotgun staged at position 1, rifle at position 2.

### STARTING POSITION:

Na pozici 1 [pořadí pozic 1-2-3] nebo 3 [pořadí pozic 3-2-1], ruce za zády.

At position 1 [sequence 1-2-3] or 3 [sequence 3-2-1], hands crossed behind the back.

### WHEN READY SAY:

Útokem vpřed!

Charge!

### PROCEDURE:

Po signálu - z pozice 1 střílí brokovnicí terče S libovolně, z pozice 2 puškou střílí terče R stylem Palidrome Sweep [1;22;3;44;5;66;7] zleva nebo zprava, z pozice 3 střílí revolvery terče P dle stejných pravidel jako pro pušku.

After the BEEP from position 1 with the shotgun engage S targets in any order, from position 2 with the rifle engage R targets in Palidrome Sweep [1;22;3;44;5;66;7] starting from either end, from position 3 with the pistols engage P targets using the same instructions as for the rifle.

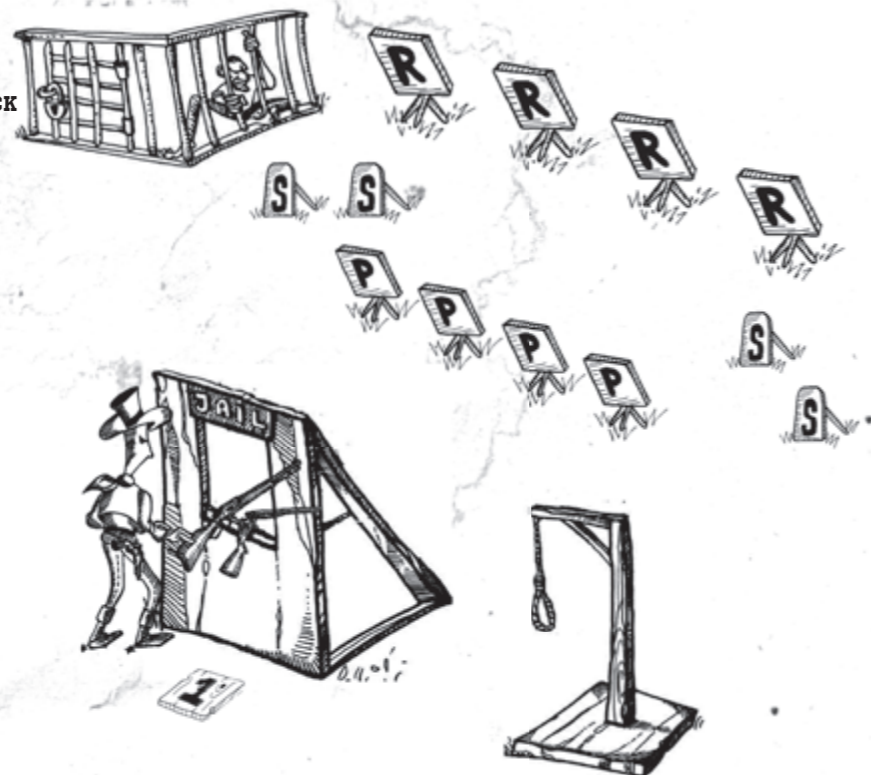


**BAY  
14**

# STAGE 9



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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 4+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 1.

Pistols holstered, rifle and shotgun staged at position 1.

### STARTING POSITION:

Na pozici 1, v rukách kouli.

At position 1, ball in hands.

### WHEN READY SAY:

Bille, jsi připraven?

Bill, are you ready?

### PROCEDURE:

Po signálu odhodí kouli. Střelec volí zbraně libovolně, puška však nesmí být poslední. Revolvery střílí terče P stylem Twister Sweep [1;2;3;4;3;4;1;2;3;4] zleva nebo zprava. Puškou terče R dle stejných pravidel jako revolvery. Brokovnicí střílí terče S libovolně.

After the BEEP throw away the ball. Shooting order is at shooter's discretion but the rifle must not be the last. With the pistols engage P targets in Twister Sweep [1;2;3;4;3;4;1;2;3;4] either from the left or right. With the rifle engage R targets using the same instructions as for the pistols. With the shotgun engage S targets in any order.

# STAGE 10



**BAY  
15**

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**REVOLVERY / PISTOLS 5+5+1, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 2+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, rifle and shotgun staged at position 2.

### STARTING POSITION:

Na pozici 1, ruce na revolvrech.

At position 1, hands on revolvers.

### WHEN READY SAY:

Hádej kolik?

Guess how much?

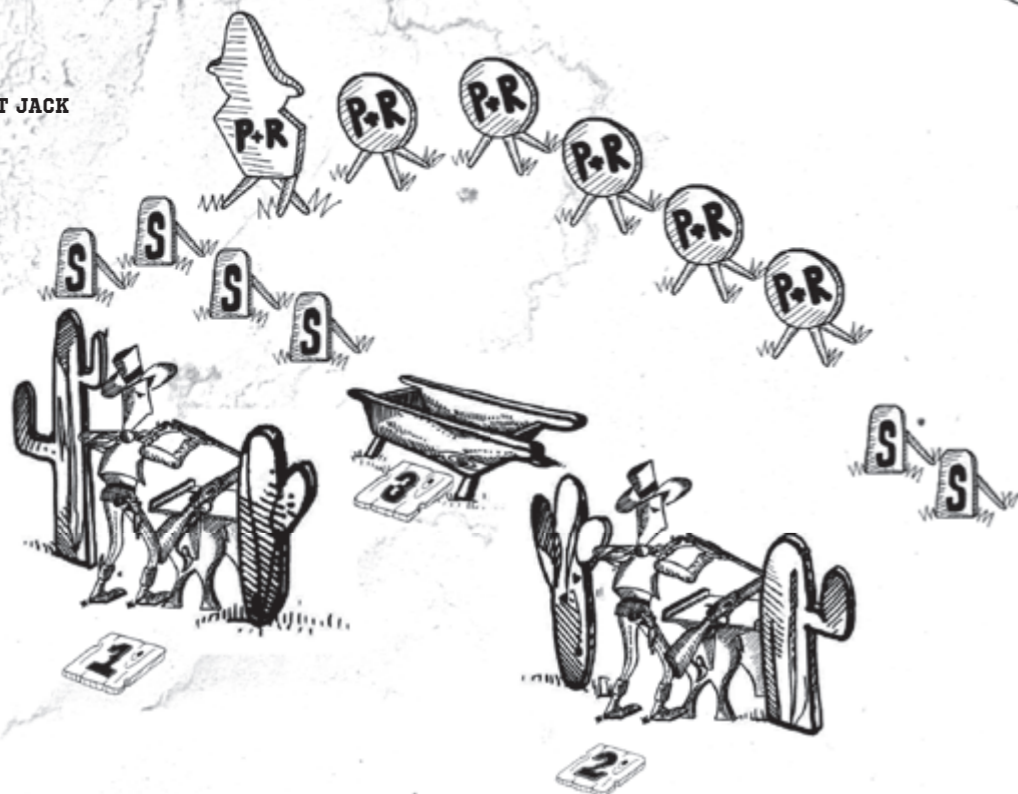
### PROCEDURE:

Po signálu střílí revolvery terče P stylem 4-2-4 libovolně, pak dobije jednu ránu a povinně střílí bonusový terč. Zásah znamená -7 s, miss se nepenalizuje. Z pozice 2 puškou střílí terče R stylem 4-2-4 libovolně a pak střílí brokovnicí terče S libovolně.

After the BEEP with the pistols engage P targets in 4-2-4 style in any order. Then reload one round and engage B target - miss is not penalized, hit is minus 7 seconds. From position 2 with the rifle engage R targets in 4-2-4 style in any order and then with the shotgun engage S targets in any order.



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 6+**

**STANDING:**

Revolvery v holstrech, puška na pozici 1 nebo 2, tam kde střelec nezačíná.

Pistols holstered, rifle staged either at position 1 or 2, where shooter does not start.

**STARTING POSITION:**

Na pozici 1 (pořadí pozic 1-2-3) nebo 2 (pořadí pozic 2-1-3), brokovnice v obou rukách.

At position 1 (sequence 1-2-3) or 2 (sequence 2-1-3), shotgun in both hands.

**WHEN READY SAY:**

Závod v pití tequily začíná!

Tequila race is starting!

**PROCEDURE:**

Po signálu střílí brokovnicí terče S před startovní pozicí, přesune se na následující pozici a střílí zbylé terče S. Bezpečně odloží brokovnici. Puškou (z pozice 1 nebo 2) střílí terče P+R stylem 10 na 6 libovolně. Bezpečně odloží pušku a přesune se na pozici 3 kde střílí revolvery terče P+R dle stejných pravidel jako puškou.

After the BEEP with the shotgun engage S targets in any order. Move to the other position and engage the other S targets. Put the shotgun safely down. With the rifle (from position 1 or 2) engage P+R targets in 10 on 6 style in any order. Put the rifle safely down, move to position 3 and engage P+R targets using the same instructions as for the rifle.



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**REVOLVERY/PISTOLS 5+5, PUŠKA/RIFLE 10, BROKOVNICE/SHOTGUN 4+**

**STANDING:**

Revolvery v holstrech, brokovnice na pozici 1, puška na pozici 2.

Pistols holstered, shotgun staged at position 1, rifle staged at position 2.

**STARTING POSITION:**

Buď pozice 1 (sekvence 1-2-3) - nebo pozice 3 (sekvence 3-2-1) - ruce na klobouku.

Either at position 1 (sequence 1-2-3) or at position 3 (sequence 3-2-1), hands on the hat.

**WHEN READY SAY:**

Přepadení!

Ambush!

**PROCEDURE:**

Z pozice 1 střílí brokovnicí terče S libovolně. Z pozice 2 střílí puškou terče R stylem John Wayne Sweep (1;2;33;2;11;2;33) zleva nebo zprava. Z pozice 3 střílí revolvery terče P dle stejných pravidel jako puškou.

From position 1 with the shotgun engage S targets in any order. From position 2 with the rifle engage R targets in John Wayne Sweep (1;2;33;2;11;2;33) starting from either end. From position 3 with the pistols engage P targets using the same instructions as for the rifle.

**BAY  
18**

# STAGE 13



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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 4+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 2.

Pistols holstered, both rifle and shotgun staged at position 2.

### STARTING POSITION:

Buď pozice 1 [sekvence 1-2-3] - nebo pozice 3 [sekvence 3-2-1], ruce podél těla [Cowboy relax].

Either position 1 or position 3, in Cowboy relax. Sequence 1-2-3 or 3-2-1.

### WHEN READY SAY:

Kolik ovcí, tolik beranů.

How many sheep can you catch?

### PROCEDURE:

Po signálu z pozice 1 střelec střílí jedním revolverem terče P stylem Arkansas Shuffle [11;2;33] zleva nebo zprava. Na pozici 2 si střelec volí pořadí dlouhých zbraní - puškou střílí terče R stylem Missouri Hillbilly Sweep [11;2;3;44;3;2;11] zleva nebo zprava, brokovnicí terče S libovolně. Z pozice 3 střílí jedním revolverem terče P stylem Arkansas Shuffle [11;2;33] zleva nebo zprava.

After the BEEP with one pistol engage P targets in Arkansas Shuffle [11;2;33] starting from either end. At the position 2 the order of long guns is at shooter's discretion. With the rifle engage R targets in Missouri Hillbilly Sweep [11;2;3;44;3;2;11] starting from either end, with the shotgun engage S targets in any order. From position 3 with one pistol engage P targets in Arkansas Shuffle [11;2;33] starting from either end.

# STAGE 14



**BAY  
19**

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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10+1, BROKOVNICE / SHOTGUN 2+**

### STANDING:

Revolvery v holstrech, puška a brokovnice na pozici 1.

Pistols holstered, both rifle and shotgun staged at position 1.

### STARTING POSITION:

Na pozici 1, ruce na vozíku.

At position 1, hands touching the cart.

### WHEN READY SAY:

Už zase vyjí!

They are howling again!

### PROCEDURE:

Střelec volí zbraně libovolně, puška však nesmí být poslední. Po signálu střílí - revolvery terče P stylem 32/32 [111;22;333;44] zleva nebo zprava, puškou terče R dle stejných pravidel jako pro revolvery a povinně střílí bonus na terč B [zásah znamená -7 s, miss se nepenalizuje], brokovnicí terče S libovolně.

After BEEP - the shooting order is at shooter's discretion but the rifle must not be the last. With the pistols engage P targets in 32/32 sweep [111;22;333;44] starting from either end. With the rifle engage R targets using the same instructions as for the pistols. Then reload one round and engage B target - miss is not penalized, hit is minus 7 seconds. With the shotgun engage S targets in any order.

**BAY  
20****STAGE 15**

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**REVOLVERY / PISTOLS 5 + 5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 6+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice  
na pozici 1.

Pistols holstered, both rifle and shotgun  
staged at position 1.

**STARTING POSITION:**

Na pozici 1, jedna ruka se dotýká brokovnice  
a druhá brokových nábojů.

At position 1, one hand touching the shotgun  
and the other hand touching shotgun shells.

**WHEN READY SAY:**

Moje prádlo není čistě vyprané!

My underwear is not washed clean!

**PROCEDURE:**

Po signálu střelec střílí terče S libovolně.  
Puškou střílí terče R stylem Progressive  
Sweep (1;22;333;4444) zleva nebo zprava.  
Odloží pušku a přesune se na pozici 2, kde  
revolvery střílí terče P dle stejných pravidel  
jako pušku.

After BEEP with the shotgun engage  
S targets in any order. With the rifle  
engage R targets in Progressive Sweep  
(1;22;333;4444) either from the left or right.  
With the revolvers engage P targets using  
the same instructions as for the rifle.

**BAY  
21****STAGE 16**

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**REVOLVERY / PISTOLS 5 + 5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 2+**

**STANDING:**

Revolvery v holstrech, puška a brokovnice  
na pozici 2.

Pistols holstered, rifle and  
shotgun staged at position 2.

**STARTING POSITION:**

Na pozici 0, v ruce lopatu. Možné sekvence  
(0-1-2 / 0-2-1).

At position 0, shovel in hand. Shooting  
sequence - either 0-1-2 or 0-2-1.

**WHEN READY SAY:**

Jáma není dost hluboká!

The pit is not deep enough!

**PROCEDURE:**

Po signálu odhodí lopatu ale nesmí  
zasáhnout TO, spotry, terče ani kulisy.  
Z pozice 1 střílí revolvery padací terče do  
padnutí a zbytek ran střílí do červeného terče  
P (red), ten musí být zasažen alespoň jednou.  
Z pozice 2 střílí dlouhé zbraně dle svého  
rozhodnutí, ale puška nesmí být poslední.  
Puškou střílí padací terče P do padnutí  
a zbytek ran do červeného terče R (red), ten  
musí být zasažen alespoň jednou. Brokovnicí  
střílí terče S libovolně.

After the BEEP throw the shovel away - TO,  
spotters, targets or props must not be hit! From  
position 1 with the pistols engage P knock down  
targets in any order until they are down and  
with the rest of rounds engage the red P target,  
it must be hit at least once. From position 2 the  
sequence of long guns is at shooter's discretion  
but the rifle must not be the last. With the rifle  
engage R knock down targets in any order  
until they are down and with the rest of rounds  
engage red P target, it must be hit at least once.  
With the shotgun engage S targets in any order.

**BAY 10**

**SPEED GUNS CAS**



SEAN  
© VITIR



**PISTOLS 5+5, RIFLE 9**

**STANDING:**

Pistols holstered.

**STARTING POSITION:**

Pistols: hands touching revolvers, rifle: port arms, shotgun: port arms.

**PROCEDURE:**

Pistols - from position 1, engage the P targets in Double Tap sweep starting from either end.  
Rifle - from position 1, engage R targets in Triple Tap sweep starting from either end.

**BAY 11**

**SPEED GUNS CAS**



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**SHOTGUN 8+**

**STANDING:**

Shotgun port arms.

**STARTING POSITION:**

Shotgun port arms.

**PROCEDURE:**

Shotgun - from position 1, engage the S targets in any order.

**BAY 11**

**SPEED GUNS WB**



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**SHOTGUN 6+**

**STANDING:**

Shotgun in both hands.

**STARTING POSITION:**

Shotgun both hands.

**PROCEDURE:**

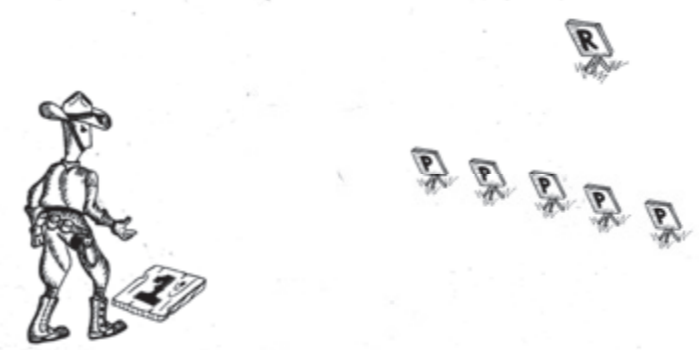
Shotgun - from position 1, engage the S targets in any order.



**BAY 10**

**SPEED GUNS WB**

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**1911 7+7**

**STANDING:**

Pistols holstered.

**STARTING POSITION:**

Pistols hand touching pistol.

**PROCEDURE:**

Pistols - Kane Sweep - the P targets 2x and R target 1x  
- (P1P1R, P2P2R, P3P3R, P4P4R, P5P5R -either direction)

**TEAM MATCH**



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**REVOLVERY / PISTOLS 5+5, PUŠKA / RIFLE 10, BROKOVNICE / SHOTGUN 6+**

**STANDING:**

Střelec 1 s brokovnicí v obou rukách na pozici 1, Střelec 2 s puškou v obou rukách na pozici 2, Střelec 3 s revolverem [ry] mířícím [i] na terč na pozici 3.

Shooter 1 with shotgun in both hands at position 1, Shooter 2 with rifle in both hands at position 2, Shooter 3 with revolver[s] aiming to targets at position 3.

**PROCEDURE:**

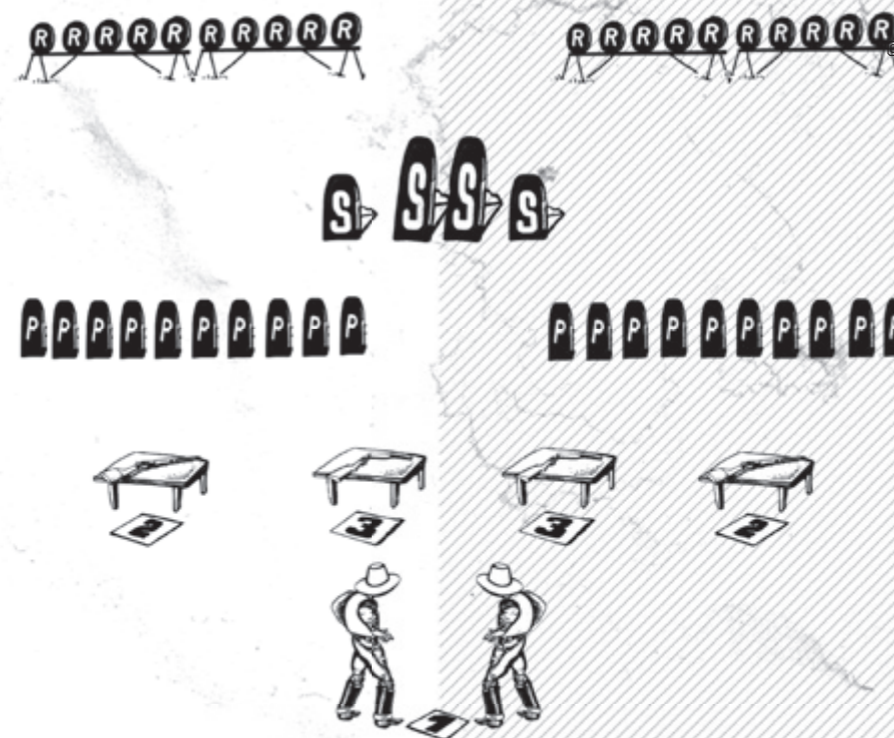
Po signálu střelec 1 střílí brokovnicí terče S libovolně, po poslední ráně zazvoní. Po zazvonění pokračuje střelec 2 a střílí puškou terče R stylem Double Tap a po poslední ráně zazvoní. Po zazvonění střelec 3 revolvery střílí terče P stylem Double Tap.

After the BEEP Shooter 1 with the shotgun engages S targets in any order and then rings the bell. After the ring Shooter 2 with the rifle engages R targets in Double Tap sweep and rings the bell. After the ring Shooter 3 with revolvers engages targets P in Double Tap sweep.

**TOP GUN**



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**PISTOLS 5+5, RIFLE 10, SHOTGUN 2+**

**STANDING:**

Pistols on the table at position 2, rifle at position 2, shotgun at position 2.

**STARTING POSITION:**

At position 1, shooters holding each other's hand.

**PROCEDURE:**

After BEEP each shooter moves to his position 2, with the pistols engages the P knock down targets in any order. Pistols are put back on the table. With the rifle engages R knock down targets in any order. From position 2 with the shotgun first makes up - engages all knock downs still standing. THEN move to position 3 and can shoot S1 and S2. Winner is the one whose S2 target ends up on the bottom.

# STAGE CONVENTIONS & MATCH CONDUCT DAYS OF TRUTH 2018

1. All SASS Rules apply unless otherwise indicated in the stage description. Basic philosophy in stage descriptions – „if the stage description doesn't say to do things in certain way, then you can do as you wish, within the current SASS Rules.“ SASS Stage Conventions apply.
2. Order of Engagement: Targets may be engaged in any order, unless stage descriptions indicate a specific order.
3. Shotgun Targets: All shotgun targets MAY be re-engaged. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed.
4. Buckaroos and Buckarettes: need only HIT a knock down target, including plate racks – they do not have to go down. Alternate targets have been placed for all aerial targets that may be engaged at the shooters discretion. Misses will be awarded as per normal if aerial targets are engaged and missed.
5. Make long guns safe: On downrange movement stages, long guns MUST be made safe vertically / pointing into the berm. Failure to make long guns safe as indicated will incur a 10 second procedural penalty.
6. Long guns may be transported to the next shooting position unless stage description indicates otherwise.
7. Long guns empty: Long guns must be cleared (emptied) at the end of the shooting string. If you open and clear the long gun, then place the long gun down and the lever closes, you need not return to open it provided that it is in fact empty.
8. Long guns may be staged in, near or at the positions indicated, vertically or horizontally, unless stage description indicates otherwise. Long guns staged horizontally on bales, boxes or counter tops must have at least the rear of the trigger guard over the horizontal surface. Revolvers must have the entire firearm over the horizontal surface. All stage conventions apply. Safe places to stage and restage have been provided, and shall be used.
9. Round/Casing left on carrier and last firearm used on stage is a long gun: Once the shooter arrives at the unloading table and releases control of their long guns, a live round, empty casing or shotgun hull left on the carrier or magazine will incur a minor safety penalty.
10. Unloading / Loading on the move: Firearms may be loaded and unloaded on the move as per SASS rules regarding „safe for movement“.
11. Unloading Officer: All unloading tables will have an unloading officer designated to clear all firearms before each shooter leaves the unloading table. This may be the previous shooter or a posse member as designated by the Posse Marshal.
12. Dry Firing: There will be no dry firing (the act of raising the firearm to a firing position, pointing, cocking and pulling the trigger, so as to fire it) at the LOADING tables.
13. Transporting long guns: Long guns will be transported to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or „socks“ that are visible in guns carts must also have actions open.
14. Re-Shoots: will only be given for timer malfunctions, RO interference or prop malfunctions, once the first round has left the barrel. ALL reshoots for ANY reason must first be approved by the Match ROs.
15. Re-Starts: Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be

addressed at the unloading table to as not to cause delays on the firing line. Multiple re-starts for the same shooter on multiple stages will not be entertained by the RO.

16. Saying lines: Shooters must make a good faith effort to say initiating line correctly, but no penalty will be incurred for incorrect lines.
17. Revolvers: Revolvers shall start from, and be returned to, leather (holstered) at the beginning and end of the revolver string, unless the stage description states otherwise.
18. Round over the berm. Any round shot over the berm represents Stage DQ.
19. Cease Fires: If a cease fire is called, all engaging shooters must cease fire immediately and make firearms safe, move to the unloading table, and ground all firearms.
20. Spotting: Spotters must position themselves so as to clearly see the targets being engaged, and move if necessary. Spotters MUST SEE A MISS, and any doubt will be given to the shooter. To remind all shooters once again:
  21. If you THINK IT HIT, you must score a HIT
  22. If you THINK IT MISSED, you MUST score a HIT
  23. If you see it HIT, then you score a HIT
  24. ONLY IF you clearly SEE IT MISS, then you call a MISS
25. Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not „ring“ when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters must SEE A MISS; anything less than that, or if the spotter has any doubt in their mind, they must call a HIT.
26. Scoring and Awards: Scoring will be in accordance with SASS Rules. However, a shooter must complete all scored main match stages to be eligible for a main match award. In the unlikely event of severe, inclement weather or any other conditions which may adversely affect the safety of the match, the WR Board, in conjunction with SASS Officials, will determine the appropriate course of action. Errors in scoring must be brought to the attention of the scoring coordinators as soon as possible. The deadline for addressing these errors is SATURDAY, at 15:00.
27. Disputes or appeals shall, whenever possible, be handled on the posse by the Posse Marshal. The chain of authority for further disputes or protests shall be the „on duty“ Match Range Officers. The next and final authority shall be the Range Master / Match Director or his deputy. The RM/MD, may at his discretion, form a committee of 3 TGS and proceed per SASS rules. Disputes or appeals must be registered with the Posse Marshal before the posse leaves the stage where the issue or incident occurred. The dispute shall be heard and processed as soon as practically possible by match officials. Any disputes or protests brought to the Posse Marshal or any match officials after this time will NOT be entertained.
28. Show courtesy to the posse ahead: Posse members should not crowd the posse ahead, and should not move into the stage area until vacated by the previous posse.
29. Malfunctioning / Jammed Firearms: Firearms that cannot be cleared and made safe MUST remain on the bay / unloading table. Loaded firearms are NOT to be transported away from the stage without direct, match official supervision. Failure to observe this will result in a MDQ.
30. Interpersonal conflicts / rude or inappropriate behavior: Any other behavior than that of a true cowboy / cowgirl will not, under any circumstances, be tolerated. In the unlikely event that any shooter demonstrates such behavior they will be ejected from the match immediately and without question.
31. Safety First...BUT please do have fun!

MAIN MATCH						
STAGE	TIME	MISSES	PROCEDURE	PENALIZATION	BONUS	FINAL TIME
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

WARM UP						
1						
2						
3						
4						

WILD BUNCH						
1						
2						
3						
4						
5						
6						

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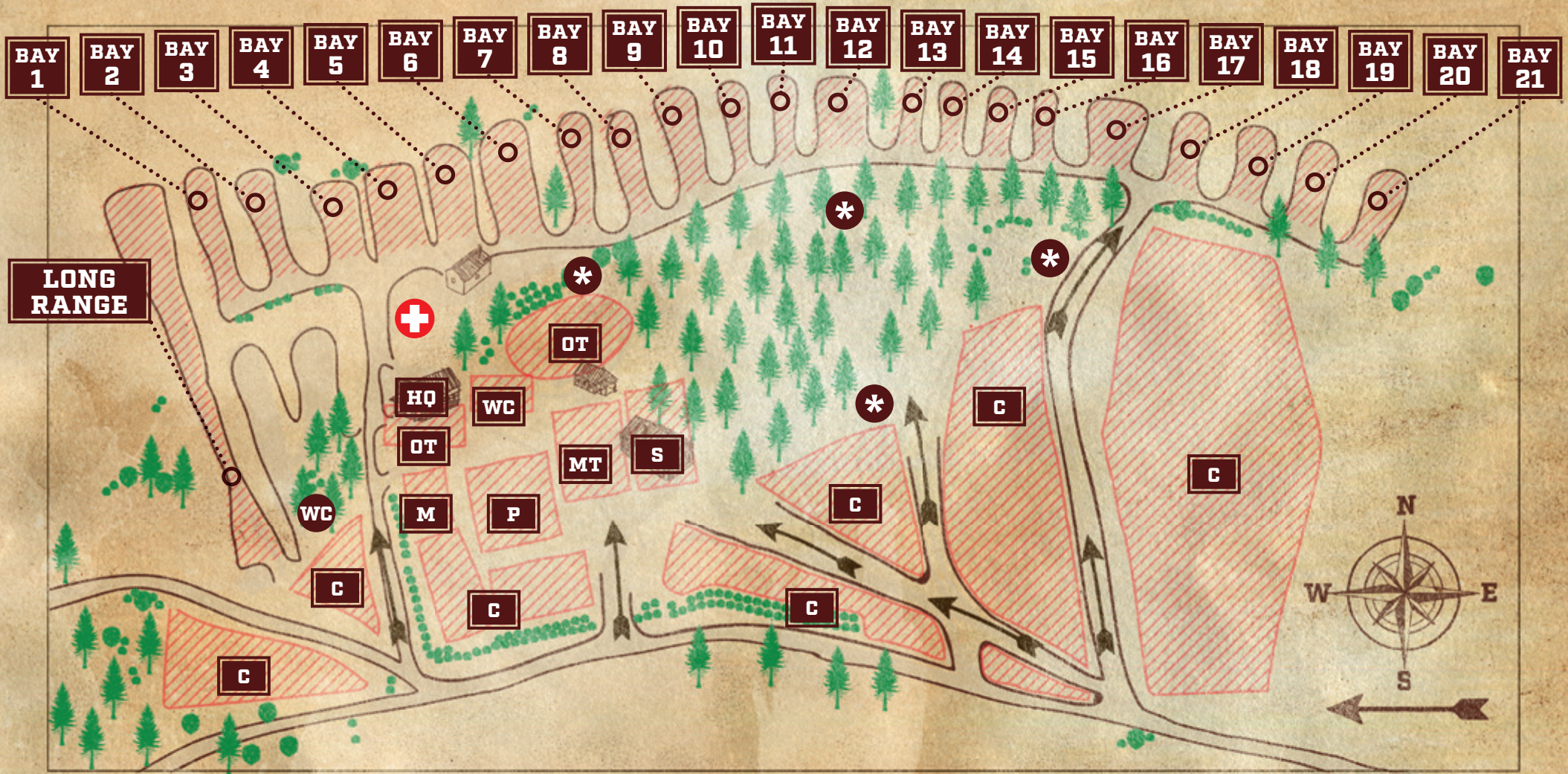
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# SHOOTING RANGE - OPAŘANY



MAIN MATCH

WILD BUNCH

WARM UP

SIDE MATCH - SPEED GUNS

TOP GUN

**BAY**  
1, 2, 3, 4, 5, 6, 9, 12, 14, 15, 16, 17, 18, 19, 20, 21

**BAY**  
1, 2, 3, 6, 12, 16

**BAY**  
4, 9, 14, 15, 17, 21

**BAY**  
10, 11

**BAY**  
4

**M** MERCANTILE   **C** CAMPING   **MT** MAIN TENT   **OT** ORGANIZATION TEAM   **P** PARKING   **HQ** HEAD QUARTER (OFFICE)   **S** CATERING   **+** DOCTOR   **\*** TOI   **WC** TOILET + SHOWERS