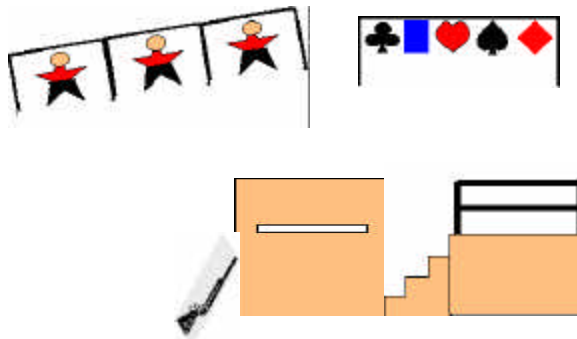


STAGE 3 HOME ALONE



SCENARIO: The rest of your pards have gone off to your mine and you have stayed at the cabin to do some work. You hear some horses approaching and see several men with their faces covered coming towards the front of the cabin. If they know you are alone, they will rush the cabin. So, you decide to fool them into thinking the cabin is full. Call out to your posse to help you defend the cabin.

SET-UP: Rifle targets at 30-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

AMMO

- **SHOTGUN** **4**
- **PISTOL** **10**
- **RIFLE** **9**

WEAPONS STAGED

- Shotgun in the rest
- Pistols Holstered.
- Rifle in the rest

STARTING POSITION: Cabin door is closed. Standing and looking out the left window both hands on the frame. When the shooter is ready, they will call out the posse members to defend the cabin. “(Insert Posse member’s name) take the shotgun and watch the window!” “(Insert Posse Member’s name), grab the rifle and cover the door!” “(Insert Posse Member’s name) pull that pistol and cover the back door!” “I’ll take this window. After the last line, the timer will start.

AT THE BUZZER: Draw your first pistol and sweep the pistol targets. Holster the pistol and move to the door, grab the rifle and Nevada sweep the rifle targets (R1, R2, R3, R2, R1, R2, R3, R2, R1). Place the rifle in the rest and move to the shooters box. Pick up the shotgun and sweep the shotgun targets twice, place the shotgun back in the rest and finally move back to the door. Draw your second pistol & sweep the pistol targets.

PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not engaged with the specific firearm required by stage instructions will be scored as a miss.