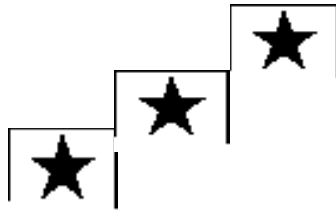


# STAGE 1: SPEED STAGE



**SCENARIO:** The Current Club Record, set August 04, is held by **COLE STARHERST** at **20.45 seconds**. The time to beat is 20.21 seconds, Set by Tequila at Tejas Pistoleros' Annual Match in October 2000.

**SET-UP:** One rifle target at 25 yards. Pistol targets at 10, 11, and 12 yards. Shotgun targets are the 10 and 11 yard pistol targets. Lateral displacement: 2 ½ to 3 feet between pistol and shotgun targets.

## **AMMO**

- **SHOTGUN**           **4**
- **PISTOLS**           **10**
- **RIFLE**              **6**

## **WEAPONS STAGED**

- On table, action open, muzzle pointing down range
- Pistols holstered or staged on the table. Shooter's choice.
- Rifle In Hand loaded w/6 rounds, hammer down on empty chamber

**STARTING POSITION:** **Standing** behind the bar with rifle in hand at Cowboy Port Arms, muzzle pointing down range

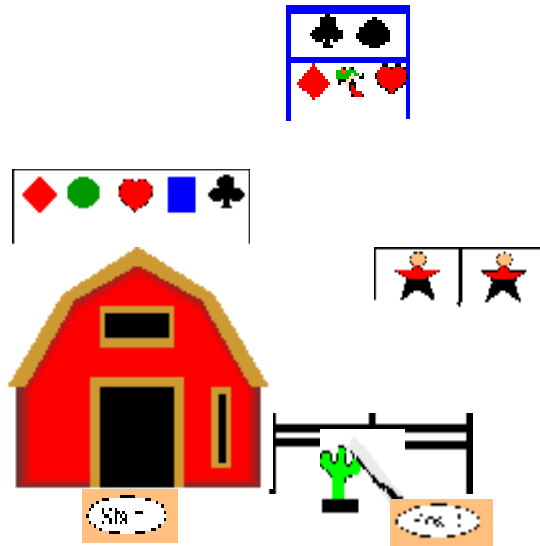
**AT THE BUZZER:** **ENGAGE** the large square rifle target six (6) times. Place empty rifle on table with action open. Draw 1<sup>st</sup> Pistol and **ENGAGE** the three- (3) pistol targets at least once each. Holster or re-stage 1<sup>st</sup> Pistol. **REPEAT** with 2<sup>nd</sup> Pistol. Holster or re-stage 2nd Pistol. (Shooter may double or triple tap any single pistol target, but must engage each target at least once with each pistol) Pick up the shotgun and **SWEEP** the two (2) shotgun targets twice to end the stage. No double taps.

**PROCEDURALS & SCORING:** SASS Rules apply

STAGE 1, Speed Stage

# STAGE 2

## ROUNDING UP A CARD CHEAT



**SCENARIO:** Card sharp Quick Finger Reed was caught cheating at Penny Nightshade’s Poker Palace and Rooming House for Lonely and Wayward Women. When they ran him out the back door, he went into the barn to get away from the irate customers that were going to teach him how to eat a deck of cards without benefit of something to wash them down. Your job is to get him out of the Barn before the mob finds him - and he doesn’t want to go.

**SET-UP:** Rifle targets at 25-35 yards. Pistol targets at 8-10 yards.

**AMMO:**

- **SHOTGUN**            4
- **PISTOLS**             10
- **RIFLE**                10

**WEAPONS STAGED:**

- Shotgun staged in the rack at the fence.
- Pistols loaded and holstered.
- Rifle loaded w/10 rounds hammer down on empty chamber, in the rack by the Fence.

**STARTING POSITION:** Standing in the doorway.

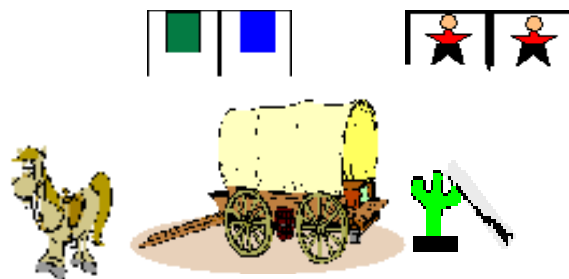
When ready, say the line: **“Drop those cards & come out Quick Finger!”** **AT THE BUZZER:** Sweep the pistol targets **left to right** with each pistol. Holster your pistols, move to the fence, pick up the rifle and **Sweep** the rifle targets twice from **left to right (order of Club, Diamond, Joker, Heart, Spade)**. Place the now empty rifle back in the rack, pick up the shotgun and **Sweep** the shotgun targets twice from **left to right**. Stage over.

**PROCEDURALS & SCORING:** SASS Rules apply.

STAGE 2, Rounding up a card cheat

# STAGE 3

## SHOTGUN GUARD



**SCENARIO:** Notorious gunman, cattle rustler, scofflaw, card cheat, peeping Tom, and litter bug Missouri Gunrunner, has been robbing the freight company's wagon drivers of their money, ammunition, cargo, and chewing gum every time they go through Robbers Pass. Unfortunately, that's the only way to town with supplies. Volunteers were requested to ride as shotgun guards and outriders for the next Pizza run. Someone volunteered you to ride along. It's your job to see that the Pizza gets through unscathed.

**SET-UP:** Rifle targets at 15-25 yards. Shotgun and Pistol targets at 8-10 yards.

### AMMO

- **SHOTGUN**            **6**
- **PISTOL**                **10**
- **RIFLE**                 **8**

### WEAPONS STAGED

Shotgun empty, action open, staged in cactus gun stand  
Pistols Holstered.  
Rifle loaded w/8 rounds, hammer down on empty chamber, in scabbard on horse.

**STARTING POSITION:** **Sitting** on the horse facing down range.

When ready, say the line: **You're not going to get this Pizza shipment Gunrunner!**

**AT THE BUZZER:** **Pull** your rifle from the scabbard and **alternate shots** on the buffalo targets in any direction. Put the now empty rifle back in the scabbard, move to the wagon and **alternate shots** in any direction on the pistol targets with each pistol, holster pistols, move to the back of the wagon, pick up the shotgun, and **alternate shots** in any direction on the shotgun targets. Stage over.

**PROCEDURALS & SCORING:** SASS Rules apply. Double tapping any target with the same gun will result in a 10 second procedural penalty.

STAGE 1, Shotgun Guard

# STAGE 4, LOVE THAT FRESH PINE SCENT



**SCENARIO:** Sunday mornings are the pits. The Sheriff was up all night patrolling the town, arresting drunks, and throwing them in the only cell in the jail. Then, he goes to bed and leave it up to you to release the drunks after they've sobered up. Have you ever smelled a jail cell after 14 drunk cowboys spent the night in it? Sometimes they don't want to leave & you have to encourage them by firing off a few rounds. Good thing they make Pine Sol!!!!

**SET-UP:** Rifle targets at 20 - 25 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

## **AMMO**

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

## **WEAPONS STAGED**

- Shotgun staged in the rack by the fence
- Pistols loaded and holstered.
- Rifle loaded w/10 rounds, hammer down on empty chamber, staged in rack by the fence

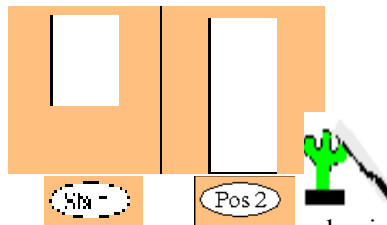
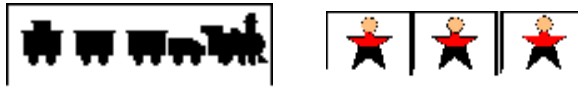
**STARTING POSITION:** Standing in the doorway with bottle in one hand & bucket in the other.

When ready, say the line: **“Get out of my jail you smelly cowboys!”** **AT THE BUZZER:** Place the bottle in the bucket and place the bucket on the table, then Sweep the pistol targets from **right to left** with each pistol. Move to the fence, pick up the shotgun and Sweep the shotgun targets twice from **right to left**. Place the shotgun back in the rack, pick up your rifle and Sweep the rifle targets three times from **right to left**. Stage over.

**PROCEDURALS & SCORING:** SASS Rules apply

STAGE 4, Love that Fresh Pine Scent

# STAGE 5: THE MAD HATTER OF WINDY RIDGE



**SCENARIO:** Farmer Jones has been sneaky thief that has been raiding his farm for the past three weeks. It seems that all of his peacocks have lost their tail feathers. Upon investigating this baffling and somewhat bizarre crime, you have come to the conclusion that some deviously mad craft junkie has systematically plucked poor farmer Jones' peacocks and used the feathers to make the good ladies of the town hats adorned with the purloined peacock plumes. It's time to confront the town milliner Fay Dora Le Chapeaux and get to the bottom of this. As you walk up to her store, someone yells, something in French that sounded like "You aint taking me in Copper' and shots ring out.

having trouble with a particularly

**SET UP:** Rifle targets at 25-35 yards. Pistol targets at 8 - 10 yards. Shotgun targets at 10 yards.

## **AMMO**

- **SHOTGUN**            3
- **PISTOLS**             10
- **RIFLE**                10

## **WEAPONS STAGED**

- Shotgun staged in the rack by the door
- Pistols loaded and holstered
- Rifle w/10 rounds hammer down on empty chamber, in rack.

**STARTING POSITION:** **Standing** at the window.

**AT THE BUZZER:** **Sweep** the pistol targets in the following order **1-3-5-2-4** with each pistol. Move to the doorway, pick up your rifle and **double tap** the rifle targets. Put the empty rifle back in the rack, pick up the staged shotgun, and **Sweep** the shotgun targets in any direction Stage over.

**PROCEDURALS & SCORING:** SASS Rules apply

STAGE 4. The Mad Hatter of Windy Ridge