

# STAGE 1

## SATURDAY IN TOWN



**SCENARIO:** You've been in a feud with the Brewsters for going on three years now,. Ever since they tried to cheat you out of your water rights on the north range. As a result, you always travel with rifle, shotgun and pistols, just in case the need might arise for them. As you approach town on your weekly shopping trip, you see the Brewster clan lined up in the street spoiling for a showdown. As you pull the wagon up, they start firing. You empty you rifle and shotgun from the wagon before taking cover in the barn.

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

**AMMO:**

- **SHOTGUN**            2
- **PISTOLS**            10
- **RIFLE**                9

**WEAPONS STAGED:**

- Shotgun empty staged rack in the wagon
- Pistols Holstered.
- Rifle loaded w/9 rounds, hammer down on empty chamber, staged in the rack in the wagon

**STARTING POSITION:** Sitting in the wagon.

When ready, say the line **'You Brewsters just aren't gonna leave well enough alone, are you?'** then, **AT THE BUZZER:** Pick up the rifle and **Nevada Sweep** the rifle targets. Restage the rifle, pick up your shotgun and engage each shotgun target once. Restage the shotgun, move to the barn doorway, and **Sweep the** pistol targets with each pistol, any order, double taps allowed. Stage over.

**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.

STAGE 1, Saturday in Town

# STAGE 2

## COMING OF THE IRON HORSE



**SCENARIO:** The coming of the Iron Horse has resulted in dramatic changes in the way people and merchandise travels through the country. Used to be that all freight and passengers had to get to this part of the territory by wagon, stagecoach or on horse back. When the railroad arrived, it pretty much put the Brewster Freight Company out of business. Maybe that's why they're so ornery and hard to deal with. You've got a herd of cattle to ship to the eastern markets, and using the WR, F & D railroad is the cheapest and fastest way to get them there. As you arrive at the station to arrange shipment, the Brewsters show up and try to destroy the train.

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

### AMMO

- **SHOTGUN**            **2**
- **PISTOL**                **10**
- **RIFLE**                 **10**

### WEAPONS STAGED

Shotgun empty staged in the cab  
Pistols Holstered.  
Rifle loaded w/10 rounds hammer down on empty chamber and staged in the rifle rack next to the engine

**STARTING POSITION:** **Standing** at the side of the engine next to the rifle rack.

When shooter is ready, say the line: **'The railroad is here to stay boys, get used to it.'** then, **AT THE BUZZER:** Draw your pistols and **Sweep** the pistol targets right to left, then left to right. Holster pistols, pick up the staged rifle, and **Double Tap** the rifle targets, restage rifle. Move inside the train cab, pick up the shotgun and **Sweep** the shotgun targets once. Stage over.

### 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.

STAGE 2, Coming of the Iron Horse

# STAGE 3, MUST NOT BE KISSIN COUSINS



**SCENARIO:** The Brewsters have always had a willing ally in the town Marshall. No matter what they do, it seems as if he doesn't believe that they could have any hand in it. You're reluctant to go to him again, but they're really getting on your nerves. As you walk into the sheriff's office, he asks "What have my cousins done now?" - You always thought something was funny, now you know for sure - as you start to tell him, the shooting starts again.

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

## AMMO

- **SHOTGUN**            2
- **PISTOL**                10
- **RIFLE**                 8

## WEAPONS STAGED

Shotgun empty staged in rack by the fence  
Pistols loaded & holstered.  
Rifle loaded w/8 rounds, hammer down on an empty chamber and staged in the rack by the door.

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

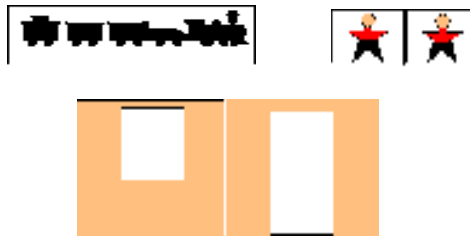
When ready, say the line '**You're gonna have to quit covering for your cousins Sheriff**', then, **AT THE BUZZER:** Sweep the pistol targets with each pistol, any direction, double taps allowed. Holster your pistols, pick up the rifle, and sweep the rifle targets twice starting with the club. Finally, move to the fence and sweep the shotgun targets once. Stage over.

## 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.

STAGE 3, Must not be Kissin Cousins

# STAGE 4: GOTTA GETTA RELOAD



**SCENARIO:** Brewsters, Brewsters, you can't seem to get shut of them. Maybe you can elude them in the general store - you need some more cartridges anyhow - sure is getting expensive coming to town anymore. As you enter the store, you see the Brewsters are already there loading up on cartridges themselves.

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

## AMMO

- SHOTGUN 2
- PISTOLS 10
- RIFLE 10

## WEAPONS STAGED

Shotgun empty staged in the rack by the door  
Pistols holstered  
Rifle loaded w/10 rounds, hammer down on empty chamber and in hand at cowboy port arms

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

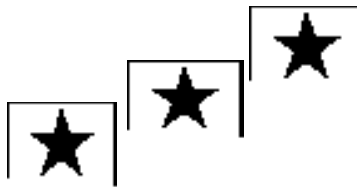
When ready, say the line 'I'll take some 44-40s storekeep', then, **AT THE BUZZER:** Sweep the rifle targets twice from right to left. Stage the rifle in the rack, pick up the shotgun and sweep the shotgun targets once. Finally, move to the window and Sweep the pistol targets twice from left to right. Stage over.

## 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.

STAGE 4. Gotta Getta Reload

# STAGE 5: SPEED STAGE



**SCENARIO:** The Current Club Record, set at HTS V is held by **Cole Starherst** at **19.23 seconds**. He beat Ned Plinkerton's 20.13 second record set just minutes before.

**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

- Shotgun staged open on table
- Pistols holstered or staged on: Shooter's choice.
- Rifle In Hand.

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

**AT THE BUZZER: ENGAGE** the rifle target six (6) times. Lay rifle on table. 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 2<sup>nd</sup> Pistol. (Shooter may double or triple tap any single pistol target, but must engage each target with at least one round with each pistol) Retrieve shotgun and **SWEEP** the two (2) shotgun targets twice to end the stage. No double taps.

## 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.

STAGE 5, Speed Stage