

STAGE 1

HIPSHOT MCCLAIN



SCENARIO: This classic western premiered in 1958 starring Chuck Connors as Lucas McCain, and featured a modified Winchester that allowed McCain to shoot as he cocked. You have always wanted to shoot from the hip, now here's your chance. You get to be Hipshot McClain; Lucas McCain's second cousin twice removed, and blaze away with your rifle. Although Lucas never carried a pistol, or shotgun, you have found it necessary since you're not as good with a rifle as your famous relative.

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

AMMO:

- SHOTGUN 3
- PISTOLS 10
- RIFLE 8

WEAPONS STAGED:

- Shotgun empty staged in rack at left end of fence.
- Pistols Holstered.
- Rifle loaded w/8 rounds, hammer down on empty chamber, staged in the rack at the left end of fence

STARTING POSITION: Standing at the left end of the fence.

When ready, say the line 'OK Lucas, see if you can do this' then, **AT THE BUZZER:** Pick up the rifle and sweep the bonus targets (shotgun targets) with the rifle from the hip, (bonus of 5 seconds for each hit), and then sweep the rifle targets. Restage the rifle, move to the right end of the fence and sweep the pistol targets with each pistol. Finally, move back to the left end of 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 1, Hipshot McClain
Show Name: _____

STAGE 2

KID CURRY & HANNIBAL HAYES



SCENARIO: The easiest way to stop a train is to pretend there is an emergency ahead and wave a lantern to flag the train down. The kid and Hannibal decided to use this method to stop the train and foil a planned robbery by their old gang. It'll work as long as you don't get run over by the train. The Century Limited is barreling down the track towards you - wave your lantern and stop the train so you can prevent a robbery and get a pardon from the governor.

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

AMMO

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

WEAPONS STAGED

Shotgun empty laying staged in the cab
Pistols Holstered.
Rifle loaded w/9 rounds hammer down on empty chamber and staged in the cab

STARTING POSITION: **Standing** in front of the engine with lantern in hand.

When shooter is ready, wave the lantern and say the line: **'Stop darn ya'** then, **AT THE BUZZER:** Hang the lantern on the hook and move to the cab. Pick up the staged rifle, and **Nevada Sweep** the rifle targets, restage rifle. Draw your pistols and **Sweep** the pistol targets with each pistol, holster pistols, then pick up the shotgun and **Sweep** the shotgun targets twice. 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, Kid Curry and Hannibal Hayes
SHOW NAME: _____

STAGE 3, WATCH OUT FOR THE RANGER



SCENARIO: Robert Culp played Texas Ranger Hoby Gilman who patrolled Texas during the 1870s in this show that ran from 1957 through 1959. As the show often used actual case files, it had the endorsement of the Texas Rangers and the State of Texas. No other series could claim this. Now it's your turn to play Hoby Gilman as he goes after a gang of bank robbers.

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** 8

WEAPONS STAGED

- Shotgun empty and staged in the 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 'Texas Ranger, Give up now and you won't get hurt', then, **AT THE BUZZER:** Sweep the pistol targets with each pistol. Holster your pistols, pick up the rifle, and **Double tap** the rifle targets. Place rifle back in the rack, move to the staged shotgun and **Sweep** the shotgun targets twice. Stage over.

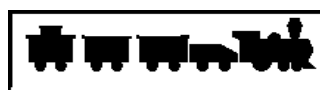
PROCEDURALS & SCORING

+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, Trackdown

SHOW NAME: _____

STAGE 4: THEY JUST WONT LEAVE YOU ALONE



SCENARIO: From 1957 till 1959, John Payne played Vint Bonner, a basically quiet and serious guy who would have been just as happy finding peaceful resolutions to problems. A thing which rarely was possible as he roamed from place to place in this version of the post-Civil War West. Dan Blocker made his TV debut in an episode called "The Child" while James Coburn played his first major role in "Take Me Home." In this episode, a gang of ruffians is intent on running you out of town.

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

AMMO

- SHOTGUN 4
- PISTOLS 10
- RIFLE 10

WEAPONS STAGED

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

STARTING POSITION: Standing in the doorway.

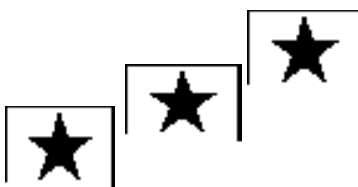
When ready, say the line 'I think you boys bit off more than you can chew', then, **AT THE BUZZER:** Pick up the rifle and Sweep the rifle targets twice. Move to the window and Sweep the pistol targets twice, then move to the hitch rail, pick up your shotgun and Sweep the shotgun targets twice. Stage 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. They just wont leave you alone
SHOW NAME: _____

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 target stakes.

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 Man Silhouette rifle target six (6) times. Lay rifle on table. Draw 1st Pistol and **ENGAGE** the three (3) pistol targets at least once each. Holster or re-stage 1st Pistol. **REPEAT** with 2nd Pistol. Holster or re-stage 2nd 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