

# STAGE 8

## LONG NIGHT AT DAISY'S



**SCENARIO:** It's been a long night of playing poker at Dainty Daisy's Gaming Parlor, Doughnut Emporium and Hostel for Lonely Ladies. It seems that you are the big winner. At least you're the only one that has any chips. Unfortunately, the rest of the players from the game aren't to impressed with you finesse with the ole pasteboards. You may have to fight your way out of this one.

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

### AMMO

- **SHOTGUN**      **4**
- **PISTOL**        **10**
- **RIFLE**         **8**

### WEAPONS STAGED

- Shotgun staged in the cactus gun stand.
- Pistols loaded and staged on the table.
- Rifle staged in cactus gun stand

**STARTING POSITION:** Seated at the table, holding the poker hand.

When shooter is ready, say the line **“Four Aces -I won this hand fair and square”** then **AT THE BUZZER:** Lay the hand down, pick up first pistol and shoot 1, 2, 3, 1, 3. Lay the pistol down, pick up second pistol and shoot targets 3, 4, 5, 3, 5. Move to the staged rifle and double tap the rifle targets. Finally pick up the staged shotgun and sweep the shotgun targets twice from left to right

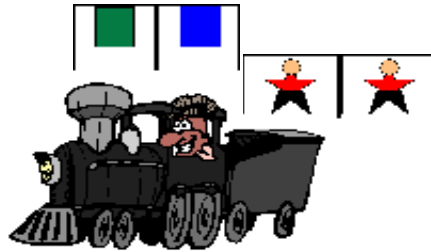
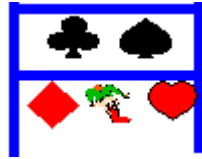
### PROCEDURALS & SCORING

+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.

HTS 5, Sunday, Bay 4, Stage 8, Long night at Daisy's

# STAGE 9

## I HEAR THE TRAIN A COMMIN



**SCENARIO:** The Windy Ridge express has been held up five times in the last month. It's been robbed in the same valley every time. You're sure it's the work of Devil's Preacher and his cohort of criminal commuters. You just haven't been able to catch him at it. Each time you ride in the engine, nothing happens - Maybe if you hide in the bushes, you can catch him this time.

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

### AMMO

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

### WEAPONS STAGED

- Staged in cab, action open,
- Pistols holstered
- Rifle loaded w/10 rounds, hammer down on empty chamber, staged in rifle rack near front of locomotive.

**STARTING POSITION:** Standing by the engine. hands on hips.

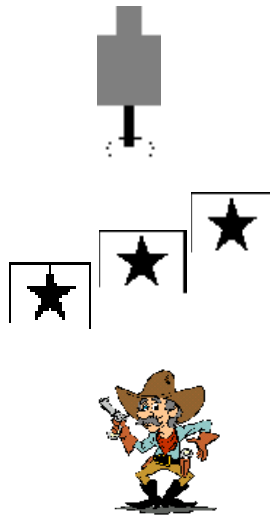
When the shooter is ready, say the line "**Come out and get what's coming to you Preacher**" then, **AT THE BUZZER: Ring the bell** then pick up the rifle and sweep the rifle targets twice in any direction (no double taps). Move inside the cab, and alternate shots on the pistol targets with each pistol; holster. Pick up the shotgun and sweep the shotgun targets twice (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.

HTS 5, Sunday, Bay 5, Stage 9, I hear the train a commin

# STAGE 10 SPEED STAGE



**SCENARIO:** You've had plenty of opportunity to practice yesterday and today. Now's the time to show how fast you can shoot your pistols, rifle and shotgun; and still hit all the targets. The current Club Record of **20.45 seconds** was set by **COLE STARHERST** at the August 2004 monthly match. See if you can beat his time. Good Luck!!

**SET UP:** Shotgun targets at 10 and 11 yards. Pistol targets at 10, 11, and 12 yards. Single rifle target at 25 yards. Lateral displacement between pistol and shotgun targets is 2 1/2 to 3 feet.

## AMMO

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

## WEAPONS STAGED

- Shotgun staged on table action open
- Pistols holstered or laying on table - shooter's choice
- Rifle in hand loaded w/hammer down on empty chamber

**STARTING POSITION:** Standing behind the table with rifle at port arms, muzzle pointed down range.

**AT THE BUZZER:** **ENGAGE** the Man Silhouette 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 2<sup>nd</sup> 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 with the shotgun. Stage over. 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.

HTS 5, Sunday, Bay 12, Stage 10, Speed Stage