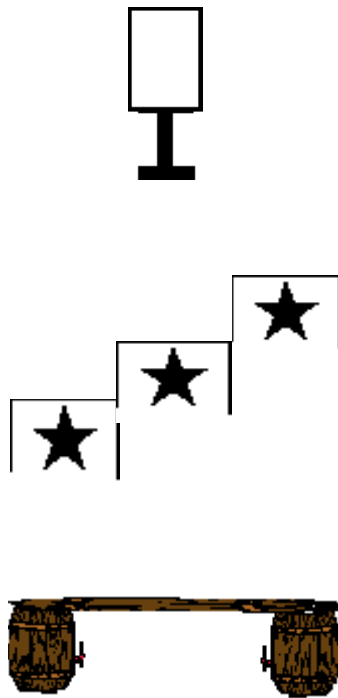


STAGE 1: SPEED STAGE



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

- 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

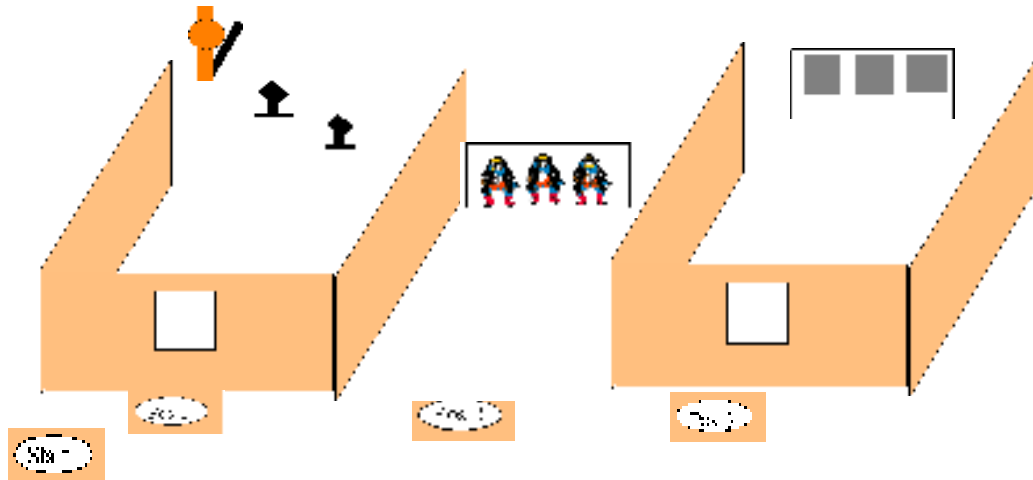
AT THE BUZZER: **ENGAGE** the large square rifle target six (6) times. Place empty rifle on table with action open. Draw 1st Pistol and **ENGAGE** the three- (3) pistol targets at least once each. Holster or re-stage 1st Pistol. **REPEAT** with 2nd Pistol. Holster or re-stage 2nd Pistol. (Shooter may double or triple tap any single pistol target, but must engage each target 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

NIGHT OF THE FLAMING ARROWS



SCENARIO: Dr. Miguelito Loveless has surfaced near Windy Ridge, Missouri and has threatened to use his army of fanatics to establish an independent country in what was the Louisiana Purchase. He has some misguided idea that the land is rightfully his based on some old Castilian land grant. The center piece of his threat are what he calls his flaming arrows, which are some kind of large rocket that he can control to hit any target he pleases. While Artie is scouting a few miles away, you run into some of Dr. Loveless's soldiers and have to fight your way out.

SET-UP: Rifle targets at 10 - 20 yards. Pistol and shotgun targets at 7-10 yards.

AMMO:

- SHOTGUN 3+
- PISTOLS 10
- RIFLE 9

WEAPONS STAGED:

Shotgun staged in the rack by the wall.
Pistols loaded and holstered.
Rifle loaded w/9 rounds hammer down on empty chamber, leaning against the wall.

STARTING POSITION: Standing in the start box.

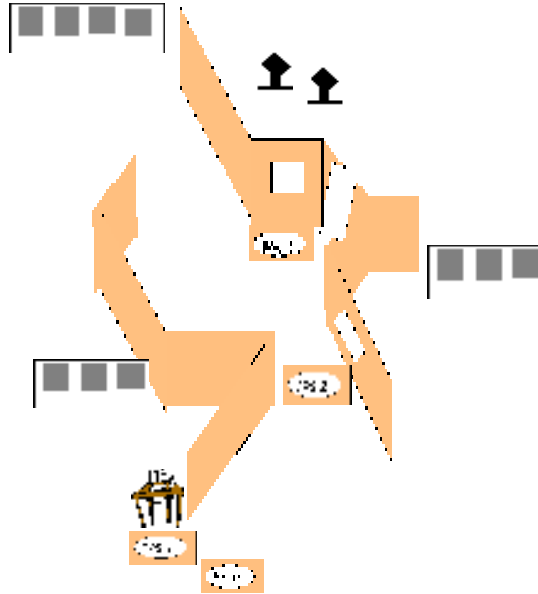
When ready, say the line: **“Artie will never believe this one!”** **AT THE BUZZER:** Move to the first (left) window and **Sweep** the shotgun targets any direction - all must. Restage shotgun, move to the alley way and **Nevada Sweep** the pistol targets with each pistol. Holster pistol, then move to the second (right) window and **Sweep** the rifle targets three times from **left to right**. Stage over.

PROCEDURALS & SCORING: SASS Rules apply.

STAGE 2, Night of the Flaming Arrows

STAGE 3

WEST, JAMES WEST



SCENARIO: Dr. Loveless is one resilient master criminal. It seems that no matter what you do, or how many of his minions you defeat, he keeps on trying to conquer the world. You have found what you believe is his headquarters and order him to surrender. Unfortunately, he has other ideas.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged by the window
Pistols Holstered.
Rifle loaded w/8 rounds, hammer down on empty chamber, staged by the window.

STARTING POSITION: **Standing** in the shooters box.

When ready, say the line: “My name is West, James West!“, then **AT THE BUZZER: Move** to the table, draw first pistol and engage the first pistol targets 1, 2, 2, 2, 3, holster and move to window. Draw second pistol and engage pistol targets 1, 1, 2, 3, 3, holster and move to staged rifle. Pick up your rifle and Double tap the rifle targets in any direction. Restage the rifle, pick up shotgun, and through the window, sweep the shotgun targets, all must fall. 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, West, James West

STAGE 4, INTO THE VALLEY OF DEATH



SCENARIO: After clearing out Miguelito's headquarters, and not finding him there, the trail leads to a narrow gorge between valleys. The sides are too steep to climb, so you're forced to travel through the gorge by yourself. I sure looks like an ambush from here. The only cover available is a barrel. It's not much, and you only have a few bullets left. Well, there's no time like the present.

SET-UP: Pistol and shotgun targets at 7-10 yards.

AMMO

- SHOTGUN 4+
- PISTOL 10

WEAPONS STAGED

Shotgun in hand.
Pistols loaded and holstered.

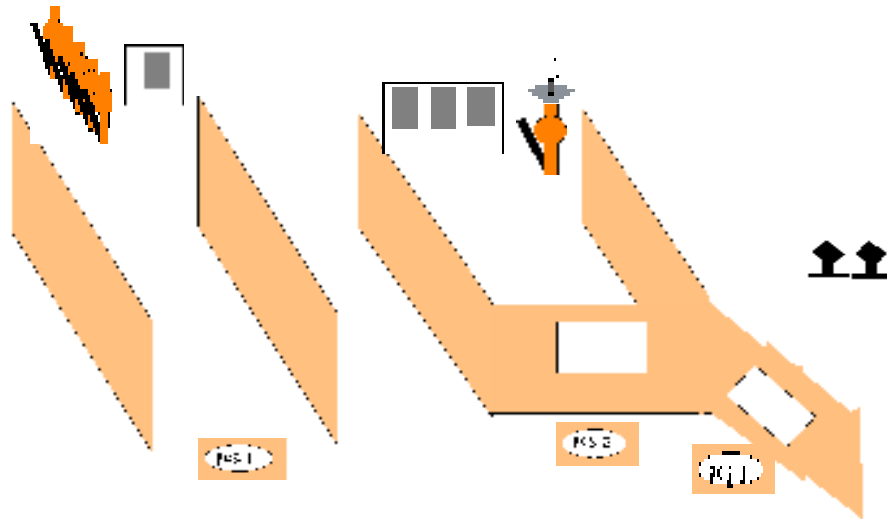
STARTING POSITION: Standing in the shooters box, Shotgun in hand.

When ready, say the line: **"I'm coming for you Loveless!!"** **AT THE BUZZER:** Sweep the shotgun targets, they must go down., place the empty shotgun on the barrel, then **Sweep** the pistol tree in any order with each pistol. Stage over.

PROCEDURALS & SCORING: SASS Rules apply

STAGE 4, Into the valley of death

STAGE 5: MIGUELITO'S GOLDEN GUN



SCENARIO: You've finally tracked Dr. Loveless to an old arcade shooting gallery. He says that he'll turn himself in if you can get through the gallery without missing any of the targets. For every one you miss, he gets to use his little golden gun to try to shoot back.

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 8

WEAPONS STAGED

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

STARTING POSITION: Standing at the first alley way.

When ready say the line: "You're finished now Loveless", Then, **AT THE BUZZER:** Knock down the poppers with your rifle, dump any remaining rounds on the dump target. Move to the first window, draw first pistol and knock down the popper, then the falling plate, dump remaining rounds (if any) on the right pistol target. Draw second pistol and engage the pistol targets in the order **3, 2, 2, 1, 1**, holster. Move to second window and **Sweep** the shotgun targets. They must fall. Stage over.

PROCEDURALS & SCORING: SASS Rules apply

STAGE 5. Miguelito's Golden Gun