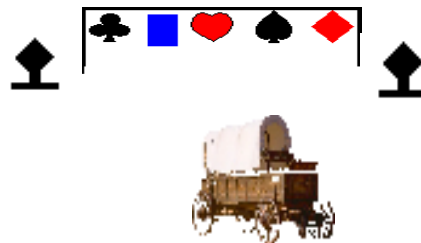


STAGE 1

BANDITO'S WANT YOUR MONEY



SCENARIO: You and the rest of your community have decided to move to Mexico to escape oppression from the carpetbaggers that have taken over. While on the trail, a band of banditos have appeared and want everything that you have. You weren't going to let the carpetbaggers have your property, and some dirty banditos aren't going to get it either.

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

AMMO:

- **SHOTGUN** 2+
- **PISTOLS** 10
- **RIFLE** 10

WEAPONS STAGED:

Shotgun empty staged in the rack by the wagon.
Pistols Holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber, laying in the wagon.

STARTING POSITION: Standing by the wagon in the Gabby Hayes full surrender position.

When ready, say the line '**If you want it, you're gonna have to take it**' then, **AT THE BUZZER:** Pick up the rifle and **Sweep** the rifle targets twice, any direction, double taps allowed. Restage the rifle, pick up your shotgun and **knock down** the shotgun targets. Shotgun targets must go down. Restage the shotgun, draw your pistols **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, Bandito Want Your Money

STAGE 2

BUFFALO ON THE TRACKS



SCENARIO: The WR,F&D railroad prides itself on being on time. Neither rain, nor sleet, nor snow, nor dark of night can stop this messenger from - - oh, wait a minute, that's another group. Regardless, as I said before, the WR,F&D likes to be on time. In order to accomplish that, it sometimes has to do some things that upset some of the local indigenous peoples when buffalo herds block the tracks. Your job is to clear the tracks in the event a herd of buffalo takes it in their minds to prevent the railroad from meeting it's schedule.

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

AMMO

- **SHOTGUN** 4+
- **PISTOL** 10
- **RIFLE** 10

WEAPONS STAGED

Shotgun empty staged in the cab
Pistols Holstered.
Rifle loaded w/8 rounds hammer down on empty chamber and staged in the cab

STARTING POSITION: **Standing** in the cab with hands on the window ledge.

When shooter is ready, say the line: **'Get outta the way you shaggy beasts.'** then, **AT THE BUZZER:** Draw your pistols and **Double tap** the pistol targets Holster pistols, pick up the staged rifle, and **Double Tap** the rifle targets, restage rifle. Pick up your shotgun and **knock down** the shotgun targets. Shotguns targets must go down. 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, Buffalo on the Tracks

STAGE 3, TIN STAR



SCENARIO: Bogardus wants your job as Sheriff and will do anything to get it. After you brought the Grant brothers in alive when they had killed Doc McCord, Bogardus was steamed. The only way he could get to you was to whip the townsfolk into a lynching frenzy and hope they would take care of you.

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

AMMO

- **SHOTGUN** 2+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED

Shotgun empty staged in rack by the door
Pistols loaded & holstered.
Rifle loaded w/9 rounds, hammer down on an empty chamber and staged in the rack by the door.

STARTING POSITION: **Standing** at the window holding on to the bars.

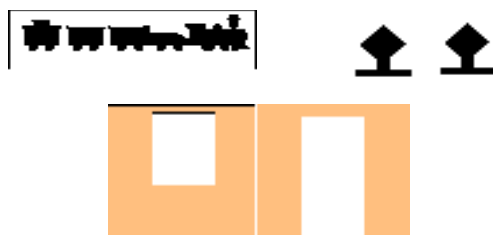
When ready, say the line '**You'll never get me this way Bogardus**', then, **AT THE BUZZER:** **Nevada Sweep** the pistol targets through the window with each pistol. Holster your pistols, pick up the rifle, and **Nevada Sweep** the rifle targets through the window. Restage the rifle, pick up your shotgun, move to the doorway and knock down the two shotgun targets. Shotgun targets must go down. 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, Tin Star

STAGE 4: THE OLD SOD SHANTY



SCENARIO: While escorting a prisoner back to the county seat for trial, you stop at an old sod shanty for the night. Along about dusk, a local ranch owner and his hired hands show up, demanding that your prisoner be turned over to them so they can hang him for rustling and murder. Being the dedicated lawman that you are, you tell them that you're taking him in for trial at the county seat. They obviously don't care for your dedication, and try to take your prisoner by force.

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 with rifle at cowboy port army.

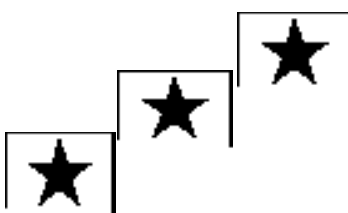
When ready, say the line 'I'm taking him in for trial', then, **AT THE BUZZER:** Sweep the rifle targets from left to right, then right to left. Stage the rifle in the rack, move to the window and sweep the pistol targets from left to right, then right to left. Finally, go back to the doorway and knock down the two shotgun targets. Shotgun targets must go down. 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. The Old Sod Shanty

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 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