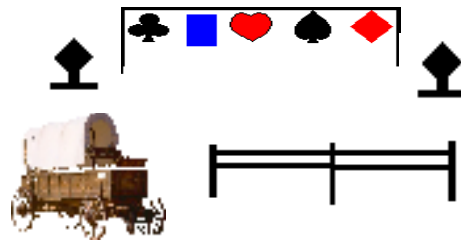


# STAGE 1

## OVERLAND FREIGHT



**SCENARIO:** You've been hired by the local freight line to protect their wagons from road agents bent on putting the line out of business. Just as the wagons stop for the night, the road agents attack. Time to earn you money.

**SET-UP:** Rifle targets at 15 to 20 yards. Shotgun and Pistol targets at 7-10 yards.

### **AMMO:**

- **SHOTGUN** 4+
- **PISTOLS** 10
- **RIFLE** 8

### **WEAPONS STAGED:**

- Shotgun empty staged in the rack by the fence.
- Pistols Holstered.
- Rifle loaded w/7 rounds, hammer down on empty chamber, laying in the wagon.

**STARTING POSITION:** Standing at the fence, both hand on the top rail.

When ready, say the line '**You're not getting these wagons**' then, **AT THE BUZZER:** Pick up the shotgun and shoot the right knockdown and right pistol target, then the left knockdown & left pistol target. Knockdown targets must go down. Draw your pistols and **Sweep** the pistol targets with both pistols, any order no double taps. Finally, move to the wagon, retrieve your rifle and double tap the rifle targets. 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, Overland Freight

# STAGE 2

## THE GREAT TRAIN ROBBERY



**SCENARIO:** The WR, F & D railroad has hired you as a railroad detective with the job of protecting their gold shipments from outlaws. Today they are sending out the largest shipment so far and you need to be on your toes. About 10 miles from the station, the train is stopped by logs on the tracks. Before you can get the tracks cleared, the Big Muddy gang attacks.

**SET-UP:** Rifle targets at 15-20 yards. Shotgun and Pistol targets at 7-10 yards.

### AMMO

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

### WEAPONS STAGED

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

**STARTING POSITION:** Standing by the train bell.

When shooter is ready, ring the bell and say the line: **‘You’re not getting the gold today Muddy!’** then, **AT THE BUZZER:** Draw your pistols and **Sweep** the pistol targets from right to left twice. Holster pistols, move into the cab, pick up the staged rifle, and **Sweep** the rifle targets from right to left three times, restage rifle. Pick up your shotgun and **Sweep** the shotgun targets from right to left. 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, The Great Train Robbery

# STAGE 3, JAILBREAK



**SCENARIO:** You've finally captured Waite Phorett and his gang, and have them locked in jail waiting trial for their crimes. Unfortunately, the jail isn't too sturdy, and most of your deputies have quit. Just as you think everything is going good, you hear an explosion at the back of the jail & see Waite Phorett and his gang skedaddling for the woods.

**SET-UP:** Rifle targets at 15 - 20 yards. Shotgun and Pistol targets at 7-10 yards. .

## AMMO

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

## WEAPONS STAGED

Shotgun empty staged in rack by the fence  
Pistols loaded & holstered.  
Rifle loaded w/10 rounds, hammer down on an empty chamber held at port arms.

**STARTING POSITION:** **Standing** at the fence with rifle at port arms.

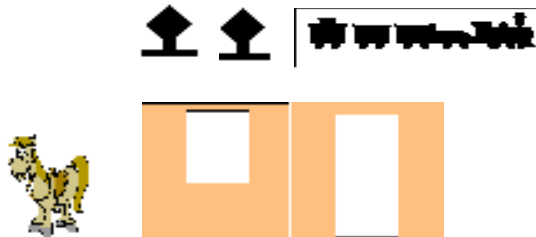
When ready, say the line '**Stop, or I'll shoot**', then, **AT THE BUZZER:** **Sweep** the rifle targets twice, any order, no double taps. Place rifle in the rack, move to the doorway and **Sweep** the pistol targets with both pistols, any order, no double taps. Holster, move to the staged shotgun, and **Sweep** the shotgun targets any order. 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, Jailbreak

# STAGE 4: THE WET & DRY WAR



**SCENARIO:** Luke Short was one of the best known of the gunfighters to become involved in the battle between the pro saloon men (the gang) and the anti liquor crowd (the reformers) when Dodge City decided to enact some of the reforms from the ‘wet’ and ‘dry’ debates of 1880. The gang has decided to hold a practice session for their war with the reformers.

**SET UP:** Rifle targets at 15-20 yards. Pistol and shotgun targets at 7 - 10 yards.

## AMMO

- PISTOLS 10
- RIFLE 15

## WEAPONS STAGED

Pistols holstered  
Rifle loaded w/10 rounds, hammer down on empty chamber and staged in the rack. An extra 5 rounds will be loaded off the body

**STARTING POSITION:** Standing in the doorway with hands on the door jambs..

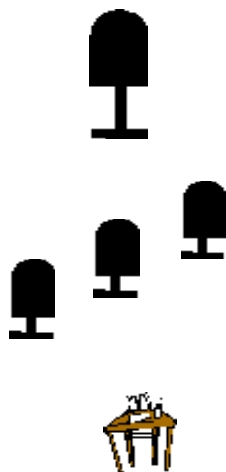
When ready, say the line ‘**Lets get this show on the road**’, then, **AT THE BUZZER:** Move to the window, pick up your rifle and **Sweep** the rifle targets from left to right, then right to left. Re-stage the rifle in the, move to the doorway and sweep the pistol targets from left to right, then right to left. Finally, go back to the staged rifle, load five rounds, and sweep the rifle targets through the window one more time in any direction for good measure. 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 Wet and Dry War

# STAGE 5: SPEED STAGE



**SCENARIO:** The Current Club Record, set **October 2005**, is held by **Ned Plinkerton** with a time of **18.90 seconds**.

**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 table Shooter's choice.
- Rifle loaded w/6 rounds hammer down on empty chamber, in hand at port arms, rifle butt not on shoulder.

**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 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 in any direction, no double taps, to end the stage.

## 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