

STAGE 1

ROBBED BY THE DOOLIN GANG



SCENARIO: The stage ride between Springfield and Tulsa had been uneventful for the first hundred miles or so. Seems like, no sooner had you crossed into Oklahoma Territory, then the stage got stopped by a gang of masked men. The driver yelled something like ‘It’s the Doolin Gang’ and was promptly shot. With the help of the rest of the passengers, you decide that this robbery will stop right now. You grab up the guard’s shotgun, and proceed to let buckshot fly at the gang.

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

AMMO:

- **SHOTGUN** **6+**
- **PISTOLS** **10**
- **RIFLE** **10**

WEAPONS STAGED:

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

STARTING POSITION: Standing next to the Stagecoach with shotgun at port arms.

When ready, say the line ‘**You Doolins aren’t gonna get any money from this stage!**’ then, **AT THE BUZZER:** With your shotgun, shoot any four pistol targets and the two knockdown targets. Knock downs must go down. Stage the shotgun in the rack, draw your pistols and **Sweep** the pistol targets with both pistols, any order no double taps. Finally, pick up the staged rifle and **Sweep** the rifle targets twice, in any order, no double taps. Stage over.

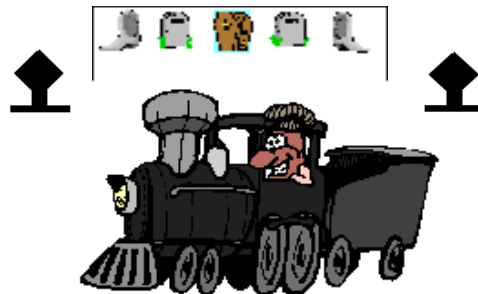
PROCEDURALS & SCORING

+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, Robbed by the Doolin Gang

STAGE 2

SHOWDOWN AT THE STATION



SCENARIO: The Windy Ridge All Woodwind Marching Band and Bar-B-Q'd Beans Tasting Society has been invited to play at the Governor's inauguration ceremony. Unfortunately, two of the band's loudest members houses were robbed last night and their instruments were the only thing taken. Suspicion has fallen on the rival Flat Concert Band and Pulled Pork Posse. Just as you get to the train station, you see second cousins Missouri Hooligan and Missouri Renegade, two of the Flat Concert Band Members, surreptitiously boarding the train with large packages wrapped in plain brown paper. When you call out to them to hold up - they hold up their firearms & start shooting.

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

AMMO

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

WEAPONS STAGED

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

STARTING POSITION: **Standing** at the front of the cab by the bell.

When shooter is ready say the line: **'Hold up there. What's in those packages?'** then, **AT THE BUZZER:** Draw your pistols and **Double Tap** the pistol targets in any order. Holster pistols, move to the cow catcher, pick up the staged rifle and **Double tap** the rifle targets, restage rifle. Finally, move into the cab, pick up your shotgun and **Sweep** the shotgun targets from right to left. Shotgun knockdown 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, Showdown at the Station

STAGE 3, IT AINT MY HAT



SCENARIO: It's moving day in Windy Ridge. Fay Dora LeChapeaux has finally finished her new store & is moving merchandise from the old location. You've been volunteered to help move all the boxes of hats & other frilly women's stuff. With your hands full of boxes, Fay Dora Puts the last hat on your head as she closes the door on the old store. Unfortunately, Pony Express, Piney River Regulator, Ned Plinkerton and Son of a Plinkerton see you and start giving you a hard time about wearing the frilly hat. You aren't going to take any razing from anyone, so you start firing their way to run em off & quit giving you a hard time.

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

AMMO

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

WEAPONS STAGED

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

STARTING POSITION: **Standing** by the door with box in hand and hat on head.

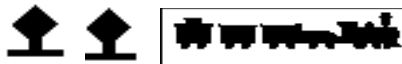
When ready, say the line '**If you don't quit razing me I'm gonna shoot!**', then, **AT THE BUZZER:** Drop the box, pick up the rifle and **Sweep** the rifle targets 3 times. Restage the rifle, draw your pistols and **Sweep** the pistol targets twice, any order, double taps allowed. Finally, move to the staged shotgun and **Sweep** the 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, It aint my hat

STAGE 4: DON'T CRY OVER SPILT SUNDAES



SCENARIO: Waite Phorett, Potato Creek Johnny, Fiddler Dylan, and Sawdust Sam have been charged with busting up Viejo Pistolero's Leather Works & Ice Cream Parlor. Seems they took offence when DJ Dedal served them chocolate syrup on their vanilla ice cream instead of the hot fudge and crushed walnuts that they ordered. Sam was content to eat what was served; but Fiddler had other ideas. Your job as Marshal of Windy Ridge requires that you bring these desperados to justice. Besides, someone has to clean up the mess. DJ refuses to do it, and it aint your job. As you go after them, they start shootin at you.

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

AMMO

- **SHOTGUN** 6+
- **PISTOLS** 10
- **RIFLE** 8

WEAPONS STAGED

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

STARTING POSITION: **Standing** at the window with hands on sill.

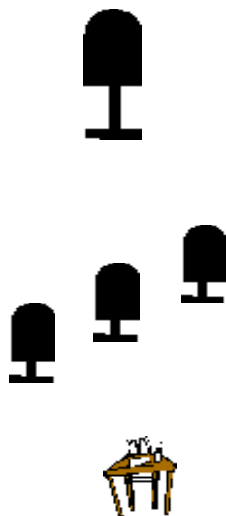
When ready, say the line **'Get in here and clean up this mess!'**, then, **AT THE BUZZER:** Pick up your rifle and **Sweep** the rifle targets twice, any order, double taps allowed. Re-stage the rifle, move to the doorway and **Sweep** the pistol targets twice, any order, double taps allowed. Finally, move back to the window and **Sweep** the two knockdown shotgun targets and four of the pistol targets in any order. Knockdown 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. Don't cry over spilt sundaes

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 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 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