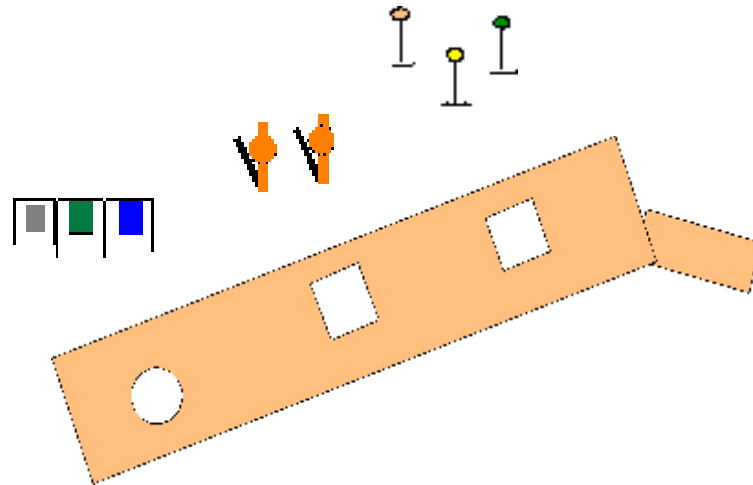


# STAGE 1

## EIGHT IS ENOUGH !!



**SCENARIO:** You've done it now. The eight brothers of the gal you've been seeing have decided that you're no good for their little sister. Never mind that she can out ride and out shoot the lot of them.

**SET-UP:** Rifle targets at 15 - 20 yards. Shotgun and Pistol targets at 8-10 yards.

### AMMO

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

### WEAPONS STAGED

Shotgun empty, action open, staged at first window  
Pistols Holstered.  
Rifle loaded w/9 rounds, hammer down on empty chamber, staged in rack by the second window.

**STARTING POSITION:** **Standing** in front of the barrel through the wall with hands on hat brim.

When the shooter is ready, say the line: **"It's a good thing there are only eight of you!"** then, **AT THE BUZZER:** **Nevada sweep** the pistol targets with each pistol through the barrel. Move to the first window & **sweep** the rifle targets three times, no double or triple taps. Finally, move to the second window and **sweep** the two shotgun targets, they must go down. Stage Over.

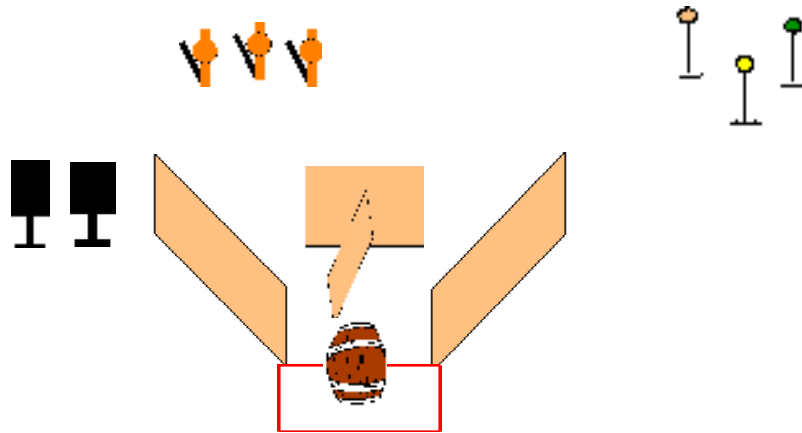
### PROCEDURALS & SCORING

+10 Second Penalty for each silhouette target hit or 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.

Bay 2, Stage 1, Eight is Enough!!

# STAGE 2

## THIS 1 SUCKS 2



**SCENARIO:** Well, you managed to fend off the brothers for a little while. You decide to take a rest at the local cantina and have a cold glass of beer. Gunfights sure are thirsty business. No sooner than you pick up your mug, than the brothers show up again.

**SET-UP:** Rifle targets at 20 yards. Pistol targets at 10-12 yards. Shotgun targets at 10 yards.

### **AMMO:**

- **SHOTGUN** 3+
- **PISTOL** 10
- **RIFLE** 8

### **WEAPONS STAGED:**

- Shotgun staged in rack near the left wall.
- Pistols loaded and holstered.
- Rifle loaded w/8 rounds hammer down on empty chamber, staged in rack to the right of the table

**STARTING POSITION:** **Standing** at the barrel with beer mug in hand.

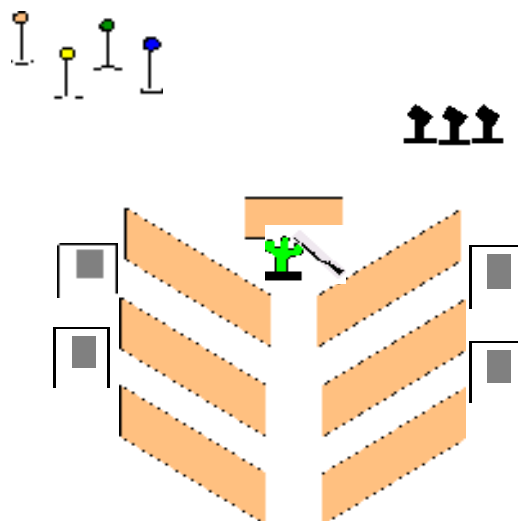
When the shooter is ready, say the line: **“Can’t a person enjoy a beer in peace?!“** then, **AT THE BUZZER:** Set the mug on the barrel, move to the left side of the shooting box and **engage** the two pistol targets with five rounds each. Move to the right side of the shooting box, retrieve your rifle, and **triple tap** the rifle targets. Finally move to the staged shotgun and **sweep** the shotgun targets. They 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.

**Bay 3, Stage 2, This 1 sucks 2**

# STAGE 3, MIRROR IMAGE



**SCENARIO:** The brothers have figured out that it's not wise to come at you all at once; so, they've decided to split up and surround you. Now you're really going to have to shoot straight.

**SET-UP:** Rifle targets 15 to 20 yards. Pistol targets at 10 yards. Shotgun targets at 8 to 10 yards.

## AMMO

- **SHOTGUN** 3+
- **PISTOL** 10
- **RIFLE** 7

## WEAPONS STAGED

Shotgun staged in gun stand at back wall  
Pistols loaded and holstered.  
Rifle loaded w/8 rounds, hammer down on empty chamber, staged in gun stand at back wall

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

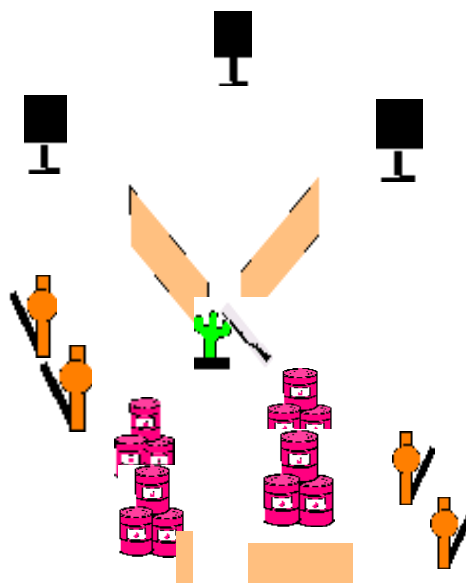
When Shooter is ready, say the line “**Splitting up won't help you none!**” then, **AT THE BUZZER:** Move to first position and **double tap the right** pistol target & **triple tap the left** pistol target. Move to second position and **triple tap the right** pistol target & **double tap the left** pistol target. Move to the back wall, retrieve your rifle and **Nevada sweep** the rifle targets with 7 rounds. Restage rifle, retrieve shotgun and **sweep** the three shotgun targets - shotgun targets must fall. 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.

Bay 4, Stage 3, Mirror Image

# STAGE 4: A FORK IN THE ROAD



**SCENARIO:** The brothers are getting to be a real nuisance. In order to get away from them, you try to duck out through a warehouse. No such luck, they find you in there too.

**SET UP:** Pistol targets at 10 yards. Shotgun targets 8 to 10 yards.

## AMMO

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

## WEAPONS STAGED

Shotgun staged in cactus gun stand  
Pistols loaded and holstered  
Rifle loaded w/8 rounds, hammer down on empty chamber, staged in gun stand at back wall

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

When shooter is ready, say the line: **“I can’t escape no matter which road I take”**, then **AT THE BUZZER:** **Engage** the two shotgun targets on the right, they must fall. Move to the second position and **engage** the two shotgun targets on the left, they must fall. Stage the shotgun in the rack. Move to the end of the right and left walls and **engage** the pistol target five times each. You may engage the pistol targets in any order, holster pistols. Move back to the rifle rack, pick up your rifle and **engage** the rifle target with eight rounds through the gap in the walls. 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.

**Bay 5, Stage 4. A fork in the road**

# STAGE 5: SPEED STAGE



**SCENARIO:** The Current Club Record, set **October 2005**, is held by **Ned Plinkerton** with a time of **16.15 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 target stakes.

## 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.

**STARTING POSITION:** **Standing** behind 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 (tombstone shaped targets) 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 (left and center tombstone target) 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.

Bay 12, Stage 5, Speed Stage