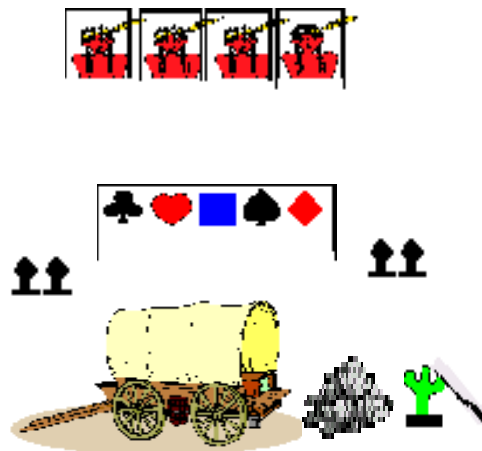


# STAGE 1

## I AINT GONNA PAY NO ROAD TAX



**SCENARIO:** XS Chance, the Town Marshal of Windy Ridge sent you a telegram wanting your help in breaking the strangle hold a gang of outlaws has on the town. Seems the Curly Duke gang has stolen all the land surrounding the only road into town and is now charging a freight tax on all merchandise headed for the town. Your job is to bring a load of much needed supplies to town and stop the gang from collecting the illegal tax.

**SET-UP:** Rifle targets at 13-20 yards. Shotgun and Pistol targets at 8-10 yards.

### AMMO

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

### WEAPONS STAGED

Shotgun empty, action open, staged in the floor of the wagon.  
Pistols Holstered.  
Rifle loaded w/8 rounds, hammer down on empty chamber, at the rear of the wagon.

**STARTING POSITION:** **Standing** at the front of the wagon.

When ready, say the line “**Your days of collecting illegal taxes are over Curly**” **AT THE BUZZER:** Draw first pistol and **Sweep** the pistol targets, any order, any direction. Holster the pistol, pick up the shotgun and **engage** the two left shotgun targets, they must go down. Move to the back of the wagon with your shotgun, ensuring the muzzle is safely down range, and **engage** the two right shotgun targets, they must go down. Place the shotgun in the wagon, draw your second pistol, and **Sweep** the pistol targets, any order in any direction. Holster your pistol, pick up the rifle and **Sweep** the escaping gang members twice. Stage over

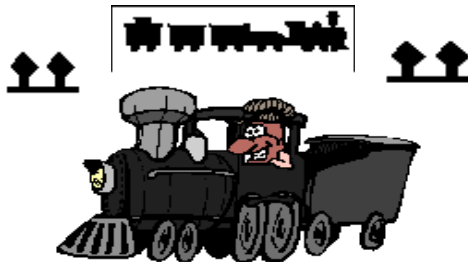
### PROCEDURALS & SCORING

+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, I aint gonna pay no road tax

# STAGE 2

## CANT DO NOTHING ABOUT HIGH FARES



**SCENARIO:** Part of the deal that enabled the WRF&D railroad to come to Windy Ridge was a new fangled financing scheme that allowed the railroad to keep part of the taxes collected in the county to pay for the cost of building the railroad. Unfortunately, the corrupt county government short changes the railroad, so they have to raise fares and freight charges to stay in business. You've been hired by the WRF&D to protect railroad property from some townspeople irate over the exorbitant fares being charged. Everything starts out peacefully; but that soon changes when someone shoots at you.

**SET-UP:** Rifle targets at 25-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

### AMMO:

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

### WEAPONS STAGED:

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

**STARTING POSITION:** Standing in the cab.

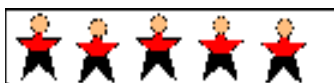
When ready, say the line '**I have no control over the fares charged**' then: **AT THE BUZZER:** Pick up your shotgun and **Sweep** the shotgun targets, they must go down. Restage the shotgun, and **Sweep** the pistol target with each pistol in the following manner 1-5-2-4-3. Finally, pick up the rifle and **Sweep** the rifle targets three times, any direction, no double taps allowed, then with 10<sup>th</sup> round shoot the diamond shaped bonus target. Bonus scores a 5 second reduction in time. No penalty for a miss. 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, Can't do nothing about high fares**

# STAGE 3, EX OFFICIO TAX COLLECTOR



**SCENARIO:** The County Sheriff is also the county Tax Collector. He uses his somewhat shady deputies to do the collecting. Reports are that the deputies are collecting more taxes than are actually due and have stored the excess funds in the county jail. As head of the County Commission, part of your job is to make sure the county's citizens are not exploited by unscrupulous elements. You arrive at the Sheriff's office with the commission members only to be fired upon by the deputies who refuse to let you audit the books.

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

## AMMO

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

## WEAPONS STAGED

- Shotgun staged in the gun stand at the fence.
- Pistols loaded and holstered.
- Rifle loaded w/10 rounds, hammer down on empty chamber, staged on the table in the doorway.

**STARTING POSITION:** Standing in the doorway.

When ready, say the line "**All right Nottingham, we demand an audit of the books**" then, **AT THE BUZZER:** Pick up the rifle and **Double tap** the rifle targets in any order. Restage rifle, then **Engage** the pistol targets **1-1-2-3-3** with each pistol. Holster your pistols, move to the fence. Pick up the shotgun and **Sweep** the shotgun targets in any order. All 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, Ex Officio Tax Collector

# STAGE 4

## FORECLOSING FOR UNPAID TAXES



**SCENARIO:** Maggie's 1 ½ star Windy Ridge Hotel and boarding house hasn't been doing too well since everyone left for the gold fields around Duke. She's fallen behind on her mortgage payments, and now taxes are due and she can't pay them either. The bank demands she be evicted; but her brothers are determined to not let this happen. As Sheriff, it's one of the unpleasant duties you have to perform. You try to get them to leave quietly; but they have other ideas.

**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 staged in gun rack by the window.  
Pistols loaded and holstered  
Rifle w/10 rounds hammer down on empty chamber staged in gun rack by the window.

**STARTING POSITION:** Standing in the doorway.

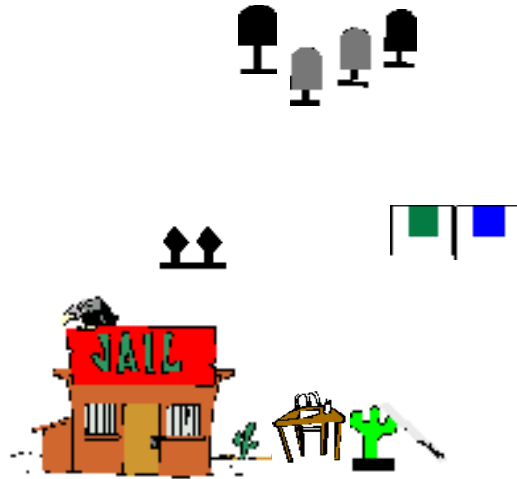
When ready, say the line: '**Maggie, you and your brothers better leave quietly. I don't want to have to use force**' then, **AT THE BUZZER:** **Double tap** the pistol targets. Move to the window, pick up the rifle and **Double tap** the rifle targets. Put the empty rifle back in the rack, pick up your shotgun, and sweep the shotgun targets in any direction through the window. 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, Foreclosing for unpaid taxes**

# STAGE 5: PROTECTING THE TAXES



**SCENARIO:** Sheriff Nottingham has left you in the jail to guard the taxes he & the deputies have collected. He told you to stay alert and watch the street because the busy body County Commission might come over and try to take an unauthorized refund. Just as you start to relax, the Commission members appear in the street demanding an accounting of the taxes collected.

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

## AMMO

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

## WEAPONS STAGED

Shotgun staged on table.  
Pistols holstered, hammer down on empty chamber  
Rifle loaded with 8 rounds, hammer down on empty chamber staged on the table

**STARTING POSITION:** Standing behind the table.

When shooter is ready, say the line “**You don’t deserve a tax refund**” then AT THE BUZZER: Engage the pistol targets in any order as long as no more that five rounds are fired at each target. Pick up the shotgun and **Sweep** the shotgun targets any direction. Targets must fall. Restage the shotgun, pick up your rifle and **Sweep** the rifle targets in any order, any direction, 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 5, Protecting the Taxes