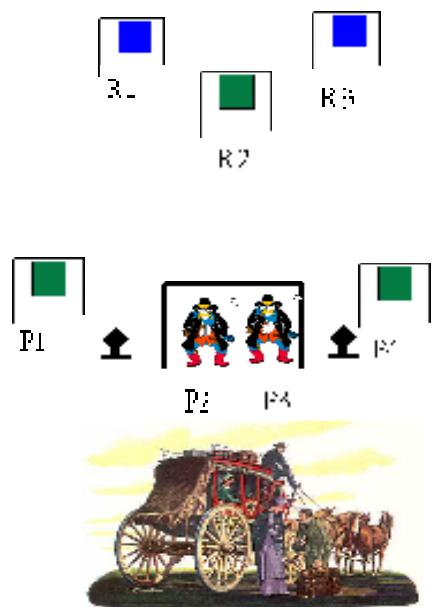


# STAGE 1 THE WINDY RIDGE STAGE



**SCENARIO:** You’ve just been hired by the town of Windy Ridge to clean out a gang of highwaymen and claim jumpers. While traveling to the town on the Windy Ridge and Duke stage, it’s held up by the gang. Well, no time like the present to start earning your pay.

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

## AMMO

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

## WEAPONS STAGED

Shotgun empty, action open, staged in the rack in the stage.  
Pistols Holstered.  
Rifle loaded w/9 rounds, hammer down on empty chamber, staged in the rack in the stage.

## STARTING POSITION: Sitting in the stage

When ready say the line “**This is the last stage you‘re gonna rob**” **AT THE BUZZER:** Pick up the rifle and **Sweep** the rifle targets in the following order R2-R1-R1-R1-R2-R3-R3-R3-R2. Restage the rifle, pick up shotgun and **Engage** the two knockdown targets and P1 and P4 in any order - knockdowns must go down. Finally, **Engage** pistol targets P2-P1-P1-P1-P2 with first pistol, and P3-P4-P4-P4-P3 with second pistol. Stage Over.

## PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 1, The Windy Ridge Stage

# STAGE 3 PROTECTING THE STRONGBOX



**SCENARIO:** The Duke stage is late again as usual, and now you've had to delay the train waiting for the weekly gold shipment. The delay has allowed the Bob Saywatt gang time to prepare an ambush and steal the strongbox containing the gold. It's your job to keep that from happening.

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

**AMMO:**

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

**WEAPONS STAGED:**

Shotgun staged in rack in the cab.  
Pistols loaded w/5 each and holstered.  
Rifle loaded w/9 rounds hammer down on empty chamber, staged in rack in the cab.

**STARTING POSITION:** Standing in the cab holding the cash box.

When ready say the line 'Come and get it if you dare' then: **AT THE BUZZER:** Set the cashbox on the rail, pick up your rifle and **Nevada sweep** the rifle targets. Safely restage the rifle, pick up the shotgun and **sweep** the shotgun targets from **right to left**. Safely restage the shotgun, and finally **Sweep** the pistol targets in any direction with each pistol. Stage over.

**PROCEDURALS & SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

## STAGE 3, Protecting the Strongbox

# STAGE 4, LATE MAIL IS A CRIME



**SCENARIO:** Pony Express has found himself in jail for drunk, disorderly, and slow mail service. Unfortunately for Pony, the sheriff also has a warrant for his arrest for horse thievery. But, Pony has some pardos who are gonna try to bust him out. Your job is to stop them.

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

## AMMO

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

## WEAPONS STAGED

Shotgun open and empty at Port Arms.  
Pistols loaded w/5 each 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 with shotgun at Cowboy Port Arms.

When ready say the line “He’s standin trial for late mail and stealin horses!” then, **AT THE BUZZER:** Engage the shotgun targets in any order, they must all go down. Stage the shotgun on the table, pick up the rifle and sweep the rifle targets twice in any order. Restage the rifle and move to the fence. Nevada Sweep the Marshals P1-P2-P3-P2-P1 with the first pistol and P3-P2-P1-P2-P3 with the second pistol. Stage over.

## PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 4, Late Mail is a Crime

# STAGE 5 SILAS MCGEE'S MERCANTILE



**SCENARIO:** The Mercantile is coming right along. Silas is still working out of his wagons, but he's moved some boxes and barrels into the store and should be totally in the new building soon. You've been out on the trail for a while and need to buy some supplies before heading further west. As you step up to the mercantile, you see a band of renegades, led by the notorious Salem Sandman hijacking a one of Silas' wagons. You decide to show off your shooting skills and not wait for the Marshal to show up.

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

## **AMMO**

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

## **WEAPONS STAGED**

Shotgun staged on the barrel in the left window  
Pistols loaded and holstered  
Rifle w/10 rounds hammer down on empty chamber staged on the barrel in the right window.

**STARTING POSITION:** Firearm order is shooters choice. May start at any position, Rifle cannot be shot last.

Shooter stands at the left window, doorway, or right window. When in position say the line "**Leave that wagon alone**" then, **AT THE BUZZER:** Pistols are shot from the doorway by sweeping the pistol targets from left to right with each pistol. Rifle is shot from the right window in a continuous sweep starting from the left target (1-2-3-4-3-2-1-2-3-4). Shotgun is shot from the left window in any order - all targets must go down. Stage over.

## **PROCEDURALS & SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

## **STAGE 5, Silas McGee's Mercantile**

# SIDE MATCH SPEED STAGE



**SCENARIO:** The Current Club Record, set **August 2006**, is held by **Ned Plinkerton** with a time of **16.15 seconds**.

**SET-UP:** One rifle target at 22 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**

- 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

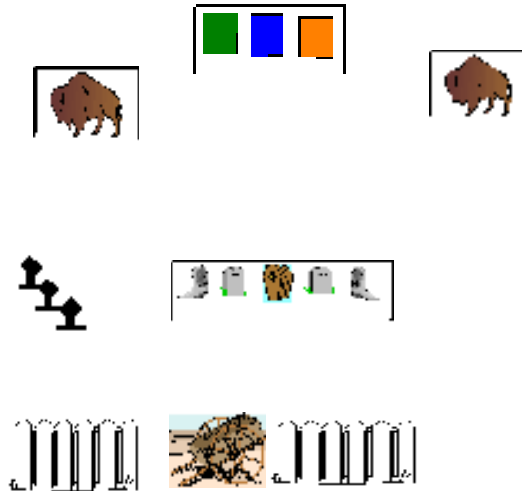
**AT THE BUZZER:** **ENGAGE** the rifle target six (6) times. Lay rifle on table. Draw 1<sup>st</sup> Pistol and **ENGAGE** the three (3) pistol (tombstone shaped targets) targets at least once each. Holster or re-stage 1<sup>st</sup> Pistol. **REPEAT** with 2<sup>nd</sup> Pistol. Holster or re-stage 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 hit with the specific firearm required by stage instructions will be scored as a miss.

Side Match, Speed Stage

# STAGE 2: GUNPOWDER



**SCENARIO:** You've just returned to your diggings driving a wagon load of gunpowder. So many people are mining this area that there is no dynamite to be had. You figure black powder will work just a good. Then, without warning, you come face to face with your old enemy, Crazy Ned Plinkerton. Drawing your six-guns, you think you have Ned dead to rights until he flips a lighted match into the wagon load of powder.

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

## AMMO

- **SHOTGUN** 1+
- **PISTOL** 10
- **RIFLE** 10

## WEAPONS STAGED

Shotgun empty, action open, staged on the left cow  
Pistols loaded and holstered, hammers down on empty chamber  
Rifle loaded w/10 rounds, hammer down on empty chamber, staged on the left cow.

**STARTING POSITION:** **Standing** behind the wagon with hat in both hands trying to put out the flames by fanning it with his (or her) hat

When the shooter is ready, say the line: **“I got you outnumbered, one-to-one“** then, **AT THE BUZZER:** Place hat on head, move to the left side of the wagon, Sweep the three shotgun targets with 1 or more shotgun rounds. Shotgun targets must go down. Restage shotgun, pick up your rifle and **Engage** the rifle targets twice in the following order - Double tap a buffalo and single tap the three squares then double tap the other buffalo and single tap the three squares. Restage rifle, move to the right side of the wagon and **Sweep** the pistol targets twice in any direction, no double taps. Stage over.

## PROCEDURALS & SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

Stage 2, Gunpowder