

STAGE 1

THE WINDY RIDGE STAGE



SCENARIO: You've been hired by the Duke Stage Line to guard the Windy Ridge Gravel Mine payroll. Quick Finger Reed, Pony Express, and Watt Wajasay try to hold you up just before you get to town. Using your shotgun and pistols, hold em off till help arrives.

SET-UP: Shotgun and Pistol targets at 8-10 yards.

AMMO

- **SHOTGUN** **6+**
- **PISTOL** **10**

WEAPONS STAGED

Shotgun empty, action open, staged in the rack..
Pistols Holstered.

STARTING POSITION: **Sitting** in the stage

When ready say the line “**You boys never could shoot straight.**” **AT THE BUZZER:** **Engage** each pistol target at least twice. Double taps allowed. Then sweep the two knockdown targets and four pistol targets in any order with your shotgun. Knockdowns 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 1, The Windy Ridge Stage

STAGE 2 TRANSFERRING THE GOLD



SCENARIO: Arriving at the stage depot, the payroll is transferred to a wagon for the final leg of the trip to the Windy Ridge Gravel Mine so the miners can be paid. A group of disgruntled former employees of the mine, led by Missouri Renegade, try to take the payroll from you before you can get on the road to the mine.

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

AMMO

- PISTOL 10
- RIFLE 10

WEAPONS STAGED

Pistols loaded and holstered, hammers down on empty chamber
Rifle loaded w/8 rounds, hammer down on empty chamber,
staged on the wagon floor.

STARTING POSITION: **Standing** beside the wagon, holding the money bag.

When the shooter is ready, say the line: **“You’ll get what’s coming to you, and it won’t be gold!”** then, **AT THE BUZZER:** Throw the money bag in the wagon, pick up your rifle and **Sweep** the rifle targets in the following order, R3-R2-R1-R1-R1-R3-R4-R5-R5-R5. Restage rifle, move to the back of the wagon, and with your pistols **Sweep** the pistol targets in the following order P3-P2-P1-P1-P1-P3-P4-P5-P5-P5. 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, Transferring the gold

STAGE 3 STOPPING THE MOB



SCENARIO: Guarding the payroll is getting to be real tiring. You decide to hide the payroll in the train cab and drop it off at the mine as you pass by. Maybe you can fool everyone and get it there safely. As the train starts to leave the station. A mob blocks the tracks and demands you turn the payroll over to them.

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

AMMO:

- PISTOL 10
- RIFLE 10

WEAPONS STAGED:

Pistols loaded w/5 each and holstered.
Rifle loaded w/10 rounds hammer down on empty chamber, staged in the rack in the cab.

STARTING POSITION: Standing in the cab.

When ready say the line ‘**This payroll doesn’t belong to you**’ then: **AT THE BUZZER:** Pick up your rifle and **Sweep** the rifle targets twice in any order, no double taps. Safely restage the rifle, then **Sweep** the pistol 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 hit with the specific firearm required by stage instructions will be scored as a miss.

STAGE 3, Stopping the Mob

STAGE 4 STOPPED AT EVERY TURN



SCENARIO: The stage almost got robbed, the wagon never got on the road, and the train got stopped by the mob. Guarding this payroll is getting to be more trouble than it's worth. You decide to lock it in the jail for a spell and formulate a plan to get the money safely to the mine. No sooner do you lock the cell door and step out onto the boardwalk, than the mob show up again.

SET-UP: Pistol and shotgun targets at 8 to 10 yards.

AMMO

- SHOTGUN 4+
- PISTOL 10

WEAPONS STAGED

Shotgun open and empty staged on the table in the doorway
Pistols loaded w/5 each and holstered.

STARTING POSITION: Standing on the boardwalk

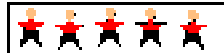
When ready say the line "I just can't win for losing." then, **AT THE BUZZER:** Nevada Sweep the pistol targets with each pistol; holster. Move to the doorway, pick up the staged shotgun and **Engage** the shotgun targets in any order, they must all go down. Stage over.

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 4, Stopped at every turn

STAGE 5 FINALLY, A SOLUTION



SCENARIO: You've decided that getting the payroll safely to the mine isn't going to happen. The best thing you can do is put it where it will do the most good. You give the payroll to Silas McGee to pay everyone's bill at the Mercantile; but that doesn't set right with the mine owners and they send their guards to take the money back.

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

AMMO

- PISTOLS 10
- RIFLE 10

WEAPONS STAGED

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

STARTING POSITION: **Standing** at the left window holding the money bag.

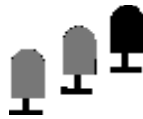
When ready, say the line "**Here, use this to pay everyone's bill**" then, **AT THE BUZZER:** Place the money bag on the barrel, move to the right window and **Double Tap** the rifle targets in any order. Safely stage the rifle in the window. Move to the doorway and **Double tap** the pistol targets in any order. 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, Finally a Solution

STAGE 6 SPEED STAGE



SCENARIO: The Current Club Record, set **May 2007**, is held by **Fiddler Dylan** with a time of **16.02 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 1st Pistol and **ENGAGE** the three (3) pistol (tombstone shaped targets) 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 (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.

Stage 6, Speed Stage