

STAGE 1 STAGECOACH TO DUKE



SCENARIO: Tallahassee Slim O'Malley and his Irish green beer gang have been terrorizing the countryside for months. Sheriff Pony Express and his deputy, Dawg, have been unable to track down this scourge of the territory. He has devised a simple plan to stop this nefarious highwayman's lawless spree. Placing an armed deputy in each stage that leaves Windy Ridge should solve the problem once and for all. When the stage stops for a rest, O'Malley's gang strikes.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged in the rack.
Pistols Holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber,
Staged in the rack..

STARTING POSITION: **Standing** at the rear of the stage

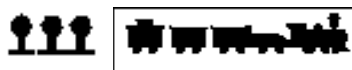
When ready say the line "**Give it up O'Malley**" **AT THE BUZZER:** Pick up the rifle and **Sweep** the rifle targets twice in any order, no double taps. Restage the rifle, pick up shotgun and **engage** the four shotgun targets - they must go down. Finally **Sweep** the pistol targets twice in any 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 1, Stagecoach to Duke

STAGE 3 HOLDING UP THE WRF&D



SCENARIO: While you were pinned down at that old homestead, O'Malley's gang made their escape into the hills. Being the expert tracker that you are, their trail wasn't hard to follow. Either that, or they wanted you to follow them. After following the gang most of the afternoon, you come across the WRF&D tracks and hear the train whistle in the distance. Riding down the tracks, you see the train stopped and the O'Malley gang robbing the passengers. Looks like more gunplay is in the offing.

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

STARTING POSITION: Standing at the front of the engine shotgun at port arms.

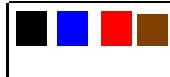
When ready say the line 'Leave them passengers alone' then: **AT THE BUZZER:** Sweep the shotgun targets **in any order**, they must all go down. Move to the cab ensuring shotgun is pointed down range, Stage shotgun in rack. Draw your pistol(s) and sweep the pistol targets twice in any order, double taps allowed. Holster (WB will stage) pistol(s). Retrieve your rifle and **Sweep** the rifle targets twice in any direction, double taps allowed. 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, Holding up the WRF&D

STAGE 4, NO JAILBREAKS ALLOWED



SCENARIO: You've been chasing O'Malley and his Green Beer Gang all day. Lots of bullets have been flying, and fortunately, the only thing they've managed to hit is your canteen. Being out of water, cartridges, powder, food, and energy, you head on back to town to rest and re-supply so you can start out fresh again tomorrow. When you get to the Jail, you find that, while you were out running around the countryside, the sheriff has captured one of the O'Malley gang. Now instead of rest & relaxation, you've gotta guard the jail. While on guard duty, the gang tries to bust their friend out.

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 open and empty staged on the table.
Pistols loaded w/5 each and holstered.
Rifle loaded w/9 rounds, hammer down on empty chamber,
Held at cowboy port arms

STARTING POSITION: **Standing** at the fence with rifle at Cowboy Port Arms.

When ready say the line "**There isn't gonna be any jail breaks tonight.!**" then, **AT THE BUZZER:** **Nevada Sweep** the rifle targets starting on the left. Safely move to the doorway ensuring rifle muzzle is pointed down range. Stage rifle on table. Draw your first pistol and **Nevada Sweep** the left 3 pistol targets starting from the left.. With your second pistol, **Alternate Shots** on the right two pistol targets starting from the right. Holster (WB Stages) pistol(s). Finally, Pick up the staged shotgun and sweep the shotgun 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 4, No Jailbreaks Allowed

STAGE 5 SILAS MCGEE'S MERCANTILE



SCENARIO: O'Malley's gang managed to break their friend out of jail, so now you and the Sheriff are in a running gun battle through the town. They have holed up in Silas McGee's Mercantile and are threatening to blow the place up. You have to go in there & get them .

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

AMMO

- **SHOTGUN** 4+
- **PISTOLS** 10
- **RIFLE** 11

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. One round to be drawn from your body

STARTING POSITION: **Standing** at the left window, hands on the window frame.

When ready say the line "I'm commin for ya O'Malley" then, **AT THE BUZZER:** Pick up the shotgun and **Engage** the shotgun targets in any order. They must go down. Restage the shotgun, move to the right window and **Sweep** pistol targets with each pistol. Finally, pick up your rifle and **Sweep** the rifle targets twice from right to left, then load the 11th round and engage the gold club in the doorway. 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: O'Malley's gang is finished. Now It's only you and him. You better be quick. 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.

Side Match, Speed Stage

STAGE 2: THE GANG'S HIDE OUT?



SCENARIO: After dissuading the O'Malley from robbing the stage, you grab a horse and start tracking them, hoping to find their hideout. You come across an old homestead that looks like it isn't totally abandoned. Dismounting your horse to take a closer look, hot lead is sent your way. Time to take cover and return fire.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged at the left fence
Pistols loaded and holstered, hammers down on empty chamber
Rifle loaded w/10 rounds, hammer down on empty chamber, staged in the scabbard on the horse.

STARTING POSITION: **Sitting** on the horse.

When the shooter is ready, dismount the horse and say the line: **“Wonder who is hiding out here“**. Then, **AT THE BUZZER**: Pull your rifle from the scabbard & **Double Tap** the rifle targets in any order. Replace the rifle in the scabbard. Pick up the shotgun and **Sweep** the shotgun targets. Shotgun targets must go down. Restage shotgun, 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 2, The Gang's Hideout???