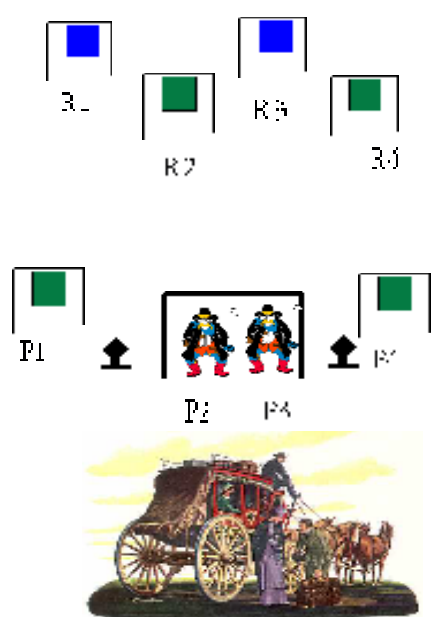


STAGE 0 THE WINDY RIDGE STAGE



SCENARIO: Traveling from Windy Ridge to Flat can be a harrowing experience. Between the river crossings and steep trails, you have the local banditry to contend with. You don't care about the danger though, you're on your way to see Big Momma; and that's all that counts. Just as the coach approaches the Big Piney crossing,

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

AMMO

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

WEAPONS STAGED

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

STARTING POSITION: Sitting in the stage

When ready say the line "Whip them horses driver" **AT THE BUZZER:** Pick up the rifle and **Continuous Sweep** the rifle targets starting from the right in the following order R4-R3-R2-R1-R2-R3-R4-R3-R2-R1. Restage the rifle, pick up shotgun and **Engage** the two knockdown targets in any order - knockdowns must go down. Finally, **Engage** pistol targets in a 10 round **Continuous Sweep** starting from the right in the following order P4-P3-P2-P1-P2-P3-P4-P3-P2-P1. 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 0, The Windy Ridge Stage

STAGE 2

(CAN COWS BE CHARGED WITH CONSPIRACY?)



SCENARIO: You and Big Momma are highballin it out of Windy Ridge; but, some idiot has let his cows out and now they're all over the tracks, stopping the train. Just as you start shooing the cows off the tracks so you can continue the trip, Quick Finger Reed, Missouri Renegade, and Wild Bill Wilson ride up guns-a-blazin to rob the train's passengers. Looks like Hawkeye Hannah's gang has milk cows for accomplices now.

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 on the cow's back.

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

When ready say the line 'Outta my way you danged cows' then: **AT THE BUZZER:** Pick up your rifle and **Double tap** the rifle targets. Safely restage the rifle, then **Double Tap** the pistol targets. Finally, move into the cab, retrieve your shotgun, and **sweep** the shotgun targets from in any direction. 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, Can cows be charged with conspiracy?

STAGE 3 BREAKING OUT BIG MOMMA



SCENARIO: It's time to break Big Momma out of jail. The only thing standing between you and Big Momma is Marshal Cal Coghurn and his misfit deputies. Cal has taken a liking to Big Momma and says "She aint goin nowhere". You tell him to "let Big Momma go!" and he replies "Fill your hands, you sunny beach!"..

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 in on the Cow.
Pistols loaded w/5 each and holstered.
Rifle loaded w/9 rounds, hammer down on empty chamber, staged on the table in the doorway

STARTING POSITION: **Standing** with both hand on the top of the fence.

When ready say the line "**That's mighty bold talk for a one eyed fat man!**" then, **AT THE BUZZER:** **Nevada Sweep** the pistol targets with each pistol; holster. Move to the doorway, Pick up rifle and **Nevada Sweep** the rifle targets; restage rifle. Finally move to 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, Breaking out Big Momma

STAGE 4 QUIET IN CHURCH!



SCENARIO: Windy Ridge doesn't have a church, so services are held in the only building large enough to handle the crowd - Silas McGee's Mercantile. It's Sunday morning, and you take Big Momma to church. The local parishioners ignore Big Momma when she burps and spits during hymn time. They even turn the other cheek when she snores through the sermon; but, when she farts during the altar call, all hell breaks loose.

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

AMMO

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

WEAPONS STAGED

Shotgun staged on the barrel in the left window
Pistols loaded and holstered
Rifle w/8 rounds hammer down on empty chamber staged on the barrel in the right window.

STARTING POSITION: **Standing** at the left window with one hand on the shotgun, and one hand on shells still in belt or slide.

When ready, say the line "**Say hello to my little friend**" then, **AT THE BUZZER:** **Sweep** the shotgun targets - all targets must go down. Restage shotgun, move to the doorway and **Sweep** the pistol targets twice in any direction, holster. Finally, move to the right window and **Sweep** the rifle targets twice in any direction. 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, Quiet in Church

STAGE 5 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

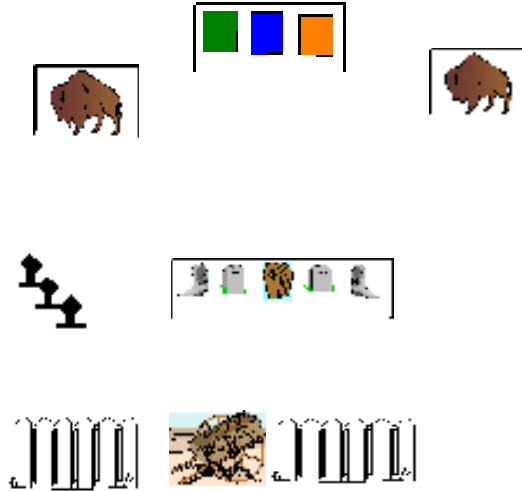
AT THE BUZZER: **ENGAGE** the rifle target six (6) times. Lay rifle on table. Draw 1st Pistol and **ENGAGE** the three (3) pistol (tombstone shaped targets) targets at least once each. Holster or re-stage 1st Pistol. **REPEAT** with 2nd Pistol. Holster or re-stage 2nd Pistol. (Shooter may double or triple 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 5, Speed Stage

STAGE 1 COMANCHE TERRITORY



SCENARIO: While heading north to meet Big Momma, you come upon a wagon train. The wagon boss is a whiskey drinkin, tobacco chewin', feisty, foul-mouthed woman named Shay-D-Lady. She led her bunch of homesteaders right into the middle of Comachero country and could really use your help getting out of a tough spot. She reminds you of Big Momma, so after careful consideration, you decide to help a sister out.

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 right cow.

STARTING POSITION: **Standing** at the left side of the wagon, behind the cow, with both hand on the rear wagon wheel.

When the shooter is ready, say the line: **“Get ready little lady, hell’s commin for breakfast”** then, **AT THE BUZZER:** Pick up your shotgun and **Sweep** the three shotgun targets with 1 or more shotgun rounds. Shotgun targets must go down. Restage shotgun and move to the right side of the wagon. Pick up your rifle and **Sweep** the rifle targets twice in any order, no double taps. Restage rifle, and **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, Comanche Territory