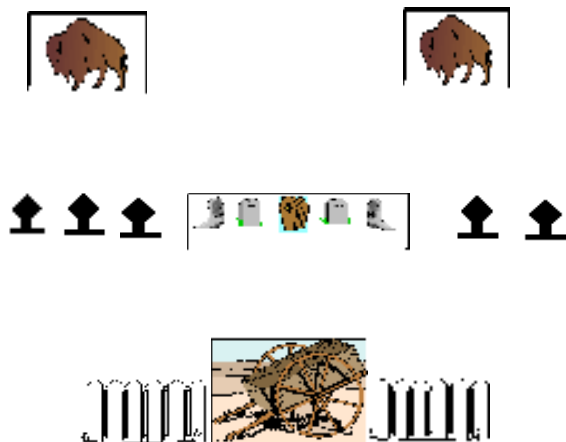




# STAGE 1 SHOTGUN GUARD



**SCENARIO:** Shotgun guards didn't just use shotguns to protect the cargo they were riding with. Depending on the cargo being protected, they used whatever they could to fend off outlaws and highwaymen. When the wagon you are riding shotgun on breaks down, it's up to you to fend off the Devil's Preacher gang when they try to make off with the goods.

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

## AMMO

- **SHOTGUN** 5+
- **PISTOL** 10
- **RIFLE** 8

## WEAPONS STAGED

Shotgun empty, action open, held at Cowboy Port Arms.  
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 shotgun at Cowboy Port Arms.

When the shooter is ready, say the line: **“Come and get it Preacher”** then, **AT THE BUZZER:** Engage the shotgun targets in any order; they must go down. Safely stage the shotgun in the wagon, pick up your rifle and **Alternate** shots on the two buffalo targets starting from either side. Safely restage the rifle and **Sweep** the pistol targets from left to right then right to left. 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, Shotgun Guard

# STAGE 2 ROBBING A TEXAS TRAIN



**SCENARIO:** Viejo Pistolero and his gang of undocumented aliens have stopped the WR, F & D Express with the intention of relieving it's patrons of their hard earned money. Being an upstanding citizen of the thriving metropolis of Windy Ridge, and a major shareholder in the WR, F & D, it is your duty to protect the patrons of the railroad. Taking shotgun in hand, you proceed to stop this disorderly conduct forthwith.

**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 empty, action open, held at Cowboy Port Arms  
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 at the front of the cab by the bell with shotgun in hand.

When ready say the line 'Get outta here Viejo before I loose my temper' then: **AT THE BUZZER:** Engage the two left hand shotgun targets, they must go down. Move to the back of the train being careful to keep muzzle of shotgun pointed down range, and engage the two right hand shotgun targets, they must go down. Move into the cab, safely stage the shotgun in the rack, and engage the pistol targets in any order with two rounds each, double taps allowed. Holster the pistols, pick up the rifle and engage each rifle target twice in any order, 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 2, Robbing a Texas Train**

# STAGE 3 THE BRAVADOS



**SCENARIO:** Your brother has been sentenced to hang for attempting to rob the bank. You've taken the identity of the traveling hangman contracted by the town to perform the execution. When you arrange for his escape, the town comes after you instead.

**SET-UP:** 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 in the doorway  
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 window, rifle in hand at Cowboy Port Arms

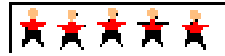
When ready say the line “You’re not going to hang my brother.” then, **AT THE BUZZER:** Nevada Sweep the rifle targets through the window. Move to the doorway, safely stage the rifle on the table, pick up the staged shotgun and Engage the shotgun targets in any order, they must all go down. Safely restage the shotgun, move to the fence and Nevada Sweep the pistol targets 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, The Bravados

# STAGE 4 HAVE GUNS, WILL SHOOT



**SCENARIO:** As the title suggests, you are Paladin, you have guns and will shoot if the need arises. It seems that the man who hired you doesn't have many friends and upon your arrival in town you get a not so friendly welcome. It looks as if Ned Plinkerton and his minions are intent on seeing you don't leave town in one piece. You need a sharp eye, a quick trigger finger, and lots of lead to stay alive..... Good Luck Pard!

**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 open and empty 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:** **Standing** in the doorway, hands on the door frame.

When ready, say the line “**I hope I Didn't bite off more than I can chew**” then, **AT THE BUZZER:** **Sweep** the pistol targets in any order with each pistol, double taps allowed. Holster the pistols, move to the right window, pick up rifle and **Sweep** the rifle targets twice in any order, double taps allowed. Safely restage rifle and move to the left window. Pick up your shotgun **Sweep** the shotgun targets in any order, they 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 4, Have Guns, Will Shoot**

# STAGE 5 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 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.

Stage 5, Speed Stage