

STAGE 1 NOWHERE TO HIDE



SCENARIO: After the Hole in the wall gang split up, part of the gang headed north to the hide out. On the way, near an abandoned stage station, they are ambushed by a posse that was waiting for them. After hours of exchanging gunfire, the gang is able to slip away with only a few minor wounds.

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 with hands on fence.

When ready say the line “**Time to leave boys**” **AT THE BUZZER:** Engage the three pistol targets with a **double tap Nevada Sweep**, starting from either end. Holster (WB will stage), pick up your rifle and engage the rifle targets with a Double Tap Nevada Sweep, starting from either end. Restage the rifle, pick up the shotgun and engage the shotgun targets till 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, Nowhere to Hide

All of July's stages are taken from the July 2009 Hell On Wheels

STAGE 3 THE SECOND TRAIN



SCENARIO: Anticipating that the Wild Bunch might hold up the Flyer on the return trip, E.H. Harriman of the Union Pacific Railroad dispatched a second train to follow close behind loaded with a posse led by Lord Baltimore, a famous Indian tracker, and Joe LeFors, a tough renowned lawman, ready to stop the gang and protect the railroad's interests.

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

AMMO:

- **SHOTGUN** 3+
- **PISTOL** 10
- **RIFLE** 9

WEAPONS STAGED:

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

STARTING POSITION: **Standing** by the cab with dynamite stick in hand.

When ready, ring the bell and say the line 'Come on out Woodcock' then: **AT THE BUZZER:** Drop the dynamite stick, move into the cab and Triple tap the rifle targets in any order. Restage rifle and engage the pistol targets with one round each from each pistol. Reholster (WB stages). Finally, Retrieve the shotgun and engage the shotgun targets in any order - they must go down. Stage over.

PROCEDURALS & SCORING

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STAGE 3, The Second Train

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STAGE 4, WILD BUNCH MEMBER GEORGE CURRY



SCENARIO: George Curry participated in the Wild Bunch raid on the Union Pacific Overland flyer at Wilcox, WY. He was shot and killed on April 17, 1890 by Sheriff Jesse M. Tyler, while rustling in Grand County, Utah. Kid Curry rode from New Mexico to Utah, and took revenge for his brother Lonny and George Curry's deaths by killing Tyler and his deputy, Sam Jenkins, in a gunfight.

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

STARTING POSITION: **Standing** at the fence with hands on the fence.

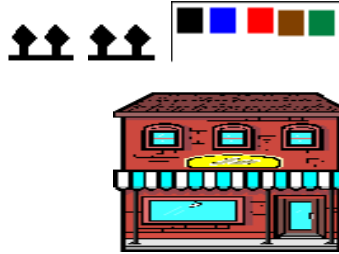
When ready say the line "I'll take care of this Sheriff!" then, **AT THE BUZZER:** **Sweep** the rifle targets three times in either direction, no double taps. Restage rifle, move to the doorway and sweep the pistol targets twice in any direction, no double taps. Holster (WB stages). Finally Retrieve your shotgun and **Engage** the four 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, Wild Bunch Member George Curry
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STAGE 5 THE STAND OFF



SCENARIO: On June 2nd, 1899, Butch, Sundance, and the Wild Bunch rob the Union Pacific Overland Flyer near Wilcox, WY. With a posse in hot pursuit, the gang holes up in an abandoned fort and gets ready for a standoff

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: **Standing** in the doorway.

When ready say the line “**Here they come Sundance**” then, **AT THE BUZZER:** **Sweep** the pistol targets twice from left to right, holster (WB will stage in the right window). Move to the right window and **Sweep** the rifle targets twice from left to right, restage rifle. Finally move to the left window and **Sweep** the shotgun targets in any order, they must go down. Stage over.

PROCEDURALS & SCORING

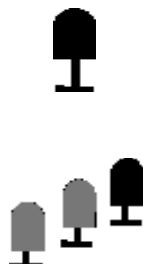
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STAGE 5, The Stand Off

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SIDE MATCH

SPEED STAGE



SCENARIO: You get Ben on the train only you no less than 4 times.....and you're still loads!



to have Charlie rise out of the manure and plug alive. Charlie's just gotta quit usin them gamer loads!

The Current Club Speed Stage Record, set **May 2008**, 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 OTHER SIDE OF THE COIN



SCENARIO: It was in Bolivia, Butch and Sundance took jobs as payroll guards for a mine. On their first payroll delivery, they were ambushed by banditos. Determined to do their jobs and protect the payroll, though they were outnumbered, it was at this time that Butch confessed to Sundance, “I have never killed a man.” To which Sundance replied “You picked a heck of a time to tell me”.

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 on the wagon floor.
Pistols loaded and holstered, hammers down on empty chamber
Rifle loaded w/10 rounds, hammer down on empty chamber, staged on the shelf behind the wagon seat.

STARTING POSITION: **Standing** at the rear of the wagon holding the money bag.

When the shooter is ready, say the line: **“You picked a heck of a time to tell me“**. Then, **AT THE BUZZER**: Drop the money bag and **Sweep** the pistol targets twice in any order, double taps allowed. Move to your rifle and **Sweep** the rifle targets twice in any order, double taps allowed. Restage rifle, move to your shotgun and engage the shotgun targets till 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 2, The other side of the coin.

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