

# STAGE 1 SHARPSHOOTER



**SCENARIO:** You have just finished currying the last of the horses in the livery and it's time for a cup of coffee and a biscuit. Just beginning to take a sip, you hear what appears to be yelling and gun shots. The Winchester that you've been using for those long range shootin contests is at arms length, so you grab it on your way out the door. As you come around the side of the stagecoach, you figure out real quick what's going on. You look down the street and see none other than Bob Dalton exiting the bank with a bag of money in his hands.

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

## AMMO

- **SHOTGUN**            4+
- **PISTOL**                10
- **RIFLE**                 9

## WEAPONS STAGED

Shotgun empty, action open, staged in the rack.  
Pistols Holstered.  
Rifle loaded w/9 rounds, hammer down on empty chamber,  
Staged in the rack..

**STARTING POSITION:** **Standing** at the rear of the stage holding cup in both hands

When ready say the line **“Your bank robbin’ days are over Dalton”** **AT THE BUZZER:** Set the cup down, pick up your rifle and engage the rifle targets three times each - no triple taps. Restage the rifle, and with the first pistol engage the 3 pistol targets with at least one round each. Holster (WB will stage) pick up the shotgun and engage the shotgun targets till down. Restage shotgun and with second pistol, engage the 3 pistol targets with at least one round each. Stage Over.

## PROCEDURALS & SCORING

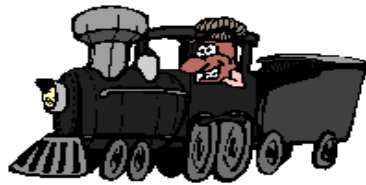
+10 Second Penalty for failure to comply with scenario instructions as written. Each target not hit with the specific firearm required by stage instructions will be scored as a miss.

## STAGE 1, Sharpshooter!

All of June's stages are taken from the Powder Creek Cowboy's 2009 Prince of Pistoleers Match

# STAGE 3

## ALEC KINNEY SOUNDS THE ALARM



**SCENARIO:** Three days ago a telegraph message arrived from your nephew who rides with Capt. Jack Kinney, Railroad Detective. They were chasing the Dalton brothers and believe they're headed your way. Just as you step on the station platform, all hell breaks loose with yelling and lots of gunfire. Something catches your eye and you see it's none other than Bob and Emmett Dalton. The rumor is true, the Daltons are in your town. Your days in the cavalry taught you to act quickly in situations like this. Time to end their crime spree.

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

### **AMMO:**

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

### **WEAPONS STAGED:**

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

**STARTING POSITION:** Standing in the cab.

When ready say the line 'Captain Jack sends his regards Dalton' then: **AT THE BUZZER:** Engage the three pistol targets in a **Double Tap Nevada Sweep** starting from the left. Reholster (WB stages). Pick up your rifle and engage the three rifle targets in a **Double Tap Nevada Sweep** starting from the left. Finally, Retrieve the shotgun and engage 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 3, Alec Kinney Sounds the Alarm**

All of June's stages are taken from the Powder Creek Cowboy's 2009 Prince of Pistoleers Match .

# STAGE 4, MCKENNA NEEDS HELP



**SCENARIO:** Marshall Connelly and Deputy Hollingsworth have left the office to check the town leaving you in charge. You're resting comfortably, savoring a cup of coffee, when you hear yelling and screaming. Right off you recognize your boyhood pal Alex McKenna hollering. You go to the door with rifle in hand to see what's going on. Then you see them, two of the Daltons with kerchiefs over their faces. You sound the alarm & commence firing.

**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 open and empty staged in the doorway.  
Pistols loaded w/5 each and holstered.  
Rifle loaded w/10 rounds, hammer down on empty chamber, in hand at cowboy port arms.

**STARTING POSITION:** **Standing** in the doorway, rifle at port arms.

When ready say the line "**Robbers in the bank, the Daltons, the Daltons!**" then, **AT THE BUZZER:** **Engage** the center rifle target four times, then each outside rifle target three times. Stage rifle on the table. Retrieve your shotgun and **Engage** the four shotgun targets in any order, they must go down. Finally, move to the fence and using pistol(s) **Engage** the center pistol target four then each outside target 3 times. 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, McKenna Needs Help

All of June's stages are taken from the Powder Creek Cowboy's May 2009 Prince of Pistoleers Match

# STAGE 5

## BOB DALTON MEETS HIS MAKER



**SCENARIO:** What sounds like a 4<sup>th</sup> of July celebration has erupted outside Silas McGee's Mercantile. Going to the window to peer out, you see the bank teller Thomas Ayers lying on the ground and W.H. Sheppard plugging a gun shot hole under his left eye. Being quick witted, you know a bank holdup when you see one. Just as you turn, you see Bob Dalton. He's grabbing for some bags that must be holding the loot. It's time to put an end to this outlaw's bank withdrawal.

**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 doorway.

**STARTING POSITION:** **Standing** at the right window, both hands shading your eyes..

When ready say the line "**Drop that sack of money Bob before I drop you**" then, **AT THE BUZZER:** **Sweep** the pistol targets twice from left to right, holster (WB will stage). Move to the doorway 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

+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, Bob Dalton Meets His Maker

All of June's stages are taken from the Powder Creek Cowboy's 2009 Prince of Pistoleers Match .

# SIDE MATCH SPEED STAGE



**SCENARIO:** You get Ben on the train only to have Charlie rise out of the manure and plug you no less than 4 times.....and you're still 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

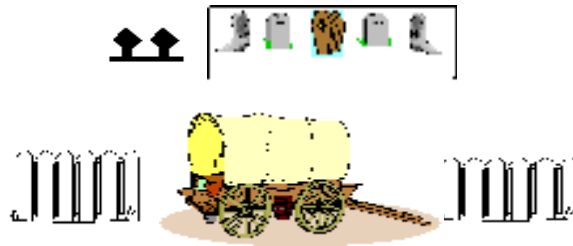
**AT THE BUZZER:** **ENGAGE** the rifle target six (6) times. Lay rifle on table. Draw 1<sup>st</sup> Pistol and **ENGAGE** the three (3) pistol (tombstone shaped targets) targets at least once each. Holster or re-stage 1<sup>st</sup> Pistol. **REPEAT** with 2<sup>nd</sup> Pistol. Holster or re-stage 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.

Side Match, Speed Stage

# STAGE 2: AYERS & YOU JOIN THE FIGHT



**SCENARIO:** You just came to town to pick up a few supplies from Isham's Hardware. The new shovel you bought should last a long time. You and cashier Thomas Ayers are trading smart remarks about who works harder as he helps you load the newly purchased supplies in the back of your wagon. When you hear gunfire from down the street, you grab your Winchester and head down to see what's going on.

**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 feed sack.

When the shooter is ready, say the line: **“Forget the shovel, hand me one of those Winchesters“**. Then, **AT THE BUZZER**: Retrieve your rifle and **Double Tap** the rifle targets starting with the center target. Restage rifle, move to your shotgun and engage the shotgun targets till down. Finally, move back to the rear of the wagon and **Double Tap** the pistol targets starting from the center target. 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, Ayers & you join the fight

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