

STAGE 1 RUSTLER'S RHAPSODY



SCENARIO: Evil Cattle Baron Colonel Ticonderoga tells Cowboy hero Rex O’Herlehan that he has 20 men gunning for Rex, to which Rex replies, "One hand, 20 hands, it's all the same to me." But, when the gunfight starts, Rex claims there are too many men for him to handle because "usually 40% chicken out." 20 men minus 40% would have left 12 men, which would've been exactly enough for Rex's two fully-loaded sixguns to take out..

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

AMMO

- **SHOTGUN** **3+**
- **PISTOL** **10**
- **RIFLE** **7**

WEAPONS STAGED

Shotgun empty, action open, staged in the rack..
Pistols Holstered.
Rifle loaded w/7 rounds, hammer down on empty chamber,
Staged in the rack..

STARTING POSITION: **Standing** on either side of the cow with both hands on the fence.

When ready say the line “**One hand, 20 hands, it’s all the same to me .”** **AT THE BUZZER:** **Sweep** the rifle targets starting from either end. Restage the rifle, Pick up the shotgun and **Sweep any three** shotgun targets in any order. Shotgun targets may be reengaged and must go down to count. Restage shotgun and **Engage** each pistol 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 1, Rustler’s Rhapsody

STAGE 2 MISSOURI BREAKS



SCENARIO: Tom Logan, is the likable leader of an amiable gang of horse thieves. They make their living stealing horses or rustling cattle from ranchers, laughing all the way, spending their money on whiskey and whores. Logan and his gang are particularly upset by the hanging of a friend by rancher David Braxton an egomaniacal local land baron who took the law into his own hands. Braxton has horses, and a daughter, all worth stealing

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

AMMO

- **SHOTGUN** 6+
- **PISTOL** 10

WEAPONS STAGED

Shotgun empty, action open, staged in the rack
Pistols loaded and holstered, hammers down on empty chamber

STARTING POSITION: **Standing** behind either fence section with hands on the fence.

When ready, say the line: “**Time to teach Braxton a lesson**“. Then, **AT THE BUZZER:** Retrieve the shotgun and **Engage** the shotgun targets in any order. Shotgun targets may be reengaged and must go down to count. Restage the rifle, and **Sweep** the pistol targets twice in any order, no double taps allowed. Stage over.

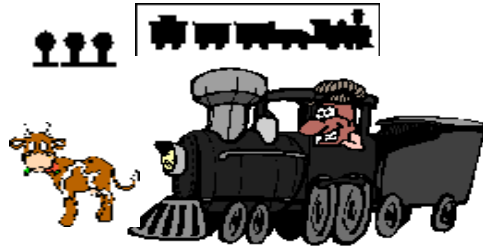
PROCEDURALS & SCORING

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Stage 2, Missouri Breaks

STAGE 3

THE GREAT TRAIN ROBBERY



SCENARIO: Two masked robbers force a telegraph operator to send a false message so that the train will make an unscheduled stop. In the next scene the bandits board the train. The robbers enter the mail car, and after a fight, open the safe. In the next scene two robbers overpower the driver and fireman of the train and throw one of them off. Next the robbers stop the train and hold up the passengers. The robbers escape aboard the engine, and in the subsequent scene we see them mount horses and ride off. Meanwhile the telegraph operator on the train sends a message calling for assistance. In a saloon a newcomer is being forced to dance at gunpoint, but when the message arrives everyone grabs their rifles and exits. Cut to the robbers pursued by a posse. There is a shoot-out, and the robbers are killed.

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

AMMO:

- **SHOTGUN** 3+
- **PISTOL** 10
- **RIFLE** 8

WEAPONS STAGED:

Shotgun empty, action open, staged on the rack (Cow)..
Pistols loaded w/5 each and holstered.
Rifle loaded w/8 rounds hammer down on empty chamber, staged on the shelf in the cab.

STARTING POSITION: Standing on either side of the cow.

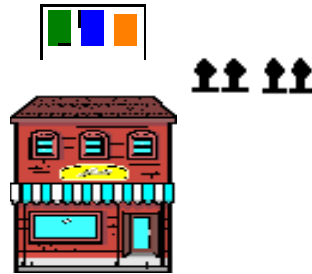
When ready say the line ‘**Hurry up. The posse is coming**’ then: **AT THE BUZZER:** Pick up your shotgun and **Sweep** the shotgun targets. Shotgun targets may be reengaged and must go down to count. Safely restage the shotgun, move into the cab, **Engage** the rifle targets with one round each in any order. Restage rifle, then **Sweep** the pistol targets twice from right to left.. Holster pistols (WB will stage). Finally, 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 Great Train Robbery

STAGE 4 CHISUM



SCENARIO: As one of the founders of the town of Lincoln, John Chisum is increasingly worried as Lawrence Murphy moves in on the local stores, bank and land by questionable means. Chisum and fellow honest ranch owner Henry Tunstall try and use the law, but Murphy owns that too. Confrontation threatens and Tunstall's man Billy Bonney is not slow to get involved.

SET-UP: Shotgun and Pistol targets at 8-10 yards. Rifles targets at 15 to 20 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, staged on the table.

STARTING POSITION: **Standing** at the doorway with both hands on the door frame.

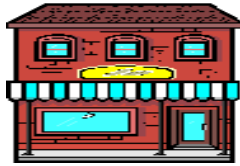
When ready say the line “**You‘ll have to come and get us Murphy.**” then, **AT THE BUZZER:** walk through the doorway, pick up the shotgun and **Engage** the four shotgun targets in any order. Shotgun targets may be reengaged and must go down to count. Restage shotgun, pick up the rifle and **Nevada Sweep** the rifle targets starting from either end. Restage the rifle, then **Nevada Sweep** the pistol targets with each pistol starting from either end. 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, Chisum

STAGE 5 THE UTAH KID



SCENARIO Impressed by the heroics of young Bob Roberts from Utah, veteran marshal H.R. Higgins enlists his aid to try to put an end to the reign of a wily outlaw gang that's somehow been managing to walk off with the prize money at a series of rodeos, leaving the local favorites with snake bite symptoms.

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

AMMO

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

WEAPONS STAGED

Shotgun empty, action open, staged in the right window
Pistols loaded and holstered
Rifle w/10 rounds hammer down on empty chamber staged on the barrel in the left window.

STARTING POSITION: **Standing** at the right window with hands on the window frame.

When ready, say the line “**They’ve stolen the prize money!**” then, **AT THE BUZZER:** Pick up the shotgun and **Sweep** the shotgun targets in any order. Shotgun targets may be reengaged and must go down to count. Move to the left window and engage the rifle targets in the following order. 1, 2, 1, 3, 1, 5, 4, 5, 3, 5. Safely restage the rifle in the window, move to the doorway and with your first pistol **Engage** the pistol targets in the following order 1, 2, 1, 3, 1; then with the second pistol, 3, 2, 3, 1, 3. 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, The Utah Kid

STAGE 6 SPEED STAGE



SCENARIO: The Current Club Record, set **July 2009**, is held by **Durde Dugan** with a time of **15.43 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

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Stage 6, Speed Stage