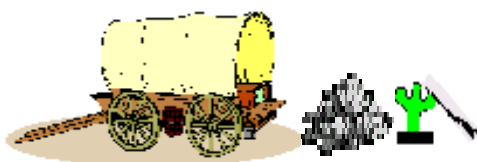


# STAGE 2

## SATISFYING A THIRST



**SCENARIO:** It's St Patrick's Day & you've decided that raising a glass or two in memory of the Patron Saint of Ireland would be appropriate. As you drive your wagon into town for a visit to Tallahassee Slim O'Malley's local whiskey emporium, a bunch of obviously drunk cowhands come riding up firing their guns and whoopin it up. You jump down and take cover behind your wagon as they start shooting at you.

**SET-UP:** Rifle targets at 13-20 yards. Shotgun and Pistol targets at 8-10 yards.

### AMMO

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

### WEAPONS STAGED

Shotgun empty, action open, staged on the shelf behind the seat .  
Pistols Holstered.  
Rifle loaded w/10 rounds, hammer down on empty chamber, staged on shelf behind seat of the wagon

**STARTING POSITION:** Seated in the wagon holding the reins.

When ready, say the line "Now why would ye heathens be wantin to hurt this son of the sod?" **AT THE BUZZER:** Jump down from the wagon and **Engage** each pistol target by sweeping in any order from any direction with each pistol, no double taps allowed. Holster your pistols and retrieve your rifle sweeping the rifle targets twice in any order from any direction, no double taps allowed. Place the empty rifle in the wagon. Finally, pick up your shotgun and **engage** the four shotgun targets, all must go down to count. Stage over

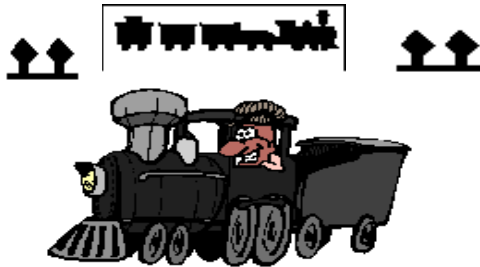
### PROCEDURALS & SCORING

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

STAGE 2, Satisfying a Thirst

# STAGE 3

## ROBBING AN OZARKS TRAIN



**SCENARIO:** That old expatriate Irish scalawag, 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; besides, if Viejo gets away with it, you're out the \$5,000 bail you put up for him from a previous charge. Taking shotgun in hand, you proceed to stop this disorderly conduct forthwith.

**SET-UP:** Rifle targets at 25-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

### **AMMO:**

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

### **WEAPONS STAGED:**

Shotgun staged in the cab.  
Pistols loaded and holstered.  
Rifle loaded w/10 rounds hammer down on empty chamber, held at port arms

**STARTING POSITION:** **Standing** at the front of the train, rifle at port arms.

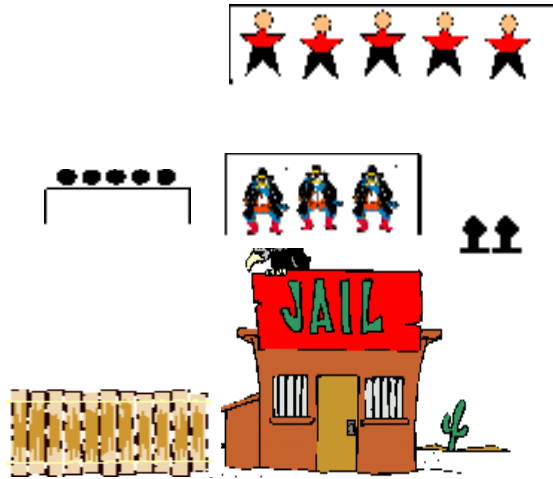
When ready, say the line '**Get outta here Viejo before I loose my bail money**' then: **AT THE BUZZER:** **Engage** each rifle target twice in any order, double taps allowed. Move into the cab being careful to keep the rifle muzzle down range, place the rifle on the shelf and **engage** each pistol target twice in any order, double taps allowed. Finally, pick up the shotgun and **engage** the shotgun targets. They must go down to count. Stage over.

### **PROCEDURALS & SCORING**

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

## **STAGE 3, Robbing an Ozarks Train**

# STAGE 4, THE IRON MARSHAL



**SCENARIO:** Now you've done it. You've gone and opened your big mouth and volunteered to be the new town Marshal. They didn't bother to tell you that Boss Tweed and the Irish gangs are the ones that really run this town, and now you're in their way. As you look through the jailhouse window, you see Tweed and his gang waiting for you in the street, you think to yourself if you survive this, you really are made of iron.

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

## AMMO

- **SHOTGUN** 5+
- **PISTOL** 10
- **RIFLE** 9

## WEAPONS STAGED

- Shotgun staged in the gun stand at the fence.
- Pistols loaded and holstered.
- Rifle loaded w/9 rounds, hammer down on empty chamber, staged on the table in the doorway.

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

When ready, say the line “**All right Tweed, you and your boys are through**” then, **AT THE BUZZER:** **Nevada Sweep** the pistol targets through the window with each pistol. Holster your pistols (WB stages), move to the doorway, pick up your rifle, and **Nevada Sweep** the rifle targets. Restage the rifle and move to the fence. Pick up the shotgun and **Sweep** the five shotgun targets (plate rack). All shotgun targets must go down. Stage over.

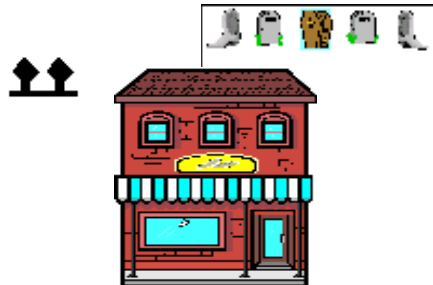
## PROCEDURALS & SCORING

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

STAGE 4, The Iron Marshal

# STAGE 5

## GUNFIGHT IN THE ASSAY OFFICE



**SCENARIO:** You've struck what looks like the mother load in the Ozarks hills. Now you need to get to town and register your claim at the Assay & Claims office located in the Mercantile. Unfortunately, word of your strike has reached town before you, and now there is a gang of claim jumpers determined to keep you from staking your claim. As you approach the Mercantile, the gang strikes.

**SET UP:** Rifle targets at 25-35 yards. Pistol targets at 8 - 10 yards. Shotgun targets at 10 yards.

### AMMO

- SHOTGUN 2+
- PISTOLS 10
- RIFLE 10

### WEAPONS STAGED

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

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

When ready, say the line: 'You'll only get hot lead from my claim' then, **AT THE BUZZER:** Sweep the pistol targets once from **left to right**. Move to the right window, pick up the rifle and **Sweep** the rifle targets twice from **left to right**. Put the empty rifle back in the rack. Move back to the door and **Sweep** the pistol targets with your second pistol from **right to left**. Finally, move to the left window, pick up your shotgun, and sweep the shotgun targets from **right to left** through the window. Stage over.

### PROCEDURALS & SCORING

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

## STAGE 5, Gunfight at the Assay Office

# STAGE 1: COWTOWN KATE'S CATTLE RANCH



**SCENARIO:** You've hired on with Cowtown Kate for the spring roundup and branding. You and the rest of the outfit have managed to round up and brand most of the cattle when a ragged looking group of cowboys rides up and demands that you turn over the remaining unbranded cattle as 'payment' for their not rustling the whole herd. The odds are not really in your favor; but Kate refuses to hand over any of the cows. Looks like gunplay is just around the corner.

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

## AMMO

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

## WEAPONS STAGED

- Shotgun staged on left Cow.
- Pistols loaded and staged on the right table.
- Rifle staged on the right cow

**STARTING POSITION:** **Standing** by the fire, holding the branding iron.

When shooter is ready, say the line **"You'll not get any beef from this herd mister"** then **AT THE BUZZER: Drop** the branding iron, retrieve your rifle and sweep the rifle targets twice from left to right. Restage the rifle, move to the right fence, draw your pistols and sweep the pistol targets twice from left to right. Holster (WB stages) your pistols, retrieve the shotgun and sweep the shotgun targets from left to right. Shotgun targets must fall to count. Stage over

## PROCEDURALS & SCORING

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

## Stage 1, Cowtown Kate's Cattle Ranch

# 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 1<sup>st</sup> Pistol and **ENGAGE** the three (3) pistol targets (tombstone shaped 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 6, Speed Stage