

STAGE 1: GUNFIGHT AT THE NOT OK CORRAL



SCENARIO: Wyatt Burp and his brothers have taken the day off and left you in charge of keeping order in Windy Ridge. A bunch of cowboys have been whoopin it up down near the livery stable and are disturbing the ice cream social at Mayor Lost Camp's new McMansion that was paid for by charging exorbitant shipping and passenger fees on the W,R, F &D railroad. You'd love to just let the Cowboys continue their whoopin & hollerin and just pester the stink outta the Mayor; but your job is to keep the peace - such as it is.

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

AMMO

- SHOTGUN 4+
- PISTOL 10

WEAPONS STAGED

Shotgun, open and empty, staged on Cow.
Pistols w/5 rds each, hammer down on empty chamber, holstered

STARTING POSITION: **Standing** at the fence on either side of the cow.

When shooter is ready, say the line **“Throw up your hands, You're under arrest”** Then, **AT THE BUZZER:** **Engage** the pistol targets in a **Double tap sweep from left to right**. Holster your pistols (WB stages), Pick up your shotgun and **Engage** the shotgun targets in any order, they must go down to count. Stage over

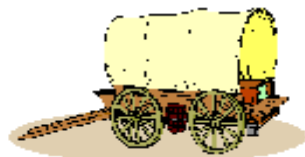
PROCEDURALS & SCORING

+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 1, Gunfight at the Not OK Corral

STAGE 2

TRAVELING INCOGNITO



SCENARIO: You got into a bad scrape back in Ogallala. You made the mistake of flirting with Sheriff Waite Phoret's wife. Now he's hot on your trail with a posse. You've run across a broken down wagon carrying some trunks of supplies and belongings. Just what you need... some new clothes for a disguise! Unfortunately, the trunks only contain ladies clothes and gewgaws. Well, anything is better than nothing. While you are trying on a bonnet, the posse shows up.

SET-UP: Rifle targets at 15 to 20 yards. Pistol targets at 7-10 yards.

AMMO:

- PISTOLS 10
- RIFLE 9

WEAPONS STAGED:

Pistols Holstered.
Rifle loaded w/9 rounds, hammer down on empty chamber, laying on the shelf in back of the wagon

STARTING POSITION: Standing by the wagon holding the bonnet.

When ready, place the bonnet on your head, look into the mirror and say the line '**I don't look half bad**' then, **AT THE BUZZER:** Nevada Sweep the rifle target starting from either end. Restage the rifle, then Engage the pistol targets with two rounds each in any order **no double taps** allowed. 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, Traveling Incognito

STAGE 3 GOODBYE PARD



SCENARIO: You have just arrived at the WR,F&D railroad station to say some final words for a pard whose body is being shipped back east for burial. He had gotten into an argument with the Pony Express gang and came out on the losing end. Just as the porters start loading the casket into the freight car, the Pony Express and his entire gang shows up to continue the ruckus that laid out your pard.

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

AMMO:

- **SHOTGUN** 4+
- **PISTOL** 5
- **RIFLE** 5

WEAPONS STAGED:

Shotgun staged on the shelf in the cab.
One Pistol w/5 rds, hammer down on empty chamber, holstered.
Rifle loaded w/5 rounds hammer down on empty chamber, staged on shelf in the cab.

STARTING POSITION: **Standing** in the cab, **Facing the Posse**, holding a bouquet of flowers and the bell cord.

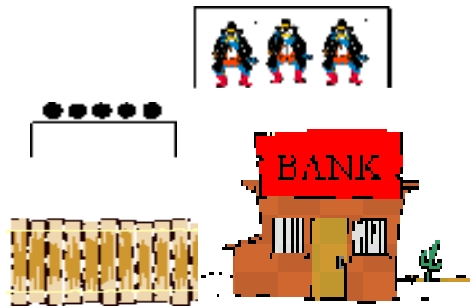
When shooter is ready, ring the bell and say the line: **‘Goodbye Pard, May your soul rest in Peace.’** then, **AT THE BUZZER:** Drop the bouquet and **Engage** the pistol targets with one round each in any order, holster pistol, pick up the staged rifle, and **Engage** the rifle targets with one round each in any order, restage rifle. Pick up your shotgun and **Engage** the shotgun targets in any order, 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, Goodbye Pard

STAGE 4, A HANGIN IN WINDY RIDGE



SCENARIO: As the newly elected town Sheriff, you've sworn an oath to protect the citizens of Windy Ridge against all enemies, foreign and domestic. Two known domestic desperados, Missouri Hooligan & Quick Finger Reed have been seen in town by members of the Windy Ridge Vigilance Committee and Anti Temperance League. Their soused leader, Shay-D-Lady, swears that they are going to hang the pair just on general principle. Being the conscientious Sheriff that you are, you take the pair into protective custody to try to prevent a hanging. Unfortunately, the inebriated vigilance vixens are opposed to the plan and come gunnin for you too.

SET-UP: Rifle targets at 15 - 20 yards. Pistol targets at 7-10 yards. .

AMMO

- PISTOL 10
- RIFLE 10

WEAPONS STAGED

Pistols loaded & holstered.
Rifle loaded w/10 rounds, hammer down on an empty chamber and staged on the table in the doorway.

STARTING POSITION: Standing at the window holding on to the bars.

When ready, say the line 'You'll not take my prisoners without a fight', then, **AT THE BUZZER:** Nevada Sweep the pistol targets twice through the window starting from the right, holster pistols, move to the doorway, retrieve your rifle and Double Tap the rifle targets in any order. 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, Hangin in Windy Ridge

STAGE 5

THE CATTLE BARON'S MONEY



SCENARIO: The boss of the Lazy I cattle ranch for near sighted cowboys and Optometry Clinic has decided to send you on a cattle buying trip. You've just stopped in at the Windy Ridge Publishing Company and Credit Union - home of the award winning Windy Ridge Blowhard - to get a boatload of cash to use for the trip. As you exit the building with bulging saddle bags, Dirty J and his posse of pre-pubescent teenagers approaches intent on relieving you of the your bosses money.

SET UP: Pistol and shotgun targets at 7 - 10 yards.

AMMO

- SHOTGUN 5+
- PISTOLS 10

WEAPONS STAGED

Shotgun empty staged in the left window
Pistols holstered

STARTING POSITION: **Standing** in the doorway, holding saddle bags in both hands.

When ready, say the line '**Clear out boys, It's my bosses money & I aim to keep it**', then, **AT THE BUZZER:** Drop the saddle bags and **Engage** the pistol targets with two rounds each in any order, double taps allowed, Holster, move to left window and **Engage** the shotgun targets in any order, 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 5. Cattle Baron's Money

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 targets (tombstone shaped 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.

Stage 6, Speed Stage