

STAGE 1: WYOMING SAVAGES



SCENARIO: Pea Eye, Gus and you are scouting ahead as Woodrow brings the herd up behind you. You stumble on a small herd of buffalo, and Gus talks you into giving them chase. You do so only to discover a Sioux hunting party over the hill. They give chase and you boys end up hunkered down in a dried up river bed holding them off. Gus is injured; but, you all are not going down without a fight.

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

AMMO

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

WEAPONS STAGED

Shotgun, open and empty, staged on Cow.
Pistols w/5 rds each, hammer down on empty chamber, holstered
Rifle loaded w/10 rounds, hammer down on empty chamber, staged on cow.

STARTING POSITION: **Standing** by Gus, holding his arm.

When shooter is ready, say the line **“This is a bunch of scrappers we’ve run in to!”** Pull the arrow from Gus’ shoulder then, **AT THE BUZZER: Engage** the pistol targets in a **Double tap sweep from left to right**. Holster your pistols (WB stages), retrieve your rifle and engage the rifle targets in a **Double tap sweep from left to right**. Finally, Pick up your shotgun and engage the shotgun targets in any order, they must go down to count. Stage over

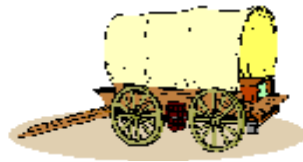
PROCEDURALS & SCORING

+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, Wyoming Savages

STAGE 2

BLUE DUCK TRIES TO FLY



SCENARIO: You are helping Woodrow F. Call bring his best friend back to Texas for a proper burial. Having arrived in Santa Rosa, New Mexico, you find there is to be a hanging. Out on the street there is a commotion when your old adversary, Blue Duck, flies out a jailhouse window and lands at your feet. Gunfire erupts and you see some of his gang. They must have been there to help Blue Duck break out. Well, once a Ranger, always a Ranger. Your weapons are loaded and ready to go. You just as well finish cleaning up Blue Duck's murderous gang.

SET-UP: Rifle targets at 12-15 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 w/5 rds each, hammer down on empty chamber, holstered
Rifle loaded w/10 rounds, hammer down on empty chamber,
staged on wagon floorboard

STARTING POSITION: **Standing** beside the wagon step with hands on seat rail.

When ready, say the line "**Well, I guess you can't fly**" **AT THE BUZZER:** Engage the pistol targets with each pistol in the following order 1-2-1-2-3. Holster (WB will stage) and Engage the rifle targets twice in the following order 1-2-1-2-3, restage rifle, then engage the four shotgun targets in any order, they must go down to count. Stage over

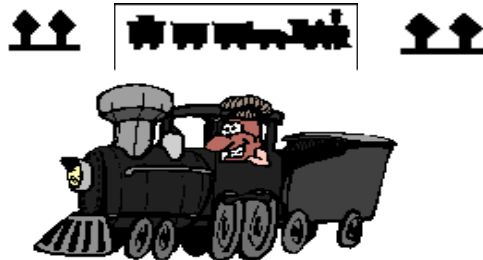
PROCEDURALS & SCORING

+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 2, Blue Duck tries to fly

STAGE 3

COUSINS OF MAN BURNERS



SCENARIO: Woodrow, Gus, and you have finally pushed the herd all the way to Ogallala, Nebraska. Gus is intent on seeing his old flame Clara Allen before you push on to Montana. You decide to stop by the Sheriff's office to see if they have heard anything regarding Blue Duck's last raid south of here. As you pass the train depot on your way to the sheriff's office, you run into the cousins to the Suggs boys that you had just hung for man burnin. Seems they've been trailing you, hoping for some revenge. You take cover in the engine for the fight to come.

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** 9

WEAPONS STAGED:

Shotgun staged in the cab.
Pistols w/5 rds each, hammer down on empty chamber, holstered.
Rifle loaded w/9 rounds hammer down on empty chamber, held at port arms

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

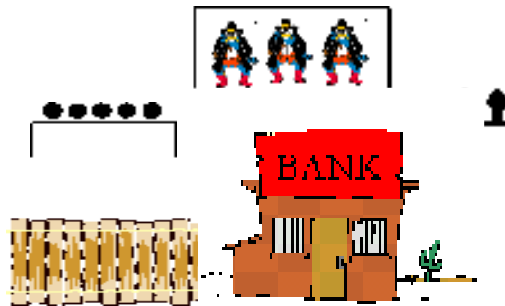
When ready, say the line 'Your cousins were a pleasure to hang' then: **AT THE BUZZER:** Engage the rifle targets in a left to right Nevada Sweep. Stage the rifle on the shelf, then engage the pistol targets in a left to right Nevada Sweep (1-2-3-2-1) with each pistol.. Reholster pistols (WB stages), and pick up the 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, Cousins of Man Burners

STAGE 4, MONEY FOR THE DRIVE



SCENARIO: You still need to make sure the Hat Creek Cattle Company's finances are in order before you leave. Just as you start to enter the bank, gunfire erupts from within. Looking into the bank, you spot a shady looking fellow with money sacks in his hands. You've seen this fellow's face on a wanted poster and recognize him right off as Dee Boots, Pistolero. Some reward money would be nice for the trip North, so you decide to take this hombre on.

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

AMMO

- **SHOTGUN** 2+
- **PISTOL** 10
- **RIFLE** 9+1

WEAPONS STAGED

Shotgun staged on the table in the doorway.
Pistols w/5 rds each, hammer down on empty chamber, holstered
Rifle loaded w/9 rounds, hammer down on empty chamber, staged on the table in the doorway. One rifle round on the body.

STARTING POSITION: Standing in the doorway with hands on pistols.

When ready, say the line "**We don't rent pigs, but we shoot outlaws**" then, **AT THE BUZZER:** Pick up your rifle and **engage** the rifle targets in a **triple tap left to right sweep**. **Reload** one round from the body and **engage the center rifle target**. Restage the rifle, and **engage** the pistol targets in an **Arkansas Shuffle** (1-1-2-3-3) with each pistol. Holster pistols (WB Stages), pick up the shotgun and engage the shotgun targets in any order, they must go down to count. Stage over.

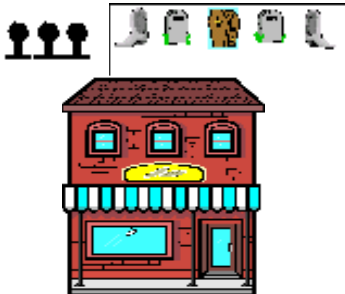
PROCEDURALS & SCORING

+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 4, Money for the Drive

STAGE 5

IT DON'T PAY TO RILE WOODROW



SCENARIO: Woodrow has almost beat a worthless army scout to death with a branding iron. As you start for the saloon, a few of those Army toughs step up and start giving you grief about being cowboys. They've pulled the flaps open on their pistols, so they seem intent on taking it to the next level. These thick headed army thugs just don't get what Woodrow said about rude behavior. Looks like you and the boys need to give them lesson #2.

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

AMMO

- SHOTGUN 3+
- PISTOLS 10
- RIFLE 10

WEAPONS STAGED

Shotgun staged in the left window.
Pistols w/5 rds each, hammer down on empty chamber, holstered
Rifle w/10 rounds hammer down on empty chamber staged in the right window.

STARTING POSITION: Standing at the right window.

When ready, say the line: 'Can't stand rude behavior in a man. Won't tolerate it!' then, **AT THE BUZZER:** Engage the pistol targets in a **left to right, right to left sweep** (1-2-3-4-5-5-4-3-2-1). Return pistols to holster (WB stages), pick up the rifle and Engage the rifle targets in a **left to right, right to left sweep** (1-2-3-4-5-5-4-3-2-1). Restage the rifle, move back to the left window, pick up your shotgun, and sweep 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, It don't pay to rile Woodrow

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