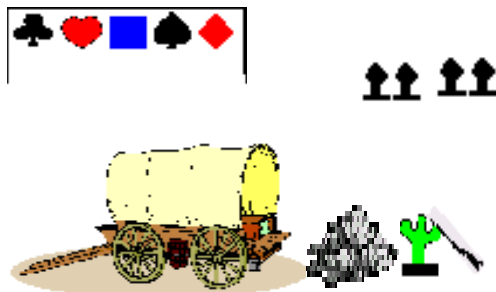


STAGE 2 SHOPPING DAY



SCENARIO: While returning to the ranch with the month's supplies, Your wagon hits a bump and a couple sacks of flour fall into the road. When you stop to retrieve the sacks, Irish Jack Daniels and Piney River Regulator, two of the scruffiest looking cowboys you've ever seen, ride up and tell you they've fallen on hard times and ask you to give them a share of the grub in the wagon. You tell them it's not yours to give; but if they just follow you to the ranch, you're sure the owner would be glad to trade a little food for some work by them. Neither of them seem inclined to work for their food as they draw their pistols intending to fill their larder right here and now.

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** behind the wagon holding a flour sack in both hands.

When ready, say the line "**You can get fed for a little work**" **AT THE BUZZER:** Put the sack in the wagon, move to the shotgun and engage the four shotgun targets in any order, they must go down to count. Move to the rifle and engage the rifle targets twice in any order, double taps allowed. Finally, **Engage** the pistol targets twice in any order double taps allowed. Stage over

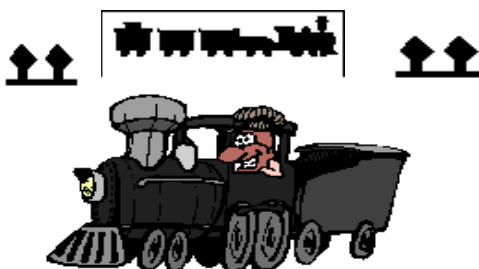
PROCEDURALS & SCORING

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

STAGE 2, Shopping day

STAGE 3

HIGH COST OF DOING BUSINESS



SCENARIO: WR, F & D President Lost Camp has decided to build a new house for his wife Shay-D-Lady. Well, house probably doesn't describe it properly, it's more like a mansion along the lines of the mansions built back east by the original robber barons, not to say that Lost Camp is a Robber Baron or anything like that; but some people would describe him as some sort of robber, or common thief now that I think of it; but, back to the subject at hand. Lost camp wants to build Shay-D-Lady a new house and needs money to do it; so, he has raised freight rates and ticket prices. The public doesn't like it, so they take over the train and dare Mr. President to take it back.

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.

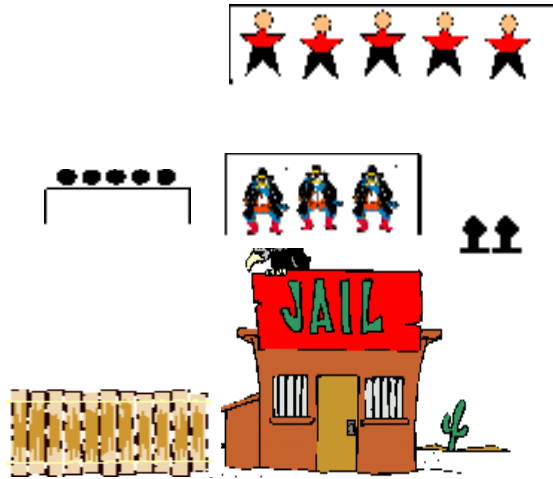
When ready, say the line 'We're not going to pay your high prices Mr. President' then: **AT THE BUZZER:** Engage each rifle target three times in any order, place the rifle on the shelf and engage each pistol target twice in any order. Finally, pick up the shotgun and engage the shotgun targets. They 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, High cost of doing business

STAGE 4, THAT'S A BUNCH OF BOLOGNA



SCENARIO: Marshall Eli Taylor has been fighting with the town council over the costs of running the Jail. They insisted that he reduce the cost of feeding the inmates, and if he didn't they'd get Judge Waite Phorett to release them to save money. He's already feeding them nothing but fried bologna sandwiches and doesn't know how to reduce cost any further. The Judge has all the inmates released, and they decide to let Marshall Taylor know how much they don't like the bologna he'd been feeding them.

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

AMMO

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

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.

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

When ready, say the line "**The town council made me feed you bologna**" then, **AT THE BUZZER:** Nevada Sweep the rifle targets starting from either end. Restage the rifle, and engage the pistol targets in any order with at least one round from each pistol. 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 4, That's a bunch of bologna

STAGE 5

COWBOYS DON'T MAKE GOOD STOCK BOYS



SCENARIO: Silas McGee made a mistake when he hired Missouri Hooligan, Missouri Renegade, Missouri Rogue, and Missouri Ragweed to restock the shelves in his store after the gold rush last week. Not only did they put stuff on the wrong shelves, with the wrong prices; but, it was hard to differentiate between four cowboys with the same first name. As a result, he deducted the costs to restock the shelves from what he had said he'd pay them. The Missouri boys didn't like the fact that they ended up owing Silas instead of getting some drinking and poker money; so, they decided to take what they felt they were owed.

SET UP: Rifle targets at 25-35 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 in the doorway.

When ready, say the line: 'We want what you promised to pay us Silas' then, **AT THE BUZZER:** Move to the right window, pick up the rifle and Sweep the rifle targets twice from **right to left**. Restage the rifle, move back to the door and Sweep the pistol targets twice from **right to left**. Finally, move to the left window, pick up your shotgun, and sweep the shotgun targets from **right to left**, 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, Cowboys don't make good stock boys

STAGE 1: WAITING TO SHIP THE CATTLE



SCENARIO: It's been a long hard drive; but you've finally gotten the herd to the railhead for shipment back East to the Chicago packing plants. You and the rest of the drovers are relaxing by the campfire when a group of angry sodbusters shows up complaining that the herd had trampled their fields. You hope it doesn't come to gunplay; but their leader, Bob Saywatt has a mean look in his eye.

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 left Cow.
Pistols w/5 rds each, hammer down on empty chamber, holstered
Rifle loaded w/10 rounds, hammer down on empty chamber,
staged on the right cow

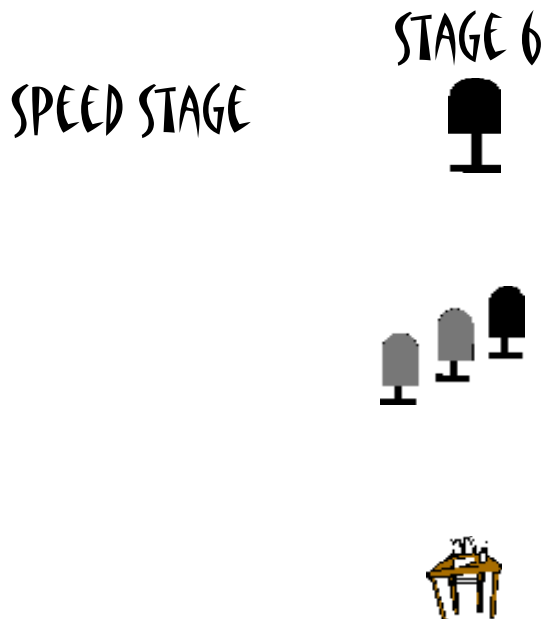
STARTING POSITION: **Standing** by the fire, holding a coffee cup with both hands.

When shooter is ready, say the line **“Don't start anything you can't finish”** then **AT THE BUZZER: Drop** the coffee cup, and engage the pistol targets twice in any order, no double taps allowed. Holster your pistols, move to the rifle and engage the rifle targets twice in any order, no double taps allowed. Finally, move to 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 1, Waiting to ship the cattle



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