

STAGE 1: HARD TO FIND GOOD HELP THESE DAYS



SCENARIO: Returning to your ranch after making a withdrawal at the bank for an upcoming cattle buying trip, you see that the sodbuster you hired to plow a little garden patch while you were gone hasn't finished the job. As you near the corral fence, you see that you might have wasted your money, the sodbuster couldn't plow a straight row to save his soul and he doesn't even look like the same guy you hired. As you start to pull your pistol the fake sodbuster wheels around pulling his own smoke wagon from his waistband. It's gonna be close.

SET-UP: Pistol and shotgun targets at 5-10 yards. Rifle targets and 12-18 yards.

AMMO

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

WEAPONS STAGED

Shotgun, open and empty, staged on gun stand.
Pistols w/5 rounds each, hammer down on empty chamber, holstered
Rifle loaded w/10 rounds, hammer down on empty chamber, staged o gun stand.

STARTING POSITION: **Standing** either side of the cow.

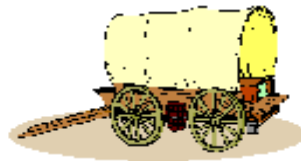
When shooter is ready, say the line **“You'll not get my money”** Then, **AT THE BEEP:** Use your rifle to engage the four rifle targets in a **Continuous Nevada Sweep** starting from the left, then make safe. Use pistols to engage the four pistol targets in a **Continuous Nevada Sweep** starting from the left, holster. Use shotgun and **Engage** the shotgun targets in any order, they must go down to count. Stage over. **Stage Notes:** Shooter may shoot guns in any order; but rifle may not be last.

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, Hard to find good help these days.

STAGE 2 AMBUSHED!



SCENARIO: You have been out scouting around the countryside for some desperados that have been seen in the area. You have no idea what they are up to; but you intend to keep the territory quiet. Spotting an old abandoned wagon, you ride over to check it out. As you dismount your horse, someone starts firing at you. You pull your rifle and answer back.

SET-UP: Pistol and shotgun targets at 5-10 yards. Rifle targets at 12-18 yards.

AMMO:

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

WEAPONS STAGED:

- Shotgun, open and empty, staged on shelf or floorboard of wagon.
- Pistols w/5 rounds each, hammer down on empty chamber, holstered
- Rifle loaded w/10 rounds, hammer down on empty chamber, staged on shelf or floorboard of wagon

STARTING POSITION: Standing by the wagon.

When shooter is ready, say the line **'I hate ambushes'** then, **AT THE BEEP:** Use rifle and **Engage** the four rifle targets with at least one round on each target, make safe. Use pistols to **Engage** the four pistol targets with at least one round on each target, holster. Use shotgun to Engage the four shotgun targets. Shotgun targets must go down to count. Stage over. **Stage Notes:** Shooter may shoot guns in any order; but, rifle may not be last.

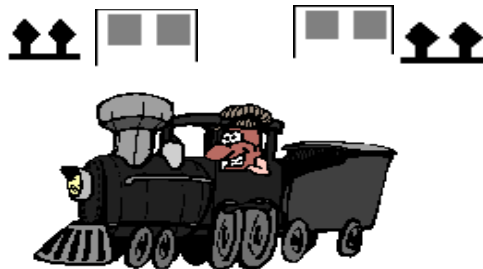
PROCEDURALS & SCORING

+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, Ambush!

STAGE 3

I HEAR JIM CUMMINS ROBBIN THE TRAIN



SCENARIO: There have been five attempts to rob the Windy Ridge express in the last month. You're sure it's the work of Jim Cummins and his cohort of criminal curmudgeon commuters. Fortunately, all of them are terrible shots at all but the shortest ranges. As long as they are unable to actually get on the train while it's going through the valley, you're sure they won't be able to do much damage.

SET-UP: Pistol and shotgun targets at 5-10 yards. Rifle targets and 12-18 yards.

AMMO:

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

WEAPONS STAGED:

- Shotgun staged on the shelf in the cab.
- Pistols w/5 rounds each, 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, holding cap gun with muzzle touching the target.

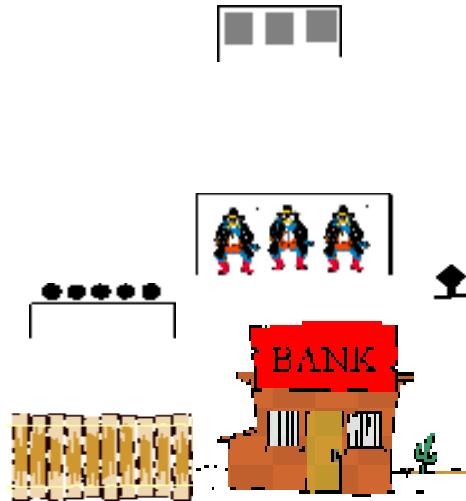
When shooter is ready, say the line: **'This how close I like my targets.'** then, **AT THE BEEP:** Place the cap gun on the shelf. Use rifle and **Engage** the four rifle targets in a 3-2-2-3 manner (round Count), make rifle safe. Use pistols and each set of two targets in a 3-2 manner (round count), holster. Use shotgun and **Engage** the shotgun targets in any order, they must go down to count. Stage over. **Stage Notes:** Shooter may shoot guns in any order; but, rifle may not be last.

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, I hear Jim Cummins robbing the train

STAGE 4, NOBODY'S TEARING THIS JAIL DOWN



SCENARIO: The townsfolk finally agreed to renovate the old sheriff's office and jail, bringing it up to code and making it a greener and healthier facility for inmates. Frequent guests in the jail, Missouri Renegade and his cousins; Missouri Hooligan, Missouri Rogue, and Missouri Fred Howard, believe instead that the facility should be torn down and the location redeveloped as saloons, casinos, and gentlemen's clubs. Townsfolk say that you're on your own against that bunch.

SET-UP: Pistol and shotgun targets at 5-10 yards. Rifle targets and 12-18 yards.

AMMO

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

WEAPONS STAGED

- Shotgun held at port arms.
- Pistols w/5 rounds each, hammer down on empty chamber, 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 fence with shotgun at port arms.

When ready, say the line '**This jail I'll defend**', then, **AT THE BEEP:** Use shotgun to **Engage** two falling plates. Move to doorway and make shotgun safe. Use rifle to **Engage** three targets in two separate 1-3-1 **Sweeps** starting from either end. Use pistols to **Engage** three targets in two separate 1-3-1 **Sweeps** starting from either end. Then, use shotgun to **Engage** single knockdown target. **Stage Notes:** Shotgun must be fired first and last. Other guns may be used in any order. Shotgun targets must go down to count and may be reengaged at any time.

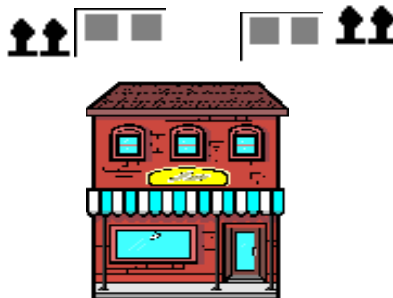
PROCEDURALS & SCORING

+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, Nobody's tearing this jail down

STAGE 5

GONNA GET THE BREWSTERS



SCENARIO: You've been in a feud with the Brewsters for going on three years now,. Ever since they tried to cheat you out of your water rights on the north range. As a result, you always travel with rifle, shotgun and pistols, just in case the need might arise for them. You need some more cartridges, so you decide to stop in at Silas McGee's Mercantile to stock up. As you enter the store, you see the Brewsters are already there loading up on cartridges themselves.

SET UP: Pistol and shotgun targets at 5-10 yards. Rifle targets and 12-18 yards.

AMMO

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

WEAPONS STAGED

- Shotgun empty staged in either window
- Pistols w/5 rounds each, hammer down on empty chamber, holstered
- Rifle loaded w/10 rounds, hammer down on an empty chamber and staged on the table in the doorway

STARTING POSITION: **Standing** as gamey as possible at any opening, not touching guns or ammo.

When ready, say the line '**I'll take some 44-40s store keep.**', then, **AT THE BEEP:** Use the rifle to **Engage** the two rifle targets for 10 rounds. No target may be engaged for more than a triple tap. Use pistols to **Engage** the two pistol targets at each window with five shots at each window for a total of ten shots. No pistol target may be engaged more than a triple tap. Use shotgun and engage the four shotgun targets, two from each window, in any order. Stage over. **Stage Notes:** Shooter may shoot guns in any order; but shotgun must be the last shot. Shotgun targets must go down to count and must be made up from the window of original engagement.

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. Gonna get the Brewsters

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 20 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 at port arms.

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