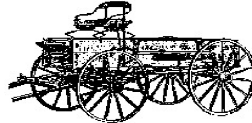
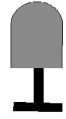
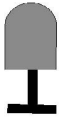


MAY 2017 Match

Stage 1

Land Sharks



SCENARIO: Yer good friend, Deputy Tater, was shot and killed by some tough hombres from outta town while he and the Sheriff were investigating their alleged illegal shenanigans. Seems they were planning on usurping land from the McGee spread and selling it dirt cheap to ignorant settlers. You join the posse and ride out, eager to evict these evil doers of dirty deeds.

Ammo - 10 revolver, 10 rifle, 4+ shotgun

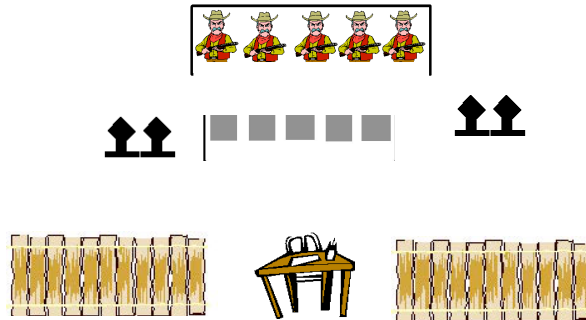
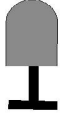
Empty shotgun staged in front floorboard of wagon, rifle with empty chamber held at port arms, revolvers holstered on person

Starting Position - Standing at the front seat area of wagon, with rifle at port arms.

Procedure - When ready, say "**Hands Up – Yer Dirty Deeds are Done!**"

At the buzzer, engage rifle targets with two, Left to Right sweeps. Stage rifle and Engage Left bank of shotgun targets in any order, they must go down to count. Clear Shotgun, and move to rear of wagon, then engage the Right bank of shotgun targets in any order, they must go down to count. Stage shotgun with open action on rear of wagon, and Engage the revolver targets in a Left to Right sweep with each revolver. Stage Over.

Stage 2
And Then, There's Chickens



SCENARIO: The guns recovered from the bad guys seem to have been supplied to them by none other than Cort Pint, who runs the gun shop in town. It turns out that Cort, other wise known as Half Pint, on account of his having half his ear shot off by a ricochet bullet at his shooting range, was in cahoots with them guys what killed yer buddy Tater, so the posse heads out to corral him. But, he and some more bad guys are hidin' in the chicken coop, and he ain't willing to talk.

Ammo - 10 revolver, 9 rifle, 4+ shotgun

Empty Shotgun and loaded rifle staged on table, revolvers holstered on person.

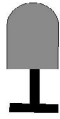
Starting Position - Standing at table, both hands **holding chicken** at chest height

Procedure - When ready, say "**Time to stop playin' with your chickens, Cort!**"

AT THE BUZZER - Drop the chicken on the table and Engage rifle targets in a Nevada Sweep, starting from the left. (1-2-3-4-5-4-3-2-1). Make rifle safe and engage targets with each revolver in a continuous Nevada Sweep, starting from the Left with last round to land on target "2". Then engage shotgun targets in any order – they must go down to count. Stage Over.

Stage 3

Un-Holy Order



SCENARIO: As he lay dying, Cort Pint took a last, deep breath and revealed that the man who bankrolled the land sharks was none other than the Pastor Roland Boulder, the new preacher in town. Boulder was hopin' that he'd increase his flock by stirring up enough trouble to make people seek refuge at his Windy Ridge Church of the Holy Order, and profit from the illegal sale of the McGee's land AND the increase in Sunday donations.

You and the posse head past the rail yard over to the church, and find Boulder and some of his personal pistol packin' proselytes waiting outside.

Ammo - 10 revolver, 10 rifle, 4+ shotgun

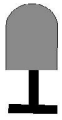
Rifle with empty chamber, staged in train. Empty Shotgun staged in train. Revolvers holstered on person.

Starting Position - Standing in the train, hands relaxed at sides.

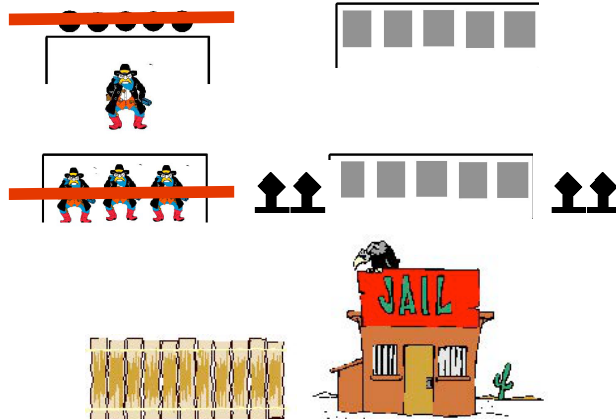
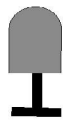
Procedure - When ready, shooter says ***“YOUR end of the world is now, Boulder!”***

At the buzzer, Engage the revolver targets with each revolver in an Outside-In progression, starting from the Left (1, 5, 2, 4, 3). Then Engage the rifle targets twice with the same Outside-In progression, starting from the Left. Stage the rifle with action open, and Engage the shotgun targets in any order, they must go down to count. Stage Over.

STAGE 4



Like a Roland Stone!



SCENARIO: After takin' care of Pastor Boulder and his henchmen, the posse saunters over to the jail to pick up their posse wages. Just as you're about to go inside, you hear runnin' horses and a voice you recognize as the Pastor's son, Rocky Boulder's exclaim, "Y'all kilt my Padre, prepare to meet yer Maker!"

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Revolvers holstered on person, rifle with empty chamber & empty shotgun staged on **table in Jail.**

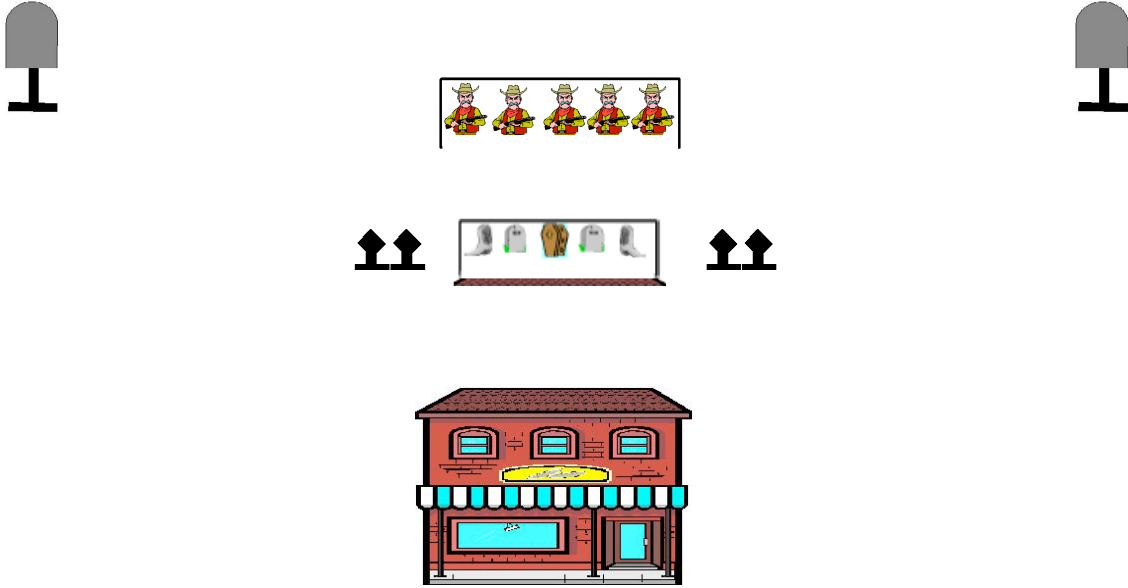
Starting Position - Standing at doorway, hands on belt buckle

Procedure - When ready, say ***"Job Ain't Over Yet, Boys!"***

At the buzzer, engage rifle targets with a double-tap Left to Right Sweep (1,1,2,2,3,3,4,4,5,5). Make rifle safe and engage revolver targets in a double-tap Left to Right Sweep (1,1,2,2,3,3,4,4,5,5) using both revolvers. Engage Shotgun targets from Left to Right, they must go down to count. Stage Over.

Stage 5

Time for Refreshments



SCENARIO: After all the ruckus involved with settling the score with the land sharks over them killin' Deputy Tater, you feel inclined to go by the saloon for some liquid refreshment. But lo and behold they're out of frozen margarita mix, and that's just more than you can take!

Ammo - 10 revolver, 10 rifle, 4+ shotgun

Empty Shotgun staged on **table in doorway**, Rifle with empty chamber staged on table in doorway, revolvers holstered on person.

Starting Position - Standing one step back from doorway,

Procedure - When ready, say **"I Ain't No Daiquiri Man!"**

At the buzzer, move to the doorway, and Engage the revolver targets with a **Right to Left Sweep**, with each revolver. Engage the Rifle targets with 2 Right to Left Sweeps, stage the rifle on the table with action open. Then Engage the shotgun targets from either direction, they must go down to count. Stage Over.