

Colfax County, New Mexico



Rich landowners bought up territory under the Maxwell land grant, but over the course of more than a generation settlers moved in. Complicating things were the dubious land title transfer circumstances, where too many government officials and politicians also got their hands into the deals. Grant officials formed the Santa Fe Ring, which began making false accusations against the settlers in an effort to dislodge them. Government officials also joined the fray on the side of the wealthy grant company. One local preacher, Rev. Franklin J. Tolby took up cause of the settlers and was murdered by grant company hired guns. It's September 14, 1875 and you're riding with the posse that killed Tolby. It's not your fault that he and his parishioners are standing in the way of "legal" land ownership. He is the target, not his goods, so leave his horse and belongings be.



Stage # 1

Rev. Tolby's End

Targets: 3 Pistol cal Rifle
3 Rifle-cal Rifle
3 Shotgun
5 Pistol

Ammo: 12 Rifle
6 Shotgun
5 Pistol (10 for 2 guns)

Props: Wagon, barrel horse, cactus, Rifle and shotgun racks.

Set-up: Wagon at left of mat facing downrange, cactus prop in field, to right of shotgun targets. Horse facing downrange, behind shotgun rack, and at back of mat. Rifle rack on firing line at left of mat (near wagon), Shotgun

rack at right of mat, on firing line.

Staging: Shooter standing at rifle rack, with loaded rifle in hands, pointing downrange. Three extra rifle rounds on shooter's person.

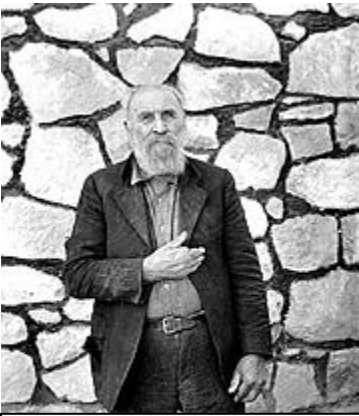
Start: At the sound of the buzzer, shooter says "*We're Not Here for a Blessing Reverend.*" Shooter engages rifle targets 1-2-3-1-2-3-1-2-3, and reloads three additional rounds, engaging targets 1-2-3. Shooter places cleared rifle backing rack.

Shooter engages pistol targets 1-2-3-4-5, two-gun shooters shoot targets 5-4-3-2-1 and holsters pistol(s).

Shooter moves to right and engages shotgun targets 1-2-3-1-2-3, pump/lever gunners may load as many as their shotgun will safely hold. Single round loading is OK. Last shot stops the clock.

Scoring: Time plus misses.

Lincoln County, New Mexico



George W. Coe, survivor,
1934 photo

Two feuding clans engaged in hostilities after a debt was forcibly settled by a seizure of horses from a certain John Tunstall, who was murdered after he confronted deputies about the seizure. A posse called the Regulators formed to avenge this killing by the Dolan cowboys, with its core members Billy the Kid, George and Frank Coe, Jose Chavez y Chavez among others acting as the backbone of the group. After several skirmishes and questionable acts by both sides the Regulators are surrounded in Lincoln, and holed up in the McSween House and the Ellis Store. It's July 15, 1878 and you're with Billy and the Regulators in the McSween House. As the Dolan men and their accompanying US Army troops set fire to the house it's time to bail out ... if you can make it past the troops!



Stage # 2 McSween House Escape

Targets: Derringer Target
4 Rifle
2 Shotgun
5 Pistol

Ammo: 8 Rifle
4 Shotgun
5 Pistol (10 for 2 guns)
Optional: 2 or 4
derringer/pocket pistol
rounds

Props: Small table, bar, bottles, store front with window, wall with door, chair, rifle and shotgun racks.

Set-up: Bar w/ bottles at back left of mat. Small table

at left front of ,mat, rifle rack to left of small table, window wall parallel to firing line as far left as possible to allow shooting from BESIDE it on left. Door wall perpendicular to firing line, shotgun rack at right front of mat. Chair at back left of mat facing downrange.

Staging: Shooter sitting in chair, facing downrange, hands in lap. Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack. Optional loaded derringer / pocket pistol on table muzzle downrange.

Start: When the buzzer sounds, the shooter says, *"Col. Dudley, You Ain't Takin' Me Alive!"* Shooter

stands and advances to table, engaging derringer target with up to 4 rounds, with a 5 second bonus per hit. Replace gun on table pointed downrange.

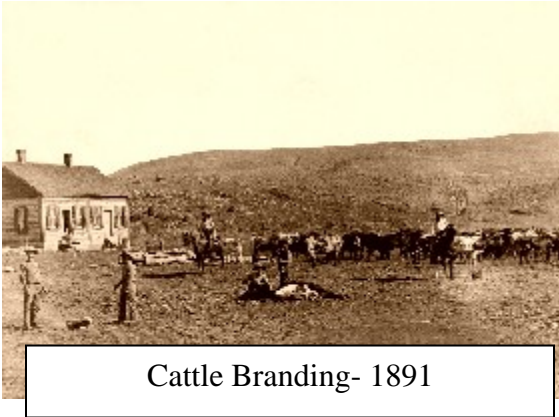
Shooter picks up rifle and engages targets 1-3-2-4-1-3-2-4. Replace rifle in the rack.

Shooter moved to window and engages pistol targets through window 5-4-3-2-1, two-gun shooters repeat. Holster pistols.

Shooter moves through door to right and engages shotgun targets 2-1-2-1, loading up to 4. Last shot stops the clock.

Scoring: Time plus misses, less bonuses.

Johnson County, Wyoming



Cattle Branding- 1891

In the 1880s, competition between homesteaders and cattle ranchers began to press in on the cattlemen, and rustling (among other things) were starting to thin out the herds. The cattle barons began blaming the settlers, and eventually took matters into their own hands. They first set up stock associations to control branding in an effort to stop calves from, being siphoned off to the black market under unregistered brands. But before long, the fighting came to a head using hired guns, sieges, and executions. After the turmoil was quelled by

the 6th Cavalry in 1892, most of the witnesses and perpetrators simply disappeared. Today, it's 1886 and you've brought in a few head of "diverted" calves for sale that the local market, and the members of the newly-formed Wyoming Stock Growers Association are accusing you of having an illegal brand on your animals. If you can't make your case, you better escape before some of the local sheriff's men hear the commotion!



Stage # 3

Brand Recognition

Targets: 4 Rifle
2 Shotgun
5 Pistol

Ammo: 8 Rifle
4 Shotgun
5 Pistol (10 for 2 guns)

Props: Fabric horse, split rail fence, rifle and shotgun racks.

Set-up: Fabric horse at center-rear of mat. Split rail fence at firing line. Rifle

rack at left of mat. shotgun rack at right of mat.

Staging: Shooter at the back side of the mat, in front of the fabric horse, facing posse, with horse's rear over either arm. Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack.

Start: At the sound of the buzzer shooter convincingly says, "*Look, this here's a bona fide brand of bovine beauty*"! to which the Association members (audience) yell "*That's a No-Name Brand!*"

Shooter drops the horse and moves to the rifle rack, retrieving rifle and engaging rifle targets 1-3-2-4-1-3-2-4, then place cleared rifle back into rack.

Shooter moves to Center of mat, at firing line, and engages pistol targets 1-3-5-2-4, 2-gun shooters repeat.

Shooter moves to shotgun, loads up to 4 and engages shotgun targets 2-1-2-1. Last shot stops the clock.

Scoring: Time plus misses.

Saturday Long Range

Every warrior has to break off action to take care of the basics, whether they be cleaning guns, purchasing supplies, or in this case turning ammunition into food by successfully hunting up a gaggle of game animals. Try your luck with the weapons of choice, limit 2... how will you fare?.

Saturday Long Range



Targets: 9 total, set as 2 long range rifle caliber (longest range), 2 rifle caliber repeater, 2 pistol caliber, gallery .22 (if weather permits), and 4 pistol (to accommodate 2 shooters – if enough steel).

Ammo: 10 Rifle per stage, caliber(s) of shooters' choice (5 for pistol).

Props: Chair, two rifle racks, shooting sticks, shooting mat if desired.

Staging: Shooter seated in chair, standing, prone, port arms, or other safe position. Loaded rifle in shooter's

hands, in port arms position, prone position, or other position of choice when shooting begins.

POSSE MEMBERS: you will keep your same work assignments on this stage!

POSSE LEADERS: Keep the action moving - run this stage just like any other, but try to accommodate two shooters at once, shooting different banks of targets. Position shooter so brass falls on mat.

Start: At the sound of the buzzer, shooter will engage targets for the caliber chosen in any sequence as long as the targets are Not double-tapped (ie targets must be shot one then another, not repeatedly for two or more consecutive shots).

Scoring: Time is not the primary scoring method, hits are. For this stage, the **shooter must announce his/her caliber choice** to the scorer before the stage begins. **.22 rifle shooters**

are scored in repeating or single shot rifle OPEN category, depending on action type.

Counters count **Hits** only, last shot stops the clock. Time breaks ties in number of hits only.

IF time allows, shooters may shot a second gun of a different caliber, but must wait until all shooters have completed their first gun.

*****THIS STAGE IS OPTIONAL!*****

Mason County, Texas



In 1875, one Texas county suffered a carnival of lawlessness including cattle rustling. Local vigilance committees took up arms and began midnight lynchings, ambushes, and any other methods to try to restore order. One unlucky victim, a 17-yr old cowboy names Allen Bolt, was left beside a road near Mason with a note on his back: “Here lies a noted cow thief”. Even lawmen were accused of rustling. The resulting conflict was also fueled by language and cultural differences between Anglos and Germans (who owned most of the choicest land). It’s May 15, 1874, and today an innocent man stands at the gallows to await his fate. While not sure of his innocence, you decide to intercede based on your friendship. The fact that he’s a deputy, and engaged to your daughter has nothing to do with it. Save that man before the trap door gets sprung!



Stage # 4 Innocent Freed

Targets: 4 Rifle
2 Shotgun
5 Pistol

Ammo: 8 Rifle
6 Shotgun
5 Pistol (10 for 2 guns)

Props: Fort base/gallows, stairs, dummy with noose around neck, knife, bail of twine, rifle and shotgun racks.

Set-up: Gallows and stairs are at front left of mat. Rifle rack is at right side of fort base, on ground. Place noose around gallows so

dummy actually hangs from rope.

Shotgun rack on right side of mat. NOTE: use twine as the rope instead of the actual noose’s rope to attach dummy to gallows.

Staging: Shooter standing on fort base with knife in hand, facing downrange. Loaded rifle in rack, unloaded shotgun in rack.

Start: At the sound of the buzzer, shooter says *“I’ll save you Deputy!”* and cuts twine. Shooter puts knife back in sheath or sets it down out of the way. Shooter engages pistol targets 1-2-3-4-5, 2-gun

engages 5-4-3-2-1 for second gun, holster pistol(s).

Shooter comes down the stairs and moves to rifle rack, picks up rifle and engages rifle targets 1-2-3-4-1-2-3-4, and places cleared rifle back into rack.

Shooter moves to right of mat, loads shotgun and engages shotgun targets, 1-2-1-2-1-2. Pump / lever gun shooters may load as many as their shotgun will safely hold, single round loading is OK. Last shot stops the clock.

Scoring: Time plus misses.

Stevens County, Kansas



COL. S. N. WOOD

Two new towns sprang up in what would one day be ratified as Stevens County: Hugoton and Woodsdale. These townships competed for both residents and control of the local assets. After many double-crosses, fraud and other acts of ill repute the towns spawned many acts of lawlessness. Sheriff Cross (installed by local landlord Col. Wood) has formed a posse at Hugoton to chase down renegades. They caught up with them at the township of Voorhees, where Cross' posse was nearly killed by some large haystacks after being disarmed in what would later be called the Hay Meadow Massacre. One of the ambushers, Sam Robinson, just shot Sheriff Cross not even 10 feet from you, and now you need to fight your way out to survive!

Stage # 5 Hay Meadow Massacre

Targets: 3 Pistol cal Rifle
3 Rifle cal Rifle
3 Shotgun
5 Pistol

Ammo: 9 Rifle
6 Shotgun
5 Pistol (10 for 2 guns)

Props: Wagon, horse cutout, rifle and shotgun racks.

Set-up: Wagon with tongue forward of firing line, rifle and shotgun racks at firing line, horse cutout parallel to firing line between rifle and shotgun racks.

Staging: Shooter next to wagon, near rifle rack, facing

downrange, hands above shooter's head. Loaded rifle in rifle rack. Unloaded shotgun in the shotgun rack.

Start: At the sound of the buzzer, shooter says "*Robinson, We Have No Arms!*" Shooter engages five pistol targets, 1-2-3-4-5. Two gun shooters repeat then holster pistol(s).

Shooter picks up rifle and engages rifle targets of the appropriate caliber and shoots 1-3-2-1-3-2-1-3-2. Shooter then places cleared rifle back in rifle rack.

Shooter moves to the right of the mat and retrieves shotgun. Shooter engages shotgun targets 3-2-1-3-2-1 for a total of six rounds. Pump or lever gunners may

load as many rounds as the shotgun can safely hold, up to 6. Single round load is OK. Last shot stops the clock.

Scoring: Time plus misses.

Lincoln County N.M.- The Beginning



W.W. Tunstall

The Jessie Evans Gang was hired in 1877 by the Murphy-Dolan Faction to harass their opposition in Lincoln County by rustling cattle and horses belonging to the Tunstall – McSweens. The Evans gang, among others, were dispatched with Sheriff William J. Brady to arrest John Tunstall and on February 18, 1878 Tunstall was ambushed and killed, igniting the Lincoln County War. This is the day, and Tunstall won't be taken alive, but you'll give him the chance.

Stage # 6 Tunstall's Ambush

Targets: Derringer Target
4 Rifle
2 Shotgun
5 Pistol

Ammo: 8 Rifle
4 Shotgun
5 Pistol (10 for 2 guns)
Optional: up to 4 derringer

Props: Small table, store front with window, wall with door, rifle and shotgun racks.

Set-up: Small table at left front of mat, rifle rack to left of small table, window wall parallel to firing line as far left as possible to allow shooting from BESIDE it on left. Door wall perpendicular

to firing line, shotgun rack at right front of mat.

Staging: Shooter looking in the right-most window of the window wall, facing downrange. Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack. Optional loaded derringer / pocket pistol on table muzzle downrange.

Start: When the buzzer sound, the shooter knocks on wall and says, "*Tunstall, You're Coming With Us, Dead Or Alive!*" Shooter moves to table, and engages derringer target with up to 4 rounds, with a 5 second bonus per hit. Replace gun on table, muzzle downrange.

Shooter engages pistol targets through window **without touching the window frame** 5-4-3-2-1, two-gun shooters repeat. **Pistol must be completely through window when shot!** Holster pistols.

Shooter picks up rifle and engaged targets 1-2-3-4-1-2-3-4, and places cleared rifle back in the rifle rack.

Shooter moves through door to right and engages shotgun targets 2-1-2-1. Pump / lever gunners may load TWO shots maximum. Single round load OK. Last shot stops the clock.

Scoring: Time plus misses, less bonuses.

Seward County, Kansas

When Sam Wood was killed as he left the courthouse in Springfield, and his killer was freed due to a lack of jurors, his associates vowed revenge on Botkin, the District Judge. Word of an upcoming ambush reached Botkin from more than one source, and the uniformity of the times/dates was too good to be ignored. Sheriff Dunn and his party formed a posse at the judge's residence and left early for the reputed ambush site, a canyon nearby. The roots of this conflict go back to the Hay Meadow Massacre, where four of Wood's adherents were executed. Sam was active in the trial of the ambushers, and he was marked for death by a witness... who fulfilled his promise right in front of Mrs. Wood's eyes.. Today it's January 3, 1892 and your posse enters the canyon you run right into a group of almost 30 armed men- the ambush meant for Judge Botkin is about to be reversed!



Stage # 7 Surprise!

Targets: 4 Rifle
2 Shotgun
5 Pistol

Ammo: 8 Rifle
6 Shotgun
5 Pistol (10 for 2 guns)

Props: Split rail fence, rifle and shotgun racks.

Set-up: Split rail fence at front of mat, parallel to firing line. Rifle rack to left of mat, shotgun rack to right of mat.

Staging: Shooter at the center of mat, facing posse. Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack.

Start: At the sound of the buzzer shooter GENTLY gives the timer operator a push on one shoulder and says *“Get Out of the WAY! Ambush!!”* Shooter then turns to face downrange and engages pistol targets 1-2-4-5-5. 2-gun shooter then shoots 5-4-2-1-1. NOTE: The Star is a NO SHOOT target- that's Deputy Sheriff Nixon, shooting this target earns a 10 second penalty (one penalty per shooter).

Shooter moves to pick up his rifle and engages rifle targets, 1-1-2-2-3-3-4-4 (Four double-taps, then place cleared rifle back in rifle rack.

Shooter moves to shotgun and engages shotgun targets in any sequence, without double-taps. Pump / lever gunners may load as many shells as the shotgun can safely hold, single round load is OK. Last shot stops the clock.

Scoring: Time plus misses.

Penalty: 10-second for any hit(s) on no-shoot target, once assessment per shooter maximum.

Sunday Long Range

As you creep up on the crest of a hilltop you see a band of vigilantes camped about 100 yards below you. A few are closer, maybe 30 yards or so, and a few more scattered in between. After easing back down onto your side of the hill, you make hand signals to your posse members and assign targets based on the calibers (and shooting skills) wielded by the participants. You've made your choice- and now get ready to call for the "Charge!"

Sunday Long Range



Targets: 10 total, set as 2 long range rifle caliber (longest range), 2 rifle caliber repeater, 2 pistol caliber, gallery .22 (if weather permits), 4 pistol (to accommodate 2 shooters – if enough steel).

Ammo: 10 Rifle per stage, caliber(s) of shooters' choice (5 for pistol).

Props: Chair, two rifle racks, shooting sticks, shooting mat if desired.

Staging: Shooter seated in chair, standing, prone, port arms, or other safe position.

Loaded rifle in shooter's hands, in port arms position, prone position, or other position of choice when shooting begins.

POSSE MEMBERS: you will keep your same work assignments on this stage!

POSSE LEADERS: Keep the action moving- run this stage just like any other, but **try to accommodate two shooters at once**, shooting different banks of targets. Position shooter so brass falls on mat.

Start: At the sound of the buzzer, shooter will engage targets for the caliber chosen in any sequence as long as the targets are Not double-tapped (ie targets must be shot one then another, not repeatedly for two or more consecutive shots).

Scoring: Time is not the primary scoring method, hits are. For this stage, the

shooter must announce his/her caliber choice to the scorer before the stage begins. **.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.**

Counters count **Hits** only, last shot stops the clock. Time breaks ties in number of hits only.

IF time allows, shooters may shot a second gun of a different caliber, but must wait until all shooters have completed their first gun.

*****THIS STAGE IS OPTIONAL!*****

Colfax County, N.M. Continued



Lucien B. Maxwell

Stage # 8 The Colfax County Ring

Targets: 5 pistol
4 rifle
2 shotgun

Ammo: 9 rifle
6 shotgun
5 Pistol (10 for 2 guns)

Props: Fort base/pulpit, stairs, rifle rack, shotgun rack, book.

Setup: Fort base at front left of mat with stairs leading down towards rear of mat. Rifle rack to right of fort base, shotgun rack to right of mat.

The good Rev. Tolby's cause lives on after his untimely murder. Defense of the settlers against the land barons of the Maxwell Land Grant draws new support as Rev. Tolby's death only serves to strengthen the settlers' resolve. Now, Rev. Oscar Patrick McMains is carrying on Tolby's action against the barons. It's 1875 and you're the good Reverend, giving an inspirational call to action. Better rally the troops fast, because the same guns for hire that murdered Rev. Tolby are approaching!

Staging: Shooter facing back towards posse, on fort base, with book in either hand. Loaded rifle in rifle rack, unloaded shotgun in shotgun rack.

Start: At the sound of the buzzer, shooter says "*Defiance! And Contempt For That Which is Contemptible!*" to which audience says loudly "*Amen Reverend!*" Shooter puts down book, turns to face downrange and engages pistol targets, 5-4-3-2-1, two-gun shooters repeat, then holster pistol(s).

Shooter descends the stairs and picks up rifle and engages rifle targets 2-2-3-3-3-4-4-4-4, and replaces

cleared rifle back into rack. Rifle target one is a NO SHOOT target- 10 second penalty if hit!

Shooter moves to shotgun, loads and engages shotgun targets 1-2-1-2-1-2. Pump and lever gunners may load as many as their gun will safely hold, up to 6. Single round loading is OK.

Scoring: Time plus misses / penalties.

Penalty: 10 second penalty if rifle target 1 is hit by any shot, assessed only once per shooter.