



By The Time You Get To Phoenix ...

After the long winter, you decide to take some time before things on the ranch get too busy, so off you go to see your good friend, Wild Will Bartell, who's made a name for himself out west in the town of Phoenix. Since it's your first trip out west from your home in Shortsville, you've decided to take the train and enjoy the scenery.



Stage 1 - Momma Told You Not To Come

Scenario

At the train station, a rowdy gang of Yahoos breaks into the cashier's cage in order to rob it. None of the men folk in the station are armed... not a John Wayne type among 'em. They all duck down and hide behind their seats in fear as the gang yells "This here's a holdup!" Guess it's up to you to show these pansies how to take care of business .

Ammo	5 pistol (10 for two-pistol shooters), 9 rifle, 6 shotgun
Targets	3 rifle, 3 pistol, 3 shotgun
Props	Window wall, chair

Starting Position

Seated at either train window, safely holstered pistol(s) loaded with five rounds (each).

Rifle safely staged on wall.

Shotgun safely staged on wall.

Procedure

When ready, posse says *"This here's a holdup!"*

Shooter replies, *"Your Momma shoulda taught you better!"*

At the buzzer, Engage each pistol target in the order of 1, 3, 2, 3, 1. Two-pistol shooters, repeat.

Stand and move to shotgun and engage shotgun targets in the order of 1, 1, 2, 2, 3, 3. Make shotgun safe.

Move to rifle, engage each rifle target in the order of 3, 2, 1, 3, 2, 1, 3, 2, 1.

Timer stops.



Stage 2 - Lost in Phoenix

Scenario

Your friend, Wild Will, gave you directions to his place from the train station. But, now, you're lost. Out in the distance, you're pretty sure you see a pack of Coyotes coyly creeping up on you. Overhead, Buzzards are circling, hoping the beastly beams from the sun will braze your buns to their liking. And, you're sure you hear rattlesnakes warning you from their deep dens in the dense sage brush. Good thing you packed well for the trip, though. You've got a pistol for the rattlesnakes, a rifle for the coyotes, and a shotgun for the buzzards.

Ammo	5 Pistol (10 for two gun shooters), 10 Rifle, 4 Shotgun
Targets	5 pistol, 4 rifle, 4 shotgun
Props	Horse

Starting Position

Standing behind wagon, both hands on the frame, with safely holstered pistol(s)

Rifle safely staged.

Shotgun safely staged; at least four rounds on your person.

Procedure

When ready, yell "*Come on ya mangy curs! Come and get some!*"

At the buzzer, engage rifle targets in the order of 1-1-2-3-4-4-3-2-1-1. Make rifle safe.

Step to the side and engage pistol targets in a continuous sweep, starting at either end (1-2-3-4-5 or 5-4-3-2-1). Two gun shooters repeat same sequence.

Holster pistols and engage shotgun targets 1-2-3-4. Make shotgun safe.

Timer stops.



Stage 3 - Tombstone's Test of Talent

Scenario

Wild Will takes you to his favorite watering hole, the Tumble Inn, where he introduces you to the proprietor, Tombstone, who prides himself on bein' something of a world class sport shooter. Apparently, Wild Will has been filling Tombstone's head with stories about how handy you are with your shootin' irons, because Tombstone challenges you to a little shootin' contest out behind the saloon.

Ammo	4 Pocket Pistol or 2 Derringer, 5 Pistol (10 for two gun shooters), 10 Rifle, 4 Shotgun
Targets	Derringer, 5 pistol, 4 rifle, 2 shotgun
Props	Barrel

Starting Position

Standing next to barrel with safely holstered pistol(s),

Pocket Pistol/Derringer safely staged on barrel.

Rifle safely staged

Shotgun safely staged.

Procedure

When ready, yell *"I'll be a daisy if I don't try."*

At the buzzer, engage Pocket Pistol/Derringer target.

Engage shotgun targets 1-2 and repeat. Make shotgun safe.

Engage pistol targets in the following order 1-5-2-4-3. Two gun shooters, repeat order.
Make pistols safe and

Engage rifle targets in an Outside/Inside Sweep in the following order 1-1-1-4-4-4-2-2-3-3.

Time stops.



Stage 4 - Cactus Jack's Pool Room Spat

Scenario

While waiting for the train to take you back home to Shortsville, you decide to pass the time over at Cactus Jack's Billiards 'N Ball Room, shootin' some pool. The boys there are in a wagering mood, and pretty soon, there's a pile of cash on the table for the winner. But, as you lean over to take your shot, some hombre walks by the table, picks up and pockets the cash. You call out "Hey! Put that back!" He reaches into his pocket, but what he pulls out is his pocket pistol. He leaves no recourse for you, but to defend yourself once more.

Ammo	5 Pistol (10 for two gun shooters), 4 shotgun, 9 rifle
Targets	2 Pistol, 2 Shotgun, 3 Rifle
Props	Cue stick, Table

Starting Position

Standing over center of table with safely holstered pistol(s), holding pool cue in both hands.

Procedure

When ready, say "*Well that's my cue to draw!*"

At the buzzer, drop cue on table and engage pistol targets 1-2-1-2-2. Two gun shooters shoot reverse with second gun; 2-2-1-2-1.

The shooter holsters pistol, moves to shotgun and engages two shotgun targets; 1, 2, 1, 2.

The shooter retrieves rifle and engages the three rifle targets, sweeping left to right three times (1, 2, 3, 1, 2, 3, 1, 2, 3).

Time stops.



Long Range - Blocking Buffalos Blasted

Scenario

On the way back from Phoenix, the train comes to a screeching halt, the rails blocked by a herd of grazing Buffalo. They don't want to move, so the conductor invites those with firearms to coerce the cagey critters to convene somewhere's else. You don't want to kill them, just want them to move off the tracks, so you and some other armed arbitrators pick out rocks to shoot at, hoping that the blast, dust, and exploding pieces of rock will be enough to scare off the big critters.

Ammo	10 Rifle, 5 pistol, 10 Rifle caliber rifle, or 10 .22 caliber rifle
Targets	2 for single-shot, rifle repeater, pistol caliber, pistol/shotgun; .22 gallery (if weather permits)

Starting Position

Standing with safely holstered pistol(s),

Rifle safely held at Cowboy Port Arms, or Shooter in position with single-shot rifle

Procedure

At the buzzer, shooters engage the appropriate target for their caliber, alternating shots on 2 targets, except for the .22 target.

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

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

PLEASE NOTE that there is a SEPARATE scoring sheet for this stage! Do NOT put scores for Long Range on the regular sheets. 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. Shotgun Stampede is also scored separately.

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

If time allows, shooters may shoot a second gun of a different caliber, but after all shooters have completed their first gun.

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