



What's The Big Idea?

Just when you thought you'd returned to the peace and quiet of ranch life after the Three-Day August Rukus, you get word from your buddy, Fuller Beans, to meet you in town at Carlos O'Brien's Real Mexican Cantina. He has a business proposition for you.

Seems he got a notion to take the course hairs off a steer's tail and bind them up, put a handle on it, and use it to brush off a feller's hat, duster, or anything else that's collected a load of prairie dust. He thinks he can sell them all over the country, if he can just come up with some investors to back him, and a name for his company.

Sounds like a good idea to you. After all, that tail hair works for the steer, doesn't it? And, you've got some un-budgeted winnin's from a little side match you played at the Three-Day Rukus, so you figure you'll go to town, see what Fuller's idea is all about, and take a chance on his new brush business.



1.

The Covered Wagon

On your way to town, you come upon some folks in a broke-down covered wagon, so, bein' the naturally nice, neighborly person you are, you offer them a hand. You no sooner walk to the rear of the wagon than you hear two horses pull up and the riders demand money and goods from these wistful western wanderers.

As if that weren't enough trouble, once you finish with them varmints, you see a big rattlesnake movin' towards the wagoneers. With nothin' left in yer shotgun, rifle or six-gun, you reach for your pocket pistol and rattle the snake.

Ammo

5 Pistol, 9 Rifle, 6 shotgun, Derringer/Pocket Pistol

Starting Position

Standing behind wagon prop, rifle held safely in prop rifle stand with nine rounds in magazine.

Pistol(s) safely holstered.

Shotgun safely staged near rock.

Procedure

When ready, say *"Time to teach two tumbleweeds not to tangle with tourists ."*

At the buzzer, pick up rifle, sweep rifle targets; 1-2-3-1-2-3-1-2-3. Make rifle safe.

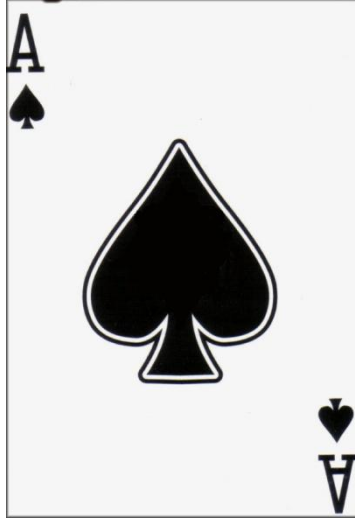
Step to horse, engage shotgun targets; 1-2-3-3-2-1. Make shotgun safe.

Walk around horse. Engage pistol targets 1-2-3-2-1. Two gun shooters, repeat.

Safely holster pistol.

Engage Derringer/Pocket Pistol target. Make gun safe.

Time stops.



2.

The Ace Of Spades

You've headed over to Artemis Thorns' Card Casino to catch up with some of the other cowboys you haven't seen in awhile. You no sooner walk through the door when you see yer friend, Evil Jack Spade, with his hands in the air, starin' down the barrels of three Colt carrying cowboys who must've got the jump on Jack in a flash. And now, those troublemakers turn toward you.

Ammo

5 (10) Pistol, 9 rifle, 4 shotgun

Starting Position

Standing, rifle safely staged, shotgun safely staged, loaded pistol safely holstered.

Procedure

When ready, say *"Why Jack! Seeing you is always a gas, gas gas!"*

Draw pistol, engage pistol targets in Nevada Sweep; 1-2-3-2-1. Two-pistol shooters repeat.

Safely holster pistol.

Engage rifle targets in Nevada Sweep; 1-2-3-2-1-2-3-2-1. Safely stage rifle.

Engage shotgun targets 1-2-3-4.

Time stops.



3.

Jammed Up

You head over to Calamity Janet's Jarred Jams and Jellies, hopin' you can get some of your favorite jam. But, as you look through the window, you see that some thievin' thug is stickin' up the jelly shop. You decide then and their to help out sweet Janet.

Ammo

5 (10) Pistol, 9 rifle, 4 shotgun

Starting Position

Standing, rifle safely staged, shotgun safely staged, loaded pistol safely holstered.

Procedure

When ready, say *"Well, if this isn't the Raspberries!"*

Draw pistol, engage targets through the window in order 1-5-2-4-3. Two-gun shooters repeat.

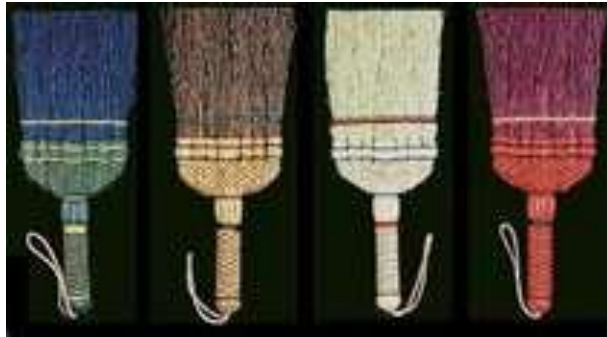
Safely holster pistol.

Engage rifle targets through the window 1-2-2-3-3-3-2-2-1.

Make rifle safe.

Engage shotgun targets through the window 1-1-2-2.

Time stops.



4.

The Brush-Off

Over at Carlos O'Brien's Real Mexican Cantina, you meet up with Fuller Beans. He shows you his prototype brush and lays out his plan to build an industrial empire. But he's stuck with coming up with a name that might become a household word and ensure his success. You put your money on the table. As you and he sit thinkin', sippin' a cup of real Mexican Irish coffee, two ornery hombres who've been homing in on your conversation jump up and make a grab for the prototype and your money. Seeing your new business venture rapidly heading toward economic ruin, you go for your guns!

Ammo

5 (10) Pistol, 9 rifle, 2 shotgun, Derringer/Pocket Pistol

Starting Position

Seated at table, Derringer/Pocket Pistol safely staged, Pistol safely holstered, rifle and shotgun safely staged.

Procedure

When ready, say *"That's Fuller's brush, man!"*

Engage Derringer/Pocket Pistol for bonus. Make Derringer/Pocket Pistol safe.

Stand and engage pistol targets 1-2-3-2-1. Safely holster pistol.

Walk around bar to horse. Engage rifle targets 1-2-3-1-2-3-1-2-3. Make rifle safe.

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

Time stops.



5.

Pummeling Pesky Prairie Dogs

You see that a colony of Prairie Dogs have taken up residence in your prime grazing land. Knowing that a steer's sudden stumble could result in injury and ultimately untimely death, you decide it's a good idea to thin out the colony.

Ammo

10 Per Rifle, 5 pistol, 4 shotgun.

Targets

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 gallery target (weather permitting)

Starting Position

Standing with low ready 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!***