



## **MEANWHILE, BACK AT THE RANCH...**

While you're in Texas working for the Rangers to help bring in Banditos, the Boss sends you a telegraph asking you to get back in a hurry. Seems like the short winter and long spring has caused a surge in the varmint population, and the region is overrun with all sorts of carnage causing critters. So, it's back to the ranch for you to help polish-off prospering pests.



## PORTULENT PECARY PORKERS PLUNDER PRESKIT'S POTATO PATCH

Out at Preskit Compadre's, the problem is with wild hogs. They are wreaking havoc with Prescott's potato crops. So, you head out to his place to help reduce the ridiculous ratio of rotund rooters.

### **Ammo**

5 pistol (10 for two-gun shooters), 4 shotgun, 9 rifle

### **Starting Position**

The shooter is standing at fence at ready.

### **Procedure**

When ready, shooter says *"Time to pop plump porkers!"*

At the sound of the buzzer, Shooter pulls pistol and engages the pistol targets in this order; 1, 2, 3, 2, 1. (Two-pistol shooters shoot same order with second pistol.)

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

Shooter retrieves rifle and engages the three rifle targets, in a Nevada sweep (1, 2, 3, 2, 1, 2, 3, 2, 1).

Time stops.

### **Targets**

3 rifle, 2 shotgun, 3 pistol



## **RAUNCHY RICK'S RATTLED BY RATS**

Over at Raunchy Rick's Coffee Roaster's Roost, you hear Rick screaming bloody murder inside. You go over to see what the commotion is about, and find that rats have taken up residence in the rafters of the Rick's Roost. The situation calls for some careful shootin'. Them rats may be big, but they're fast!

### **Ammo**

4 Pocket Pistol or 2 Derringer, 5 pistol (10 for two-gun shooters), 4 shotgun, 9 rifle

### **Starting Position**

The shooter is standing at window at ready.

### **Procedure**

When ready, shooter says *"Here I come to save the day!"*

At the buzzer, engage Pocket Pistol/Derringer target.

Engage pistol targets in a continuous sweep, 1-2-3-4-5. Two gun shooters repeat same sequence.

Shooter holsters pistol, moves to shotgun and engages shotgun targets; 1, 2, 3, 4.

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.

### **Targets**

3 rifle, 4 shotgun, 5 pistol



## CACTUS JACK CALLS COYOTES CATTLE COMMOTION CAUSE

Sometimes Momma cow doesn't bond with her newborn calf right away. Usually, you just have to give Momma a little more time. But, this spring season, calving at Cactus Jack's is taking a dangerous turn because coyotes are preying on any little calves that their Momma hasn't bonded with yet. You gotta help these little ones out by blasting the coyotes to smithereens. And there's a lot of 'em!

### **Ammo**

5 pistol (10 for two-gun shooters), 4 shotgun, 9 rifle

### **Starting Position**

The shooter is standing at wagon at ready.

### **Procedure**

When ready, shooter says "*Run, you cur!*"

At the sound of the buzzer, Shooter pulls pistol and engages the pistol targets in this order; 5, 4, 3, 2, 1. (Two-pistol shooters shoot same order with second pistol.)

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

Shooter moves to shotgun and engages two shotgun targets; 2, 2, 1, 1.

Time stops.

### **Targets**

3 rifle, 2 shotgun, 5 pistol



## **SANDY STEEL STARTLED BY SLITHERING SEPTIC SNAKES**

Sandy Steel has asked you to help him out over at his Saltpeter mine. Rattlesnakes took up winter residence there, and now they're emerging by the dozen! Nothing to do but start pickin' them off with your guns. But, be careful where you step! There's venomous vipers everywhere!

### **Ammo**

5 pistol (10 for two-gun shooters), 4 shotgun, 9 rifle

### **Starting Position**

The shooter is standing at table at ready.

### **Procedure**

When ready, shooter says *"Time to Shake, Rattle, and Roll!"*

At the buzzer, engage Pocket Pistol/Derringer target. Place PP/Derringer on table.

Shooter moves to shotgun and engages shotgun targets; 1, 2, 1, 2. Make shotgun safe.

Shooter pulls pistol and engages the two pistol targets in this order; 1, 2, 1, 2, 1.  
(Two-pistol shooters shoot same order with second pistol.)

Shooter retrieves rifle and engages the three rifle targets,  
sweeping in the order 1, 3, 2, 1, 3, 2, 1, 3, 2.

Time stops.

### **Targets**

3 rifle, 2 shotgun, 2 pistol



## DEFIANT DOGS DAMAGE DROVERS DOMAIN

Prairie Dogs! Sure, they're cute. But, out on the range, their colonies can be damaging to running cattle and cattlemen working the herd. Let's get out there, wipe out the colony and clean up what them dogs done! And shoot some Buffalos while you're at it!

### **Ammo**

10 Single Shot Rifle, 5 pistol, 10 Pistol Caliber Rifle, 10 Rifle, 4 shotgun, or 10 .22 caliber rifle

### **Targets**

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

### **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!\*\*\***