



WESTWARD HO! THE WAGONS

Your friend, Capt. Thomas Griz, has asked you to sign-on as Scout for a wagon train heading out to Oregon. With the varmints under control, and things finally settled down at the ranch, the boss gives you the ok to head out West. But, be careful! The trip is inherent with all kinds of danger!



I. BEWARE THE BLOODY BENDERS!

The wagon train has made its way to Osage Township in Labette County, Kansas. While in Lefty Lacota's Lock, Stock and Barrel gathering some supplies, you meet Kate Bender, a lovely, seemingly cultured 23 year old Kansas darlin'. She's invited you over to dinner to meet the rest of her family. But be careful! Lefty took you aside and warned you that the Bender family is suspected in the disappearance of several townfolk in recent times. Kate may be the lure into a den of vipers! Sure enough, seated at the dinner table, you sense someone coming up from behind you. It's brother John Bender, and he's got a ball-peen hammer raised on high!

Ammo

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

Starting Position

The shooter is at table, holding silverware.

Procedure

When ready, shooter says *"Bloody Benders, now I'm gonna blast ya!"*

At the sound of the buzzer, Shooter engages derringer/pocket pistol target for bonus points. Shooter stands, pulls pistol and engages the pistol targets in this order; 1, 2, 3, 4, 5. (Two-pistol shooters shoot same order with second pistol.)

Shooter holsters pistol, moves to shotgun and engages two shotgun targets; 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, 5 pistol



2. HOSTILE TERRITORY!

It's morning. Wagons are still circled. Two men appear approaching the wagon train. They're carrying a white flag. One looks like John D. Lee, an Indian agent and militia officer, whom you've heard should not be trusted. Then you hear the sound of horses fast approaching the opposite side of the wagons. Sure enough, the white flag is a diversion! You're caught in a trap!

Ammo

5 pistol (10 for two-gun shooters), 6 shotgun, 10 rifle

Starting Position

The shooter is standing at rear of covered wagon prop.

Procedure

When ready, shooter says "*John D. Lee, now you'll deal with me!*"

At the sound of the buzzer, Shooter retrieves rifle and engages the five rifle targets (1, 2, 3, 4, 5, 1, 2, 3, 4, 5,).

Shooter makes rifle safe, moves to shotgun and engages three shotgun targets; 1, 2, 3, 1, 2, 3.

Shooter makes shotgun safe, pulls pistol and engages the pistol targets in this order; 1, 2, 3, 2, 1. (Two-pistol shooters shoot same order with second pistol.)

Time stops.

Targets

5 rifle, 3 shotgun, 3 pistol



3. DISGUSTING DESERT DEMONS!

After hearing about the Fancher-Baker party massacre, you lead the train south and around Salt Lake. Crossing a desert plain, you spot a herd of critters stampeding towards you. Can't be buffalo, they're way too small. As they get closer, you see the nature of the herd; an infestation of huge tarantulas! The only way to fend for yourself is to start stompin' and shootin'!

Ammo

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

Starting Position

The shooter is standing at fence at ready.

Procedure

When ready, shooter *Stomps foot twice and says "Spiders! I hate spiders!"*

At the sound of the buzzer, Shooter engages derringer/pocket pistol target for bonus points.

Shooter makes derringer/pocket pistol safe, engages four shotgun targets; 1, 4, 2, 3.

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

Shooter makes rifle safe, pulls pistol and engages the pistol targets in this order; 1, 2, 3, 2, 1. (Two-pistol shooters shoot same order with second pistol.)

Time stops.

Targets

3 rifle, 4 shotgun, 3 pistol



4. INDIANS!

A band of Shoshoni appears on the hillside. Looks like the leader is Cho-Cho-Co, also known as Has No Horse. They start riding hard down on the train, and their shouting isn't whoops of joy to welcome new folks to their territory! They are on the attack!

Ammo

5 pistol (10 for two-gun shooters), 6 shotgun, 10 rifle

Starting Position

The shooter is standing at ready.

Procedure

When ready, shooter says "*Cho-Cho-Co's gotta go, go, go!*"

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

Shooter holsters pistol, moves to shotgun and engages six shotgun targets; 1, 6, 2, 5, 3, 4.

Shooter retrieves rifle and engages the four rifle targets: 1, 2, 3, 4, 5, 5, 4, 3, 2, 1.

Time stops.

Targets

5 rifle, 6 shotgun, 5 pistol



5. BRINGIN' HOME THE BACON! (LONG RANGE)

As the Scout, it's your job to keep the wagoners well-supplied with meat. You come upon a herd of Buffalo. These chargers will be easy pickin' to provide plenty of fresh meat for your charges.

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!*****