



## Settlers Survive Salt Mine Squatters

One of the dangers of the desert is the loss of salt in the traveler's body. Without replacement of salt it is possible to literally drink one's self to death with water as the water dilutes out the body's much needed minerals. After a week's travel you decide to stop at the mine at Camp Verde, Arizona to restock your supply. But a few other travelers also have stopped- and have seized control of the mine from the workers. Time to free the hostages and return control of the mine to its owners!

### **Ammo**

5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun, Pocket Pistol/Derringer

### **Targets**

5 Rifle, 2 shotgun, 5 pistol

### **Props**

Table, pillow

### **Starting Position**

Standing with safely holstered pistol(s). Rifle and Shotgun staged on horse stand.

### **Procedure**

When ready, say **"You Boys Ain't Worth Your Weight In Salt!"**

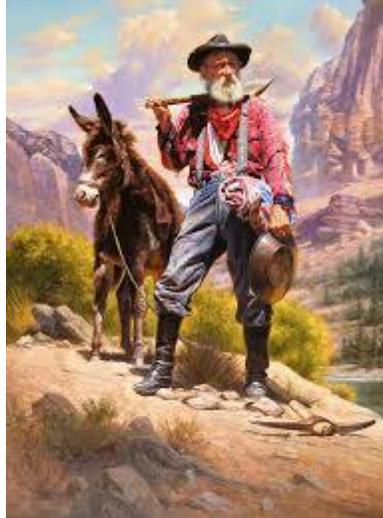
At the buzzer, engage shotgun targets left to right, 1- 2 -1- 2. Make shotgun safe

Engage rifle targets 1-2-3-4-5-1-2-3-4-5 Make rifle safe.

Engage pistol targets 1-5-2-4-3. Two pistol shooters, repeat

Engage Pocket Pistol/Derringer target. Make Pocket Pistol/Derringer safe.

### **Time stops.**



## Pernicious Plunderers Prosecuted!

Gila Cliff Dwellings archaeological dig, 1885: The night after the Lieutenant G.H. Sands reported his findings via courier, a few small columns of smoke were seen in the distance as night approached. Wary of the potential of danger you warn the Lieutenant and he entrusts you with his most prized finding to date- a silver amulet he found at this site. “Keep this safe and the reward will be most handsome” he said. But looking at the artifact, you see that if it were lost, meaning sold, it would bring a fortune to the seller. At midnight the horses alert you to the coming danger, and you have to decide... who will have the amulet, assuming you survive the coming fight?

### **Ammo**

5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun

### **Targets**

5 Pistol, 4 Shotgun, 4 Rifle

### **Starting Position**

Standing, safely holstered pistol(s), safely staged rifle and shotgun

### **Procedure**

When ready, shooter says ***“This Belongs in a Museum!”***

At the buzzer, engage pistol targets 1-2-3-4-5. Two gun shooters, reverse second gun: 5-4-3-2-1.

Engage rifle targets 1-1-2-3-4-4-3-2-1-1 make rifle safe.

Engage shotgun targets 1-2-3-4.

Time stops



## Drunken duo diverted

The silver in the mines around the Red Cloud Mine are both a boon and a bane to the local towns around them. The silver yields wages, of which many are spent prudently and wisely for the needs of a frontier family and their homestead. But sometimes the wages are spent on less honorable pastimes, including trips to the local saloon. Tonight you just finished your dinner when the Dunston brothers come staggering down the street, and one of them just tried to shoot the oil lamp over your table for target practice... through your window! The burning oil just hit your table and you have to act fast, both to protect your home from destruction and from these ne'er-do-well ruffians before they kill somebody.

### **Ammo**

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

### **Targets**

5 Pistol, 2 Shotgun, 5 Rifle

### **Props**

Wagon

### **Starting Position**

Standing at the window with holstered pistols and the rifle and shotgun safely staged

### **Procedure**

When ready, shooter says *"That hot oil roils me!"*

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

Engage shotgun targets in order; 1-2-1-2-1-2.

Engage pistol targets in a right to left sweep; 5-4-3-2-1. Two gun shooters, reverse with second gun; 1-2-3-4-5. Safely holster pistol(s),

**Time stops.**



## Brigands Bushwhacked!

Tired of the lawlessness of the Territory you decide it's time to put a dent in the criminal element by thinning out their herd. Riding out hot on the trail of some menacing miscreants, you find an encampment crawling with baddies. You need to hit them solidly to make your statement. Your trusty rifle is ready to meet the challenge. Are you?

### **Ammo**

5 Pistol (10 for two-gun shooters), 10 Rifle, 6 Shotgun, Pocket Pistol/Derringer

### **Targets**

2 Pistol, 3 Rifle, 2 Shotgun

### **Props**

Rock, table/barrel

### **Starting Position**

Standing, behind the wagon with holstered pistol(s), rifle and shotgun, safely staged on the wagon

### **Procedure**

When ready, say; *"It's been a hard day's ride!"* Posse responds, *"And you ain't no Beatles!"*

At the buzzer

Engage rifle targets 3-2-1-3-2-1-3-2-1-1. Make rifle safe.

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

Engage pistol targets 2-1-2-1-1 Two gun shooters repeat.

Engage Pocket Pistol/Derringer target. Make Pocket Pistol/Derringer safe.

**Time stops.**



## Stop 'Em! They're Getting Away!

### **Ammo**

10 Rifle, 5 pistol (10, for two-gun shooters), 10 Rifle caliber rifle, or 10 .22 caliber rifle

### **Targets**

4 long range rifle, 2 pistol caliber rifle, 2 rifle caliber rifle, .22 gallery target  
(weather permitting)

### **Props**

Chair, shooting sticks

### **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, pistol shooters engage pistol targets in the following order 1 2 1 2 1  
(two-gun shooters repeat),

Rifle caliber rifle, engage targets in the following order 1 2 1 2 1 2 1 2 1 2.

Single-shot rifle shooters engage targets in the following order: 1 2 1 2 1 2 1 2 1 2.

### **Time stops.**