

Settlers Survive Salt Mine Squatters Stage 1

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 general store at Camp Verde, Arizona to restock your supply. But a few other travelers also have stopped- and have seized control of the town. Time to protect your supplies and to runoff the ruffians

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

Targets 5 Rifle, 2 shotgun, 5 pistol

Starting Position

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

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.

Move to door and engage pistol targets 1-2-3-4-5. Two pistol shooters, repeat.

Pernicious Plunderers Prosecuted! Stage 2

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 Pocket Pistol/Derringer

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 1-2-3-4-5-5-4-3-2-1 make rifle safe.

Engage shotgun 1-2-3-4 Engage Pocket Pistol/Derringer target

Drunken duo diverted Stage 3

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

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 1-5-2-4-3 repeat Make rifle safe. Engage shotgun targets in order; 1-2-1-2-1-2.

Step to doorway and engage pistol targets in a right to left sweep; 1-5-2-4-3. Two gun shooters repeat . ,

Brigands Bushwhacked! Stage 4

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 5 Pistol, 5 Rifle, 2 Shotgun

Starting Position . Standing behind the wagon with pistols holstered, 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 1-2-4-5-3 repeat Make rifle safe. Engage shotgun targets 2-1-2-1-2-1. Make shotgun safe. Engage pistol targets 1-2 -4-5-3. Two gun shooters repeat. Engage Pocket Pistol/Derringer target

Stop 'Em! They're Getting Away! Stage 5

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
(twogun 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.**