

GUNFIGHTERS



You've got quite a job cut out for you this month; rid the town of some undesirable and dangerous men.

The stories have been designed for our stages, but the names are real; Phil Coe, Three-Fingered Jack, "Gunplay" Maxwell and Jim Levy. Go ahead, check them out. The one common trait they share? They were all BAD!



PHILLIP "PHIL" COE

You are sharing a delightful repast in Rick O'Shay's Rum and Roast Restaurant with Penelope Plum, a lovely local lilly. Phil Coe, who has been called one of the greatest gunfighters of Texas, has been courting the same woman! Rumors are circulating that he's planning to eliminate this rivalry by killing you!

You've already passed words during a disagreement, during which Coe bragged of his expertise in shooting. He said he could "Kill a crow on the wing", to which you replied: "Did the crow have a pistol? Was he shooting back? I will be."

A shot rings out! Someone rushes in to tell you that as Phil and his cowboys neared Sandy Steel's Sarsparilla Saloon, a dog tried to bite Coe, and the gunman took a shot at him.

You decide to investigate the gunfire.

Ammo

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

Starting Position

The shooter is standing at doorway at ready.

Procedure

When ready, shooter says "*Coe, this county incarcerates canine miscreants!*"

At the sound of the buzzer, Shooter moves to shotgun and engages shotgun targets; 1, 2, 3, 4.

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.

Shooter retrieves rifle and engages the three rifle targets, in this order: (1, 2, 3, 1, 2, 3, 1, 2, 3).

Time stops.

Targets

3 rifle, 4 shotgun, 3 pistol



THREE-FINGERED JACK

The express car of a Southern Pacific Express train is being held up at Cochise, Arizona, where you've gone to catch the train back to Shortsville, agreeing to serve as the Express Manager in exchange for free fare and transport of your horse, Sugar Loaf, after delivering a herd of cattle for the Cavalry stationed there.

The bandits number five, including Jack Dunlap, alias Three-Fingered Jack, a well known cowboy horse thief. You recognize the boss of this bunch of bandits as Bob Burns. They think there's at least \$10,000 in gold and currency in the express car.

As the Express Manager, you aren't going to let them get away!

Ammo

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

Starting Position

The shooter is seated at window with pistol at ready.

Procedure

When ready, shooter says *"Get back, Jack! You can't have the money sack!"*

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

Shooter makes pistol safe, stands, moves to left, retrieves shotgun and engages two shotgun targets; 1, 2, 1, 2.

Shooter makes shotgun safe, engages the three rifle targets, in a Nevada sweep (1, 2, 3, 4, 5, 4, 3, 2, 1).

Shooter makes rifle safe,

Time stops.

Targets: 5 rifle, 2 shotgun, 5 pistol



"GUNPLAY" MAXWELL

Making a name for himself on the western frontier is gunfighter and outlaw, "Gunplay" Maxwell. Maxwell, who has used several names during his lifetime while hiding from the law, was born James Otis Bliss somewhere around Boston, Massachusetts, about 1860. The son of a hotel owner, the boy received a good education, but while still a young man, got into his first trouble.

Sometime around 1875, he got into a bar room brawl with a companion and ended up shooting him dead. Afterwards, he fled westward, first going to Texas, before moving northwest to Montana. There, he worked as a cowboy, honed his shooting skills, and was soon involved in the cattle/sheep wars.

Sometime later, he drifted into Wyoming and Utah where he made his "living" primarily rustling horses and cattle. The law finally caught up with him, charging the rustler with grand larceny. During the trial, Bliss went by the name of Clarence L. Maxwell. He was convicted and sent to the Wyoming State Prison in 1893.

He's in Loco Poco's Local Saloon with some buddies. Maxwell's got a grudge against you because you identified him earlier to the sheriff in Shortsville as a "bad man" and ex-convict. When you enter, he calls you out.

Ammo

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

Starting Position

The shooter is standing at door, ready.

Procedure

When ready, shooter says *"There's a time for Gunplay, and Gunplay, yer time has come!"*

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 moves to pocket pistol/derringer and engages target.

Shooter makes pocket pistol/derringer safe, moves to shotgun (left of window) and engages two shotgun targets; 1, 2, 1, 2.

Shooter retrieves rifle (left of window) 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



JIM LEVY

Jim Levy was born in Dublin, Ireland in 1842 of Jewish parents. He was still a young boy when they immigrated to the United States. When he was old enough, Levy headed west, where he landed in Pioche, Nevada and worked as a miner.

Though terribly disfigured and having lost several teeth in a shootout, Levy survived and gave up mining, deciding to make his living as a professional "regulator" and gambler. He has traveled from Virginia City, Nevada; to Cheyenne, Wyoming; Deadwood, South Dakota; Leadville, Colorado; and Arizona -- to Tombstone, and Tucson. The terrible scarring did nothing for Levy's already bad temper. One newspaper described him as a "pistolferous gambler."

Now, he's in Shortsville, troubling the town's tranquil tone, which is tantamount to tampering with your temperament, so you decide to urge him to move on. But, be careful with this one! It is estimated that he has survived some sixteen shoot-outs!

Ammo

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

Starting Position

The shooter is standing at fence at ready.

Procedure

When ready, shooter says "*Levy, get out of Dodge!*"

Posse responds "*You mean Shortsville, don'ch'ya?*"

At the sound of the buzzer, Shooter pulls pistol and engages the pistol target.

in this order; 1, 1, 1, 1, 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, 1, 2, 1, 2, 1, 2, 1).

Shooter moves to pocket pistol/derringer and engages target, then lays pocket pistol/derringer on table.

Time stops.

Targets

2 rifle, 2 shotgun, 1 pistol, pocket pistol/derringer

THE SHORTSVILLE SHADY GROVE SHOOTIN' MATCH AND SUPPER

Scenario

Well, it's the fourth Sunday in June, and in Shortsville, that means the Annual Shortsville Shooting Contest in the shady grove, this year followed by Raunchy Rick's Roasted Road Kill and What's In The Pot stew. So, what the heck! Pay the entry fee and sign up for shootin' and dinner before you head back to the ranch.

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!