



RAWHIDE RICK'S RAW HIDE AND BEEF BISTRO

Scenario

As you settle down to your sizzling steak, fried potatoes, and greens, at Rawhide Rick's Raw Hide and Beef Bistro, you hear horsemen ride up outside. It's some dirty, drunk drifters who got the same idea of havin' a good time in town, but they're makin' their entrance known by cussin' out loud in the public streets. You feel that it's your duty, as a member of this community, to ask these guys to quiet down, but as you get up, a round comes through the window and puts a hole in your favorite and only hat! You might have excused this any other time, but the hat was on your head when the bullet passed through it, creating a new part in your already thinning hair!

Ammo

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

Starting Position

The shooter starts sitting at the table with a fork and knife in hand.

Procedure

At the sound of the buzzer, shooter says, *"Keep this warm for me, Rawhide. Them raucous rider's Rugers have got to be silenced!"*

The shooter stands and goes to the adobe door, pulls his pistol and engages the two pistol targets in this order; 1, 2, 1, 2, 1. (Two-pistol shooters shoot same order in reverse with second pistol.)

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

The shooter retrieves rifle and engages the three rifle targets, sweeping left to right three times (1, 2, 3, 1, 2, 3, 1, 2, 3,1). Upon completion, shooter places his open and empty rifle in the rack.

Timer stops.



JELLIED JAM JUSTICE

Scenario

After yer supper was spoiled at Rawhide Rick's, you and the boys head down to Calamity Janet's Jam And Jelly joint to sample her own Herbal Tea and jammin' jellied delights, when them rowdy cowboys start to "let loose" again. Their leader, Palomino Paul, a positively pugilistic person who promised to pummel you upon your next encounter. He comes through the front door, and, seeing you seated there, slams his fist on the table, and shouts "Jerk your gun! Your time has come," spilling your tea and upsetting the jellied delights.

Ammo

5-10 pistol, 10 rifle, 4 shotgun

Starting Position

Seated at table, pistol(s) safely holstered loaded with five rounds each.

Rifle, loaded with ten rounds, safely staged.

Shotgun also safely staged.

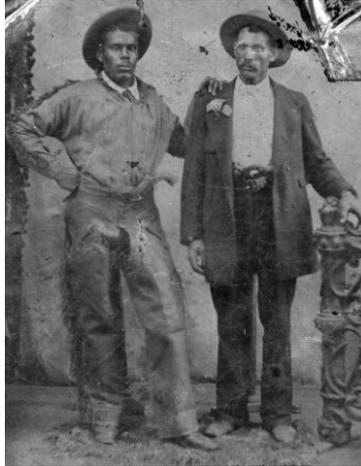
Procedure

When ready, shooter says *"You ain't gonna jam me up!"*

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

Move to firing line and engage rifle targets, 1-1-1-2-2-3-3-4-4-4.

Move back to doorway and engage shotgun targets, 1-2-3-4.



GUNRUNNERS

Scenario

Just outside of town, you come across some real low-lives: Gunrunners. They sell their wares to evil-minded folks who, in turn, use them against law-abiding folks, and give gun-carryin' good guys a bad name. You hate 'em!

Ammo

5-10 Pistol, 10 Rifle, 4 shotgun, derringer/pocket pistol

Starting Position

Standing behind table, both hands flat on table.

Rifle loaded with nine rounds in magazine, safely staged on table, at least one rifle round in box on table.

Safely holstered loaded pistol(s).

Shotgun safely staged on table, four shotshells in box on table.

Loaded pocket pistol/derringer safely staged on table.

Procedure

When ready, say "*Mind if I take a crack at them Colts, cowboys?*"

At the buzzer, engage rifle targets 1-1-2-2-3-3-2-2-1-1.

Sweep pistol targets 1-2-3-2-1. Two gun shooters repeat.

Loading only from the box, engage shotgun targets 1-2-1-2.

Engage derringer/pocket pistol for bonus.

Time stops.



CARD GADS CREATE CHAOS

Scenario

After the fiasco with the gunrunners, you returned to Rawhide Rick's Raw Hide and Beef Bistro for an after-dinner drink. You join a group of card players there for a little poker to pass the time, and enjoy the change of company from that gang of gunrunners. Everything is going fine until you see the player across from you drawing a card from out of his sleeve. You call him on it, and realize the other players are partnered with him. They go for their guns, and you commence to shoot.

Ammo

5-10 pistol, 10 rifle, 4 shotgun, derringer/pocket pistol

Starting Position

Shooter is seated at table, holding cards, derringer/pocket pistol on table.

Procedure

Shooter says *"That Club card came from your cuff!"*

The rest of the posse yells *"Quit yer cryin' and play yer card!"*

At the buzzer, Shooter picks up derringer/pocket pistol and proceeds to engage target.

Shooter lays derringer/pocket pistol on table, stands, draws revolver, engages targets in order 1-5-2-4-3. Two-pistol shooters engage target with second revolver in same order.

Shooter holsters revolver, proceeds to shotgun. Engages shotgun targets 2-1-2-1.

Shooter places shotgun in stand, moves to rifle, engages targets 1-2-3-3-2-1-1-2-3-3. Shooter places rifle in stand, time stops.



PRAIRIE DEFILING PRAIRIE DOGS

Scenario

Well, back at the ranch, you decide it's time to take on that Prairie Dog town out in the back 40. Let's see how you do.

Ammo

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

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

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