



## **PROTECTING YER HOME AND LAND**

Sometimes life hits ya hard, like a winter that just seems to git longer and colder, or bad guys that just seem to git badder and bolder.



## ILLEGAL MISCREANTS EAGLE EYED

Yer good friend, Deputy Terry Tumbleweed, was shot and killed by some tough hombres from outta town while he and the Sheriff were investigating their alleged illegal shenanigans. Seems they were planning on usurping land from the Boss and selling it dirt cheap to ignorant settlers. You join the posse and ride out, eager to evict these evil doers of dirty deeds.

**Targets:** 4 Rifle, 2 Shotgun, 5 Pistol+ 1 popper

**Ammo:** 10 Rifle, 4 Shotgun, 5 Pistol (10 for 2 guns)

**Props:** Shotgun rack, rifle rack.

**Staging:** Shooter standing at front / center of mat, facing front. Rifle and shotgun racked.

**Start:** When ready, shooter says *“Yer Dirty Deeds Are Done!”*

Posse responds with *“Dirt Cheap? Huh!”*

Shooter then engages pistol targets Pop-2-3-4-5. Popper must be engaged until it falls. Two-gun shooters then shoot 5-4-3-2-1, with last target now being exposed due to popper being down. If popper did not fall with first gun engagement, shooter must start with the popper, then proceed right to left with remaining rounds. Shooter holsters pistol(s) when done before proceeding onward.

Shooter moves to left and picks up rifle, and engages rifle targets 1-3-2-4-4-1-3-2-4-4 and places open, empty rifle back in rifle rack.

Shooter moves to shotgun rack and loads shotgun (pump or lever gunners may load 4 rounds) engaging targets 2,1,2,1.

Last shot stops the clock.



## **ARMS UNCOVERED: TIME TO ROLL UP YOUR SHIRT SLEEVES**

Guns recovered as evidence at the scene of the shootout with the Illegals, prove to have been supplied to them by none other than Ben Nelson, who runs the gun shop in town. It turns out that Ben, other wise known as Half Nelson, on account of his having his ear shot off by a ricochet bullet at his shooting range, was in cahoots with them guys what killed yer buddy, Tumbleweed, so the posse heads out to question him. But, he and some bad guys are hidin' in the chicken coop, and he ain't ready to talk.

**Targets:** 6 Pistol, 3 Shotgun, 4 Rifle, Derringer/Pocket Pistol

**Ammo:** 6 Shotgun, 5 Pistol/10 for two gun, 10 Rifle, Derringer/Pocket Pistol

**Props:** Rifle and shotgun racks. Rubber chicken.

**Staging:** Rifle and shotgun racked. Shooter standing at center of mat with rubber chicken in hand(s).

**Start:** When ready, shooter says, "*Time to stop playing chicken, Nelson!*" and drops chicken at the sound of the buzzer.

Shooter walks to shotgun rack and engages shotgun targets 1-2-3 and repeat for a total of SIX rounds. Pump or lever gunners may load Two rounds maximum per load. Single round loading is OK. Place shotgun back on rack.

Shooter then moves to left and engages rifle targets 1,1,2,3,4,1,2,3,4,4 then clears rifle and places open rifle back in rifle rack.

Shooter engages the pistol targets, 1-2-4-5-6 Two gun shooters repeat. Move to derringer/pocket pistol target and engage. Make derringer safe.

Time stops.



## OH, WHAT AN EVIL WEB WE WEAVE!

As he lay dying, Half Nelson took a last, deep breath and revealed that the man who provided the money to pay for the weapons that fell into the hands of the illegal miscreants was none other than Roland Boulder, the new preacher in town. Boulder was hopin' that he'd increase his flock by stirring up enough trouble to make people seek refuge at his Church of the First Holy Order, and profit from the illegal sale of the Boss's land. And all this time you thought the preacher was helping people feel secure in their homes and land.

You and the posse head over to the church, and find Boulder and some of his personal proselytes poised packing pistols outside.

**Targets:** 2 Shotgun, 3 Rifle, 5 Pistol, 1 Derringer/Pocket Pistol

**Ammo:** 4 Shotgun, 10 Rifle, 5 Pistol, 10 for 2-gun, 2 to 4 for PP / Derringer

**Props:** Rifle and shotgun rack.

**Staging:** Shooter with hands in the air, facing back of mat, with dummy woman draped over back. Poker table to left side with loaded derringer, muzzle downrange. Loaded rifle in rack to left of mat, unloaded shotgun in rack to right.

**Start:** When ready, shooter says *"Here comes justice, Boulder."* Posse responds *"Fast and Furious!"*

Shooter then retrieves rifle, and engages rifle targets 1-2-3-1-2-3-1-2-3-1. Shooter clears rifle and places back on rack.

Shooter then moves to right of mat and picks up shotgun, loads and engages shotgun targets left to right, for a total of four shots (1-2-1-2). Pump or lever shot-gunners may load as many rounds as their shotgun can safely hold.

Place shotgun back on rack.

Shooter then engages pistol targets 1-3-5-4-2, 2-gun shooters Move to derringer/pocket pistol target and engage. Make derringer safe.

Time stops.



## **AND JUSTICE FOR ALL**

Some of bad guys are getting away. You and the posse dive up your targets, and set out to stop 'em dead in their tracks.

**Targets:** 9 total, set as 2 long range rifle caliber (longest range), 2 rifle caliber repeater, 2 pistol caliber, gallery .22 (if weather permits), and 2 pistol.

**Ammo:** 10 Rifle per stage, caliber(s) of shooters' choice (5 for pistol).

**Props:** Chair, two rifle racks, shooting sticks, shooting mat if desired.

**Staging:** Shooter seated in chair, standing, prone or other safe position. Loaded rifle in shooter's hands, in port arms position, prone position, or other position of choice when shooting begins.

**Start:** At the sound of the buzzer, shooter will engage targets for the caliber chosen in any sequence as long as the targets are Not double-tapped (ie targets must be shot one then another, not repeatedly for two or more consecutive shots).

**Scoring:** Time is not the primary scoring method, hits are.

**For this month shooters may only shoot ONE GUN ON THIS STAGE for timing purposes- and, the potluck lunch awaits.** For this stage, the **shooter must announce his/her caliber choice** to the scorer before the stage begins. Counters count **Hits** only, last shot stops the clock. Time breaks ties in number of hits only.

**\*\*\*THIS STAGE IS OPTIONAL!\*\*\***