



## **BACK IN THE SADDLE, AGAIN**

Sheriff Nawlin's needs no-nonsense deputies duly deputized to drag in dirty desperados. Yer boss figures it's his civic duty to let you go, seeing as how you did so well protectin' yer homeland last month. And, yer pay will be drawn from the town instead of his pocket. So, off you go!



## WILLIAM GOTE

First stop is in Shortsville, where Sheriff Nawlins' heard that William Warming, aka Billy the Goate, has got hostages in the general store. You and the posse have to be careful, but you're determined that he won't get away!

**Targets:** 4 Rifle 4 Pistol 2 Shotgun

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

**Props:** Shotgun, rifle rack placed outside doorway.

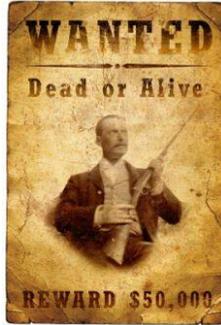
**Staging:** Shooter standing at window, facing downrange. Loaded rifle in rifle rack, unloaded shotgun in shotgun rack to right of wall..

**Start:** *"Warming, this is your last warning!"* Posse answers *"We're gonna git cha, Goat!"*

Shooter engages pistol targets through window 3-3-3-1-5. Two-gun shooters repeat. Shots on 2 or 4 earn a procedural but NOT a miss.

Shooter moves to rifle rack outside wall and engages targets 4,4,3,2,1,4,4,3,2,1, and replaces empty rifle in rack. Shooter retrieves shotgun, loads and shoots 2-1-2-1. Pump gunners may load up to 4.

**Scoring:** Time plus misses.



## CACTUS KRAUT

Cactus Kraut and his gang ambushed a stagecoach about a mile outside of Manchester. The coach, carrying \$26,000 in Wells Fargo money and eight passengers, was waylaid while trying to navigate a steep grade. Guarded by lawman, Cactus Jack, gunfire erupted and stagecoach driver Budd Philpot and a passenger were killed. In the meantime, the horses bolted. Jack got the stage under control, and the would-be robbers fled. There's a price on their head of \$2,000 dead or alive. In April, while you were away, the outlaws attempted another robbery at a store in Phelps. Now, they're holed up down by the cabbage factory. You and the posse have come to collect on the reward!

**Targets:** 4 Shotgun 4 Rifle 6 Pistol 1 Derringer/PP

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

**Staging:** Shooter standing. Loaded rifle in rifle rack, empty shotgun in shotgun rack, optional derringer or pocket pistol loaded, staged on short table.

**Start:** When ready, shooter says, *"Give up before things go sour, Kraut!"*

Shooter engages pistol targets POP-2-3-4-5, 2-gun then engages 5-4-3-2-1. Popper must move.

Shooter moves to left of mat, retrieves rifle and engages rifle targets 1-2-2-3-3-3-4-4-4-4, and replace empty rifle in rack.

Shooter moves to right and retrieves shotgun, engaging targets 1-2-3-4.

Shooter advances to left of mat and engages derringer / PP target for up to four shots, with one 5 second bonus per hit. Shooter leaves gun ON TABLE muzzle downrange.

Last shot stops clock.

**Scoring:** Time plus misses, less bonuses.



## SHOTT SHOT NOTT

Over in Palmyra, John S. Nott accused Alexander Shott of taking a shot at him while he was crossin' his property, purportedly heading over to Palmyra's Public House. Shott said he did not take the shot at Nott, but Nott was definitely shot. The posse's been asked to take Shott into custody, along with his gun, in order to assess whether the shot that shot Nott was shot from the gun owned by Shott, or not. So, off you and the posse ride to Reed's Corners where Shott's got a slingshot shop.

**Targets:** 2 Shotgun 3 Rifle 5 Pistol

**Ammo:** 6 Shotgun 10 Rifle 5 Pistol, 10 for 2-gun

**Staging:** Shooter standing at firing line. Loaded rifle and unloaded shotgun in rack to left of door.

**Start:** When ready, shooter says, "*Did your shot shoot Nott, Shott?*"

Shooter then draws pistol to engage pistol targets 1-2-3-4-5 through doorway. Two gun shooters repeat.

Shooter then retrieves rifle and engages rifle targets through doorway in an Arizona sweep:

1-1-1-2-2-2-3-3-3-3, then replace empty rifle in rack. Shooter retrieves shotgun and engages targets through doorway 1-2-1-2-1-2. Last shot stops the clock.

**Scoring:** Time plus misses.



## DIRTY DIRK DARBY

Seems that over at Sweet Sue's Sweets and Sody Pop Shop, Dirty Dirk Darby wants service, but, as usual, he ain't lookin' presentable enough to be served in Sweet Sue's shop. He ain't leavin', neither, so Sue's sent for the sheriff, and he's sendin' you and the posse. When you get there, you try to dialogue with the jerk, Dirk, who shirks your words and jerks his gun.

**Targets** 5 rifle, 4 shotgun, 4 pistol, derringer/pocket pistol

**Ammo**

5-10 pistol, 10 rifle, 6 shotgun, Derringer/Pocket Pistol

**Starting Position**

Standing at fence, safely holstered pistol(s) loaded.

Rifle and shotgun safely staged.

**Procedure**

When ready, shooter says *"Don't be a jerk, Dirk! Just tuck in yer shirt."*

At the buzzer, engage rifle targets 1-2-3-4-5-5-4-3-2-1.

Engage shotgun targets 1-2-3-4.

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

Engage pocket pistol/derringer for bonus. Make pistol safe.

Time stops.

# REV. DAVE'S SHOOTIN' CHALLENGE



Yer friend, Reverend Dave , has been after you to attend his church meetin's ever since he rode into town on a lame mule he calls Moses. Now, he's got you! He challenged you to a shootin' contest, and in a moment of weakness, you accepted! If he wins, you show up to his Sunday services for a year. If you win, he's gonna walk the length of Shortsville's main street every Saturday night for a month, with that lame mule, proclaiming "I'm leading Moses to the Promised Land!"

## **Ammo**

10 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!\*\*\*