



## WELCOME TO BLOOMSBURGH

It's spring time, and you're headin' over the hills back to the ranch from the winter range. You spy a little town in the valley ahead that you've never visited before. It's near lunch time, so off you go to the pretty lookin' town, meaning to find something to satisfy your hunger.

On yer way in to town, you pass a sign that says, "Welcome to Bloomsburgh". You have to git off yer horse to read the small print that says "All guns must be checked in at the sheriff's office." It's signed by the Sheriff, Don Key Bloomsburgh.

"Huh," is all you say.



## STAGE I

### THE CHIEF NEGOTIATOR

As you turn onto the main street, you hear shootin', and see what appears to be a bunch of hoodlums with guns holding hostages on one side of the street, and a couple guys, wearing badges, peering out from behind a water trough on the other. You tie up yer horse, grab yer long guns, and join the fellers at the trough, who are unarmed, and offer yer expert marksman services. "No, thanks," he says. "I'm Sheriff Don Key, and I'm using my expert negotiating skills to talk these guys into givin' up."

"How long you been at it, Sheriff?"

"All night. I think I got 'em pretty worn down now, though."

Just then, one of the hoodlums stands up, and yells "No more talk! You may be the Sheriff, Don Key, but you sound like an arse to me!"

You swing into action when you hear him draw his hammer back.

#### **Ammo**

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

#### **Starting Position**

The shooter stands at the water trough.

#### **Procedure**

At the sound of the buzzer, shooter says, "*There's only one way to stop a bad guy with a gun.*"

Posse responds with "*A good guy with a gun!*"

The shooter pulls his pistol and engages the two pistol targets in this order; 1, 2, 1, 2, 1.

(Two-pistol shooters shoot same order with second pistol.)

The shooter holsters pistol, retrieves rifle and engages the three rifle targets, sweeping left to right three times (1-2-2-3-3-3-4-4-4).

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

Upon completion, shooter places his open and empty rifle in the rack.

Time stops.



## STAGE 2

### **“YA DON’T SAY. IS THAT A FACT?”**

When the smoke clears, the Sheriff tells you, “Here in Bloomsburgh, we don’t like no gun-totin’ cowboys. Ya see, our citizens believe that guns is vulgar, and we is a much more highly developed people than those what’s carry guns.”

“Ya don’t say. Is that a fact?” You say.

“So, if ya don’t mind, I’d like ya to come over to the jail with me to lock up them guns.”

But shootin’ erupts down the street. A bunch of hombres come chargin’ out of the bank with guns a-blazin’. You tell the Sheriff, “I’ll be right back.”

#### **Ammo**

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

#### **Starting Position**

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

Procedure At the buzzer, Shooter says *“You boys got permits for those smokewagons?”*

Shooter draws revolver, engages targets in order 1, 2, 3, 4, 5.

Two-pistol shooters engage target with second revolver in same order.

Shooter moves to rifle, engages targets 1,2,3,3,2,1,1,2,3,3. Shooter places rifle in stand.

Shooter retrieves shotgun. Shooter engages shotgun targets 1, 2, 3, 4. places shotgun in stand.

Shooter picks up derringer/pocket pistol and proceeds to engage target.

Shooter lays derringer/pocket pistol on table.

Time stops.



### **STAGE 3**

#### **HUNGRY HERB'S HASH AND FLASH IN THE PAN CAFÉ**

“There may come a time when you need people like me to ensure the safety and welfare of the good people of Bloomburgh,” you tell Sheriff Don, over a lunch of scrambled eggs and ham at Hungry Herb’s Hash and Flash In The Pan Café.

“Our aim, here in Bloomsburgh, is to make the town a safe place for all people, and we believe we can do that best by keeping guns out of the hands of cowboys like you who may be too quick to go for their guns.”

No sooner had the Sheriff stuffed another bite of egg in his face, than the doors burst open, and another bunch of hombres, with guns drawn, charge in and demand money and valuables from the patrons. Once more, you have to reach for your guns.

#### **Ammo**

5 Pistol (10 for two-pistol shooters), 10 Rifle, 4 Shotgun, pocket pistol/derringer

#### **Starting Position**

Standing at firing line with safely holstered pistol(s),  
Rifle and shotgun racked.

#### **Procedure**

When ready, say *“The only valuables I got are these bullets!”*

At the buzzer, Engage pistol targets in the sequence 5, 4, 3, 2, 1. Two-gun shooters, shoot the reverse with the second gun; 1, 2, 3, 4, 5.

Missouri Hillbilly Sweep the rifle targets in the order of 1-1-2-3-4-4-3-2-1-1.

Make rifle safe and engage shotgun targets 1,2,1,2.

Shooter picks up derringer/pocket pistol and proceeds to engage target.  
Shooter lays derringer/pocket pistol on table.

Time stops.



## **STAGE 4**

### **BUSHWACKING BAD GUYS**

You see the light of a bonfire on the hill above Bloomsburgh. Bad guys, waiting for the opportunity to ride down on Bloomsburgh to pillage the unarmed townspeople! You decide it's time to put a dent in the criminal element by thinning out their herd yourself. Before you lies 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?

**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!\*\*\***