



Fair Time in Shortsville

The Shortsville town leaders planned a little celebration in honor of the birth of the country. The Boss said, “Go ahead, boys! Git inta town and have some fun.” You and the boys didn’t need to be told twice!



Talented Thesbian thwarted

You and your pals stop by the famous Birdcage Theatre. It's amateur talent night and many a hopeful soul has already shamelessly embarrassed themselves on stage. Now that it's your turn, you try your best to deliver a riveting performance by reprising your role of Stanley, in "A Streetcar Named Desire," only to find out that the audience isn't keen on Shakespeare. Too bad, because the locals called it "... A glittering performance of rare perception."

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun

Starting Position

Standing near piano.

Safely holstered pistol(s) loaded with five rounds (each).

Rifle and shotgun safely.

Procedure

When ready, yell "*Stella!!!*"

At the buzzer, Nevada Sweep the rifle targets; 1-2-3-4-3-2-1-2-3-4.

Make rifle safe and engage pistol targets in a continuous Nevada Sweep 1-2-3-4-5.

Make pistols safe and engage shotgun targets 1-2-1-2.

Time stops.



Contraption Confounds Curmudgeons

While at a booth at the local fair, a vendor shows you a strange gaming device called a Pachinko, a kind of vertical pinball affair, where the vendor says gravity and chance alone decide where the ball will fall, and award the prize. The novelty and the chance for a big payout lure in the foolish, as most games do. But you notice that the vendor runs his hand on the side of the case as the ball falls, and many times the metal ball seems to fall into a slot where no gambler put money! Watching more carefully you notice that the vendor is manipulating a magnet to influence where the ball goes, and now that you know the secret it's time for you to "collect" from this bad vendor and his gang who don't want you spreading the word!.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun, Pocket Pistol/Derringer

Starting Position

Standing near the bar, rifle loaded with ten rounds safely held in the rifle stand.
Safely holstered pistol(s) loaded with five rounds (each).
Shotgun safely staged, four shotshells on your person

Procedure

When ready, say *“I’m The Winner This Time You Cheat!”*

At the buzzer, engage pistol targets 1, 5, 2, 4, 3. Two gun shooters, repeat. Make pistols safe.

Alternately engage rifle targets R1 & R2 with five shots (1-2-1-2-1)

then engaged R3 & R4 with five shots (3-4-3-4-3).

Engage shotgun targets any damn way you want, you've been thinkin' hard enuff.

Make shotgun safe, move to table and engage Pocket Pistol/Derringer. Make gun safe.

Time stops.



Hazardous harlot halted

While carousing in the local tavern and playing high stakes “penny poker” a rather friendly young woman keeps trying to be awful friendly toward you. After a while you get fed up and take your substantial winnings out of there. As you get out the door the woman gets real

close behind you and you feel a hand on your shoulder... and a blunt poke in the back... and hear a man's voice say "Just hand over that loot, handsome, and you won't get hurt." To add insult to injury, "her" pard on the porch see her jump on you and they start laughing. They probably know the whole story, but you're gonna save face, and your honor, by teaching this "lady" a lesson.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun, Pocket Pistol/Derringer

Starting Position

Standing at firing line, dummy on your back. Safely holstered pistol(s) loaded.

Rifle and shotgun safely staged.

Pocket Pistol/Derringer safely staged on table.

Procedure

When ready, drop the dummy and shout "*Not on your Life!*"

At the buzzer, engage Pocket Pistol/Derringer. Make gun safe.

.Engage pistol targets in a 1-2-3-2-1. Thru the window, sweep rifle targets in a Nevada Sweep;1-2-3-4-3-2-1-2-3-4. Make rifle safe and, thru the doorway engage shotgun targets thru the doorway 1-2-3-4.

Time stops.



Try your luck

At the County Fair you stop by the local shooting gallery to see if you can best your friends' remarkable shooting prowess. Every extra hit is needed, so shoot your best.

Ammo

5 or 10 pistol, 10 rifle, 4 shotgun

Starting Position

Sitting on horse

Pistol(s) loaded with five rounds (each), safely holstered.

Rifle loaded with 10 rounds staged safely

Shotgun safely staged on stand; four rounds on your person

Procedure

Dismount from the horse approach the fence when ready yell,

"Fill your hands, you son of a bitch."

At the buzzer, draw pistol and engage targets 1,2,2,3,3,3,3,4,4,5

Make pistol safe, move to rifle, and engage rifle targets; same as pistols

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

Time stops.



The Shortsville

Shady Grove Shootin' Match and Supper

Scenario

Well, it's June, and in Shortsville, that means the Annual Shortsville Shooting Contest in the shady grove, this year followed by Rawhide Rick's Roasted Road Kill and Whew, What's In The Pot stew. So, what the heck! You've been workin' hard all week, so pay the entry fee and sign up for fun shootin' and delicious 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!***