



CLEANING UP THE COUNTRYSIDE

It's been a long summer, making folks a bit edgy. Reports are filtering into town that a bunch of hombres are agitating the dispositions of your friends and neighbors by trying to drive them off their land, stealing their cattle, and lettin' their horses trod in their gardens, squashing their peas and squishing their squashes. If that ain't bad enough, critters are eatin' the leftovers in their gardens. You take it upon yourself to restore equanimity to this troubled land.



THE WINDS OF WAR ARE WAILING

Stage 1

Your neighbor Ezekiel Aramis' wagon just stopped at your place so he and his family could stop to say goodbye. He's heard about too much fighting in town between rival gangs and decided that as these wheels of change begin to turn he can't risk the lives of his wife and little ones; they're moving to the next county. You hear gunshots and see a dozen riders approaching fast, looking hell-bent on rolling over you and your family. Maybe Zeke was right, but now the time for just being careful has passed- fight to defend your family and your home. If this is a sign of things to come in the near future, your aim better be quick and deadly for your clan to survive.

Ammo

5 (10) Pistol, 10 Rifle, 6 shotgun, Derringer/Pocket Pistol

Starting Position

Standing behind wagon prop, rifle held safely in prop rifle stand with ten rounds in magazine.

Pistol(s) safely holstered.

Shotgun safely staged near rock.

Procedure

When ready, say "*Time to take treachery to task .*"

At the buzzer, pick up rifle, sweep rifle targets; 1-2-3-4 -3-2-1-2-3-4. Make rifle safe.

Step to horse, engage shotgun targets; 1-2-3-3-2-1. Make shotgun safe.

Walk around horse. Engage pistol targets 1-2-3-2-1. Two gun shooters, repeat.

Safely holster pistol.

Engage Derringer/Pocket Pistol target. Make gun safe.

Time stops.



HOMESTEADERS HARASSED!

STAGE 2

You've done well to keep your old shooting irons out of sight and out of mind after the end of the Lincoln County Wars. The wife understands why you need to keep that part of your life in the past, 'cause the young-uns would ask too many questions. But as you peer out the window, you see riders approach with rifles drawn. The war isn't over, and now it's come a-calling. You need to open that lock box and get yourself ready to defend your family.

Ammo

5 (10) Pistol, 10 rifle, 4 shotgun

Starting Position

Standing at doorway , rifle safely staged, shotgun safely staged, loaded pistol safely holstered.

Procedure

When ready, say *"I was wishin' this war was windin' down!"*

Draw pistol, engage pistol targets in ; 1-2-2-3-3. Two-pistol shooters second pistol 3-4-4-4-4

Safely holster pistol.

Engage rifle targets in 1-2-2-3-3-3-4-4-4-4. Safely stage rifle.

Engage shotgun targets 1-2-3-4.

Time stops.



MENACING MARAUDERS MEET MIGHT

Stage 3

You and yours are ready for the winter, but some folks aren't so lucky. With the spare wood outside the cabin, some of the half-crazed locals think you might have other extras too, including food, water, gold or anything else. You're outside cleaning up when you spot them coming in, so you better act fast.

Ammo

5 (10) Pistol, 10 rifle, 4 shotgun

Starting Position

Standing, rifle safely staged, shotgun safely staged, loaded pistol safely holstered.

Procedure

When ready, say *"Shanghaiing shoplifters call for sharpshooting!"*

Engage rifle targets through the window 1-5-2-4-3 repeat.

Make rifle safe.

Engage shotgun targets through the window 1-1-2-2.

Draw pistol, engage targets in order 1-5-2-4-3. Two-gun shooters repeat.

Safely holster pistol.

Time stops.



HARVEST TIME

Stage 4

In many ways it's the best time of the year. It's a celebration of a good harvest, surviving the heat of summer, reaping the benefits of long, hard work. As the orange moon rises and the crickets start to grow silent the work seems a little easier. But today your family isn't the only grateful bunch. A pack of wild critters has beset your fields, looking to fatten up for the winter on the fruits of your labor! Time to clear 'em out.

Ammo

5 (10) Pistol, 10 rifle, 4 shotgun, Derringer/Pocket Pistol

Starting Position

Standing at fence with hands touching hat, Derringer/Pocket Pistol safely staged, Pistol safely holstered, rifle and shotgun safely staged.

Procedure

When ready, say *"That critter cloister needs cleaning out!"*

Engage Derringer/Pocket Pistol for bonus. Make Derringer/Pocket Pistol safe.

Stand and engage pistol targets 1-2-3-4-5 Two gun shooters repeat Safely holster pistol..

Engage rifle targets 1-2-3-4-5 repeat. Make rifle safe.

Engage shotgun targets 1-2-1-2. Make shotgun safe.

Time stops.



PUMMELING PESKY PRAIRIE DOGS

You see that a colony of Prairie Dogs have taken up residence in your prime grazing land. Knowing that a steer's sudden stumble could result in injury and ultimately untimely death, you decide it's a good idea to thin out the colony.

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!***