



The Man with no name drifts into the dusty Mexican Border town of San Miguel. He stops to talk with the crazy bell ringer who is ranting about death and money. As he passes the Baxter compound, some hired guns laugh at his mule and shoot at the ground to run him off. He makes his way to the Cantina and strikes up a conversation with the Bar keep. The Old man tells him about the two bosses in this town, the Baxter's and the Rojo's. Gun runners, smugglers and killers. The Americano mutters over his drink, " The Baxter's at one end of town, the Rojo's at the other, and me right in the middle. I guess the crazy bell ringer was right, there's money to be made in a town like this....."



Stage #1 – Time to teach the Baxter Boys a lesson....and start some trouble.

As you mosey up to the Baxter compound, the hired guns that mocked your Mule are sitting on the fence. The leader laughs at you and say's " We don't like to see bad boys like you in town. Go get your Mule and ride on!"

Ammo

5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun

Targets

Four pistol (two high, two low) two shotgun, two rifle

Starting Position

Standing at fence, hands at your sides. Shotgun and rifle staged on Mule.

Procedure

When ready say **"See, my Mule don't like people laughing, he gets the crazy idea you're laughing at him."**

At the buzzer: Engage the pistol targets 1-2-2-3-4, second gun 1-2-3-3-4

Engage the Rifle targets 1-1-1-1-1, 2-2-2-2-2

Engage the Shotgun targets 1-2-1-2, make shotgun safe



Stage #2 – Ambush on the Rio Grande

After you showed off your gun fighting skills on the Baxter's, you quickly join up with the Rojo's and get paid for your handy work. Now you and Ramon Rojo's men are setting up to ambush the Mexican Army. Seems they were planning to buy guns from some US soldiers. Now those Soldiers are dead and your wearing their uniforms. Time to cut down the Mexican Soldiers and steal their Gold. Leave no one alive!

Ammo

5 Pistol (10 for two-gun shooters), 10 Rifle, 6 Shotgun

Targets

Five pistol, two shotgun, four rifle (furthest one is heart shaped)

Starting Position

Standing behind covered wagon, hands at your sides. Shotgun and rifle staged on wagon.

Procedure

When ready say **“Rest assured El Capitan, we'll check the guns out together”**

At the buzzer: Engage the Pocket Pistol / derringer target for bonus

Engage the Rifle targets through the covered wagon in a continuous sweep from either end

Engage the Pistol targets 1-2-3-4-5, second gun 5-4-3-2-1

Engage the shotgun targets 1-2-1-2-1-2



Stage #3 – No witnesses in the cemetery!

At night fall, you crept back to the river side and enlisted a couple of dead soldiers to improve your profit margin. You propped the dead men up in the cemetery to look alive, then sold the story of the living witnesses to the Baxter's. Oh, and to the Rojo's too! Now you are riding out with Ramon to silence the witnesses before the Baxter's get to them. Might have to silence some Baxter's as well!

Ammo

5 Pistol (10 for two-gun shooters), 10 Rifle, 6 Shotgun

Targets

Four pistol, two shotgun, two rifle

Starting Position

Crouched behind the boulder, rifle in hands. Shotgun staged on the Mule.

Procedure

When ready say **“Hey Baxter's, you can have them now if you like! These dead men can't talk”**

At the buzzer: Engage the Rifle targets 1-2-1-2-1-2-1-2-1-2

Engage the shotgun targets 1-2-1-2-1-2

Engage the Pistol targets in a continuous sweep from either end



Stage #4 – The final Showdown

You've played the Baxter's and the Rojo's against one another and made a fistful of Dollars, but now the jig is up. The Rojo's have caught on to your scheme and beaten you half to death. As you head for the main Street to settle the score with Ramon and his crew, you recall an old Mexican proverb that Ramon told you. "When a man with a .45 meets a man with a rifle, the man with a .45 is a dead man." Let's see how that works out.

Ammo

5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun

Targets

Five pistol, two shotgun, one rifle (furthest one that is heart shaped)

Starting Position

Standing next to the covered wagon, hands at your sides. Shotgun and rifle staged on wagon.

Procedure

When ready say **"If you shoot to kill, you better aim for the heart, the heart Ramon!"**

At the buzzer: Engage the Pocket Pistol / derringer target for bonus

Engage the heart shaped Rifle target with a 10 round dump. Make rifle safe on wagon

Engage the Pistol targets 1-5-2-4-3, second gun 1-5-2-4-3

Engage the shotgun targets 1-2-1-2

BESTING BUFFALO BILL

You heard about the Buffalo Bill/Billy Comstock Buffalo Shooting Contest out in Kansas, where Buffalo Bill killed 69 Bison in 8 hours, while Comstock only killed 46, and you'd like to try your hand at that kind of fast shooting.

Ammo

10 Per Rifle, 5 pistol, 4 shotgun

Targets

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 target

Starting Positions

Standing at ready, with pistol(s) holstered
Rifle safely held at Cowboy Port Arms
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.

NOTES

There is a **SEPARATE** scoring sheet for the Long Range!

Hits are the primary scoring method. Time is only used to break ties in hits.
Counters count Hits only, last shot stops the clock.

For this stage, the shooter must announce his/her caliber choice to the scorer before the stage begins.

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!*****