



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.

Stage 1

The Winds of War are Wailing

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, 4 shotgun, Derringer/Pocket Pistol

Targets 3 pistol, 3 rifle, 4 shotgun, der/pp

Starting Position Standing behind wagon prop, rifle and shotgun staged on prop
Pistol(s) safely holstered.

Procedure When ready, say "*Time to take treacherous tools to task.*"

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

Engage pistol targets Nevada. Two gun shooters, repeat

Engage rifle targets same as pistol. Make rifle safe.

Engage shotgun targets; left to right for 4 rounds no double tap.

Stage 2

HARVEST Time

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 wild 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

Targets 4 pistol, 4 rifle 4 shotgun, der/pp

Starting Position

Rifle and shotgun staged on wagon

Procedure

When ready, say *"Time to clean out that critter cloister!"*

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

Engage pistol targets 1-1-1-2, two pistols repeat

Engage rifle targets same as pistols. Make rifle safe.

Engage shotgun targets for 4 rounds right to left no double tap.

Stage 3

Menacing Marauders Meet might

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

Targets 4 pistol, 4 rifle, 2 shotgun

Starting Position

Shotgun staged, pistols holster, Rifle held in hands.

Procedure

When ready, say *"Shanghaiing shoplifting sharecroppers calls for sharpshooting!"*

Engage rifle targets through the window 3-2-2-3 sweep repeat.

Make rifle safe. Draw pistol, engage targets through the window same as rifle. Two-gun shooters repeat. Holster pistols. Engage shotgun targets through the door 1-2-1-2.

Stage 4

Homesteaders harassed!

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

Targets 4 rifle, 4 pistol, 2 shotgun

Starting Position

Standing, rifle and shotgun safely staged, loaded pistols holstered.

Procedure

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

Draw pistol, engage pistol targets 2-3-2-3 sweep Two-pistol shooters repeat.

Engage rifle targets same as pistol Safely stage rifle.

Engage shotgun targets through door 1-2-3-4.

**Long Range Riflery, Pistol Prowess,
& Shotgun Sharp Shootin’
THIS STAGE IS OPTIONAL!**

Ammo 10 Per Rifle, 5 pistol, 4 shotgun.

Targets 3 rifle caliber, 2 pistol caliber, 2 pistol/shotgun, .22 gallery target (weather permitting)

STARTING POSITION

Standing with low ready pistol(s),
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.

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.

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

***PLEASE NOTE that there is a SEPARATE scoring sheet for this stage!
Do NOT put scores for Long Range on the regular sheets.***

SCORERS:

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

Shotgun Stampede is scored separately.