

Corral: Horse Thieves

Ammo Required: 5/10 Pistol, 10 Rifle, 2+ Shotgun

Going up on the cattle drive took you away from home for most of the summer. Staying around for another year helped you earn a good reputation in Wichita and Dodge City. Now it is the time to return to your home and see how things are.

About a day's ride from home, you stop off in Plainview and put your horse up in the livery. A couple of toughs eye you and your horse. Seeing the brand, they decide to start a fight with you. They may have started it, but you will finish it.

Staging:

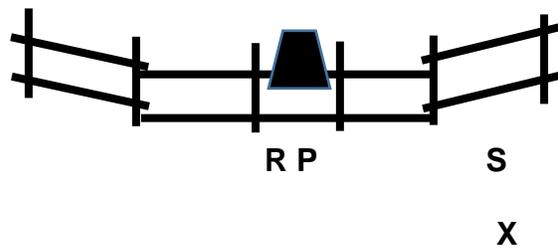
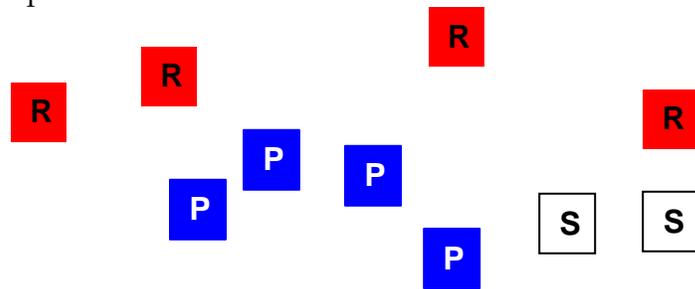
Pistol(s) w/ 5 rounds each, holstered

Rifle w/10 rounds held at cowboy port arms

Shotgun on table right of building, ammo on table or on body

Procedure: R-P-(P)-S

Start standing at the center of the fence, rifle held at cowboy port arms. Shooter indicates ready by stating the line, **"If it's a fight you want, then here you go!"** Engage the rifle targets with a two, three, two, three sweep from either direction. Make the rifle safe. Engage the pistol targets in the same manner as the rifle. Working Cowboy, shoot targets in a sweep from either direction, double tapping the first target. Holster. Move to the far right and engage the shotgun targets in any order. Make shotgun safe. Stage complete.



Cabin: Hotel Adventures

Ammo required: 5/10 pistol, 10 rifle, 2+ shotgun

After the little gun play at the livery, you stop over at the hotel for the night. Everyone seems a might shy around you. Then you spot an old timer that you remember from prior visits to Plainview. Sitting next to him, you start an easy conversation. Once he knows who you are, he says, "We need to talk away from everyone. Come on outside." Once outside the front of the hotel, someone decides he doesn't want you talking to this old timer and tries to ambush both of you.

Staging:

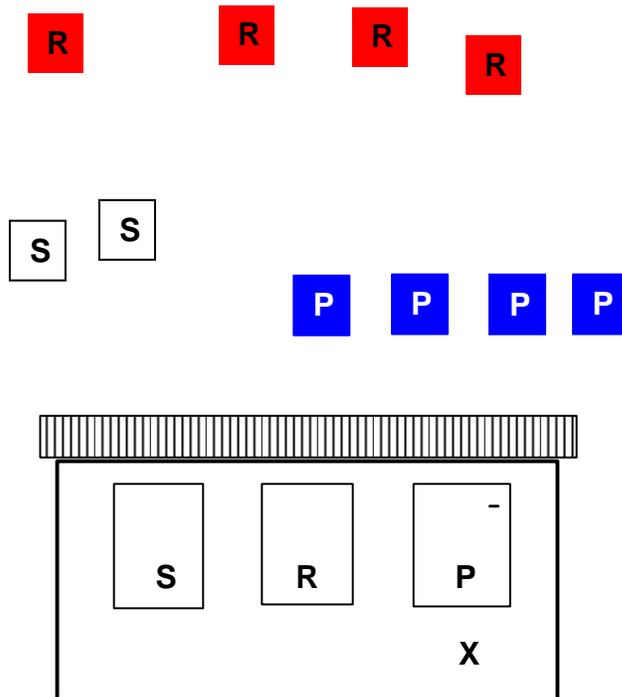
2 pistols w/ 5 rounds each, holstered

Rifle w/10 rounds, at the center window

Shotgun on left window, ammo on counter or on body

Procedure: P-(P)-R-S

Shooter starts standing at the right window with both hands on hips. Shooter indicates ready by saying the line, "**Quiet little town here!**" At the beep, engage the pistol targets in a continuous Nevada sweep. Working Cowboy, single Nevada sweep. Holster. Move to center window; engage rifle targets in a Nevada sweep. Make rifle safe. Move to shotgun at left and engage the shotgun targets. Make the shotgun safe. Stage complete.



Apothecary: Outside Influences

Ammo required: 5/10 pistol, 10 rifle, 4+ shotgun

The herd is just out of town, and the chuck wagon needs restocking. You stop at the Apothecary to pick up the supplies that the general store does not have. Outside the store, you see some of the Hash Knife outfit. They have been feuding with your crew for years. Once in the store, you ask the store keeper for his shotgun because you are expecting trouble. Stepping out the side door, you see some of the Hash Knife crew coming up the alley behind the store.

Staging:

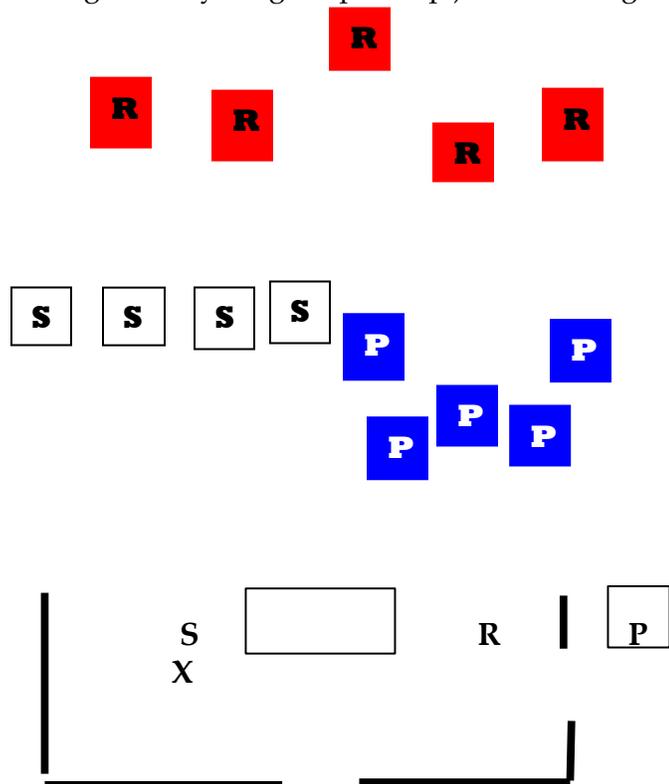
Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds, held at cowboy port arms

Shotgun, staged on the outside counter, ammo on body or on counter

Procedure: S-R-P-(P)

Shooter starts standing left of counter, one foot on the red line, shotgun at cowboy port arms. Indicate ready by saying, **"Put up your hands!"** Engage the shotgun targets until down. Make the shotgun safe. Move to right and engage the rifle targets in a double tap sweep from either direction. Make the rifle safe. Move to the outside counter and engage the pistol targets in a double tap sweep from either direction. (Working Cowboy, single tap sweep.) Holster. Stage complete.



Saloon: Cheap Women and Pickpockets.

Ammo required: 5/10 pistol, 10 rifle, 2+ shotgun

The saloon is crowded with cowboys fresh from the trail. Gamblers and soiled doves are doing their best to separate the cowboys from their money. Reaching down to check your pocket book, you find a hand already in your pocket. Turning, you see that the hand is attached to that old soiled dove Hillary. She's too worn and old for her usual tricks but still trying to get everyone's money. Suddenly, guns are drawn, and it looks like you might meet with an accident real soon.

Staging:

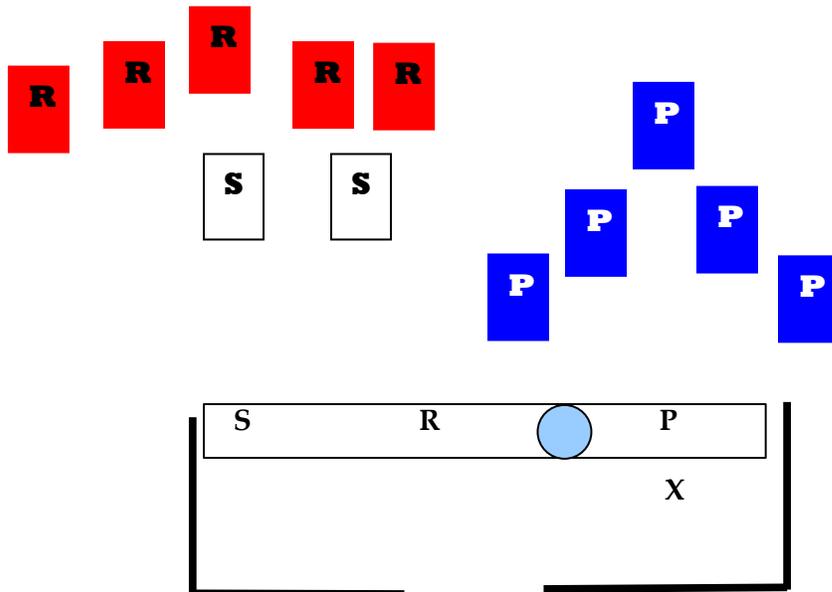
Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds, staged on bar left of beer keg

Shotgun on bar at far left of beer keg, ammo on body or bar

Procedure: P-(P)-R-S

Shooter starts standing at right of bar, hands at sides. Shooter indicates ready by saying the line, **"Of course she's guilty. I caught her red handed!"** Shooter engages pistol targets, two sweeps from either direction (double tap ok on 5th target). Working Cowboy, single sweep. Holster. Move to center of bar and engage the rifle targets in two sweeps from either direction. Make the rifle safe. Move to left of bar and pick up the shotgun; engage the shotgun targets. Make the shotgun safe. Stage complete.



Church: You'd Better Repent Now, While You Still Can

Ammo required: 5/10 pistol, 10 rifle, 2+ shotgun

You never know what skills someone has until they are demonstrated. It started as a quiet service with lots of singing and preaching. Most of the respectable members of town were there, even some of the less respectable ones were there too. All was going just fine until in barged some desperados, and it didn't seem like they were there for absolution. They came in with their guns drawn and shooting. Most folks had a pistol on them, but that was about it. You grab your guns. Seems the preacher is ready to help the bad guys meet their maker too.

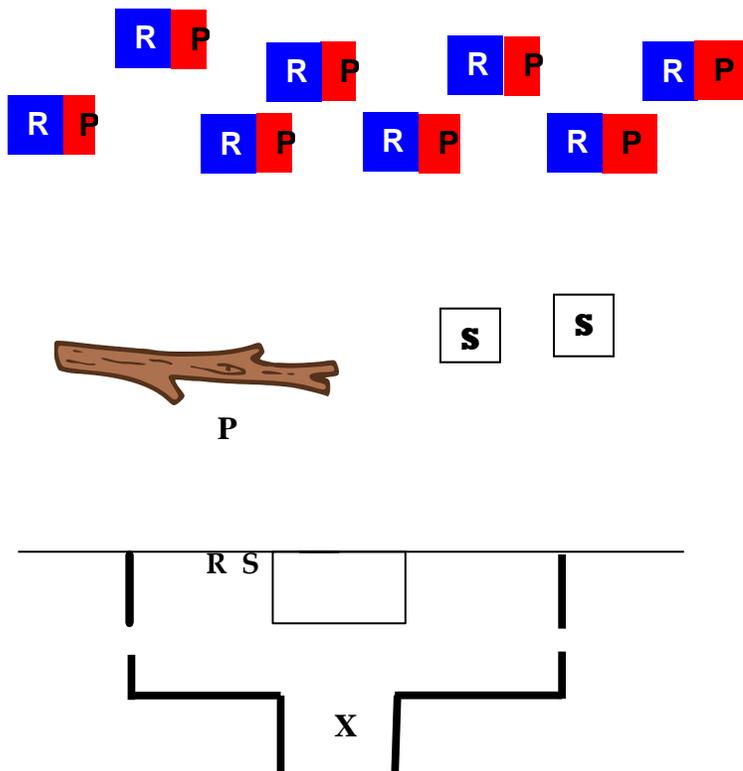
Staging:

- Pistol(s) w/ 5 rounds each, holstered
- Rifle loaded with 10 rounds, staged on altar
- Shotgun, staged on altar, ammo on body or altar

Procedure: S- R-P-(P)

Shooter starts standing in vestibule, holding bell rope with both hands. Indicate ready by saying, **"Repent you sinners!"** At the beep, move to the left of altar and engage shotgun targets until down. Make shotgun safe. Engage rifle targets 1-4-all. Make rifle safe. Move down range to the log. Engage pistol targets All-4-1. Working cowboy shoot 1, 4, 8, 4, 1. Holster. Stage is complete.

(1-4-all means shoot target 1, shoot target 4, and then shoot all eight targets. All-4-1 means shoot all eight targets, shoot target 4, then shoot target 1. The numbering of the targets is set by the shooter when they shoot the first rifle/pistol target.)



Wagon: Coach Robbery

Ammo required: 5/10 pistol, 10 rifle, 2+ shotgun

Forced into not cowboying for the winter, you have been riding shotgun for the stage and freight company. It isn't bad work, but sometimes it gets a little dull. Dull is good when you are hauling freight and passengers. Problem is, it seems someone has figured out the schedule when they ship anything valuable. It so happens that this trip has you bringing out some gold from the mines, and then you will be bringing in the payroll for workers of the mine. Everyone knows when payday is, and you hope they don't plan on robbing the stage. You crest a rise in the road, and the driver gives the horses a little breather. You tell the driver you'd rather not stop because it looks like a good place for a hold up. No sooner are the words out of your mouth when in come a bunch of desperados, galloping their horses straight for you.

Staging:

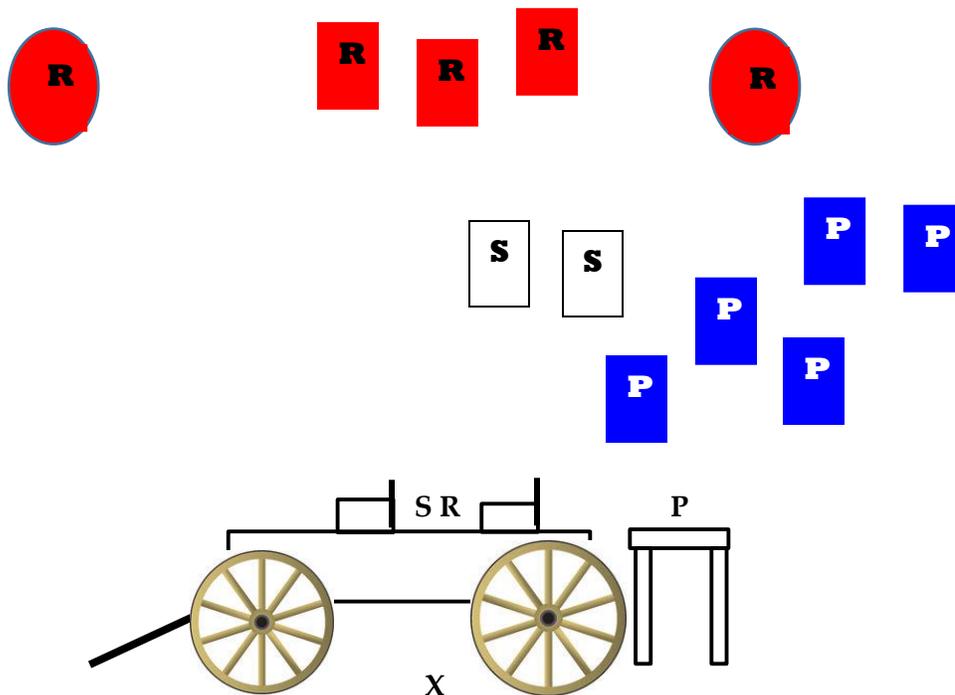
Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds and staged in wagon.

Shotgun at Cowboy Port Arms, ammo on wagon or body.

Procedure: S-R-P-(P)

Start standing at center of wagon, shotgun at Cowboy Port Arms. Shooter indicates ready by saying the line, "**Here they come!**" Engage shotgun targets until down. Make the shotgun safe. Pick up the rifle and engage the rifle targets. Double tapping the three center (square) targets and then double tapping the two round targets. Make the rifle safe. Move to the right of the wagon and engage the pistols in a double tap sweep from either direction. (Working Cowboy, single tap sweep.) Holster. Stage complete.



Bank: Stopping an Unauthorized Withdrawal

Ammo required: 5/10 pistol, 10 rifle, 4+ shotgun

You have been out on a trail drive and just came to town to restock supplies for your cook. On the way to the general store, you pass the bank and notice a few men paying keen interest to the bank. They all go into the bank, so you look in the window and see the start of a bank robbery. Grabbing a shotgun from the general store you decide to break up this little party.

Staging:

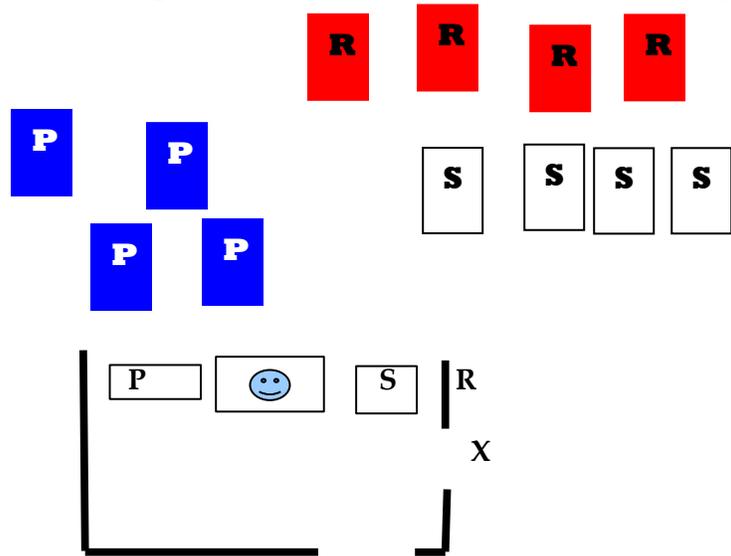
Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds and staged on outside counter

Shotgun staged on counter right of teller, ammo on body or counter

Procedure: P-(P)-S-R

Start standing outside the bank at the side door. Shooter indicates ready by saying, **“They’re robbed the bank!”** Move inside, past the teller cage to the left counter, and engage the pistol targets in a 3-2-3-2 sweep from either direction. (Working Cowboy, single Nevada Sweep.) Holster. Move to the right of the teller and engage the shotgun targets until down. Make shotgun safe. Move outside and engage the rifle targets with a 3-2-3-2 sweep from either direction. Make rifle safe. Stage complete.



Moving: The Rustlers

Ammo Required: 5/10 pistol, 10 rifle, 2+ shotgun

A suspicious stampede the other night has thinned the herd considerably. You and the other men of the drive have been following all the trails away from the bed ground in an effort to find the cattle. It seems to have been a well-coordinated process to steal the herd. Tracking down the rustlers has been a slow process. You have harassed them at every chance, and, finally, they have been thinned down to just a few. Their leader is among them, and you hope to finish them off soon. It has been a running gun fight.

Staging:

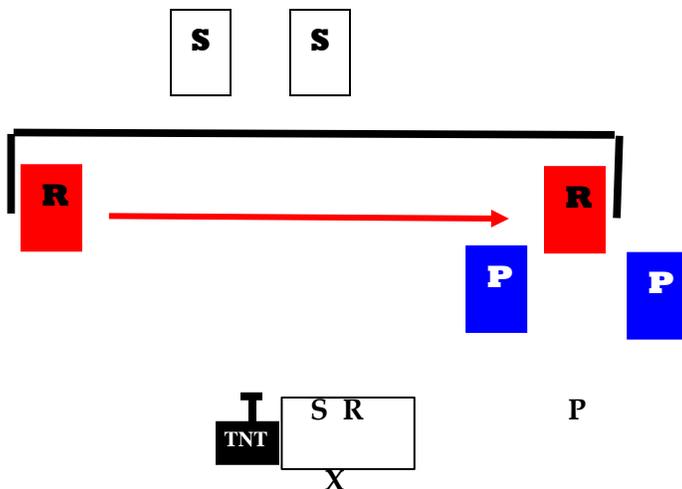
Pistol loaded with five rounds and holstered

Rifle loaded with 10 rounds, on the table

Shotgun held at cowboy port arms, ammo on body or counter

Procedure: S-R-P-(P)

Start standing at the firing line in front of table, shotgun held a cowboy port arms. Indicate ready by saying the line, "Let's clean them out!" At the beep, engage the shotgun targets until down. Make the shotgun safe. Pick up the rifle, push down the plunger and engage the moving rifle target. Make the rifle safe. Move to the right and step on the plate. Engage the moving target and the stationary pistol targets, alternating shots starting at the moving target. Example - mover, right, mover, left, mover (from either direction). Working Cowboy one sweep. Holster. Stage complete.



Jail: Helping The Law to See the Light

Ammo required: 5/10 pistol, 10 rifle, 2+ shotgun

Causing a ruckus is normal when a trail drive crew gets to town. Sometimes things get out of hand with the boys from the herd, and sometimes not. Some local bullies thought they could fight the O Bar O crew, but they were wrong. It was much too one-sided to even be called a fight.

Because the local boys were beaten, the O Bar O crew is in the calaboose. But the herd needs to get moving, and the marshal is being difficult. He says he's going to hold the boys for a week or two to make sure they will behave next time they are in his town. It seems that his brother-in-law has the grain and water rights nearby and wants to charge you by the head as you hold the cattle over. Negotiations have reached a standstill, and it's time to appeal to a judge-- Judge Colt.

Staging:

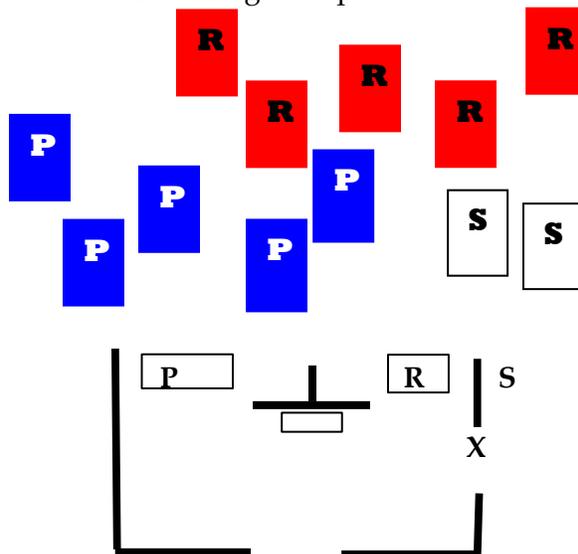
Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds and staged in rack at center of jail

Shotgun staged in rack at center of jail, ammo on body or outside counter

Procedure: S-R-P-(P)

Start standing in front of the gun rack, hands on counter. Shooter indicates ready by saying, **"Let them boys go. Now!"** Grab the shotgun and move outside to the table. Engage the two shotgun targets. Make the shotgun safe. Move inside, picking up the rifle on the way. Go into the right cell and engage the rifle targets in a 1-1-2-3-4-5-5-4-3-2 Sweep, starting from either end. Make rifle safe. Move to the left cell and engage the pistol targets in the same manner as the rifle. Working Cowboy does the first half of the shooting order. Holster. Stage complete.



General Store: Trail Drive Troubles

Ammo required: 5/10 pistol, 10 rifle, 4+ shotgun

Cowboys aren't always welcome in towns. Seems there is always the fear of herds causing "Texas fever" with the local cattle. A delay in crossing a swollen river has left you short on supplies (like ammo). Knowing your gold is just as shiny as the next guy's, you quietly slip into town and the general store. Things are going fine once inside. Seems the owner is an old cowboy and understands the needs of a trail drive. He has loaded a couple of bags up with your goods when in walks Mrs. Grundy. She takes one look at you and runs out of the store screaming. Grabbing all you can, you run out the back door, promising to come back for the rest. You send a few quick shots the way of the town folk to keep them at bay and ride out of town.

Staging:

Pistol(s) w/ 5 rounds each, holstered

Rifle loaded with 10 rounds, staged on right counter

Shotgun staged on left counter, ammo on body or counter

Procedure: P-(P)-R-S

Shooter starts in the door, hands on the door jamb. Indicate ready by saying; **"Boy, she's a might bit high strung."** At the beep, move to the right of the counter and engage the pistol targets in a 1-2-2-3 sweep from either direction. Repeat exact sweep with second pistol. Working Cowboy, one sweep only. Holster. Engage the rifle targets in the same manner as the pistol. Repeat exact sweep with second 5 rounds from the rifle. Make rifle safe. Move to left of counter and engage shotgun targets until down. Make shotgun safe. Stage complete.

