

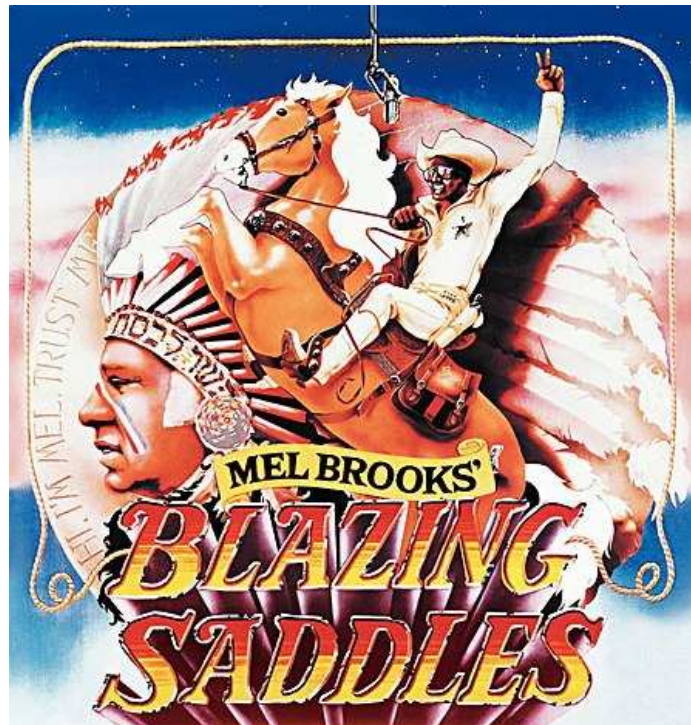
The SASS PA State Cowboy Action
Shooting Championship

Hosted by

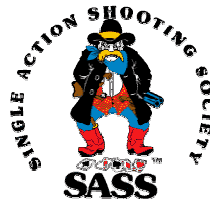
El Posse Grande &

North Mountain Sportsmen's Association

North Mountain Shoot Out XI



May 28-30, 2010



SHOOTER'S STINKIN'
HANDBOOK





SASS®

SINGLE ACTION SHOOTING SOCIETY®

215 Cowboy Way

Edgewood, New Mexico 87015

(877) 411-SASS

www.sassnet.com

A Hardy Welcome and A Heart Felt Thank You

I would like to take this time to say welcome to all you shooters. I think you will find that this is the best state shoot you have been at. Things have changed for the better, with more and nicer door prizes, a free shotgun and a wonderful banquet with a new menu. We have a wild and wacky theme with new props. The committee listed below put in eleven months of hard work. Some have no brain power left, and will need to sleep for weeks. If it weren't for them this shoot would not have happened. I thank them from the bottom of my heart. If you are having a wonderful time, look around for some of these pard, and tell them so, it will let them know that it was all worth it. If you have any complaints, or any ideas that we might need to change, please by all means look me up. Please spare them the headache. This group is and always will be the best in the cowboy shooting world. God has blessed me with these people, or should I say friends. PASTOR HANSON STEEL

El Posse Grande's Committee:

B.R.K. Johnson (Beaver Run Kid)	L.C. Johnson (Lostrider Calhoun)
B.H.B. Johnson (Black Hills Barb)	M.M. Johnson (Mustang Megs)
C.T.L. Johnson (Critter T. Longshot)	P.H.S. Johnson (Pastor Hanson Steel)
D.R. Johnson (Dallas Rose)	R.R.L. Johnson (Ruby Rose Longshot)
D.W.T.S. Johnson (Dances With Toe Shoes)	S.H. Johnson (Sergeant Hochbauer)
D.A.W. Johnson (Doc Allan Wood)	S.E. Johnson (Sodbuster Ed)
F.V. Johnson (Frei Vogel)	T.R. Johnson (Timberland Renegade)

Range Master:

P.G. Johnson (Pete Gabriel)

Posse Leaders:

Bubba Bear	Loose Change
Doc Allan Wood	Timberland Renegade
Pete Gabriel	Sodbuster Ed
Lostrider Calhoun	Critter T. Longshot
Big Jim Hammond	Beaver Run Kid
Bull Shoals	Jug Browning
Letort Lawman	Jingles Jerr
Rowdy Bill	Tom Payne
Skinny	Chilliwack Buck
Sixgun Scotsman	Doc Molar

Posse System And Scoring Instructions

The North Mountain Shoot Out will be shot using the split posse method, with two posses scheduled to shoot through a stage at a time. (Ex. Posse 1A and 1B). One posse will run the stage while the other posse shoots and vice versa. Posse leaders will be responsible for reading the scenario to the posse and making sure that all posse members understand the stage and its nuances. They will be responsible for timing the shooters and serving as safety officers, physically preventing the shooters from doing anything unsafe. It is NOT the posse leaders' responsibility to count hits and misses. Assignments will be made within the posse to do the scoring, supervise the loading and unloading tables, pick brass, and reset targets as necessary. Three posse members will be assigned to count misses and look for procedural violations.

Each posse will be given a scoring notebook that is to accompany that posse from stage to stage. Each stage will have its own score sheet. Each shooter will be responsible for verifying the correctness of his/her score at each stage. Runners will be around throughout the shoot to pick up score sheets for stages already completed. Once the scores have been submitted to the Match Scorekeeper for data entry, no challenges will be allowed. Final standings will be posted after tabulations are completed and will be mailed to all shooters shortly after the event.

There are special people who are authorized to "shoot through". When they have appropriately identified themselves, please allow them to integrate near the front of your shooting order and complete their competition tasks. There will be special score sheets for "shoot through" competitors. These score sheets are the responsibility of the "shoot through" competitors, not the posse leaders.

Coaching is allowed (and encouraged). Help your fellow pard shoot a clean, procedural free stage. The schedule assumes there are three minutes for each shooter, including moving stage to stage, reading and understanding the scenario, getting shooters loaded, adjusting props, picking brass, etc. Please don't "Lolly Gag" or we will still be shooting when the sun goes down.

Range Rules

SASS rules are many. It is the responsibility of each shooter to be familiar with the official SASS rules used by this club. **These rules are in addition to the official SASS rules.**

1. Use common courtesy rule!
2. Only registered shooters will be allowed to wear firearms or shoot.
3. All competitors must wear their shooters badge during the shoot.
4. No one will be allowed to shoot if, in the judgment of the Range Officer, he/she is impaired.
5. All shotgun targets are mandatory knockdowns. They must fall to count as a hit. Shooters may continue shooting until target falls or take the miss. Buckaroos and Buckarettes category shooters are exempt from this requirement.
6. No shotgun may be loaded with more than two shells at a time unless specified.
7. All shooters must conform to minimum dress requirements (cowboy boots, cowboy hat, jeans, and long sleeve western shirt) during shoot and all events after.
8. Pistols must be holstered and actions must remain open on rifles and shotguns at all times, except when in the designated Safe Area or on the firing line. The Safe Area is down below stage 10. Handguns may be un-holstered and rifle actions operated in that area, allowing for firearms to be repaired or shown to another shooter. All firearms in the Safe Area are to be unloaded at all times, and no ammo of any kind is to be handled while in that area.
9. All long guns will be carried with their muzzle skyward.
10. Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held in both hands.
11. All rifles and shotguns will be staged according to the SASS Convention rules; that is, the rear of the trigger guard of the firearm will be even with the edge of the staging area. On animal type rests, only one firearm may be staged on either side. When returning firearms to these rests, the actions must remain open; there is no scabbard rule in effect!
12. All competitors and spectators must wear eye and ear protection when in the shooting area.
13. All shooters must abide by the decision of the Range Officer.
14. There is no penalty for holstering a pistol with the hammer down on a spent round or empty chamber. Misses will be scored for rounds not fired.
15. The primary responsibility for safety resides with YOU the shooter regardless of the number of Range Officers. Shooters are expected to maintain control of their firearms at all times.
16. Any prop shooter is required to "move to" the shooter must be able to touch prop with body part (eg. Foot, hand etc.)

Saturday

Stage/ Time	1	2	3	4	5	6	7	8	9	10
9:00	1	2	3	4	5	6	7	8	9	10
10:00	2	1	4	3	6	5	8	7	10	9
11:00	9	10	1	2	OFF	OFF	5	6	OFF	OFF
12:00	OFF	OFF	2	1	3	4	6	5	7	8
1:00	10	9	OFF	OFF	4	3	OFF	OFF	8	7
2:00	7	8	9	10	1	2	3	4	5	6
3:00	8	7	10	9	2	1	4	3	6	5

Sunday

Stage/ Time	1	2	3	4	5	6	7	8	9	10
8:30	5	6	7	8	9	10	1	2	3	4
9:30	6	5	8	7	10	9	2	1	4	3
10:30	3	4	5	6	7	8	9	10	1	2
11:30	4	3	6	5	8	7	10	9	2	1

STAGE 1	=	SALOON
STAGE 2	=	COWBOY FIRE
STAGE 3	=	LIQUER EMPORIUM
STAGE 4	=	BATH HOUSE
STAGE 5	=	STORE
STAGE 6	=	PODIUM
STAGE 7	=	BAR
STAGE 8	=	TO THE PASS
STAGE 9	=	HANDCAR
STAGE 10	=	TOLL BOOTH

SATURDAY IDLE POSSES/TIMES

11:00 AM 3, 4, 7, 8

12:00 AM 9, 10

1:00 PM 1,2,5,6

Scoring Standards

Each miss	+5 seconds
Each bonus	-5 seconds
Spirit of the Game Penalty	+30 seconds
Procedural for:	
-Not following stage directions	+10 seconds
-Minor safety infraction	+10 seconds
Did not finish	+999.00 sec. as time for that stage
Disqualified for stage	+999.00 sec. as time for that stage
Disqualified for match	+999.99 sec. as time for that stage

Appeals:

Rules not covered here or not covered in the SASS rule book will be decided on a case by case basis. The decision of the RO may be appealed; however, the appeal must be made in writing and accompanied by a \$50.00 appeal bond. An Appeal Form may be obtained from the RO. This should be done immediately following the decision in question. The Appeal Committee will discuss the issue and will let the shooter know of the outcome the same day that the appeal is made. If the appeal is upheld, the bond will be refunded to the shooter. Please see the following for appeals:

Barnmaster, Jingles Jerr, Pastor Hanson Steele, Pete Gabriel, or Sodbuster Burt.

Questions/General Info/First Aid

If you have questions or need general information, please see one of the El Posse Grande committee members.

The general information desk is the bar inside the cowboy clubhouse.

Ear and eye protection can be obtained there for a nominal fee.

Lost and found will also be located there.

Anyone in need of first aid should report to the EMTs located at the gate by the cowboy clubhouse.

Schedule of Events

(Exact Times Subject to Change)

The following is a tentative schedule of the weekend events. All times are approximate.

Friday, May 22

9:00 AM - 4:00 PM Shooters Packet/Door Prize Pickup (Cowboy clubhouse)

8:30 AM RO 1 & 2 courses at Main Clubhouse

10:00 AM—2:00 PM Long Range Side Matches

12:00 PM - 4:00 PM Side Events

1:30 PM Wild Bunch Match safety meeting-mandatory for participants. Shooting begins at 2pm on Stage 8

4:00 PM All ranges close. Firearms to be put away.

5:30 - ??? Pot Luck/Dutch Oven dinner at main clubhouse - Blazing Saddles Movie Show

Saturday, May 23

7:00AM RO walkthrough-ROs only

7:00 AM - 8:30 AM Shooters Packet/Door Prize Pickup (Cowboy clubhouse)

8:30 AM Mandatory Safety Meeting (Stage 1)

9:00 AM - 5:00 PM Main Stage Shooting (6 stages)

5:30 PM All ranges close. Firearms to be put away.

6:30 PM - 7:30 PM Banquet at Muncy Valley Fire Hall (buffet style).

7:30 PM - 8:30 PM Side Match Awards and 50/50 drawing at banquet

Sunday, May 24

6:30-7:00 AM - Cowboy Church located at pavilion on range

8:30 AM - 12:30PM Main Stage Shooting (4 stages)

1:00 PM - 2:30PM Special event to be announced

2:30 PM - All ranges close. Firearms to be put away.

3:00 PM - 4:00PM Awards presentation at cowboy clubhouse

Friday

10:00 AM to 4:00 PM

Side Events:

You may pay for side events one of two ways:

\$15 at the registration desk on Friday, which will allow you to shoot all side events as many times as you want.

\$2 per side event. Tickets for individual side events may be purchased at the registration desk.

You may enter each side event as many times as you like and as time permits. Your best score will count towards winning the event. There will be men's and women's categories for each event. Winners will be announced at the Saturday night banquet.

NEW- At the main club house @ 5:30 PM:

It's potluck and viewing of the movie: **Blazing Saddles!**

Sunday

1:00 PM to 2:30PM

After completion of the main stages on Sunday, there will be a 2-man team event on stage 1. Further instructions will be available at the range.

Scores

Scoring will be done by the SASS preferred Rank Point System. Scores will be posted at the end of the shoot at the Cowboy Club House on Sunday. Scores will be emailed and sent via pony express to all registered shooters.

Costume Contest

Our judges will be conducting their evaluation throughout the weekend. Winners will be announced on Sunday at the awards presentation. Certificates will be awarded to the winners.

Side Matches

Long Range Pistol & Pistol Caliber Rifle: (Lower Range TBD)

Cowboy Clays Individual: (Stage #1)

Cowboy Clays Two Person Team: (Stage #1)

Speed Rifle: (Stage #3)

Speed Pistol: (Stage #4)

Speed Shotgun: (Stage #6)

.22 Rifle: (Stage #5)

Mini Stage: 3 categories-duelist, traditional, gunfighter (Stage #2)

Wild Bunch 3 Stage Mini Match (Stages #8-10)

Main Match Sponsors: ENCK'S GUN BARN



Enck's Gun Barn specializes in the cowboy action shooting. As a result we carry firearms from Cimarron, EMF, Marlin, Navy, Ruger, Uberti, Taylor, Stoeger, Winchester, and Legacy, TTN and US Firearms. Bob is an avid cowboy action shooter and knows the sport very well. His expertise in this area will help the new cowboy shooter get started in the sport and the experienced cowboy shooter find what he is looking for.

We carry a small selection of women's clothing for Cowboy Action Shooting. We carry Recollections. We will special order from Recollections for your special look for any event.

Other accessories include spring kits for all cowboy guns which we sell as kits or you can arrange to have them installed by Bob. We have a selection of cleaning tools and supplies to make cleanup easier. We have grips for Rugers, Colts and Ubertis. Our cowboy ammunition and reloading supplies are for all calibers.

We are pleased to support
**EL POSSE GRANDE'S
NORTH MOUNTAIN SHOOTOUT XI**

The SASS 2010 Pennsylvania State
Cowboy Action Shooting Championship

**THE
MATAMORAS MAVERICKS
OF THE MATAMORAS ROD AND GUN CLUB**

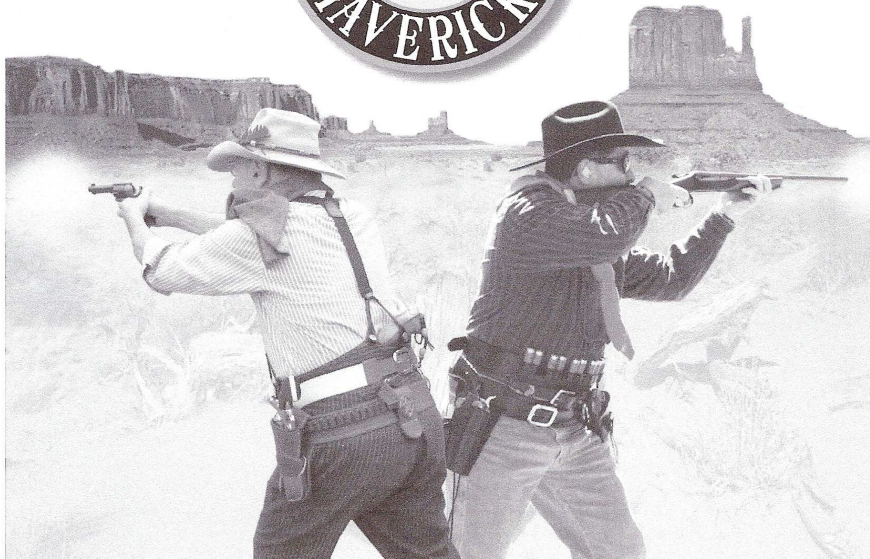
(a SASS and NRA Affiliated Club)

120 Rod & Gun Club Road, Milford, PA 18337-7654

Mailing Address: P.O. Box 213, Matamoras, PA 18336

www.matamorasrodandgunclub.org

(click on Cowboy Action Shoots)



TIOGA COUNTY COWBOYS

Tioga County Sportsmen's Association
Carmichael Road
Owego, NY 13827

Monthly Shoots: First Saturday of the Month;
April thru November
Sign up begins at 8:30am
Safety briefing at 9:45am
Shooting begins at 10:00am
Non-members \$10; Members \$8

We shoot 5 consecutive stages then break for a "home-cooked" lunch. Price for lunch is \$5.

We put on a "Shooter's Shoot." Targets are big and close and definitely NOT a memory contest.

The Showdown: Our 3-day shoot

Dates: August 27-29, 2010
Side matches on Friday;
10 stages of competition
Saturday thru Sunday.
Saturday evening's meal (Roast Pig)

For more information visit our website:
www.tiogasportsmen.com

OR

Dusty Drifter 's email address: comptonscabinets@stny.rr.com .

*All SASS rules in effect. All SASS categories honored.

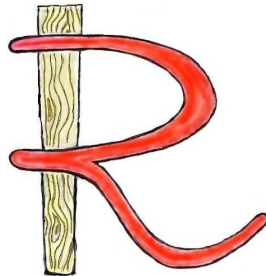
The Fearsome Foursome

Are proud to be a stage sponsor of the
11th SASS PA State Championship
Cowboy Action Shooting Championship

May all our old friends our new friends and the friends we haven't met yet have a safe and fun match. We also want to thank our hostess Black Hills Barb and gang for welcoming us to their fine shooting facility.

The Reckoning

June 11-13, 2010



**HOSTED BY: GUTHSVILLE ROD &
GUN CLUB**

www.guthsville.com



"Mongo"
Side match Sponsors
LONG RANGE
Silver Lake Rod & Gun Club
home of the
Silver Lake Bounty Hunters
&
The End Of The Year Top Gun
Shoot-Out

3rd Sunday April -October
Contact:
Critter T Longshot, (570)553-2429
Marshal T Buckshot, (570)663-3045
www.silverlakerodandgunclub.com

GOV. WILLIAM J LE PETOMANE
FREE SHOOT PASS

Silver Lake Bounty Hunters
Matamoras Mavericks
Dakota Badlanders

"I'm Tired"

*Here I stand, the goddess of desire
Set men on fire I have this power
Morning, noon, and night it's drinks and dancing
Some quick romancing and then a shower
Stagecoach johnnies constantly surround me
they always hound me with one request
Who can satisfy their lustful habit?
I'm not a wabbit! I need some west!*

*I'm tired sick and tired of love
I've had my fill of love from below and above
Tired...Tired of being admired
Tired of love uninspired
Let's face it, I'm tired!*

*I've been with sousands of men again and again.
They promise the moon They always coming and going
and going and coming...and always too soon!
Right girls?*

*I'm tired.Tired of playing the game
Ain't it a crying shame I'm so tired
Goddammit, I'm exhausted! Tired
Tired of playing the game
Ain't it a cwying shame*

*I'm so tired
I've been with sousands of men again and again
They all sing the same tune They start Byron and Shelley
then jump on your belly and bust your balloon
Oy!*

*Tired
Tired of playing the game Ain't it a fwiggin' shame
I'm so...Let's face it. Everything below the waist... is*

kaput!

Stage 1– I’m Tired

Story: As Lili Von Shtupp sings about getting her balloons busted, the cowboys in the audience go wild and stampede the stage to get to her balloons. In a jealous rage, you rush onto the stage and open fire on the clientele.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Pistols holstered

Rifle on the inside right or left side (B)

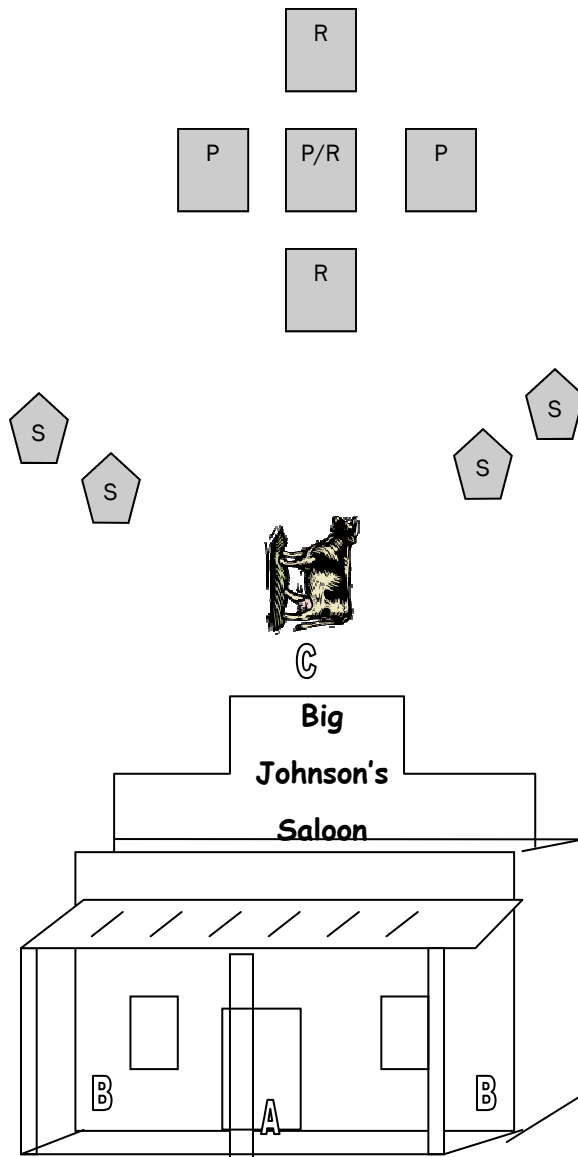
Shotgun on the inside right or left side (B) opposite of rifle

Only one long gun per side

Shooter stands outside saloon (A), holding two balloons: one in each hand, arms stretched straight out in front of you at shoulder height

Sequence: When ready, say “I’ll save your balloons Miss Lili” ATB – Shooter drops balloons and picks up rifle (B), engage rifle targets (vertical targets) in Stumpy Nevada Sweep from either top or bottom- Nevada sweep double tapping the center target- ex. top to bottom (ex. 1,2,2,3,2,2,1,2,2,3). Make rifle safe. Move to SG and engage SG targets in any order. Taking SG with you move to Cow (C) and make SG safe. Engage pistol targets (horizontal targets) in continuous Stumpy Nevada Sweep starting from either L or R direction.

Stage 1



Stage 2– Cowboy Etiquette

Story: The atmosphere around the chuck wagon is pleasantly barbaric, as might be expected with a group of men far from home who were doing rough dirty work under sometimes brutal conditions. The language is colorful and often profane. There are, however, definite rules of conduct around the chuck. Most are unwritten laws understood by all, even the greenest of cowhands: No riding down wind of the chuck wagon. The chuck wagon is not a hitching post. Never cover the cook's fire. Never touch a cooking instrument without the cook's permission. The chuck wagon is not a dining table. You don't take the last of a meal unless everyone has eaten. If a man gets up during a meal to refill his cup with coffee and someone yells "Man at the pot" all the cups held out to him as well as his own are to be filled. Seeing as the cowhands live most of their life working, sleeping and eating out on the range their "table manners" may suffer a bit. Sourdough biscuits, beef steak, coffee and bacon were on the menu but beans are the main "campfire cuisine."

Coffee, beans and bacon do we need to say anything else?

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Shooter starts with a hat in hand above head and fanning side to side

Other hand on fart machine button (A)

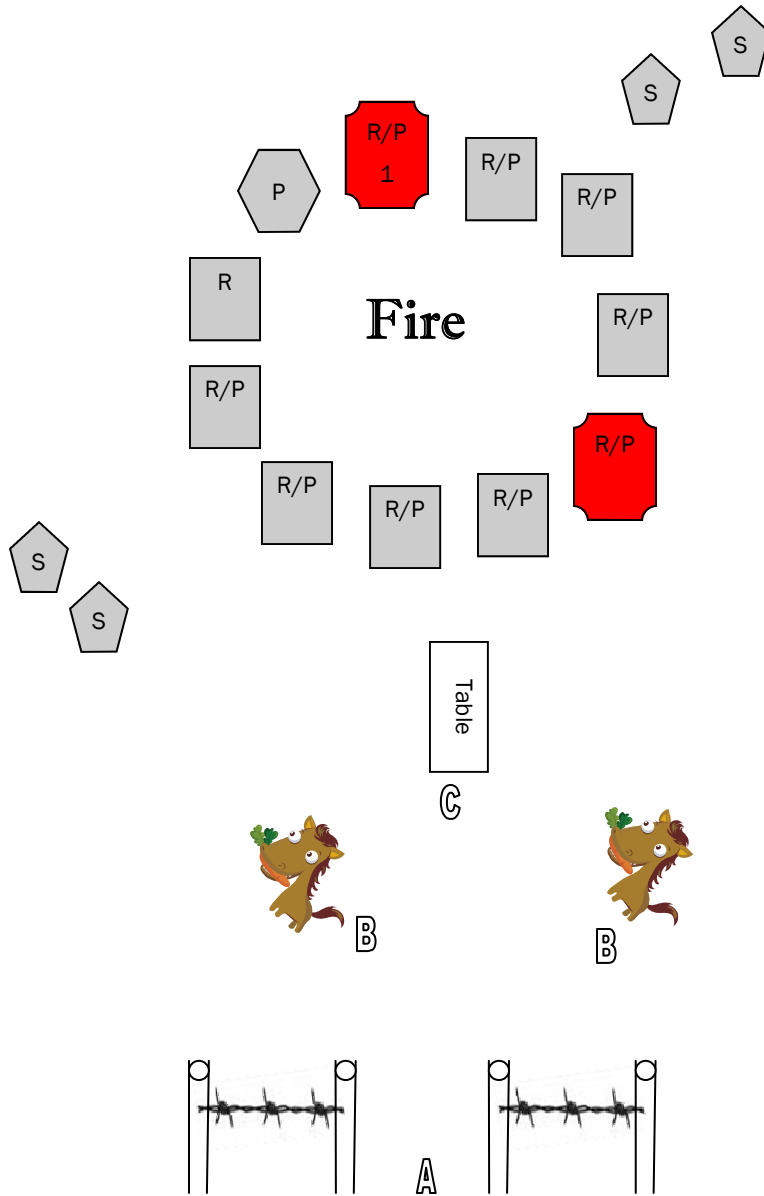
Rifle on horse right or left side (B)

Shotgun on other horse (B)

Rifle and pistol targets are common targets

Sequence: When ready, Shooter pushes the button and says "**I've had enough of you cowboys and beans**" ATB: Shooter moves to SG (B), engages the 2 closer targets in any order, taking SG with you move to the rifle making SG safe. Engage the 11 targets in a clockwise sweep starting on 1, make rifle safe, take the shotgun and move to table (C), make SG safe. With pistols continue the sweep for 10 rounds, Holster, retrieve shotgun and engage remaining targets in any order.

Stage 2



Stage 3-Candy Gram

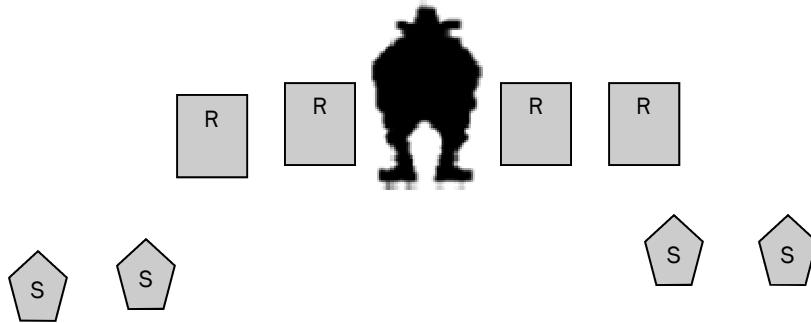
Story: As Mongo rains panic on the Rock Ridge residents Sheriff Bart comes to the rescue. Jim, Bart's deputy, instructs the Sheriff not to shoot Mongo because "you'll only make him mad." Calculating this information the sheriff must use major force. Thus the candy-gram is invented!

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions: Shooter starts in door opening (A) with candy-gram in both hands at shoulder height stretched directly out in front of him/her standing. Rifle may be staged on right or left side table (B), shotgun on right or left side, or they may be on the same table.

Sequence: When ready, say "**Candy-gram for Mongo**" ATB move to rifle put candy-gram on table pick up rifle and engage rifle targets 1,2,3,4,4,4,3,2,1,1 or 4,3,2,1,1,1,2,3,4,4 put rifle on table pick up shotgun and move to bar (C) engage shotgun targets make shotgun safe and engage pistol targets same as rifle DO NOT SHOOT MONGO 10 SEC PROCEDURE PENALTY

Stage 3



Bar

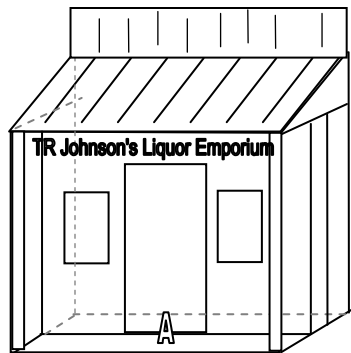
C

Table

B

Table

B



Stage 4 - Froggy

Story: Hedley Lamarr, the state's attorney general, has too much time on his hands and it's not because he has a job that will make him sweaty and smelly. As with most bigwigs, he seems to have a need to bathe often. Perhaps it's because he is a low down stinking skunk. He can even afford to pay a servant, such as Taggart, to help him wash the scum off. He also needs his best companion "Froggy".

When the local jokesters find out about Lamarr's bathing buddy they decide to hide "Froggy" on him. Lamarr found "Froggy" safe and sound but didn't find the prank amusing at all. After all, his mind is a raging torrent, flooded with rivulets of thought cascading into a waterfall of creative alternatives.

Ammo: 10+ Rifle 10 Pistol 4+ Shotgun

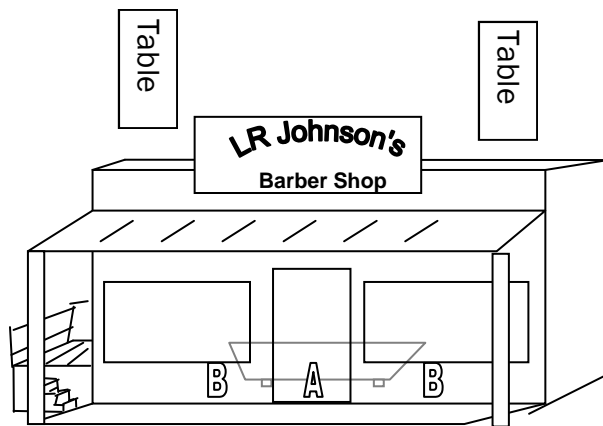
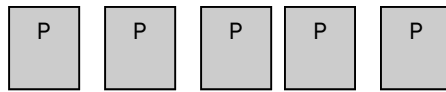
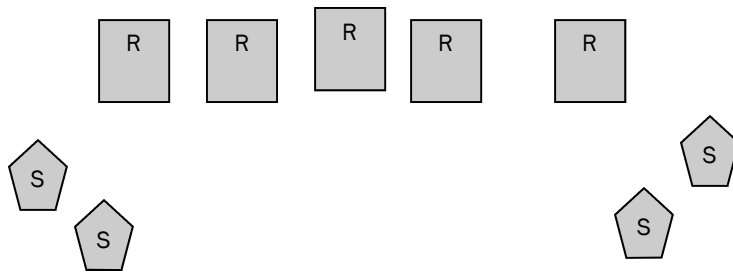
RO/Staging Instructions:

Shooter starts at center of bathhouse/barber shop with both hands holding Froggy at eye level. Stage rifle on right or left table, side shotgun on opposite side table

Sequence: When ready shooter says, "**Does Froggy love daddy, daddy loves Froggy** " ATB – , put Froggy in bathtub, must go in and stay in. Move to either side of tub (B). With 1st pistol engage first 5 pistol rounds. Move to opposite side (B) of tub shoot 2nd 5 shots. Move to rifle. Engage rifle targets with the same sequence. Retrieve shotgun and move to middle pistol target and engage in any order.

Shoot targets 1 round on #1 and #5, put 2 rounds on #2 and #4, put 4 rounds on #3 in any order.

Stage 4



Stage 5-Workin' up a Number 6

Story: Poor Taggart. His head is bandaged and throbbing from that uppity dazzling urbanite hitting him on the head with a shovel. Hedley Lemarr has just learned of the quicksand in the way of the new railroad right-of-way. The only way around this obstacle is through the town of Rock Ridge and Lemarr has been informed that the citizens are opposed to it. That's when Taggart proposes that he and his men "work up a number 6" on the townfolk. That's where they ride into town, a whomping and a whooping every living thing that moves within an inch of its life. Except the womenfolk, of course. Don't forget about the "number 6 dance" later that night.

Taggart's gang is raising hell in the streets of Rock Ridge as the residents run for shelter.

Ammo: 10+ Rifle 10 Pistol 6+ Shotgun

RO/Staging Instructions:

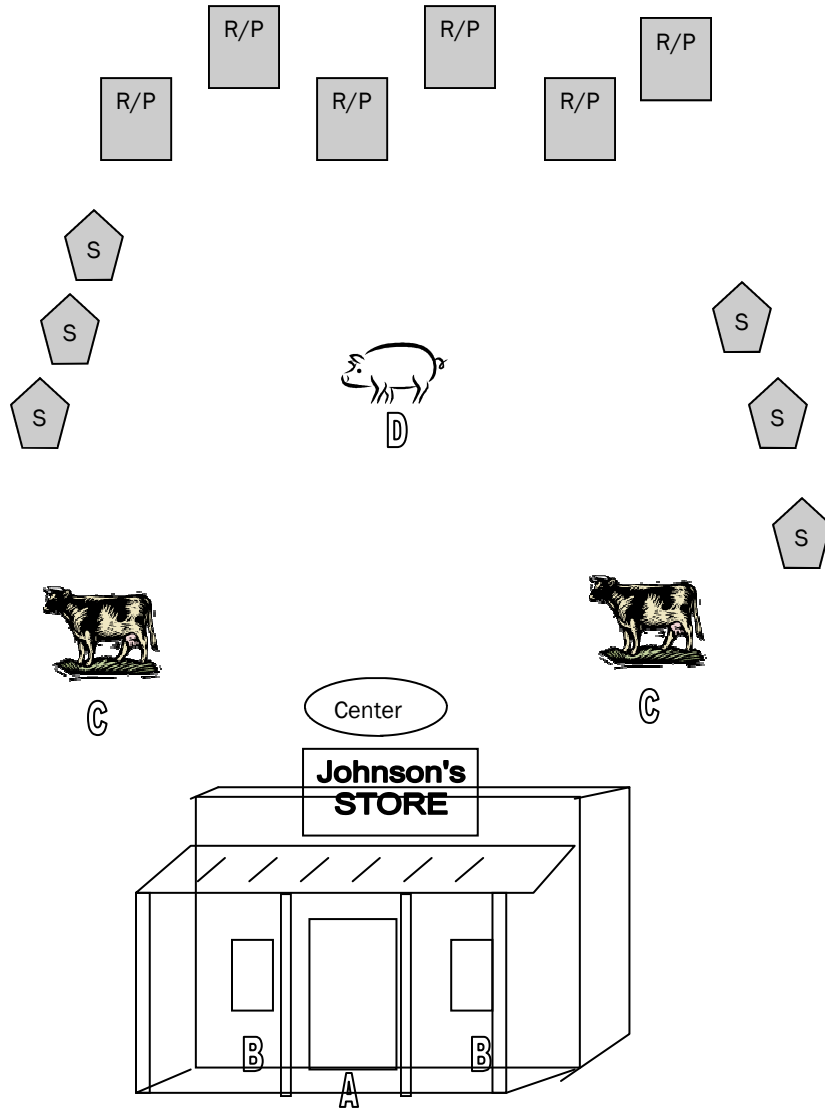
Rifle staged at right or left window (B)

Shotgun staged at opposite side on cow (C)

Shooter in front door behind between post with a #6 in hands (A)

Sequence: When ready shooter says, "Let's give em' a #6" ATB – move to rifle and shoot the rifle targets make rifle safe. Move to shotgun and engage 2 shotgun targets move to center and engage 2 more shotgun targets, move to opposite side cow and engage the last 2 shotgun targets, in any order, make shotgun safe. Move to pig and engage pistol targets. Target order for rifle and pistol; 1,6,2,6,3,6,4,6,5,6

Stage 5



Stage 6-Who is the new dummy?

Story: The governor came through! He is sending a newly appointed sheriff to save Rock Ridge. All the people of the small frontier village turn out to greet the new peace-keeper with a huge laurel and hardy greeting. As he approaches, the residents cheer the new sheriff. However, their cheers are quickly silenced as Bart ascends the podium. A hush falls over the crowd. This isn't the man the people thought was going to be their new sheriff. And it's definitely not Randolph Scott! The new sheriff whips out his letter of introduction. The silence is broken with the clickity clacks of Colts and Winchesters being readied to fire.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

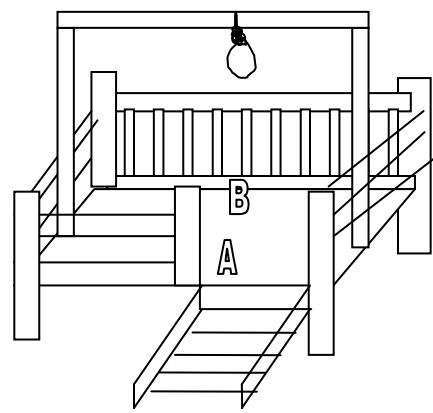
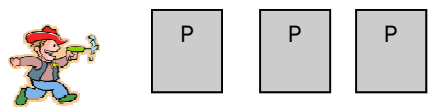
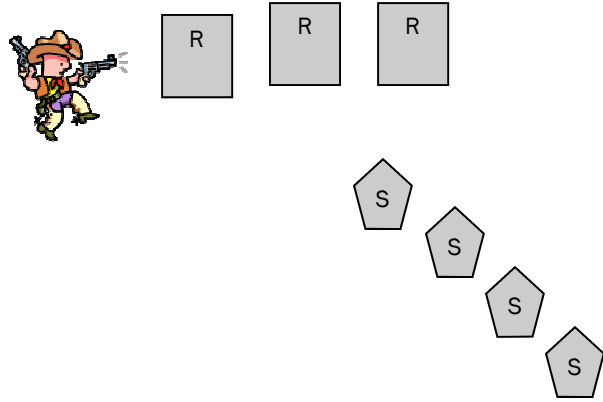
RO/Staging Instructions: Sequence:

Shotgun and rifle stage on rail on right and left side of platform only one long gun per side.

How to shoot the stage; shooter starts with feet on the marks one pistol in one hand aiming at *cowboy rifle target* free hand holding a letter of introduction straight out in front of shooter.

Sequence: When the shooter is ready say the line, **"Hold it or the dummy gets it."** ATB; Drop the letter. Move toward the center of rail and shoot the dummy then engage pistol targets in a continuous left to right or right to left Nevada sweep. Move to the rifle and engage the rifle targets with one round on the cowboy, and the nine remaining rounds the same as the pistol. Make rifle safe, move to shotgun and engage shotgun targets in any order.

Stage 6



Stage 7 - What not to do!

Story: It's a quiet afternoon in Rock Ridge. The streets are empty except for a couple of locals going about their business. Many of the residents are busy at their businesses and trades. Several others are at the local watering hole. The silence is broken as the ground shudders. Store windows rattle from the approaching thunder. But wait! It's not thunder! It's the hoof beats of a weight laden animal. It's Mongo and his favorite mount!

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle staged at either right or left doorway (B)

Shotgun staged inside bar on opposite side of staged rifle (C) horizontally on hooks or vertically.

Shooter starts at window with bottle in one hand and shot glass in the other (A),

Sequence: When ready, say "**Oh No! Here comes**

Mongo!" ATB put bottle and glass on bar in circles. Do not drop! Do not let fall to the ground! Do not break!

Shooter moves to rifle and engages rifle targets

1,3,1,3,1,2,2,2,2,2 make rifle safe. Move to shotgun and

move to table(D) and engage 2 shotgun targets make

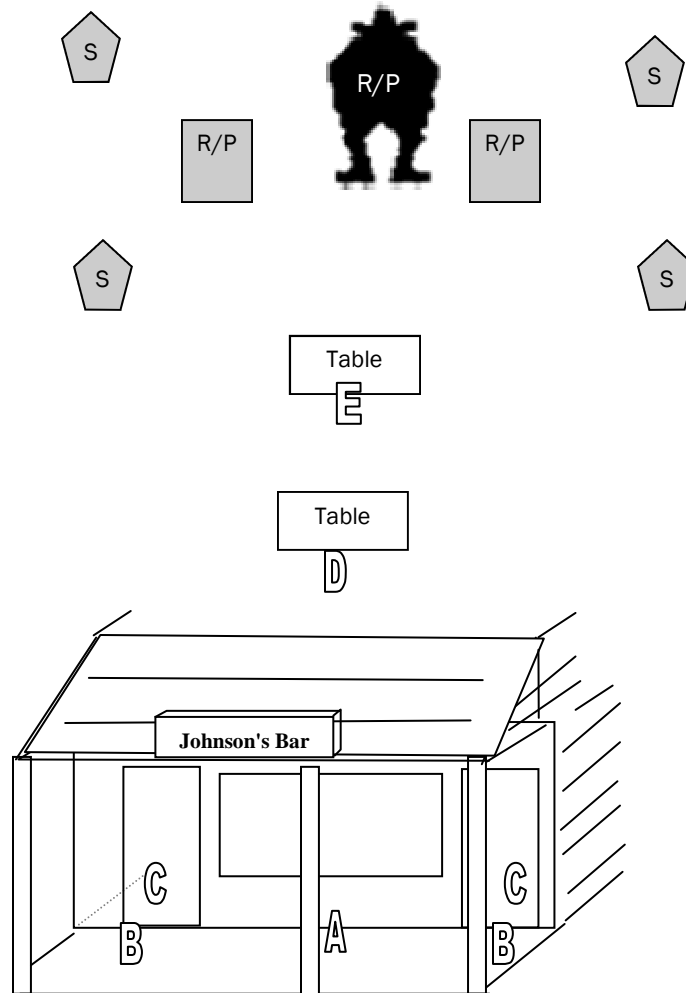
shotgun safe engage pistol target #2 for 5 rounds holster

move to table (E) take shotgun with you and engage last

2 shotgun targets make safe. Engage pistol targets 1 & 3

alternating

Stage 7



Stage 8 - Its Time to Build an Army!

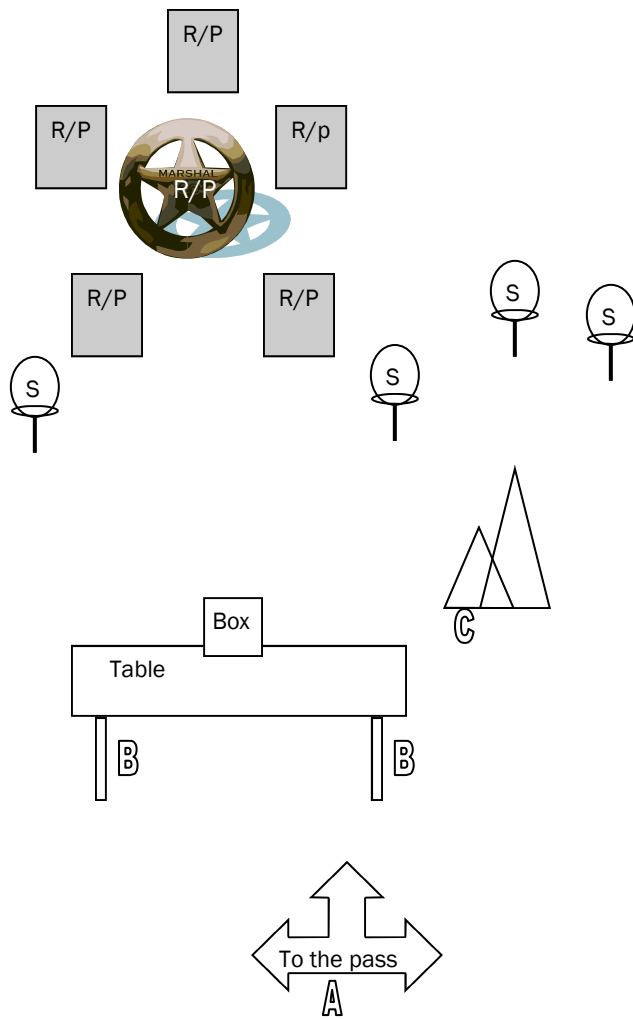
Story: Lamarr realizes it's going to take an army to defeat Sheriff Bart and his allies. Recruiting posters appear all over the state. Hundreds of undesirables show up at his recruiting station just outside of Rock Ridge. The recruits are signed up and the badges are given out, but some of the new recruits take offense to the badges.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions: Shooter starts at sign with both feet behind sign (A) holding their shooter's badge in both hands. Shotgun and rifle staged on table (B) one long gun at each end of table. Note: Shooter's badges remain in box until last shooter. After last shooter completes the stage, the RO will draw a shooter's badge from the box and a prize will be awarded.

Sequence: When ready, say "**Badges? We don't need no stinking badges!**" ATB – Move to table (B) and place badge in box, must go in box and stay in or procedural will be assessed. Pick up shotgun and engage shotgun targets in any order from right or left side of table. Make shotgun safe and pick up rifle and engage rifle targets in a Daisy pattern. 12 o'clock-center-2 o'clock-center-5 o'clock-center-7 o'clock-center-10 o'clock-center. Make rifle safe.. Move to mountain pass (C), engage pistol targets in same daisy pattern same as rifle. Holster pistols. Gunfighters engage gunfighter style.

Stage 8



Stage 9 - Get That Politician

Story:

Taggart: The surveyors say they may have run into some quicksand up ahead. Better check it out.

Lyle: Okay, I'll send down a team of horses to check out the ground.

Taggart: *Horses*?

[Hits Lyle's head]

Taggart: We can't afford to lose any horses, you dummy! Send over a couple of politicians. *[Taggart spots Bart and Charlie on a hand-cart sinking into quicksand]*

Taggart: Oh, sh*t. Quicksand!

[Lassos the handcar and drags it but not the men out of the quicksand]

Taggart: Dang that was lucky. Doggone near lost a four hundred dollar handcar.

Taggart: Send a wire to the main office and tell them I said...

[Bart whacks him with a shovel]

Taggart: OW!

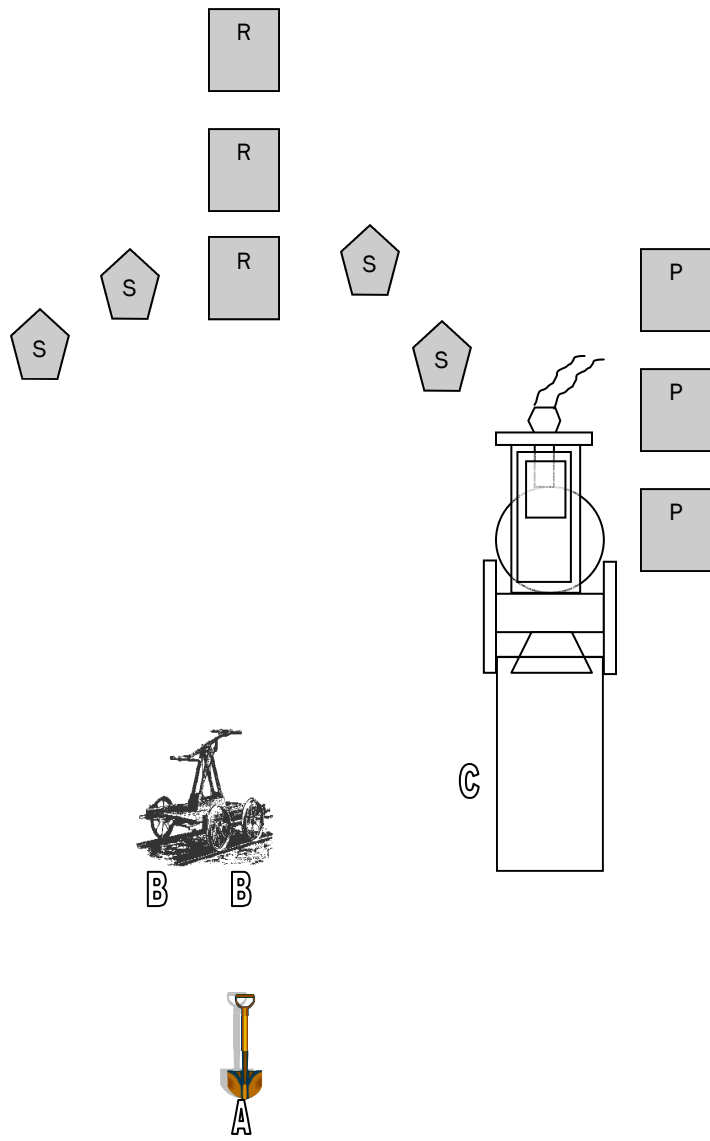
Lyle: *[writing]* Send wire, main office, tell them I said "ow". Gotcha!

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions: Shotgun and rifle on handcar. Shooter starts behind shove (A) with both hands on shovel. Shotgun and rifle are stage on handcar (B)
One long gun on left side-one long gun on opposite side.

Sequence: When ready say; "I'll teach that uppity politician for hitting me with a shovel" ATB: move to handcar and engage shotgun targets. Make shotgun safe retrieve rifle and engage rifle targets in a continuous chimney sweep (vertical Nevada sweep) from either end. Make rifle safe move to train car (C) and shoot the pistol targets in a continuous chimney sweep. (Same as the rifle)

Stage 9



Stage 10 -“Anybody Got A Dime”

Story: Taggart’s cohorts tried “Workin’ up a number 6 ‘em” and that didn’t do the job. Burning the crops, murdering the sheriff, looting the stores, stampeding the people and raping the cattle didn’t work either. They went as far as dynamiting the church but the people of Rock Ridge held fast to the ground that they worked so hard for. Lamarr must use all his resources. It’s time to hire an army. It is time to turn Rock Ridge to ashes. It is time to round up every vicious criminal and gunslinger in the west. He has hired rustlers, cutthroats, murders, bounty hunters, desperados, mugs, pugs, thugs, nitwits, half-wits, dim-wits, vipers, snipers, con-men, Indian agents, Mexican bandits, muggers, buggers, bushwhackers, horse wagglers, horse thief’s, bull dikes, train robbers, ass kickers, Shit kickers, The Fearsome Foursome and Methodists!

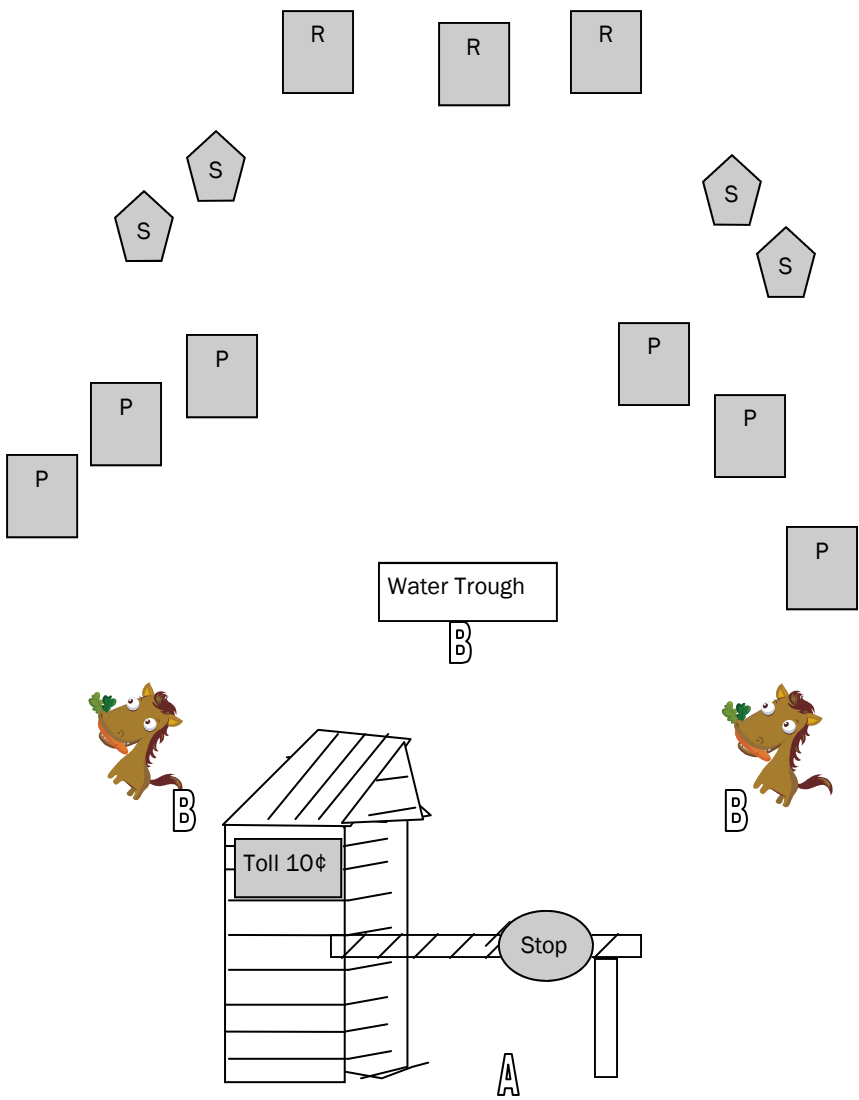
Maybe this group of bad guys can get the job done. Get rid of Rock Ridge once and for all. Riding toward the town, the invaders find a new obstacle in their way, The William J Le Petome thruway with a toll of 10 cents. Checking your pockets, you find out you don’t have exact change.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions: Long guns staged on horse (B) right or left of the gate both firearms may be put on same prop retrieve shotgun and engage shotgun targets. Shooter starts with both hands on the closed gate (A)

Sequence: When ready, say “**Anybody got a dime?**” ATB: move through the open gate and retrieve rifle, engage rifle targets put 2 rounds on end targets then 1 on center, repeat , make rifle safe pick up shotgun and move to water trough, engage 4 shotgun targets, make shotgun safe on water trough. Engage pistol target on the right or left, put 2 rounds on end targets then 1 on center.
ALL PISTOL TARGGETS WILL BE ENGAGED

Stage 10



Stage #	Raw Time	Misses	Procedural	Bonus	Total Time
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

Work here is done. I'm needed elsewhere now. I'm needed wherever outlaws rule the West, wherever innocent women and children are afraid to walk the streets, wherever a man cannot live in simple dignity, wherever a people cry out for justice.