

Stage 1

Strong vs. Soft

By Mariah Kid 6/13/09

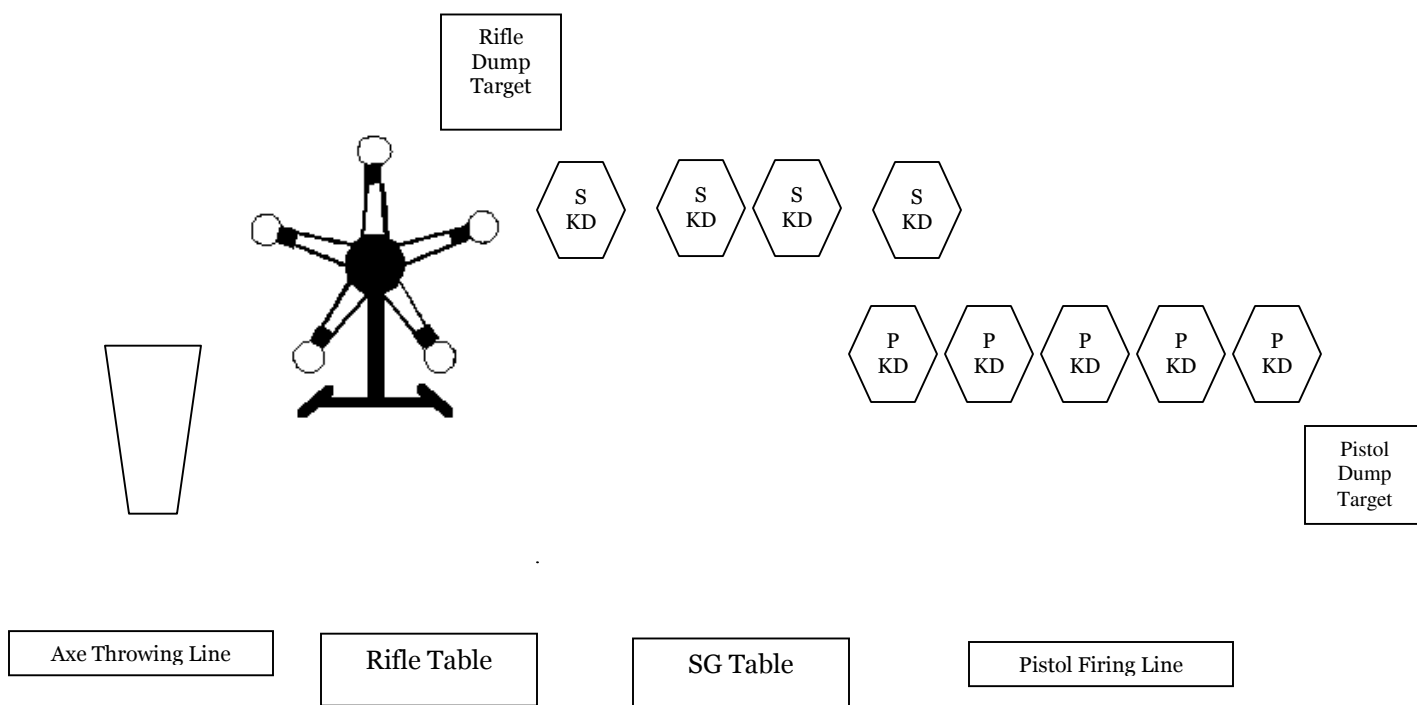
The “Strong and Fearless” Amigos have decided to put their violent ways aside for the moment and challenge the “Soft & Pliable” Burritos to a shooting contest instead of a bloody showdown. The Amigos, knowing that the Burritos get more satisfaction in seeing smoke than hearing dings, think they will be victorious...that is, until Rowdy returns from a 5 year sabbatical on conversing and now has something to say. Knowing that the keen shooting of the Amigos can work against the Burritos, Rowdy insists that all of the competitor’s do what a soot shootin Burrito would do...throw an axe!

Pistols: 5 rounds each and holstered with hammers resting on empty chambers

Rifle: 10 rounds with hammer down on empty chamber and staged on left table

Shotgun: Staged on middle table with action open and empty with 4+ rounds on your person

Shooter will start behind axe throwing line with axe in hand. BTB shooter will say: “Throw an axe!” to indicate ready. ATB, throw the axe at the board. Axe does not have to stick, and there is no bonus (style points for sticking the axe), however, axe must be thrown in an overhand manner, and at the board. Move to rifle table and pick up rifle to engage Texas Star. Shooter can use all 10 rounds to engage Star. Plates must fall and all left over rounds are fired at Rifle dump Target. Missed dump target are scored as misses. Place safe rifle on table and move to shotgun position to engage knockdowns in any order until down. Place safe shotgun on table and move to pistol firing line to engage pistol knockdowns in the same manner as the Texas Star...any order and must fall to be counted as a hit.



Stage 2

Ambush at Greeley's

By Rowdy Bovine/Mariah Kid 6/13/09

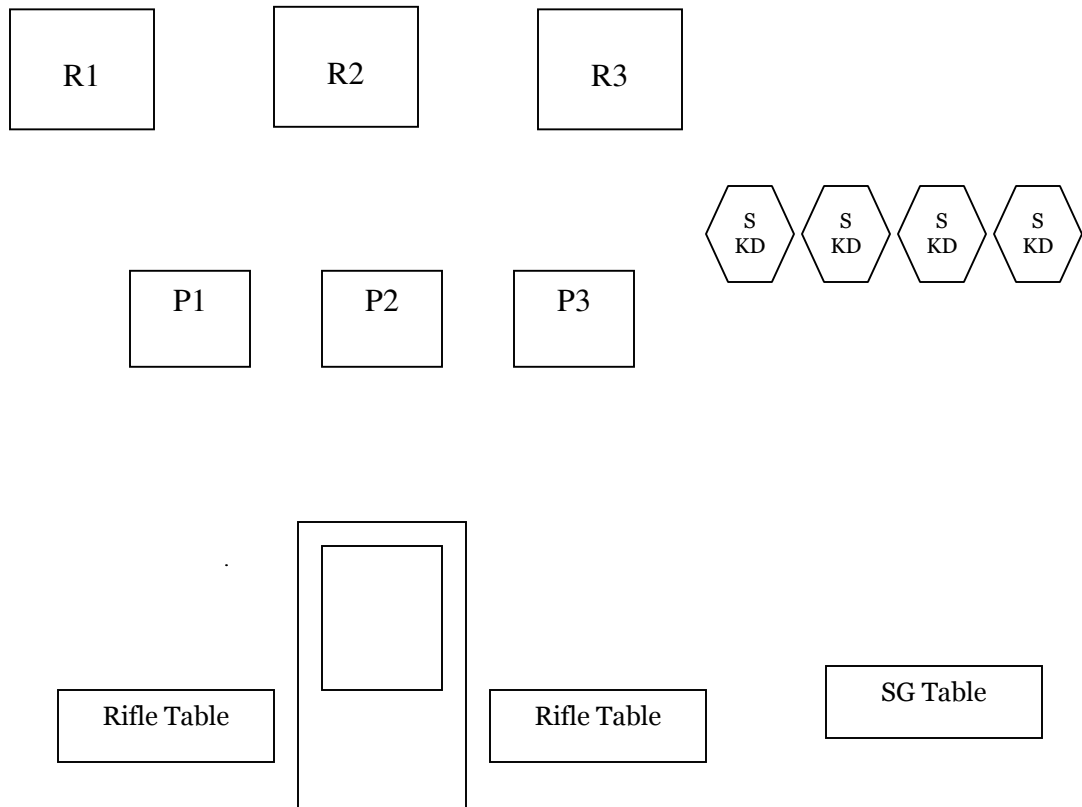
The Burritos have learned that the Amigos are amusing themselves with billiards at Greeley's and intend to draw them out to settle the score. El Artico, shouting from the street, yells: "alright Amigos, you called down the thunder, well now you've got something coming. The Amigos are finished, you understand? When the Burritos see a lavender bandana, we cut down the man wearing it." The Amigos stop their game of billiards, pull up their drawers and head to the window to defend themselves against the unwarranted attack of some no account soot shooters.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers

Rifle: 10 rounds with hammer down on empty chamber and staged on right or left table

Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start standing behind the window frame opening (shutters are open) while holding a lavender bandana with outstretched arm. BTB, shooter will say: "ya wanna kill me because it's lavender!" ATB, drape the bandana over the windowsill or place in window box, then pick up the rifle to engage the rifle targets (Burritos) in the following order: R1-R1-R1-R2-R2-R2-R2-R3-R3-R3. Place safe rifle on left table and draw pistols to engage the pistol targets through the window, and in the same manner as rifle. Reholster safe pistols and move to shotgun table. Pick up shotgun, and from behind table, engage the knockdowns until down



Stage 3 Disgruntled...Former Amigo

By Mariah Kid 6/13/09

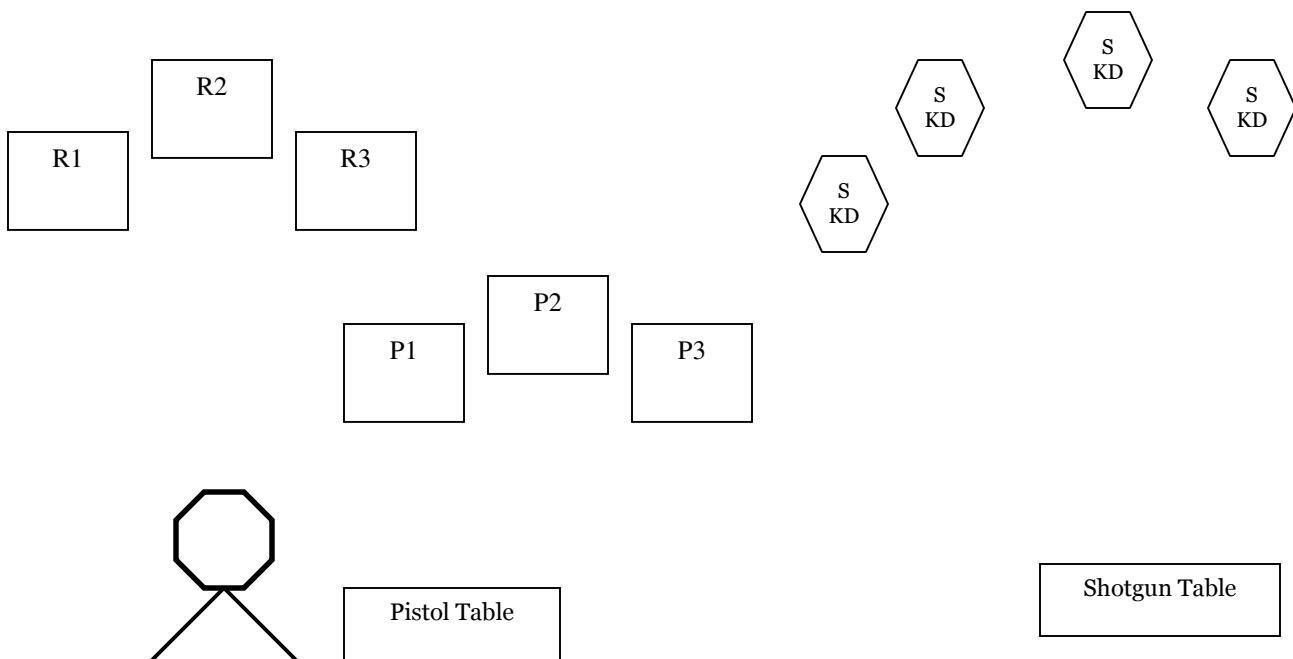
Rowdy is flaming mad after being terminated from the Amigos by Gray Squirrel. As usual, and with coaching from the Burrito's, he now has an underhanded, back stabbing scheme to draw the Amigos into an ambush. Rowdy calls the Amigos to a sit down, but before they make it to the Saloon doors, Rowdy has his soot shootin Winchester poking out of a knothole in the wall. As the Amigos approach the Saloon, Rowdy, with a killin grin on his face, starts firing on his former pards. Not even giving them a chance to clear leather and defend themselves. A typical Burrito style showdown!

Pistols: 5 rounds and holstered with hammers resting on empty chambers

Rifle: 10 rounds with hammer down on empty chamber and staged in tunnel

Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start standing behind tunnel, hands at sides and looking through tunnel to get a bead on the Amigos. BTB, shooter will say: "Ya shoulda give me another chance Amigos" to indicate ready. ATB, pick up rifle to engage rifle targets for two sweeps in the following order: R1-R3-R2-R3-R3. Place safe rifle on right table, and from behind that table, draw pistols and engage pistol targets in the same manner as rifle. Reholster safe pistols, move to shotgun position, and from behind shotgun table engage knockdowns until down.



Stage 4

Decision Time

By Mariah Kid 6/13/09

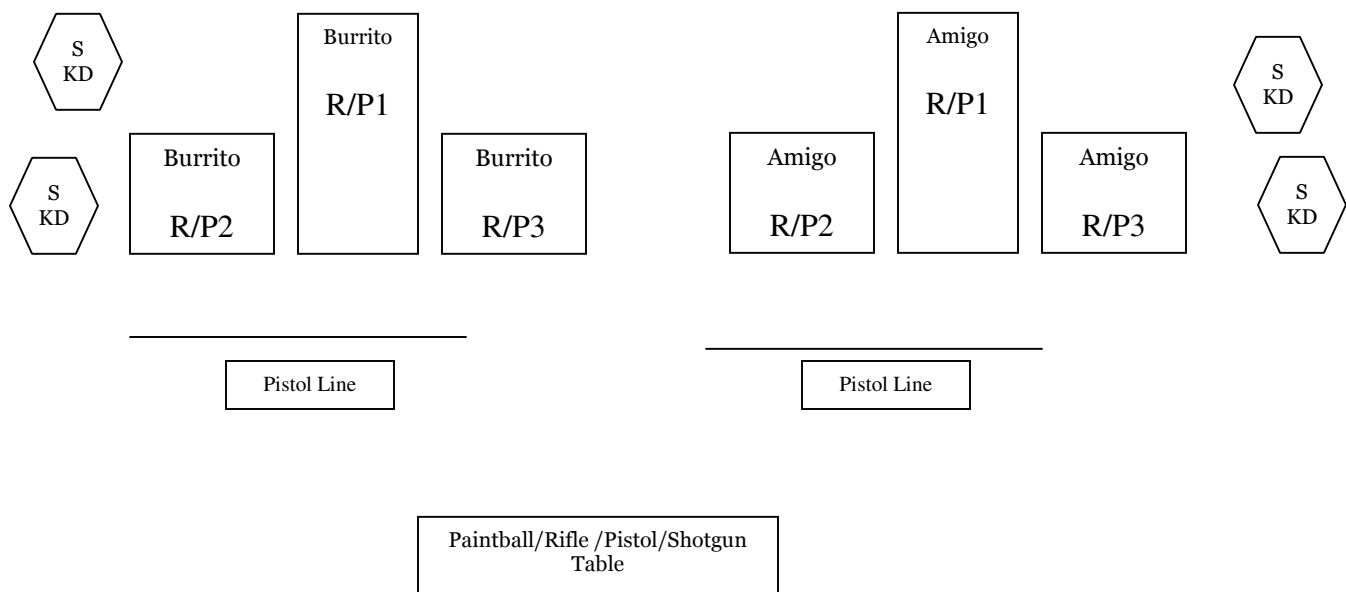
Rowdys' been using his greatest talent; his incredible oratory skills, to cause bad blood between the Amigos and Burritos. His use of words has shrouded his true agenda, that is; to sit back and enjoy the pain that he has caused between the once harmonious and fun loving posse's. The Amigos and Burritos are wise to his scheme and now it's time for Rowdy to choose...will he ride with the Amigos... or the Burritos? There is one problem though, by choosing his friends he makes enemies, and Rowdy's a mean one, so keep your head down if you choose the wrong posse.

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers

Rifle: 10 rounds with hammer down on empty chamber and staged on table

Shotgun: Staged on table with action open and empty with 2+ rounds on your person

Shooter will start standing behind table with Paintball Gun in ready position. BTB, shooter will declare their allegiance to the Amigos or the Burritos by saying: "I'm riding with the... Amigos or Burritos!" ATB, fire the Paintball Gun at the posse you DIDN'T choose to ride with. Burritos are the left targets, and Amigos are the right targets. There's no penalty for missing with the Paintball. If your gut tells ya to, you can fire more paintball rounds. GENTLY, place the Paintball Gun on the table and pick up rifle to engage the set of targets that you chose to shoot at with the Paintball. Engage the targets in the following manner: R/P1 (large target) first 5 first rounds, then alternate between R/P2 & R/P3 for the last 5 rounds. You can start alternating from the right or left. Place safe rifle on table and draw pistols to engage targets in the same manner as rifle. Reholster safe pistols, pick up shotgun and engage the 2 knockdowns nearest your targets, until down. **It's a 10 second procedural if you do not engage the targets that you chose not to ride with. Example: If you declare to ride with the Amigos, you must shoot at the Burritos. ***Paintball Gun has a safety and will be engaged prior to moving down range for target resets.**



Stage 5

Burrito in the Wood Pile

By Mariah Kid 6/13/09

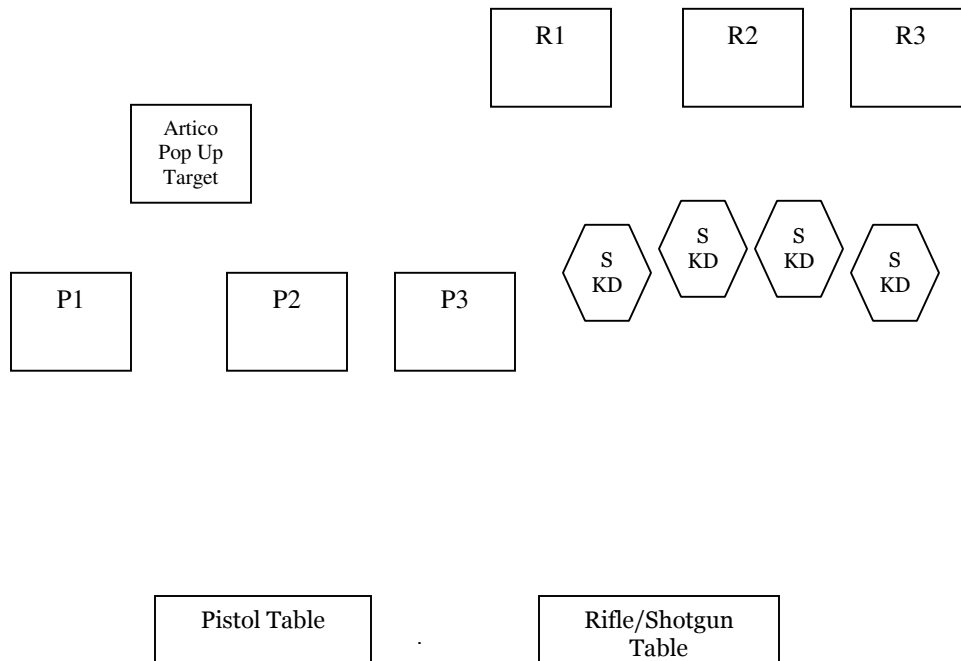
Mariah is having his morning cup of coffee and cigar, enjoying the smell of the perfectly roasted Columbian beans and the smooth aroma of a Cuban stogie. Suddenly, and out of nowhere the fine odors of coffee and cigar are obscured by the stench of soot...black powder soot. He looks around and sees no smoke, he listens, and hears no boom, then out of the corner of his eyes he spots a sooty Burrito in his wood pile and realizes that's where the smell has come from. One of the Burritos, Artico, has been sent by his less courageous Burritos to invade Mariah's woodpile for the purpose of taking wood for the manufacture of charcoal, charcoal used to make their sooty black powder. Artico tries to duck, but Mariah's shootin smokeless so he's got a bead on the wood thief.

Pistols: 5 rounds and placed on table with hammers resting on empty chambers

Rifle: 9 rounds with hammer down on empty chamber and staged on right table

Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start sitting at the left table with coffee cup in one hand and cigar in the other hand. BTB, shooter will say: "I thought I smelled a Burrito" to indicate ready. ATB, shooter will place coffee cup on circle to activate pop up target (if target doesn't activate shooter will get a restart). Pick up pistols and with first round only, engage pop up target. You have approximately 5 seconds before target falls. **Missing pop up is scored a miss.** With remaining 9 rounds, engage P1-P3 in a continuous sweep starting on right: P1-P2-P3-P2-P1-P2-P3-P2-P1. Place safe pistols back on table and move to right table. Pick up rifle to engage the rifle targets in a continuous sweep for 9 rounds. Place safe rifle on table, pick up shotgun and engage knockdowns in any order until down.



Stage 6
The Final Chapter
By Mariah Kid 6/13/09

So much has been said between the Amigos and Burritos, and there's no turning back. Unfortunately the score has to be settled, but neither posse can face each other for the final chapter...the final showdown, the showdown that will allow some to walk away, and others to be carried away. A chance encounter puts both posses in the same area but obscured only by a covered window...just the way they wanted it to be!

Pistols: Holstered, with 5 rounds each and hammers resting on empty chambers
Rifle: 10 rounds with hammer down on empty chamber and staged on right in the wagon
Shotgun: Staged on right table with action open and empty with 4+ rounds on your person

Shooter will start standing behind the wagon with hands wherever you want them to be. BTB, shooter will say: "Your last ride was your final ride Burritos/Amigos" to indicate ready. ATB, pick up rifle to engage R1 through the curtain with 10 rounds. Hitting window prop and engaging target is considered a hit and no penalty. Place safe rifle back in wagon and move to shotgun to engage knockdowns in any order until down. Place safe shotgun on table and move to pistol position to engage P1-P4 in a progressive sweep: P1-P2-P2-P3-P3-P3-P4-P4-P4-P4.

