

Stage 1

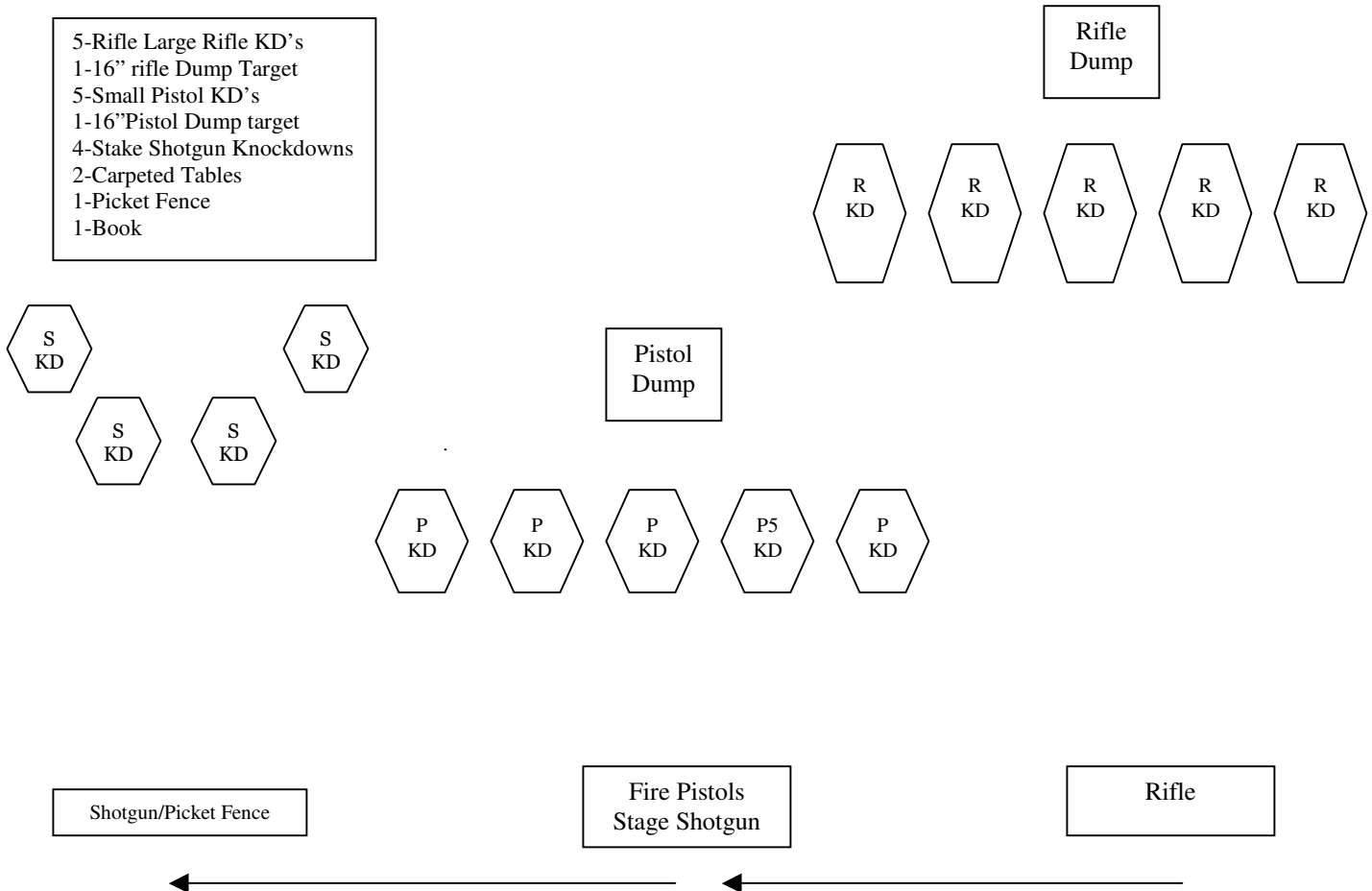
By Mariah Kid 7/11/09

Pistols – 5 Rounds each and holstered. Wild Bunch-5 rounds in each magazine

Rifle – 10 Rounds and staged on **RIGHT** table

Shotgun – Staged on middle table with 4+ rounds on your person. Wild Bunch 4 rounds in magazine & additional rounds on your person. Wild Bunch can load shotgun at loading table, but **DO NOT** chamber a round.

Shooter will start behind rifle table holding book in both hands. BTB shooter will say: “If you won’t tell me a story, I’ll read one” indicating ready. ATB pick up rifle to engage knockdowns in any order. Shooter can use all 10 rounds to engage knockdowns. Any leftover rounds must be fire at the rifle dump target. Missing dump target and standing knockdowns are scored as a miss. Place rifle on table, move to pistol position and engage pistol targets in the same manner as rifle. Reholster pistols, pick up shotgun and move to shotgun firing line to engage knockdowns in any order until down.



Stage 2

By Mariah Kid 7/11/09

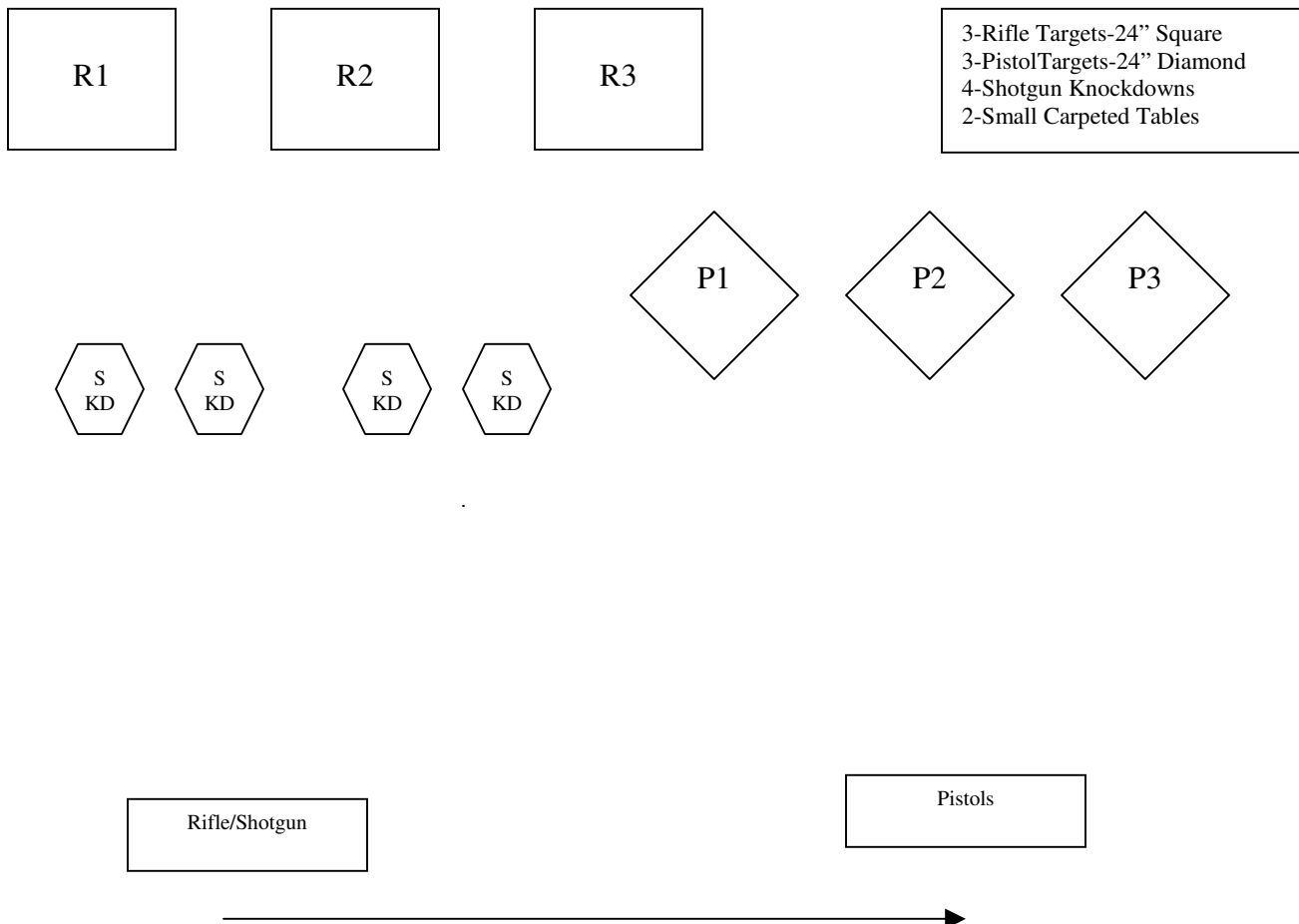
Pistols – 5 Rounds each and holstered. Wild Bunch- 5 rounds in each magazine

Rifle – 10 Rounds and held at port arms

Shotgun – Staged on table with 4 rounds on your person. Wild Bunch 4 rounds in magazine.

Additional rounds may be carried for dropped ammo. Wild Bunch can load shotgun at loading table, but DO NOT chamber a round.

Shooter will start behind left rifle/shotgun table while holding rifle at port arms. ATB engage rifle targets in a double tap Nevada Sweep starting on the left: R1-R1-R2-R2-R3-R3-R2-R2-R1-R1. Place safe rifle on table, pick up shotgun and engage knockdowns in any order with one round each. NO SHOTGUN MAKEUPS...failure to knockdown target with one round is a miss. Move to right table, and from behind table, engage pistol targets in the same manner as rifle.



Stage 3

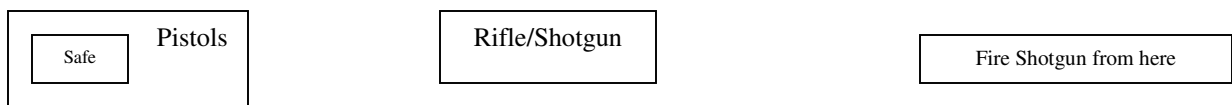
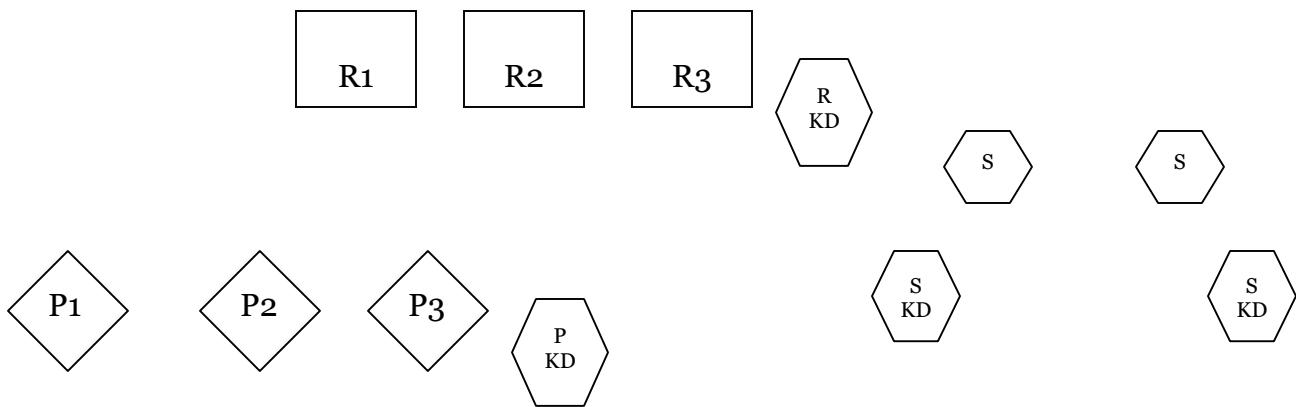
By Mariah Kid 7/11/09

Pistols – 5 Rounds each and holstered. Wild Bunch 5 rounds in each magazine

Rifle – 10 Rounds and staged on middle table

Shotgun – Staged on middle table with 4+ rounds on your person. Wild Bunch 4 rounds in magazine & additional rounds on your person. Wild Bunch can load shotgun at loading table, but DO NOT chamber a round.

Shooter will start standing behind Safe with hands at sides. BTB, shooter will say: “I want all of the money” to indicate ready. ATB, open the Safe to get money bags and hang them on your person throughout the scenario. Draw pistols to engage targets with 3 rounds each in any order. The 10th round is to engage knockdown. Knockdown must be down to be considered a hit. Reholster pistols then move to middle table to engage rifle targets in the same manner. Place safe rifle on table, pick up shotgun and move to shotgun position to engage knockdowns until down and engage fixed shotgun targets until hit. There is no order for knockdowns and fixed targets.



- 3-Small Rifle Targets
- 3-Pistol Targets-16" Square
- 2-Shotgun Knockdowns
- 2-Rebar Shotgun Hangars
- 2-Shotgun Targets
- 2-Knockdowns for Rifle & Pistol (Possibly Wood Beams)

Stage 4

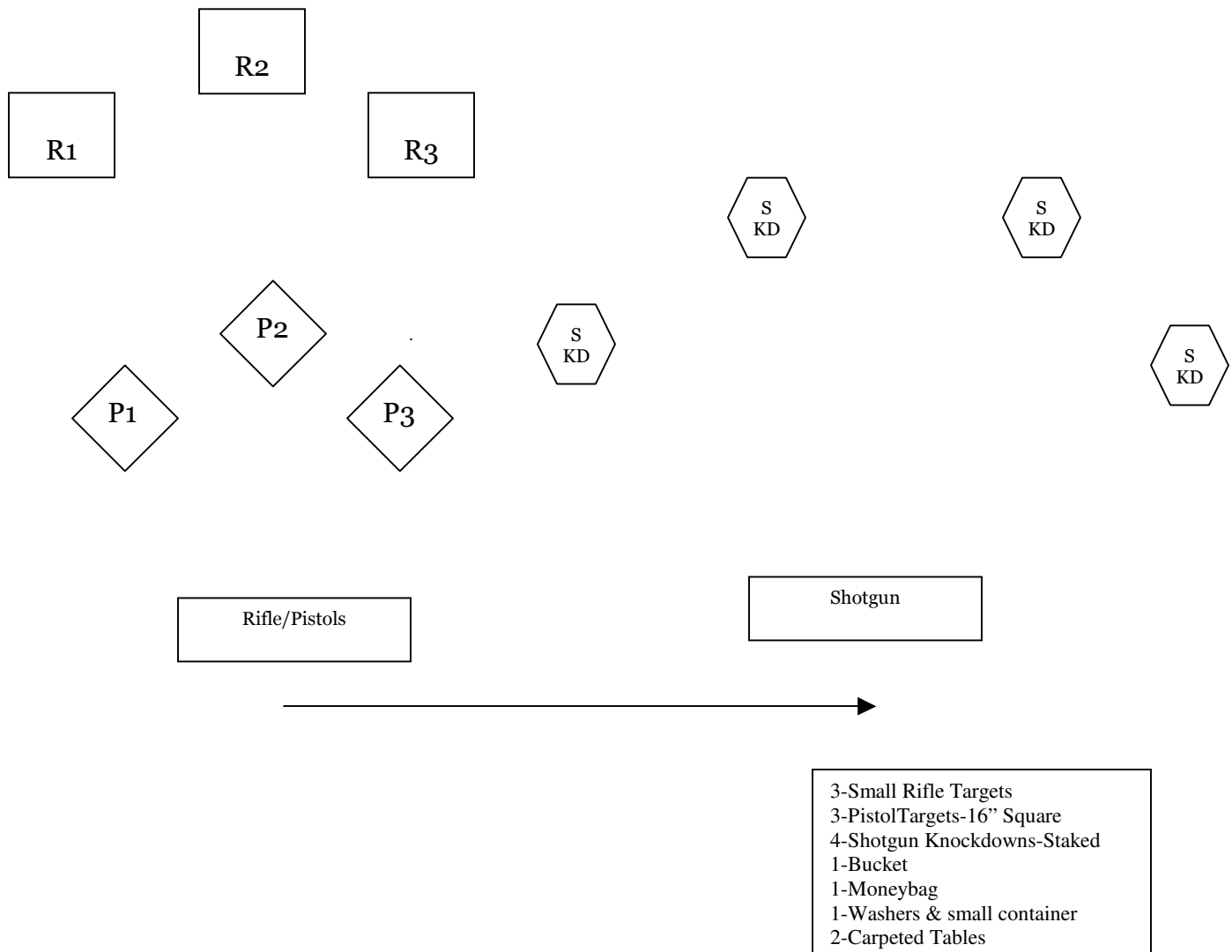
By Mariah Kid 7/11/09

Pistols – 5 Rounds each and holstered. Wild Bunch 5 rounds in each magazine

Rifle – 10 Rounds and staged on table

Shotgun – Staged on table with 4+ rounds on your person. Wild Bunch 4 rounds in magazine & additional rounds on your person. Wild Bunch can load shotgun at loading table, but DO NOT chamber a round.

Shooter will start behind table, with washer in hand. BTB shooter will say: “silver rings your butt...them’s washers.” ATB, attempt to throw washer in bucket, missing bucket isn’t a penalty. Pick up rifle and engage rifle targets in two Pike Bishop sweeps: R3-R3-R2-R3-R1. Place rifle on table, draw pistols and engage pistol targets in the same manner as rifle. Reholster pistols, move to staged shotgun and engage knockdowns in any order until down.



Stage 5

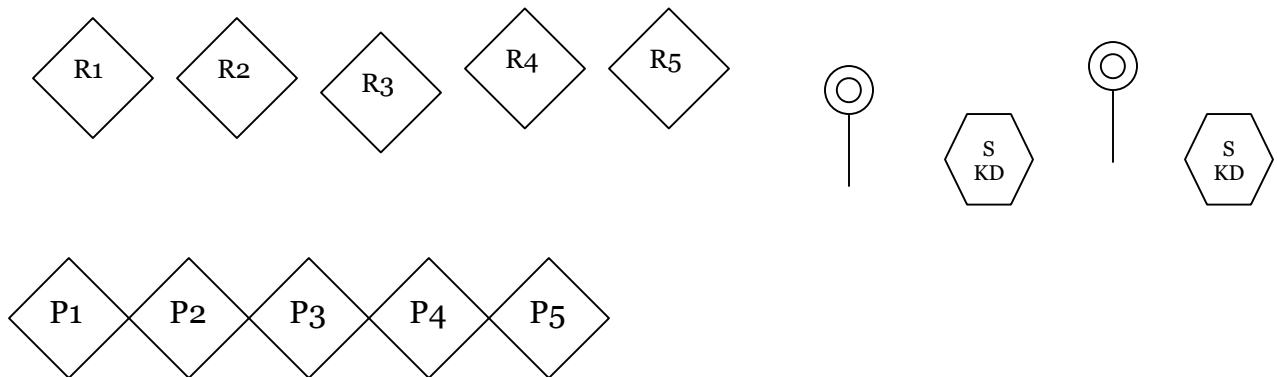
By Mariah Kid 7/11/09

Pistols – 5 Rounds each and holstered. Wild Bunch 5 rounds in each magazine

Rifle – 10 Rounds and staged on left table

Shotgun – Staged on right table with 4+ rounds on your person. Wild Bunch 4 rounds in magazine & additional rounds on your person. Wild Bunch can load shotgun at loading table, but DO NOT chamber a round.

Shooter will start standing behind left table with both hands on table. ATB pick up rifle to engage rifle targets in two; outside in/inside out sweeps: R1-R5-R2-R4-R3-R3-R2-R4-R1-R5. Shooter can start on left or right side, as long as sequence is outside in then inside out. Place safe rifle on table and from the same position, draw pistols to engage pistol targets in the same manner. Reholster pistols and move to shotgun (shooter need not be behind table) to engage 2 Clay Birds first, then knockdown until down and Clay Birds broken.



5-Small Rifle Targets (On JW Range)
5-Pistol Targets (On JW Range)
2-Shotgun Knockdowns
2-Clay Bird Poles (Artic)
2-Carpeted Tabs
1-Carton Clay Birds

Stage 6

By Mariah Kid 7/11/09

Pistols – 5 Rounds each and placed on Buckboard table. Wild Bunch 5 rounds in each magazine

Rifle – 10 Rounds and staged in Buckboard rack

Shotgun – Staged in Buckboard rack with 4+ rounds on your person. Wild Bunch 4 rounds in magazine & additional rounds on your person. Wild Bunch can load shotgun at loading table, but DO NOT chamber a round.

Shooter will start sitting in Buckboard with hands on lap. BTB, shooter will say: “it’s time to eat Mexican Pumpkin” to indicate ready. ATB, pick up rifle to engage R1 with 10 rounds. Hitting window is not a penalty...missing target is. Place safe rifle in rack and pick up shotgun to engage left 2 targets in any order until down, then right 2 targets until down. Place safe shotgun in rack and pick up pistols to engage 5 left targets in any order, and then 5 right targets in any order. **Wild Bunch Shooters; slide should be open after last round is fired and should be left in that position when returning to unloading table. If slide doesn’t remain open, carefully cycle action and drop hammer before leaving Buckboard.**

