

**NOTICE**

**Fast Shooters Needed**

**to meet the**

**BIG BEND BUSHWHACKERS**

(a collection of  
ornery hooligans  
and vigilantes)

**Arriving**

**on the**

**9:00 O'clock A.M.**

**Valentine's Stage**

[www.BigBendBushWhackers.info](http://www.BigBendBushWhackers.info)

## **Big Bend Bushwhackers - Match #1, Feb 14, 2010**

### Scenario #1 (Left Bay) “I can’t help ya, Sundance” By Wild Bill Blackerby

#### **Read aloud:**

While Butch is checking out the bank, Sundance decides to go into the local saloon for a poker game. He finds a table in the back with an empty seat and joins in. His luck is running well - too well for the local card sharp. After everyone at the table is cleaned out it's down to just the two of them. Losing another hand, he accuses the Kid of cheating and tells him to leave but the money stays.

Butch comes in and tries to smooth things over, but the Kid will have none of it. After trying to reason with the Sharpie, Butch turns and says "I can't help you Sundance."

Sharpie now knows he's facing the fastest gun slinger in the west and backs down, even inviting them to stick around on Butch's advice.

As they leave with a hat full of money, Sharpie asks the Kid just how fast he is really. The Kid spins and shows him how lucky he was that day...

#### **Ammo Needed**

10 pistol, 2+ shotgun

#### **Starting Position**

Seated at table, two pistols safely staged on table with five rounds each. Deck of cards in front of you, both hands placed flat on table.

Shotgun safely staged on table, at least four shotshells on your person .

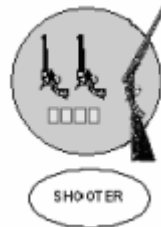
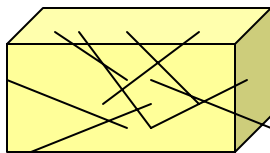
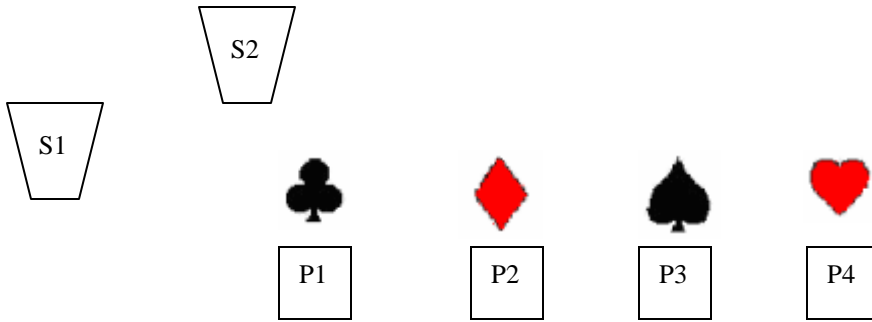
#### **Procedure**

When ready, say *"Hey Kid, How fast are ya?"*.

At the buzzer, turn over a card, stand up, and Sweep pistol targets LEFT to RIGHT with five rounds, starting with the suit of the drawn card, hitting all targets once and ending on the starting suit. Repeat for second pistol.

Holster each pistol and then engage S1 – S2 with shotgun.

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**



## **Big Bend Bushwhackers - Match #1, Feb 14, 2010**

### Scenario #2 (Right Bay)

#### "The Flyer, Butch"

By Wild Bill Blackerby

#### **Read aloud:**

Butch and Sundance return to Hole-in-the-Wall to collect the gang. Seems instead of the bank job, Harvey Logan convinces them the Union Pacific Flyer is the better deal - if they hit it going both ways.

They stop the train on the first run and talk their way into the car guarded by young Woodcock. It's not much but as Butch sez - "As long as we come out ahead". On the return trip they once again hit the train - Woodcock is ready for them but once again they trick him into opening the door and end up blowing the reinforced safe (and box car) up. Just then another train pulls up and out comes a posse of armed men. Guess ol' E. H. Harriman of the Union Pacific Railroad has had enough, and means to end their career as train robbers.

They've got to fight and run...

#### **Ammo Needed**

10 pistol, 9 rifle, 4+ shotgun

#### **Starting Position**

Standing at the doorway, two safely holstered pistols loaded with five rounds each, with money bags held in both hands.

Rifle safely staged on rack or haybale at window 1, nine rounds in magazine.

Shotgun safely staged on rack or haybale at window 2, at least four shotshells on your person or on the haybale/shelf.

#### **Procedure**

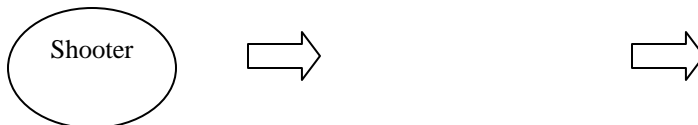
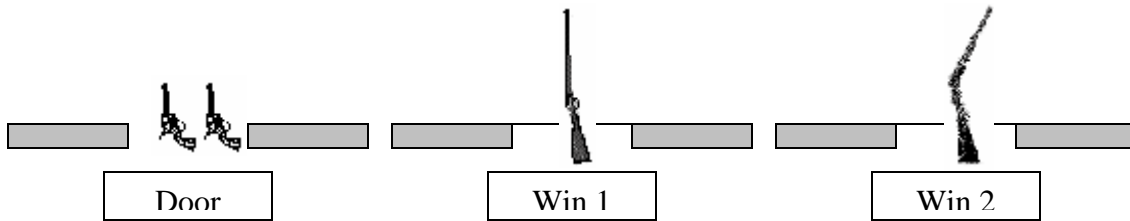
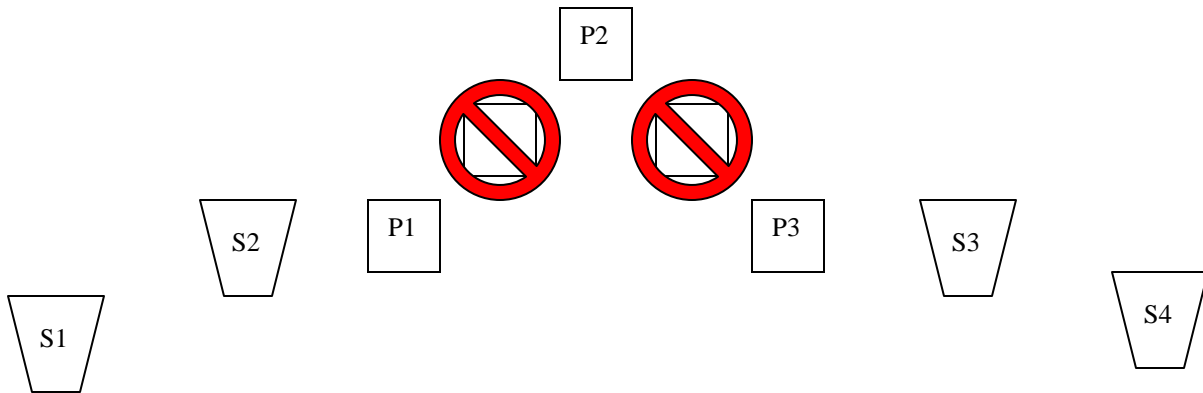
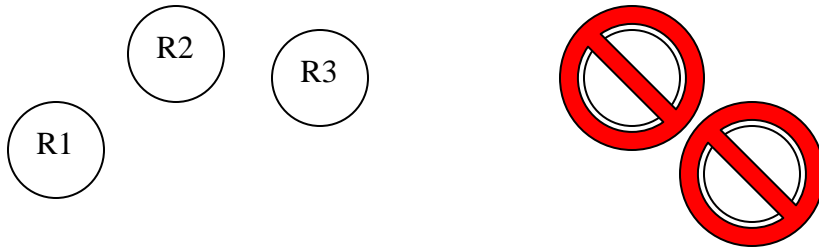
When ready, shout "*Who are those guys?!?*"

At the buzzer, drop the money bags and engage each pistol target thru the doorway at least three times, AVOIDING THE WHITE TARGETS.

Triple tap the group of three rifle targets thru window 1.

Engage each shotgun target thru window 2.

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**



## **Big Bend Bushwhackers - Match #1, Feb 14, 2010**

### Scenario #3 (Left Bay) 'The Man in the White Skimmer' By Sixpence Kid

#### **Read aloud:**

All they wanted to do was go straight and join the US Army. But, it seems the local lawman Joe Lefors don't take kindly to two-bit outlaws.

After tracking the boys for several days, with the finest tracker, Lord Baltimore assisting, the posse corners Butch and Sundance in the cliffs over a river.

Rather than make a desperate jump to certain death below, Sundance suggests that they throw a little lead at Lefors to see if they can knock that pretty hat off his head.

#### **Ammo Needed**

10 pistol, 10 rifle

#### **Starting Position**

Standing behind the big rock (stacked hay bales), two safely holstered pistols loaded with five rounds each.

Rifle safely staged on hay bale with ten rounds in magazine.

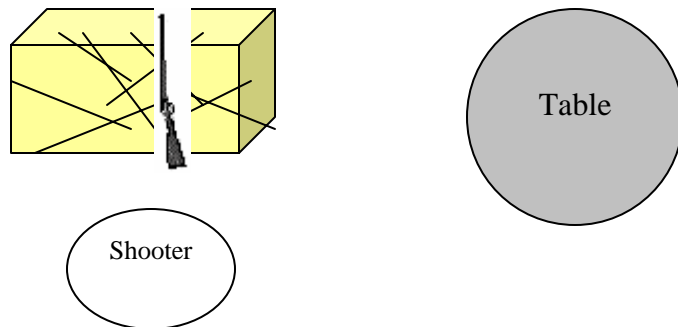
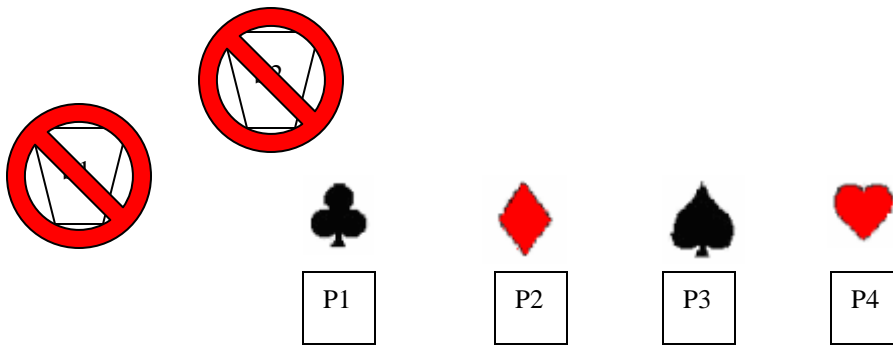
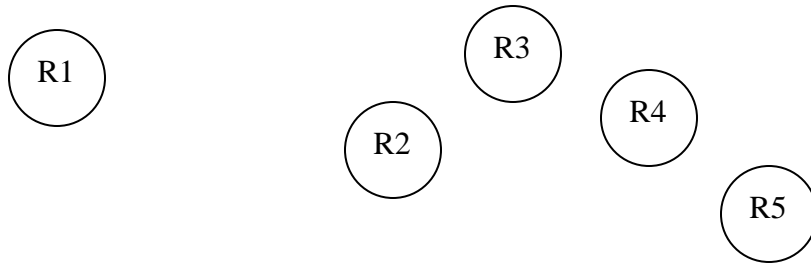
#### **Procedure**

At the buzzer, retrieve rifle and sweep targets L-R or R-L, double-tapping each.

Stage rifle and draw pistol, sweeping the 4 pistol targets L-R or R-L, DOUBLE-TAP the first target only, and single tap the other 3 targets. Draw second pistol and repeat.

When finished, shout **"I can't swim!!"** (5 sec procedural for missing line.)

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**



## **Big Bend Bushwhackers - Match #1, Feb 14, 2010**

### Scenario #4 (Right Bay)

“He’ll feel a lot better after he’s robbed a couple banks.”

By Wild Bill Blackerby

#### **Read aloud:**

They've escaped the ruthless posse, but since it won't rest until Butch & Sundance are dead, they pack up Etta and head to Bolivia - wherever the hell that is.

They arrive in what seems to be the armpit of the universe; Butch assures Etta once they rob a few banks things will get better.

They pick out their first job and enter the bank but after a few seconds with a friendly guard they find themselves completely stumped by the language barrier. With Etta's help they learn enough Spanish to get them thru the holdup. Seems Butch pulled one over on Sundance - after the first sentence he stutters and pulls a list out of his pocket to read - much to the Kid's annoyance.

#### **Ammo Needed**

10 pistol, 10 rifle, 4+ shotgun

#### **Starting Position**

Standing at the teller's window (Window 1), two safely holstered pistols loaded with five rounds each.

Shotgun safely staged at window 2, at least four shotshells on your person or on the shelves on the wall.

Rifle safely staged on rack, wall or hay bale at doorway, ten rounds in magazine.

#### **Procedure**

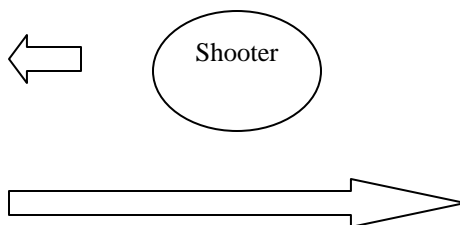
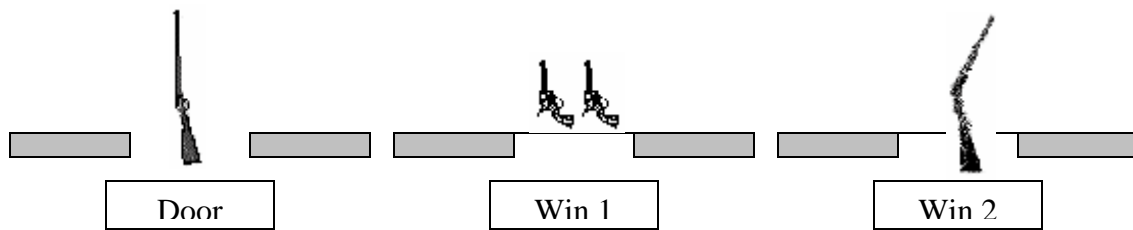
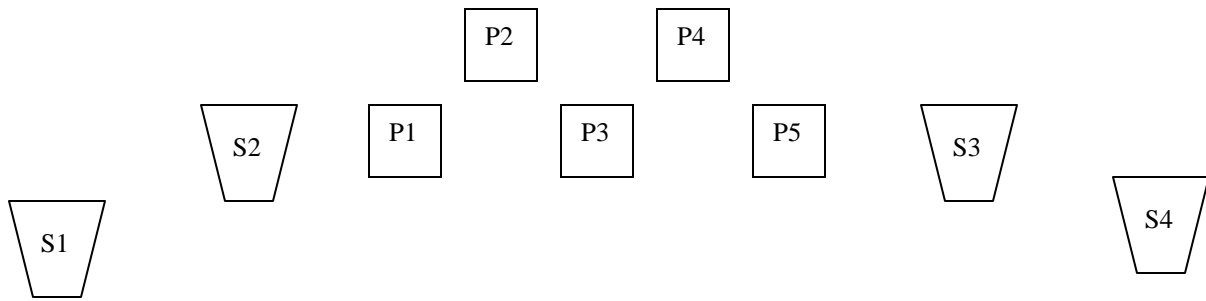
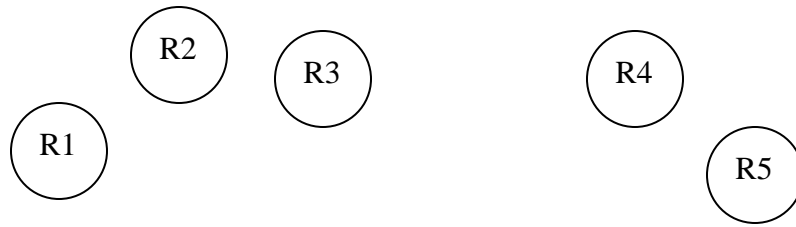
When ready, shout "*Esto es un robo!*"

At the buzzer, engage the pistol targets thru the window in a Sweep, starting at either end. Draw second pistol and repeat.

Engage the rifle targets thru the doorway in two Sweeps, again starting from either end.

Engage the four shotgun targets thru window 2.

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**



## **Big Bend Bushwhackers - Match #1, Feb 14, 2010**

### Scenario #5 (Left Bay)

“We’ll go straight!”

By Wild Bill Blackerby

#### **Read aloud:**

Times are great in their new home. The banks are ripe for the picking and the guards are slow and not keen on getting shot by the Banditos Yanqui. But as Butch, Sundance, & Etta enjoy a nice dinner he thinks he spies Lafors and fears the posse has come down to finish their work. Butch decides they'll go straight to throw them off the track so he and Sundance go to a local mine to apply for jobs.

A colorful character named Percy Garris interviews them, explaining how the bandits are making things tough. Noticing the Kid's pistol he asks if he can hit anything. "Sometimes." is the reply, so he tosses out a hunk of 'bacca and after a few misses the Kid shows his true gunfighter skill.

Butch & Sundance are hired as payroll guards.

On the return trip they're ambushed by the bandits and even though Percy is dead they have to recover the money - even if it means killing their brothers in arms.

#### **Ammo Needed**

10 pistol, 10 rifle, 4+ shotgun

#### **Starting Position**

Standing behind rock (two stacked hay bales), two safely holstered pistols loaded with five rounds each.

Shotgun safely staged on “rock”, at least four shotshells on your person.

Rifle safely staged on “rock”, ten rounds in magazine.

#### **Procedure**

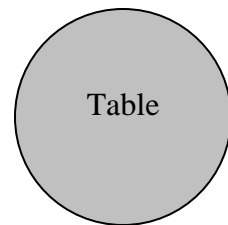
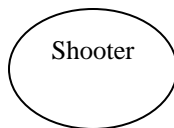
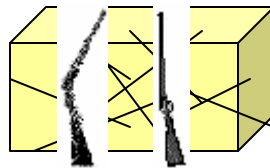
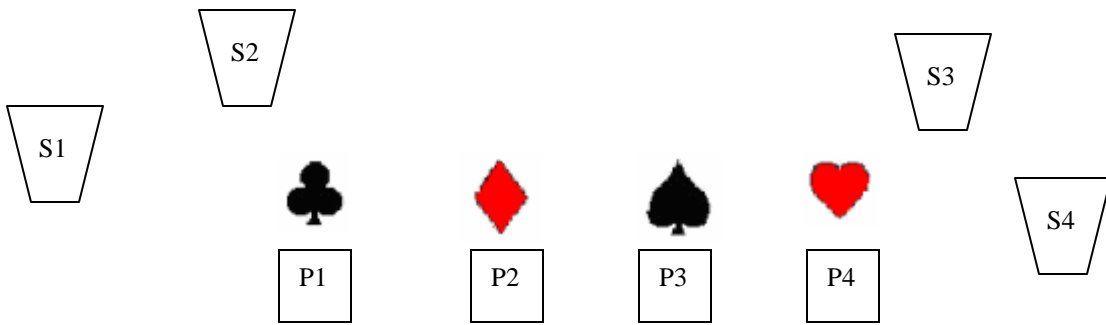
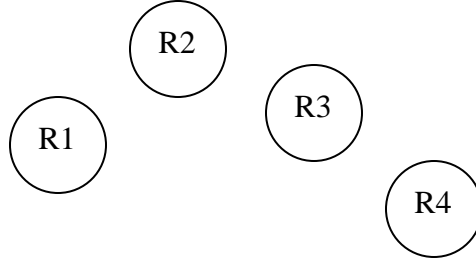
When ready, say *"I'm better when I move."*

At the buzzer, engage pistol targets in a Progressive Sweep, starting on the left (1-2-2-3-3-3-4-4-4-4).

Engage rifle targets in a Progressive Sweep, again starting on the left.

Engage the two shotgun targets.

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**



## **Big Bend Bushwhackers – Match #1, Feb 14, 2010**

### Scenario #6 (Right Bay) “Is that what you call giving cover?!” By Sixpence Kid

#### **Read aloud:**

After a failed attempt to keep on the straight and narrow while in Bolivia, Butch and Sundance send Etta back to America. Entering a small village after a difficult mule train heist, the boys sit down at a local outdoor cantina for some food.

A stable boy recognizes the brand of one of the stolen mules, and alerts the Bolivian constables who rush the patio.

Low on ammo, and holed up by the square, the boys decide someone has to run back to the mule for the ammo bag...

#### **Ammo Needed**

10 pistol, 9 rifle, 4+ shotgun

#### **Starting Position**

Standing at doorway, two pistols safely holstered with five rounds each. Rifle safely staged on haybale or rack at window 2. Shotgun safely staged on rack at window 1, at least four shotshells on your person.

#### **Procedure**

When ready, say *"Is that what you call running?"*.

At the buzzer, draw pistol and start a Continuous Nevada Sweep from LEFT along the four pistol targets, **AVOIDING THE RED TARGET**. Second pistol must start on the next target along the sweep (1-2-3-4-3, 2-1-2-3-4).

Move to window 2 and pick up the rifle, engaging the 3 rifle targets in a Continuous LEFT-RIGHT Nevada Sweep from the first target. Return rifle with open action to the rack.

Move back to window 1 and grab the shotgun. Load and engage S1 – S4.

**Big Bend Bushwhackers - Match #1, Feb 14, 2010**

