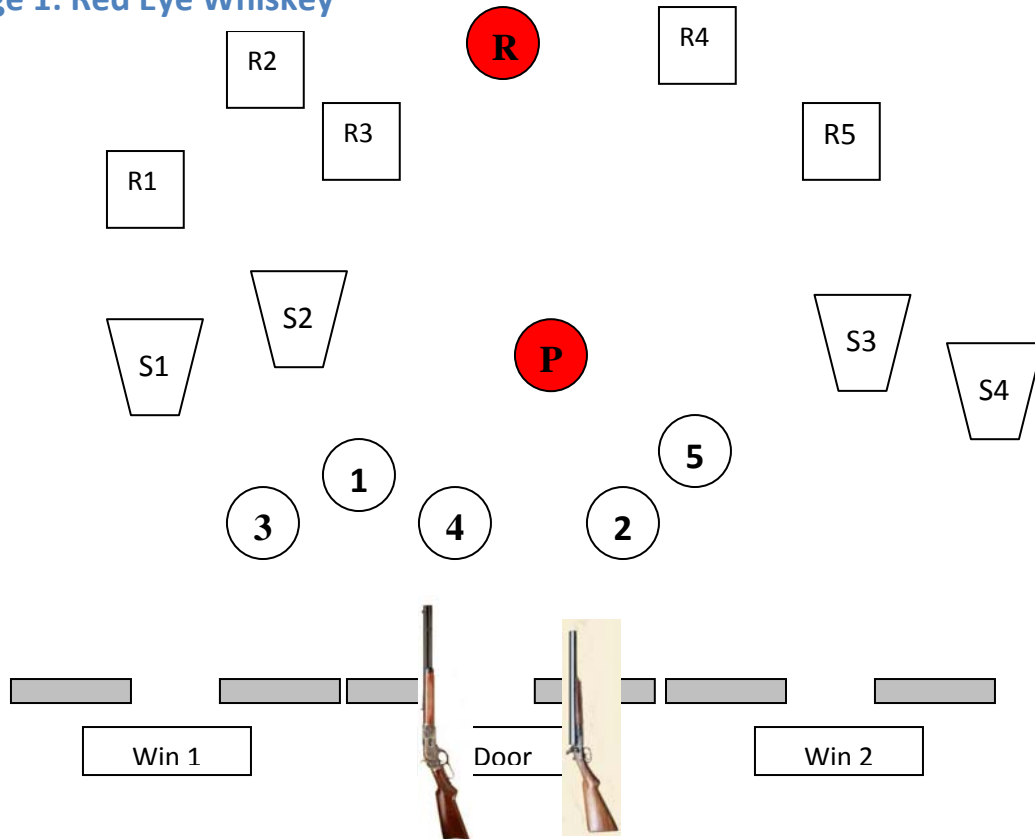


Big Bend Bushwhackers, 4/11/10, Match #3: "The Hero of Rock Ridge"



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Stage 1: Red Eye Whiskey



Scenario Description: Ol' Gabby loves his Kentucky Red Eye, but sometimes has to make his own rattlesnake squeezin's out behind Howard Johnson's Ice Cream Parlor. Reverend Johnson has brought some "candyass sidewinders" around to bust up the still. Stop them!

Starting Position: Standing in Door, hands in Gabby Hayes surrender above head.

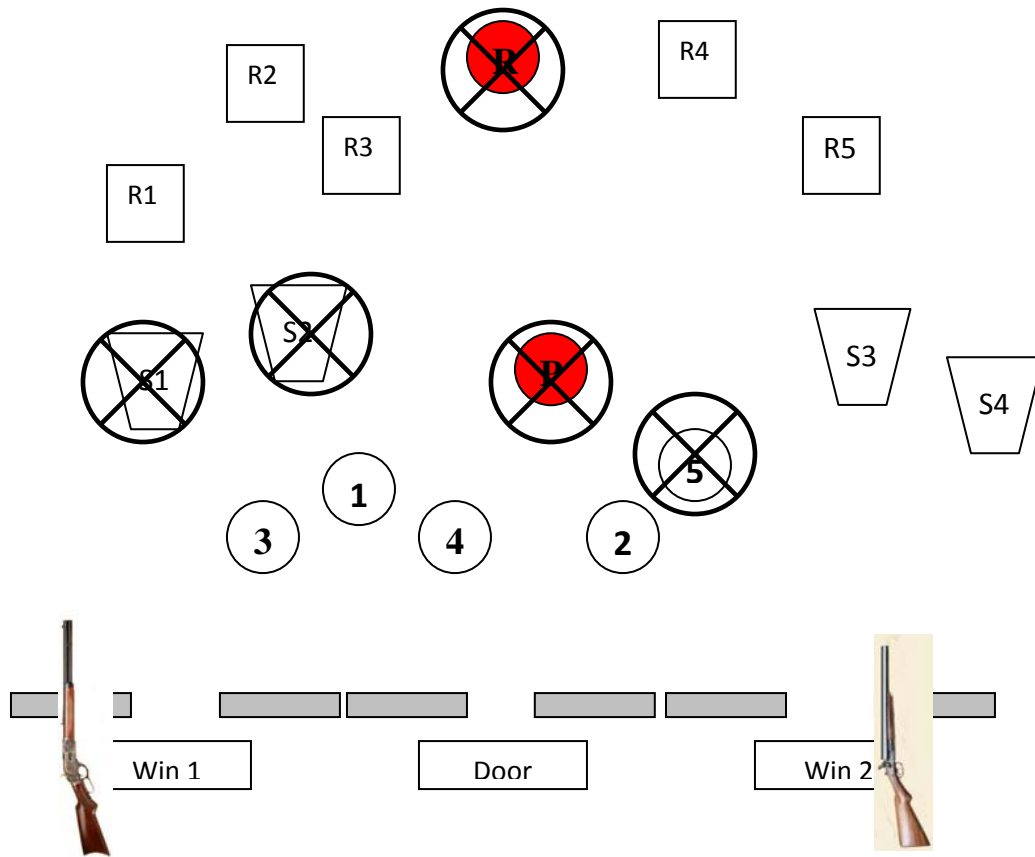
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged at Door on hay bale. Shotgun also at Door, opened and empty, with at least 4 shells on your person.

Procedure: Shooter says "Dadgum Sidewinders!" and waits for the beep. At the beep, engage pistol targets in Numeric order, starting on Target 1 and alternating each shot at the Red Pistol target (1-Red-2-Red-3, Red-4-Red-5-Red). Retrieve rifle and perform the same alternating sweep on rifle targets R1-R5. Put rifle down with action open. Engage 4 shotgun targets in any order.

5 sec Procedural penalty for not following the sequence.

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Stage 2: I’m Tired



Scenario Description: Gabby is enjoying the Saloon show by Miss Lili Von Schtüpp, the Teutonic Titwillow. But he gets a little too rowdy, and discovers the Prancing Prussians are also her bodyguards. Grabbing hoglegs from a nearby cowpoke, he means to defend himself.

Starting Position: Standing at Left window (Win 1).

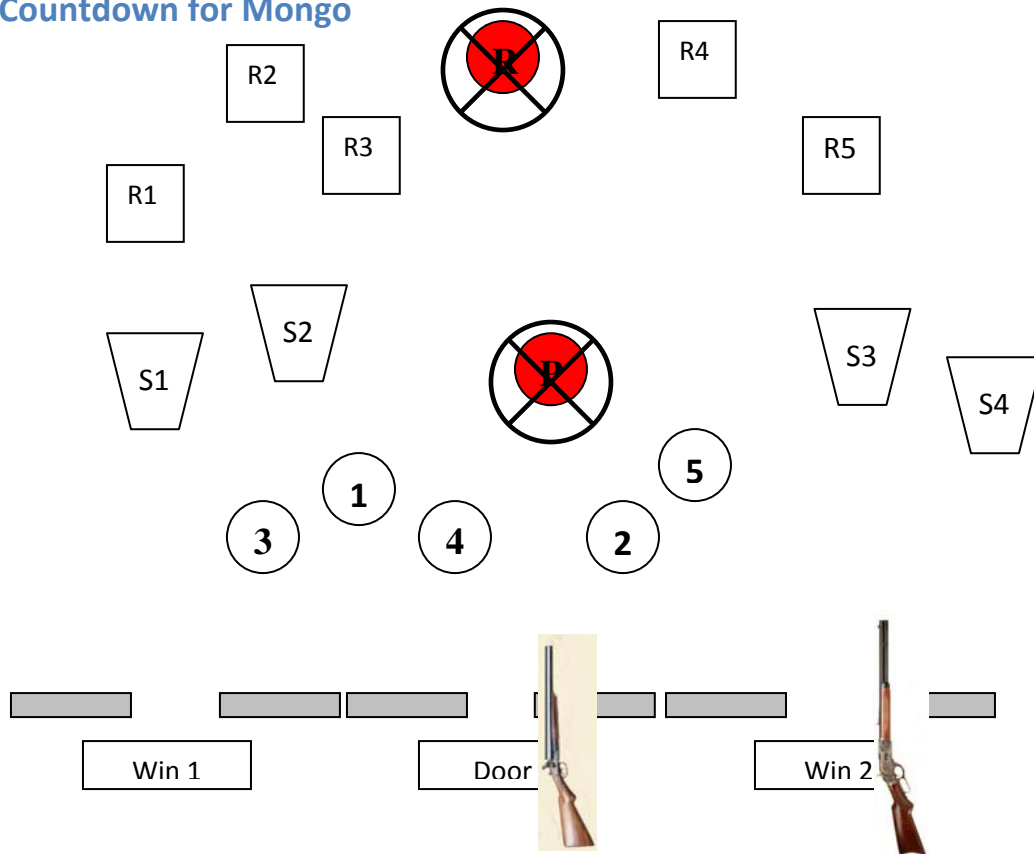
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 9 rounds and in hands at Port Arms. Shotgun at Right window (Win 2), opened and empty, with at least 2 shells on your person.

Procedure: Shooter yells “RAR-UH!” and waits for the beep. At the beep, engage Rifle targets R1-R5 in a Nevada Sweep (1-2-3-4-5-4-3-2-1). Put rifle down with action open and move to the Door. Engage Pistol targets 1-4 **only** in numeric order using a Nevada Sweep (1-2-3-4-3, 2,1,2,3,4). Holster pistols and move to the Right window. Engage shotgun targets S3-S4 only.

5 sec Procedural penalty for not following the sequence.

Big Bend Bushwhackers, 4/11/10, Match #3: "The Hero of Rock Ridge"

Stage 3: Countdown for Mongo



Scenario Description: Taggart has sent Mongo to tear up the town. Newly appointed Sheriff Bart has a plan, but wants Gabby to keep Mongo busy by shooting at him inside Anal Johnson's Saloon. The bullets don't hurt Mongo- they just make him mad.

Starting Position: Standing at Right window (Win 2), arms crossed.

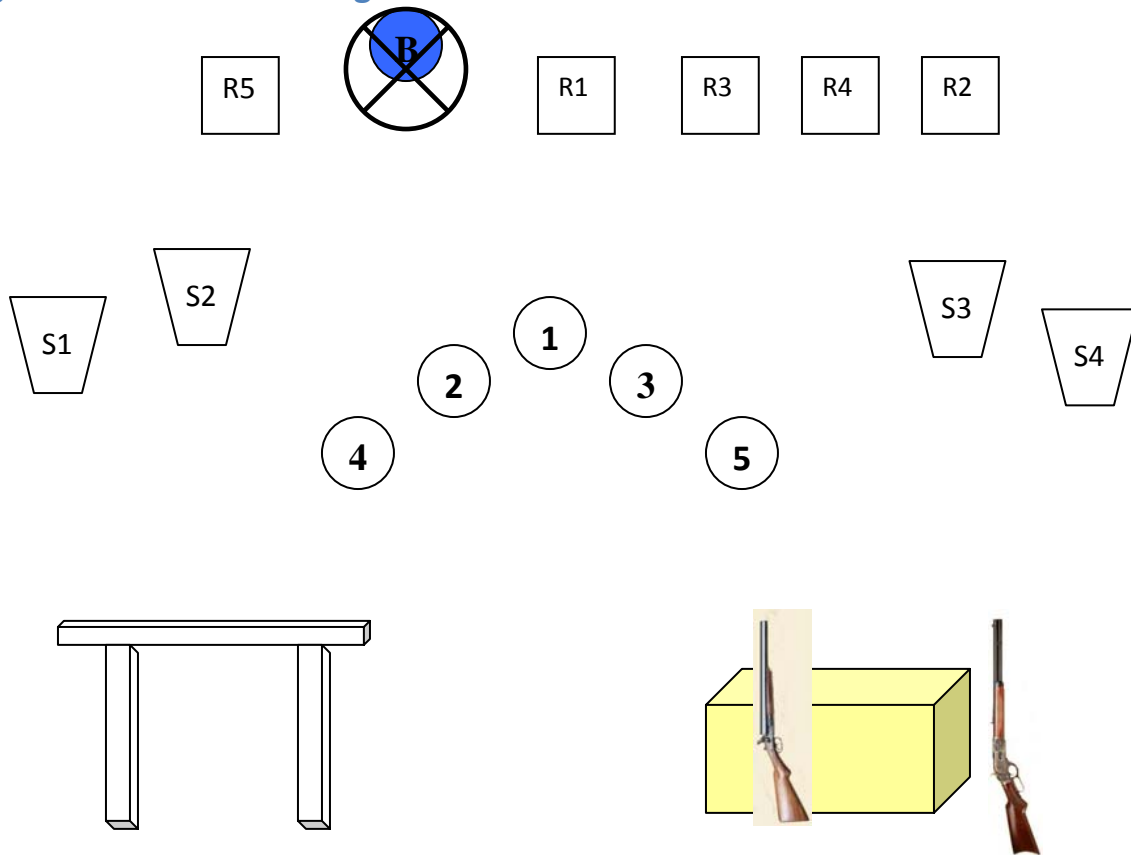
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged in right window. Shotgun staged at Door on hay bale, opened and empty, with at least 4 shells on your person.

Procedure: Shooter says "You dadblamed cracker croaker!" and waits for the beep. At the beep, retrieve rifle and engage Rifle targets R5-R1 in countdown order in two sweeps (5-4-3-2-1-5-4-3-2-1). Put rifle down with action open and move to the Door. Engage Pistol targets 5-1 in countdown order in two sweeps (5-4-3-2-1, 5-4-3-2-1). Holster pistols and pick up shotgun. Engage the 4 shotgun targets in an Inside-Outside order. (In-In, Out-Out)

5 sec Procedural penalty for not following the sequence.

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Stage 4: Where choo-choo go



Scenario Description: Gabby follows Sheriff Bart and the Waco kid out to the railroad camp to confront Taggart and his thugs. Gabby arrives to see all of Taggart's men drawing down on the boys. Help the Kid out.

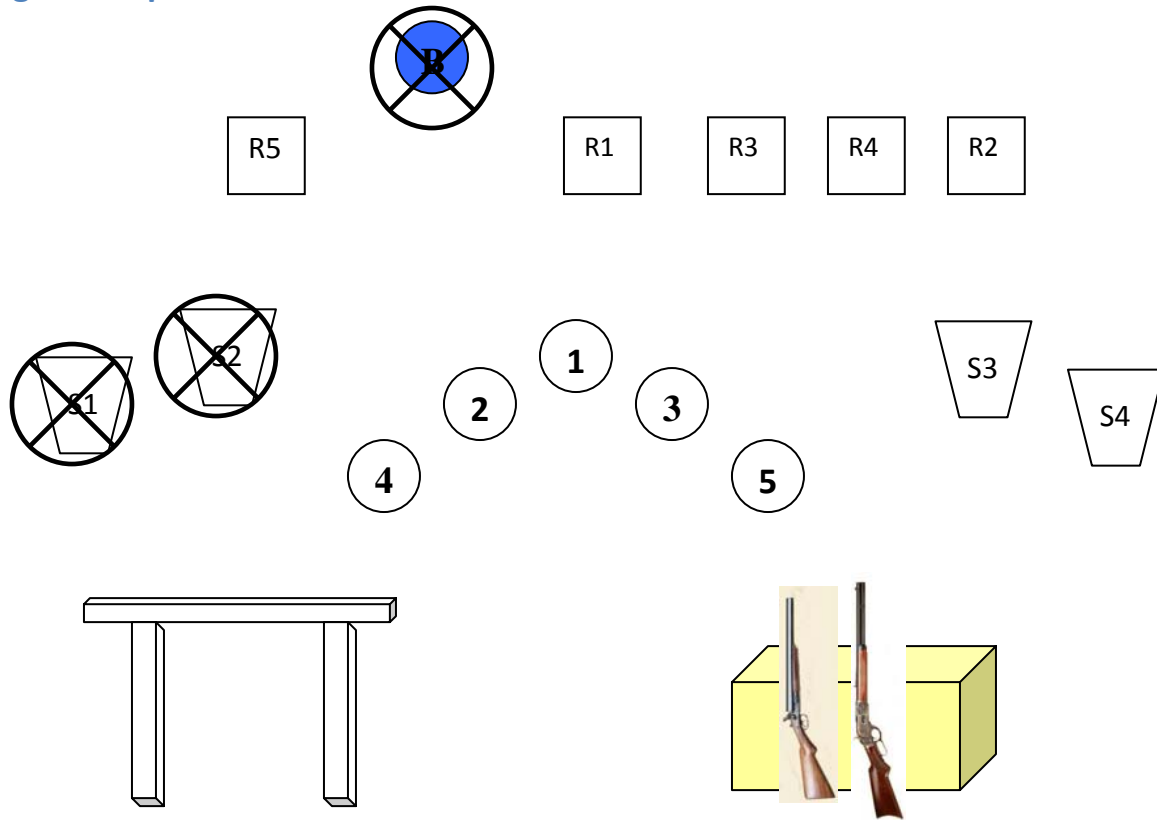
Starting Position: Standing in position behind the "rock."

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and held at Port Arms. Shotgun, open and empty, staged on "rock" with at least 4 rounds on your person.

Procedure: At the beep, engage the rifle targets R1-R5 in numeric order using a Wyoming Sweep (1-2-3-4-5-5-4-3-2-1; Double-tapping target 5). Put the rifle down, action open, on the "rock." Then engage the pistol targets in the same Wyoming Sweep (1-2-3-4-5, 5-4-3-2-1). Finish by engaging the shotgun targets: one target on Left side of Pistol targets, and then one on the Right. Reload and repeat (L-R, L-R).

5 sec Procedural penalty for not following the sequence.

Big Bend Bushwhackers, 4/11/10, Match #3: "The Hero of Rock Ridge"
Stage 5: Help Wanted – Heartless Villains



Scenario Description: Hedley Lamarr and Taggart have assembled an assortment of rustlers, cut-throats, murderers, desperadoes, mugs, pugs, thugs, nit-wits, half-wits, dim-wits, and bushwhackers to raid the town of Rock Ridge. His recruiting table is right near Gabby's rattlesnake traps. Gabby has to warn the townsfolk, but the lead starts flying before he can sneak away!

Starting Position: Standing in at right end of the hitching post, with both hands on top bar.

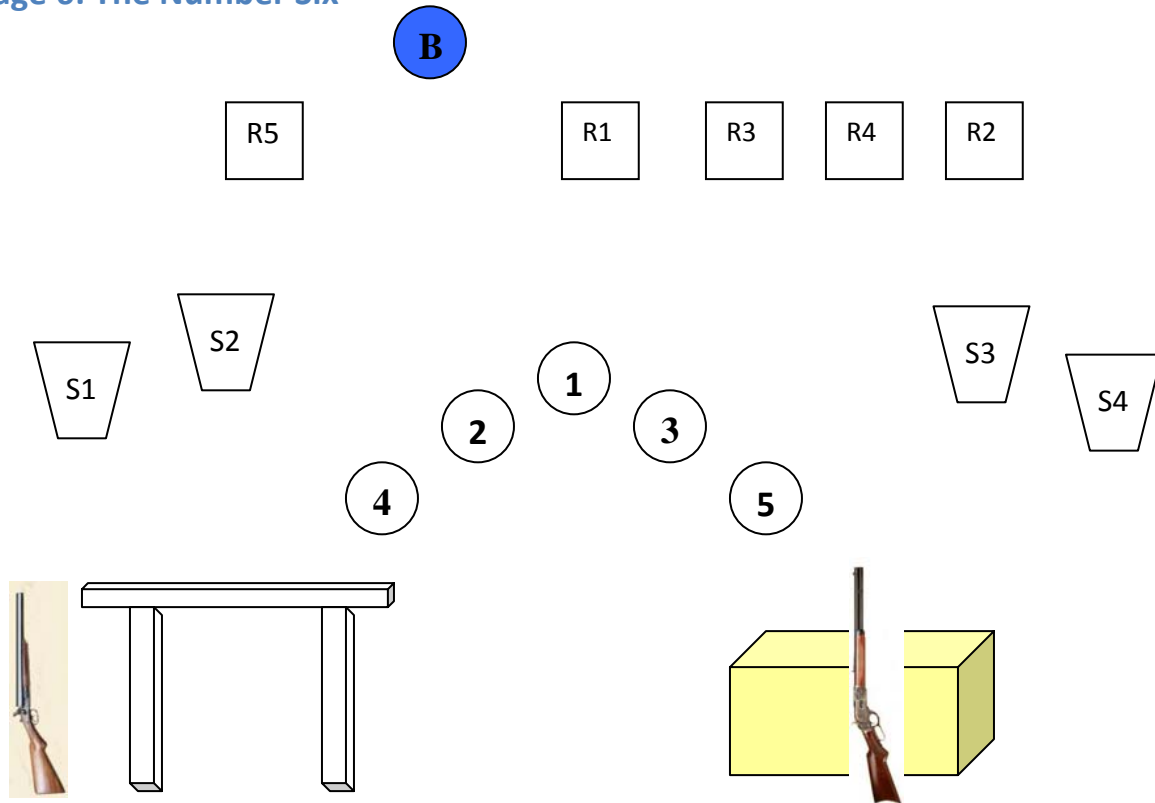
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on the hay bales. Shotgun, open and empty, also staged on bales with at least 2 rounds on your person.

Procedure: Shooter says "**Hornswagging Hooligans!**" and waits for the beep. At the beep, draw pistols and Engage the Pistol targets 1-5 in **numeric** order, Double-Tapping each (1-1-2-2-3-3-4-4-5-5). Holster and move to hay bales to retrieve Rifle. Engage the rifle targets 1-5 in **numeric** order, also Double-Tapping each. Put the rifle down, action open, on the hay bale. Finish by engaging the two shotgun targets on the Right side only (S3-S4).

5 sec Procedural penalty for not following the sequence.

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Stage 6: The Number Six



Scenario Description: Taggart and his boys are comin' to Rock Ridge to work a Number Six on the hapless townfolk. Gabby grabs his irons and jumps in the fray, but is hit in the hand by a stray bullet while protecting the Widow Johnson.

Starting Position: Standing in at left end of the hitching post.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on the hay bales. Shotgun, open and empty, held at Port Arms with at least 4 rounds on your person.

Procedure: Shooter says "You won't roll my biscuit cutter!" and waits for the beep. At the beep, load Shotgun and engage S1-S2. Unload and safely move to the hay bale. Reload shotgun and engage S3-S4. Place open shotgun on hay bale and retrieve Rifle. Engage Rifle targets 1-5 in **numeric** order, using a Nevada Sweep (1-2-3-4-5-4-3-2-1). The 10th round is shot at the Blue Bonus target. **Missing the Blue target does not count as a miss.** Stage rifle and move to between the hitching post and hay bales. Draw pistol and engage the pistol targets 1-5 in **numeric** order, shooting with **Strong Hand Only** (Duelist style). Holster and repeat with second pistol.

5 sec Procedural penalty per round for not shooting Duelist style.