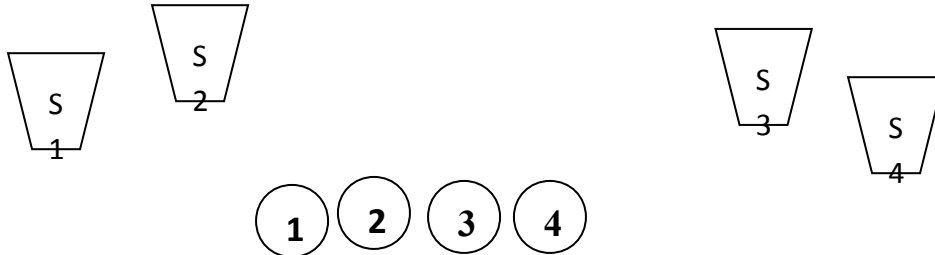
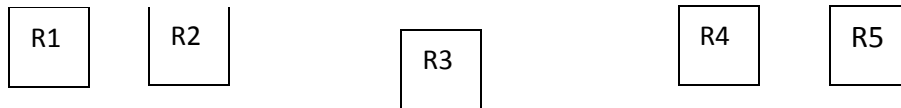


Big Bend Bushwhackers, 9/12/10, Match #6

Stage 1: Easy as 1,2,3



Scenario Description: Some ruffians begin shooting near the school house while the young'uns are working on their cypherin'. Give 'em what-for!

Starting Position: Standing at table, arms folded.

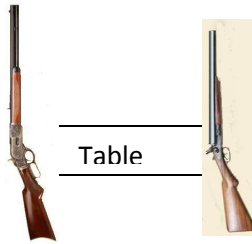
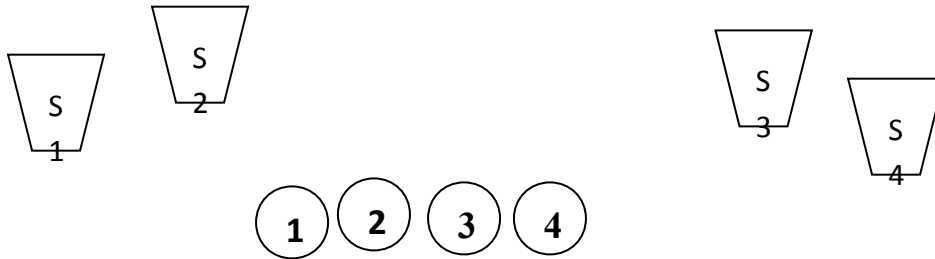
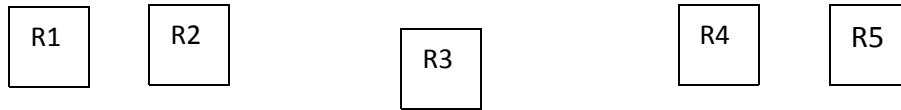
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on table. Shotgun also on table, opened and empty, with at least 4 shells on your person.

Procedure: Shooter says “**Count this!**” and waits for the beep. At the beep, engage pistol targets, starting on Left end. Fire 1 round at first target, 2 at second, 3 on third, 4 on fourth (1-2-2-3-3-3-4-4-4-4). Retrieve rifle and perform a Left-to-Right sweep on rifle targets R1-R5 and repeat. Put rifle down with action open. Engage 4 shotgun targets in any Inside-Outside order.

5 sec Procedural penalty for not following the sequence.

Big Bend Bushwhackers, 9/12/10, Match #6

Stage 2: High Plains Mix-Up



Scenario Description: You've been tracking the Fletcher Boys across three territories, but they managed to get the drop on you while you're setting up camp for the night. This calls for a gentle application of some buckshot.

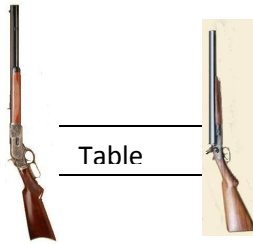
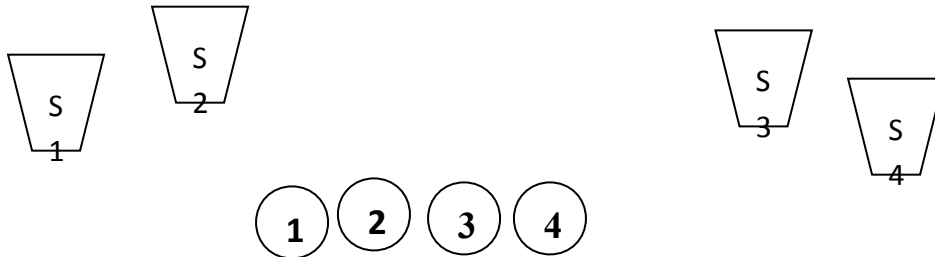
Starting Position: Standing at table, facing up-range, arms in Surrender position.

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

Procedure: At the beep, engage pistol targets, starting on Left end. Fire 3 rounds at first target, 2 at second, 3 on third, 2 on fourth (1-1-1-2-2-3-3-3-4-4). Retrieve rifle and perform a Left-to-Right sweep on rifle targets R1-R5 and put rifle down. Engage 2 shotgun targets on the Left side only. Put shotgun down and retrieve rifle again. Make a Right-to-Left sweep on Rifle targets. Put rifle down with open action and use shotgun to hit the shotgun targets on Right.

Big Bend Bushwhackers, 9/12/10, Match #6

Stage 3: Sure as the Earth turns...



Scenario Description: You and Ethan are scouring the New Mexico territory in search of Chief Scar, who has kidnapped the fair Debbie. Scar knows you're after him, so he sends a war party of Comanches to intercept you.

Starting Position: Standing at table, arms relaxed at sides.

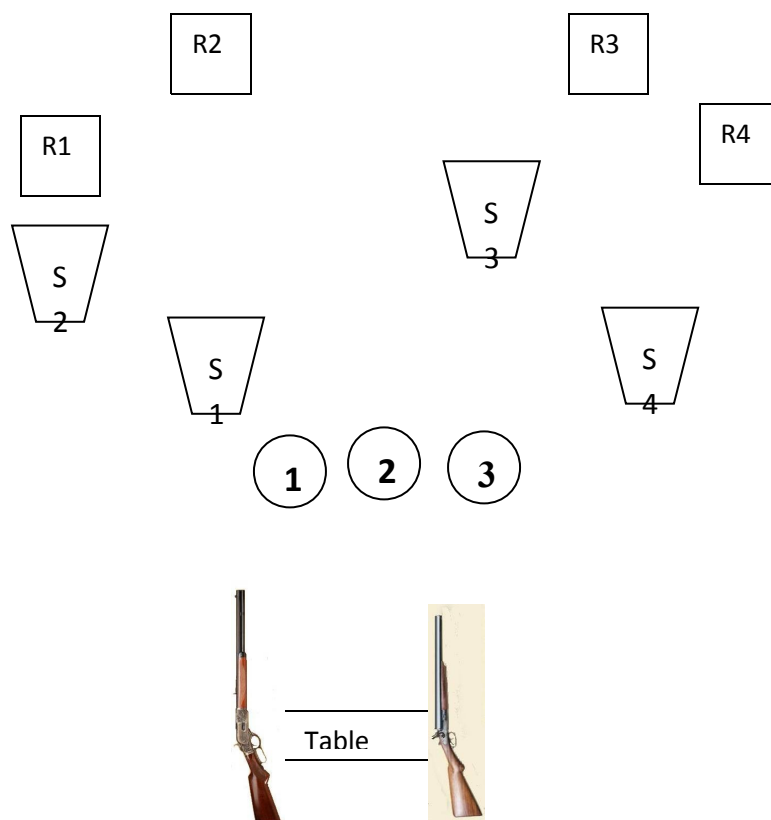
Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on table. Shotgun also on table, opened and empty, with at least 4 shells on your person.

Procedure: At the beep, pick up Rifle and **double-tap** targets R1-R5 from Left-to-Right. Put rifle down with open action and engage pistol targets in **Freestyle**, placing at least two rounds on each of the 4 targets. Pick up shotgun and Engage 4 shotgun targets in an Outside-Inside order.

5 sec Procedural penalty for not following the sequence.

Big Bend Bushwhackers, 9/12/10, Match #6

Stage 4: The Nevada Drifter



Scenario Description: He says his name is the Pico Kid, and lost his fortune (and his mind) in Virginia City. In a drunken fit, he made the mistake of drawing down on you during a hand of Stud.

Starting Position: Seated at table, arms folded.

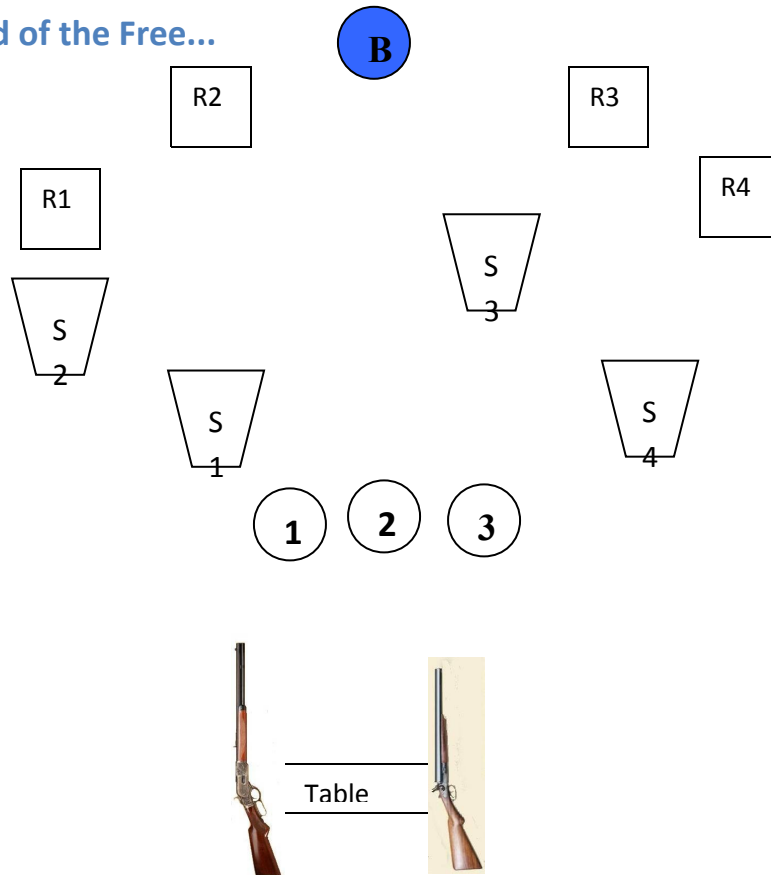
Staging: Two revolvers loaded with 5 rounds each on table. Rifle loaded with 10 rounds and staged on table. Shotgun also on table, opened and empty, with at least 4 shells on your person.

Procedure: When shooter is ready, say **“Bad call, brother!”**. At the beep, **stand**, pick up Pistol and engage pistol targets in a **Nevada Sweep** from the Left end. Repeat with the second pistol. Grab Rifle and engage targets in a **Continuous Nevada Sweep** from the Left End. Put rifle down with open action. Pick up shotgun and Engage 4 shotgun targets hitting the two closest first, then the two farthest. (Front-Front, Back-Back)

5 sec Procedural penalty for not following the sequence.

Big Bend Bushwhackers, 9/12/10, Match #6

Stage 5: Land of the Free...



Scenario Description: Keeping the peace in Laramie during the Centennial celebrations has been a challenge. Too much whiskey, and too little sense. Show the town hoodlums the error of their ways.

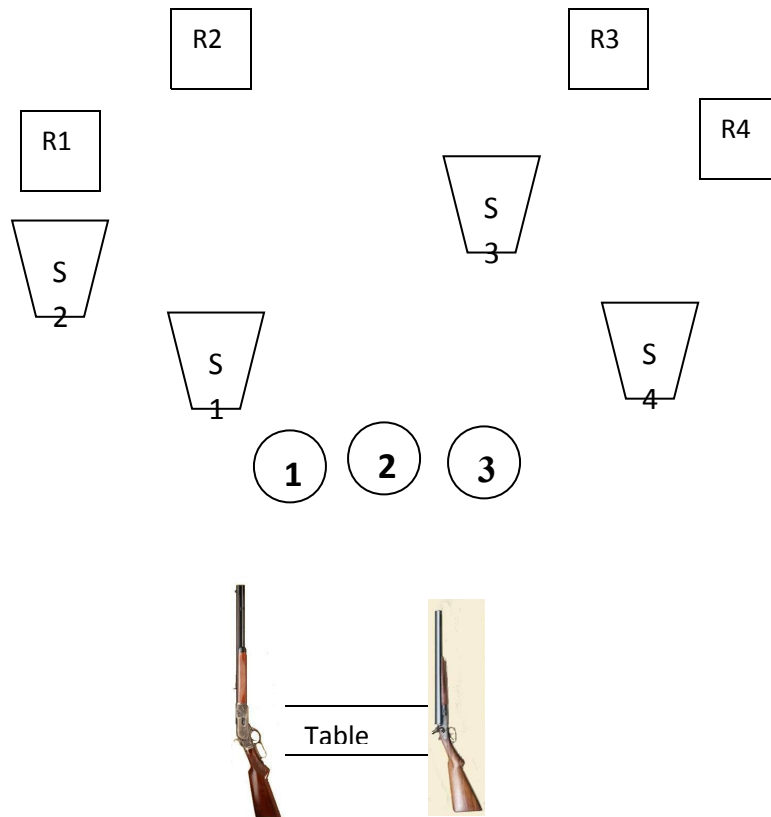
Starting Position: Standing at table, hands on hat brim.

Staging: Two revolvers loaded with 5 rounds each on table. Rifle loaded with 8 rounds and staged on table. Shotgun also on table, opened and empty, with at least 4 shells on your person.

Procedure: When shooter is ready, say *“Excuse me, ma'am- duty calls.”* At the beep, pick up Rifle and engage targets in a **Freestyle**, hitting each target at least 2 times. Put rifle down with open action. Pick up shotgun and Engage 4 shotgun targets in a **Freestyle**. Place shotgun and draw Pistol, engage pistol targets in a **Freestyle**, hitting each target at least 3 times. **The final pistol round may be shot at the No-Miss 5-second Bonus target located at the berm.** The shooter must indicate his option to the RO prior to beginning.

Big Bend Bushwhackers, 9/12/10, Match #6

Stage 6: Don't get shaky!



Scenario Description: At the other end of main street are a dozen of the ugliest hombres you've ever had the misfortune of crossing. A lucky shot from Big Ugly caught you in the arm while you were aiming your scattergun. How lucky are you?

Starting Position: Standing next to table, arms relaxed at sides.

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

Procedure: At the beep, pick up Shotgun and engage the two far shotgun targets, followed by the two nearer (Back-Back, Front-Front). Place shotgun and draw first Pistol. Engage pistol targets Left to Right with 2 shots on the outsides and 1 on the middle (1-1-2-3-3) using **Strong Hand only (Duelist style)**. Repeat with the second pistol. Grab Rifle and engage targets Left to Right with 3 shots on the outsides and two on the insides (1-1-1-2-2-3-3-4-4-4).