



Saturday, Jan 9th 2021

Stage Conventions:

"Default" starting position is standing upright, hands at sides and not touching anything unless otherwise indicated. "Default" is still required for the rest of your body when hand(s) have a specific position. i.e. "hands on hat" does not allow shooter to be bent over the gun. **"At the ready"** starting position is standing any way shooter desires, not touching ammo or guns.

Starting position is at center of position unless otherwise indicated.

For lateral movement, to be in position at least one foot must be behind prop.

For downrange movement, to be in position shooter must be close enough to the prop to ground or stage a gun without taking a step. Duelist may rest butt of shotgun on prop instead of staging.

Targets are to be engaged as specified unless stage instruction provides options. EXAMPLE is provided for clarity when there are options.

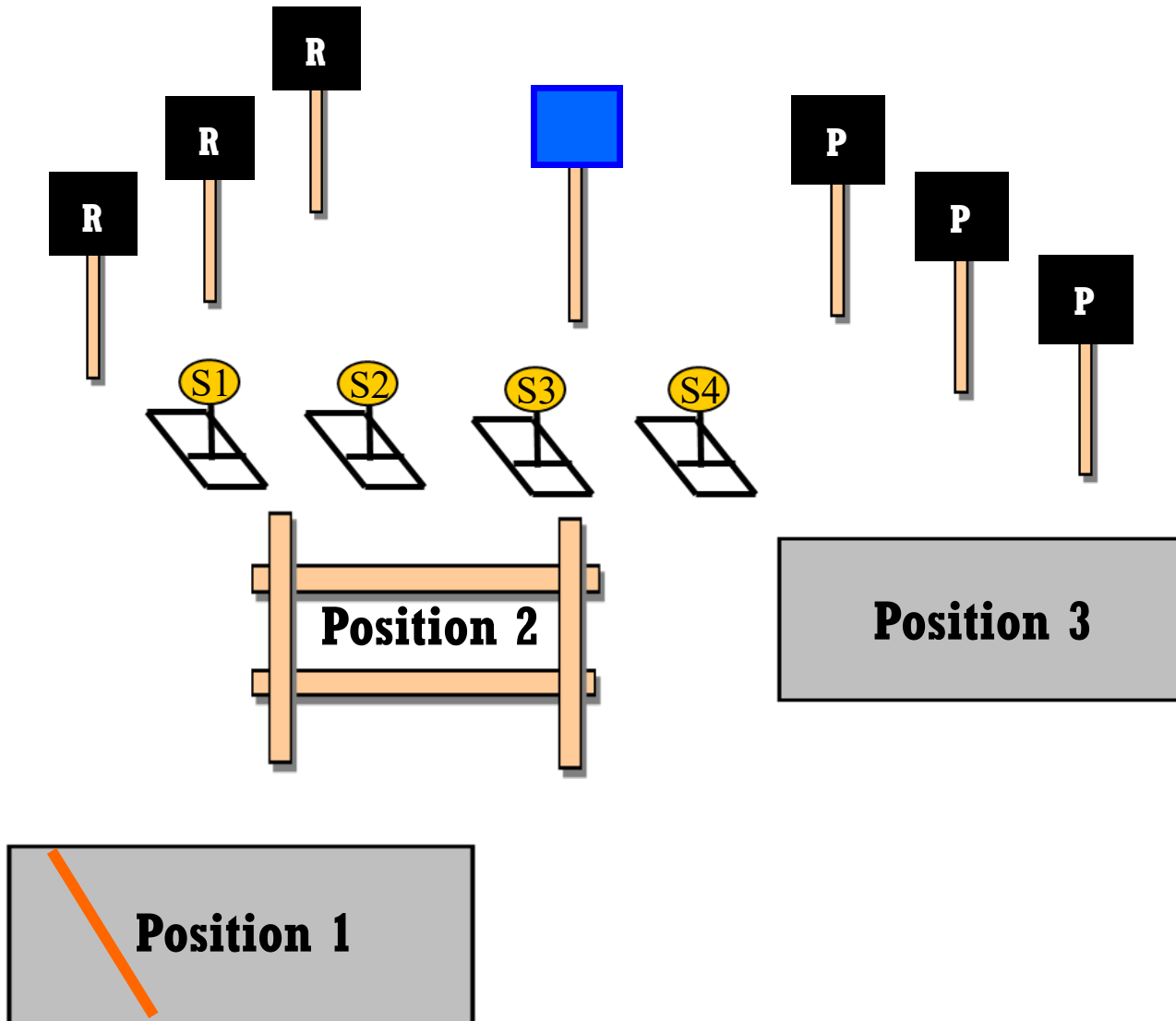
Comstock Rules: All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise. S/G targets should be re-engaged from where they were initially engaged.

Stage 1

January 9th, 2021



10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1, rifle in hands. Shotgun staged on table at Pos 1, Pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "This ain't Dodge City. And you ain't Bill Hickok"

At buzzer, with rifle, engage all three R targets in ANY combination for a total of 6 rounds and place 4 rounds on the blue target. Make rifle safe pointing into berm FULLY on left side of red guide for safe downrange movement. Retrieve shotgun and move to position 2 and engage all 4 shotgun targets with BOTH feet behind the fence till down. Move to position 3 with shotgun and make it safe on table at position 3, and with pistols engage all three P targets and the blue target as per rifle instructions. The R (& P) targets may be engaged first OR the blue target first.

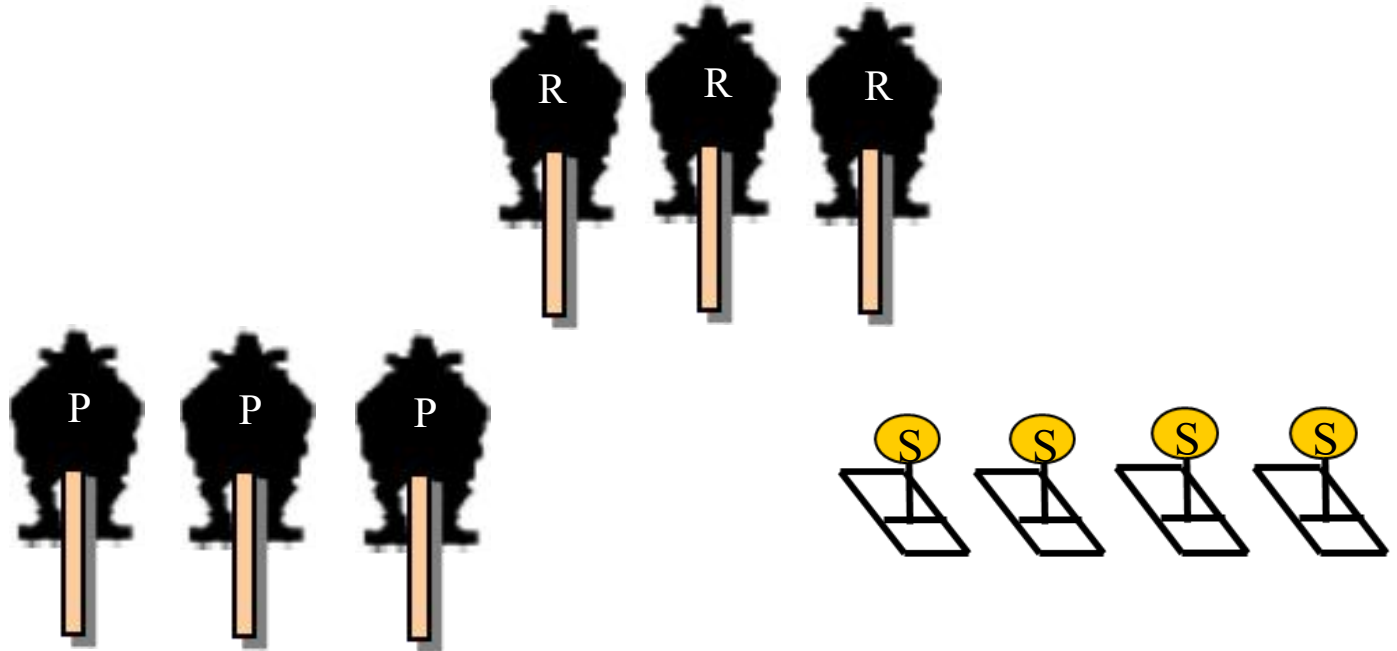
TAKE TIMER TO NEXT STAGE

Stage 2

January 9th, 2021



10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

Stage may be shot in any order as long as **rifle is not last**. Start with both feet anywhere behind table with hands at low surrender. Rifle and open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "This guy here is the duck of death"

At buzzer, from position 1, with pistols triple tap the center cowboy, then place 1 round on each outside target for 5 rounds, then repeat. At position 2, with rifle, repeat pistol instructions for a total of 10 rounds. From position 3, engage 4 shotgun targets in any order.

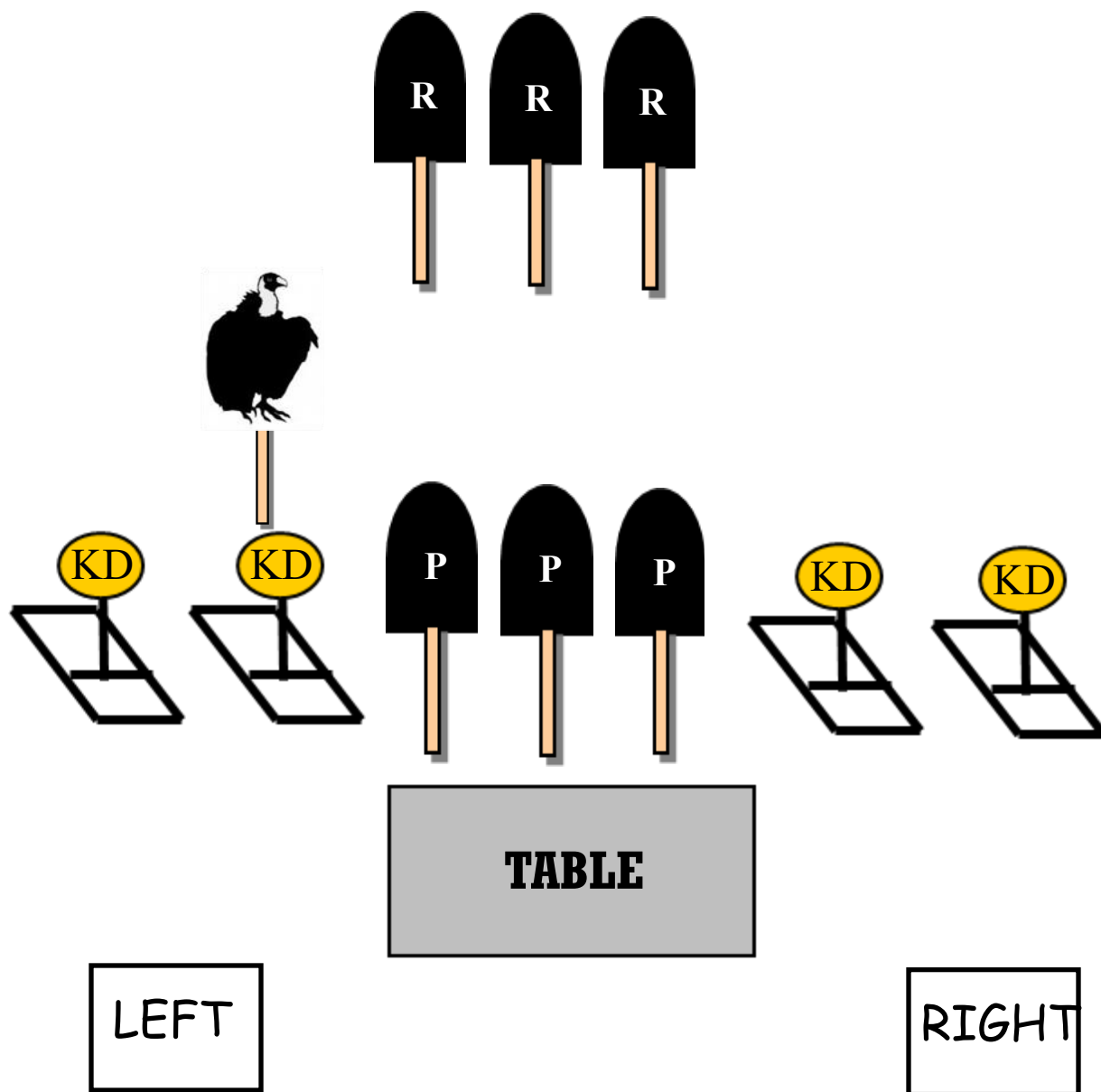
TAKE TIMER TO NEXT STAGE

Stage 3

January 9th, 2021



10 Pistol, 10 Rifle, 4+Shotgun



Start with BOTH feet completely inside either the left or the right shooter's square with 2 shotgun shells in hand. Rifle loaded with 10 rounds, open and empty shotgun and pistols loaded with 5 rounds ALL staged anywhere on the table. **Firearms may be shot in any order as long as rifle is not last.**

To signify ready, shooter says: "I call that bold talk for a one eyed fat man"
From anywhere behind firing line with rifle triple tap the buzzard and sweep the 3 R targets in a 1-2-4 sweep. With shotgun engage the 4 shotgun targets in any order and with pistols repeat rifle instructions on the buzzard and the 3 P targets.
The buzzard can be engaged first OR after the sweep for both rifle & pistols.
Sweep may be shot from either end
You may holster pistols or return to the table.

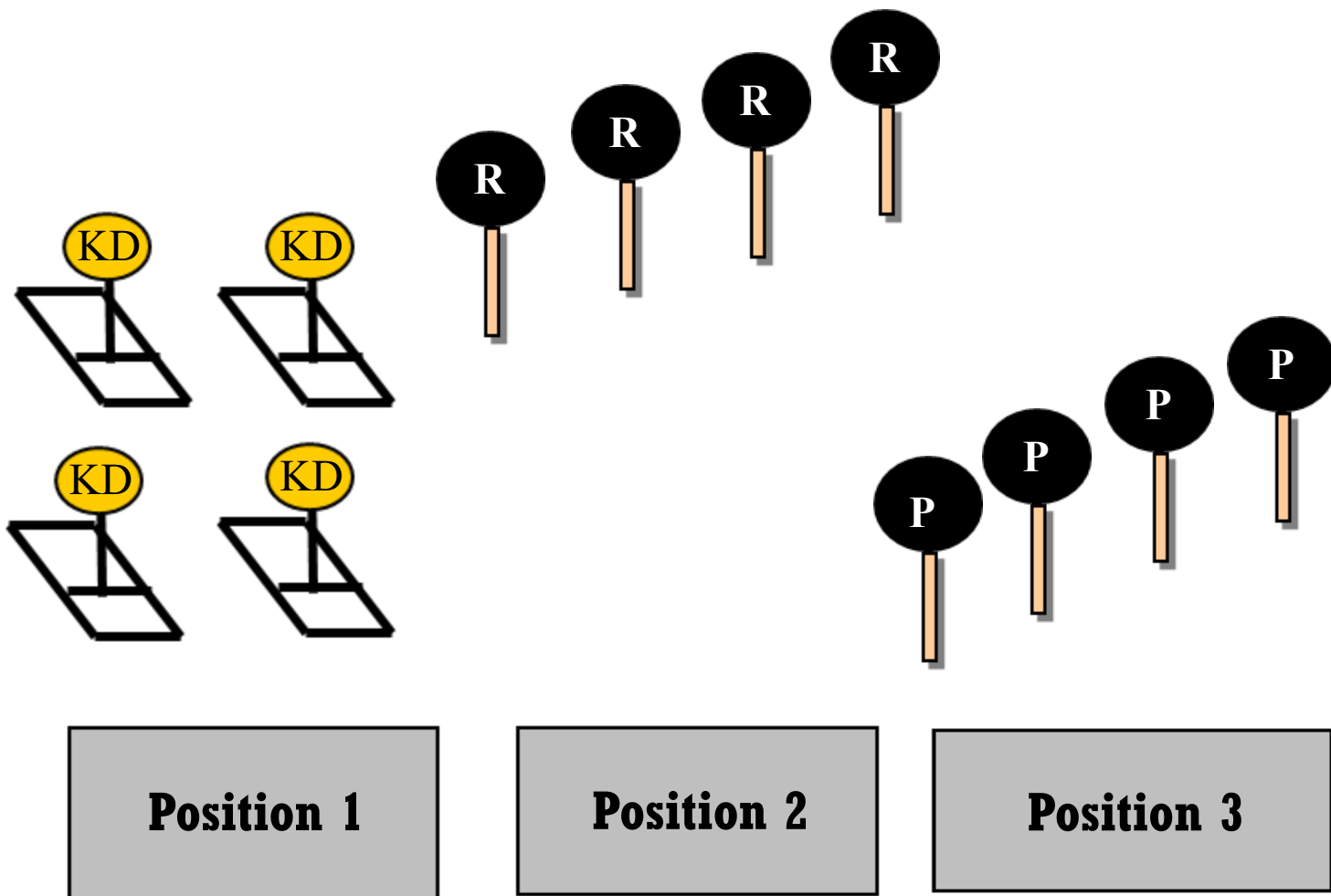
TAKE TIMER TO NEXT STAGE

Stage 4

January 9th, 2021



10 Pistol, 10 Rifle, 4+Shotgun



Stage may be shot in any order as long as the **rifle is not last**. Start at position of choice in the center of the table with hand or hands touching gun or guns. Open and empty shotgun staged at position 1, rifle loaded with 10 rounds staged at Pos 2, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "I have 2 guns, one for each of ya"
After buzzer, at position 1 engage the 4 shotgun targets in any order. At pos 2 with rifle, single tap both outside targets, then, triple tap the 2 inside targets, then, single tap both outside targets for a total of 10 rounds.
At position 3 with pistols repeat rifle instructions on the 4 P targets

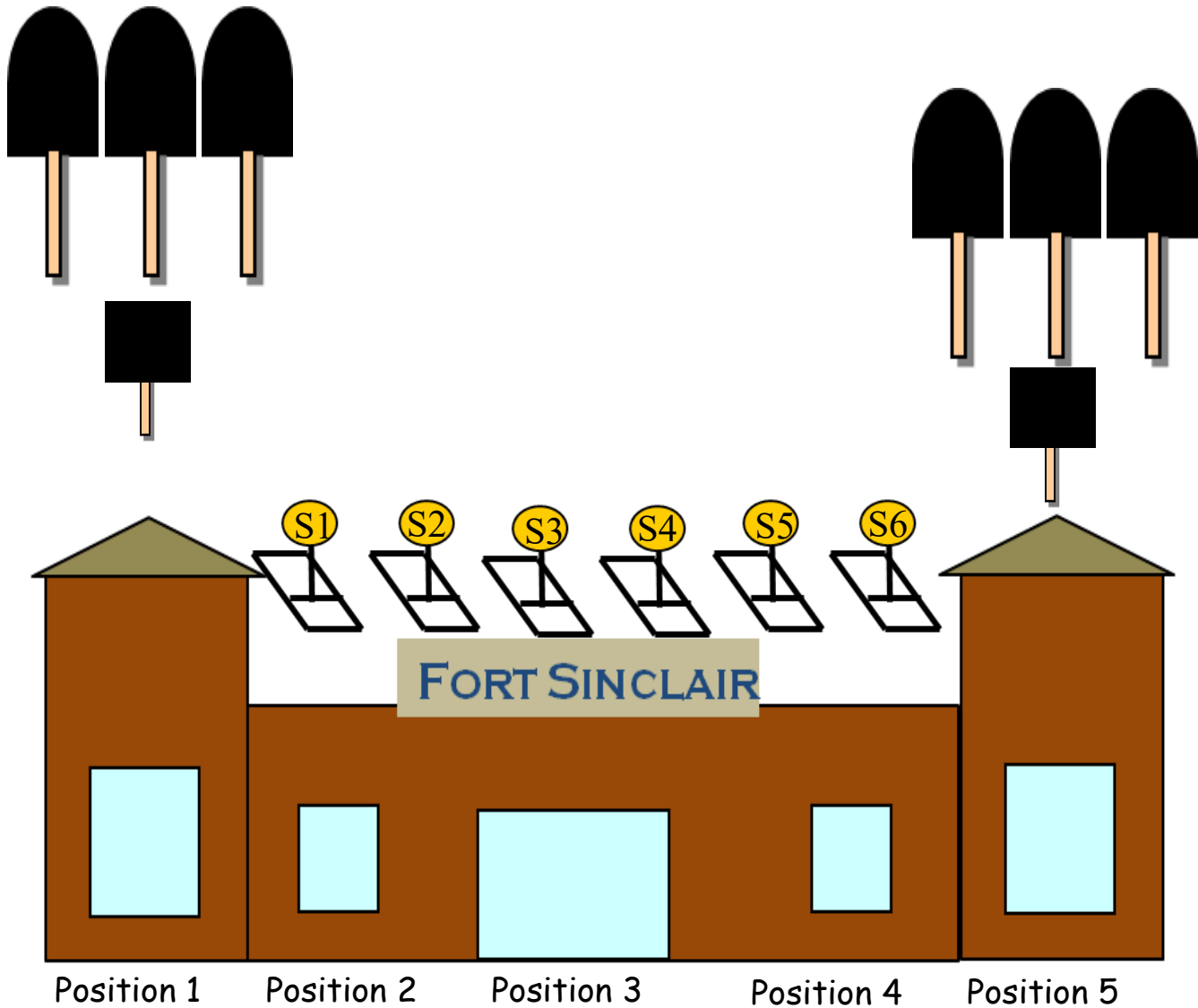
TAKE TIMER TO NEXT STAGE

Stage 5

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10 Pistol, 10 Rifle, 6+Shotgun



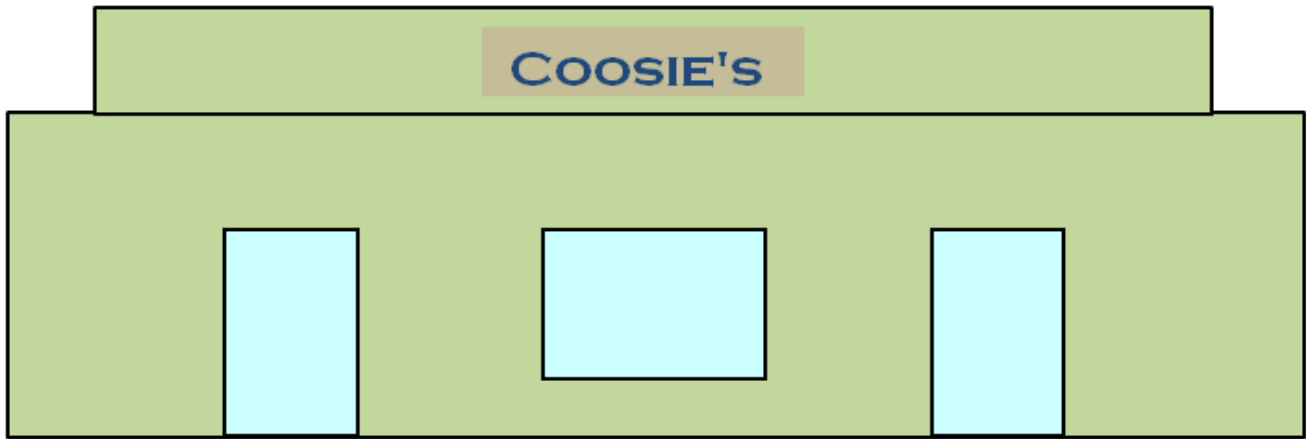
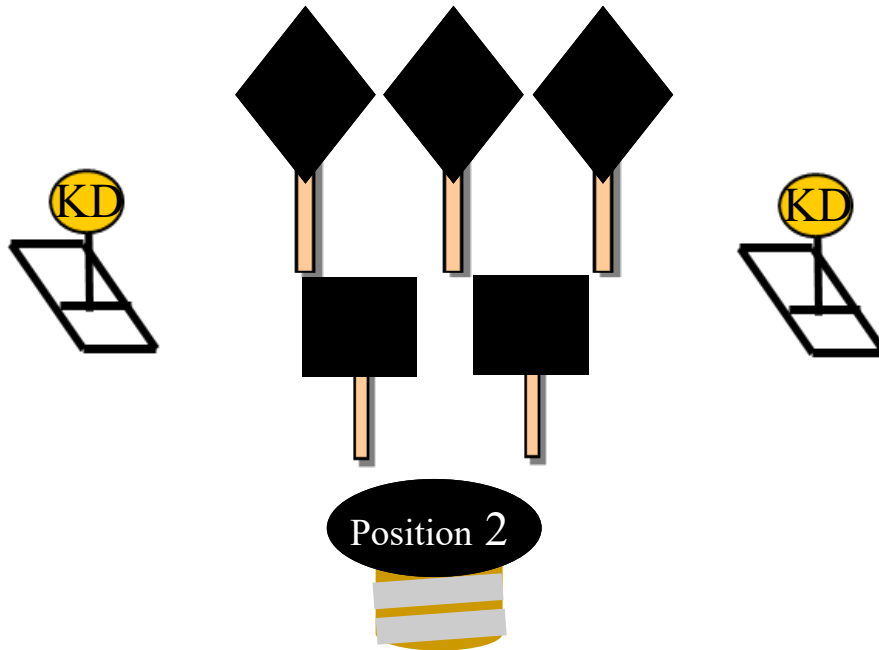
Start at position 1, rifle loaded with 10 rounds in hands. Open and empty shotgun staged anywhere safely, revolvers loaded with 5 rounds each and holstered. To signify ready, shooter says: "Dying aint much of a living, boy"
At buzzer, with rifle, **starting on either outside Tombstone**, alternate rounds on the 3 Tombstones with the Square for five rounds. (TS-SQ-TS-SQ-TS) then place five rounds on the square for a total of 10 rounds. Then with Shotgun using either position 2, position 3, position 4 or ANY or ALL all combinations of those three positions, engage the 6 shotgun targets till down. Make shotgun safe. From position 5 with pistols engage the 3 Tombstones and the Square per rifle instructions.

TAKE TIMER TO NEXT STAGE

Stage 6

January 9th, 2021

10 Pistol, 10 Rifle, 2+Shotgun



Position 1

Start anywhere behind window at position 1, inside Coosie's "at the ready".
Rifle loaded with 10 rounds staged flat on shelf, shotgun staged anywhere safely inside Coosie's, pistols loaded with 5 rounds each and holstered.
Shooting order is Rifle ~ Pistols ~ Shotgun

To signify ready, shooter says: "We'll give you a first class trial, followed by a first class hanging"
At buzzer, with rifle, double tap either square then sweep the diamonds from either end for 5 rounds, then double tap the OTHER square and sweep the diamonds from either end for a total of 10 rounds. Make rifle safe **vertically**. Exit Coosie's from either doorway with shotgun and place on barrel at position 2 for future use and with pistols, repeat rifle instructions. Retrieve shotgun and engage both shotgun targets.

TAKE TIMER TO NEXT STAGE