



Saturday, February 13th
and
Sunday, February 14th

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.

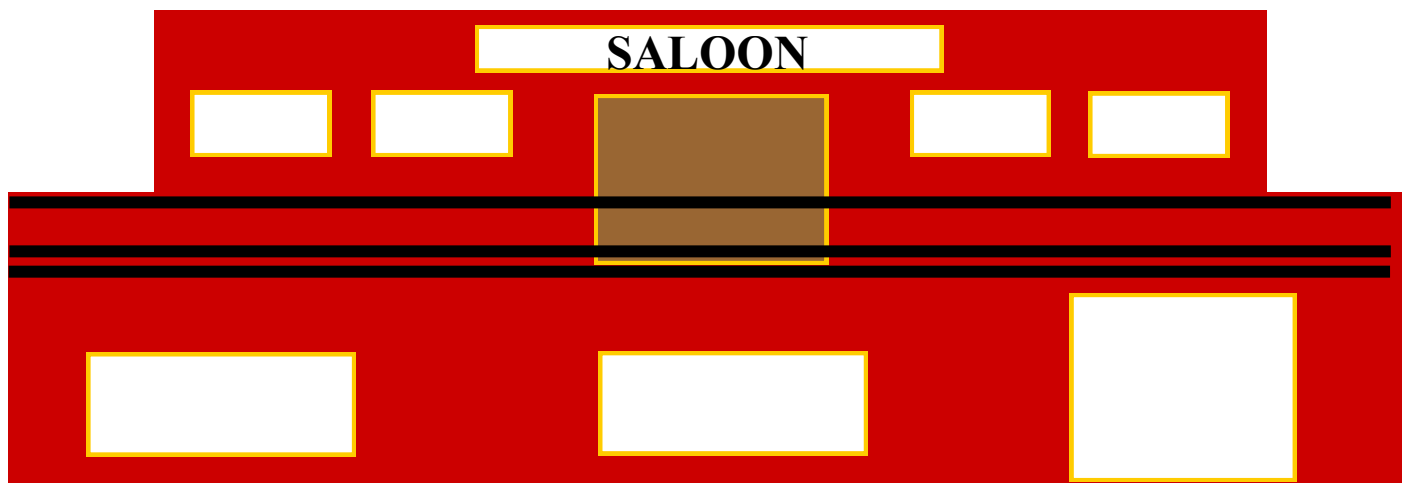
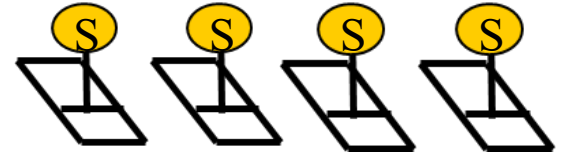
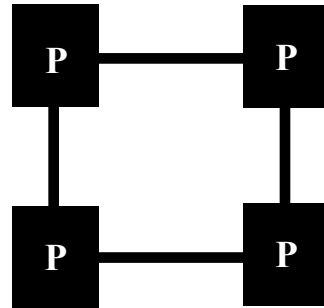
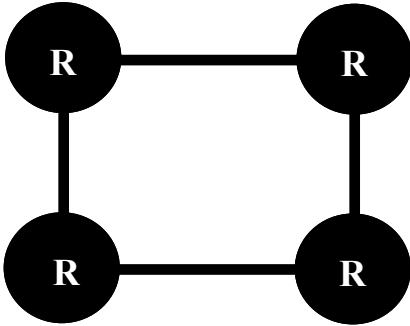
For downrange movement, to be in position shooter must be close enough to the prop to ground or stage a gun without taking a step. Duelist may rest butt of shotgun on prop instead of staging.

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 February 13th

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

Start at any position with hands at low surrender. Rifle may not be last. Rifle staged at position 1, open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says "Badges, we don't need no stinkin badges"

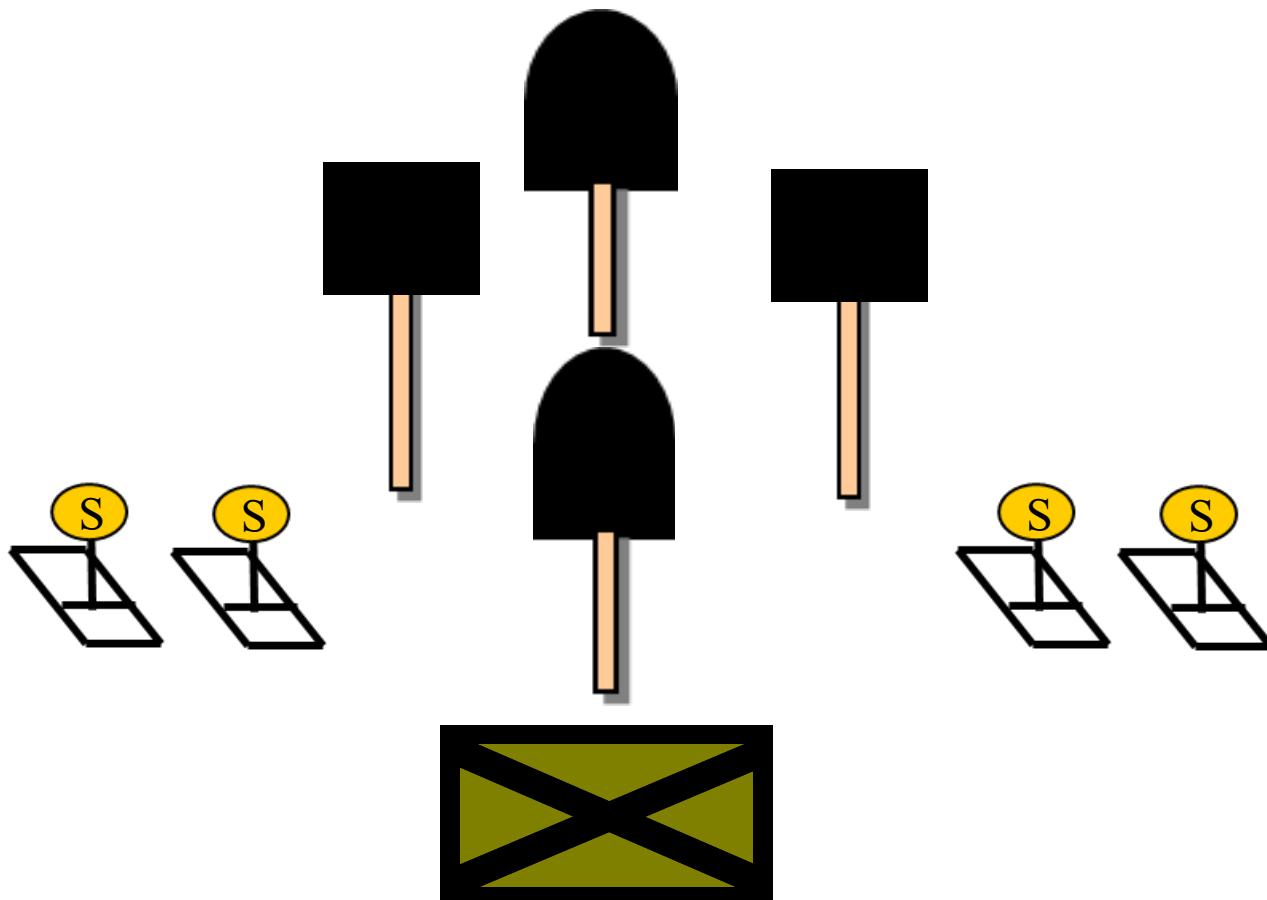
At buzzer, from position 1 with rifle, triple tap 2 Diagonal R targets, THEN, double tap the OTHER diagonal pair of R targets for a total of 10 rounds. From position 2 with pistols repeat rifle instructions on the 4 P targets. From doorway at position 3 engage the 4 shotgun targets in any order.

You may start on either diagonal pair and on either target

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 2 February 13th

10 Pistol, 10 Rifle, 4+Shotgun



Position 2



Position 1

Start anywhere behind table at position 1, rifle at port arms. Rifle loaded with 10 rounds, open and empty shotgun staged on the table at position 1. Pistols loaded with 5 rounds each and holstered.

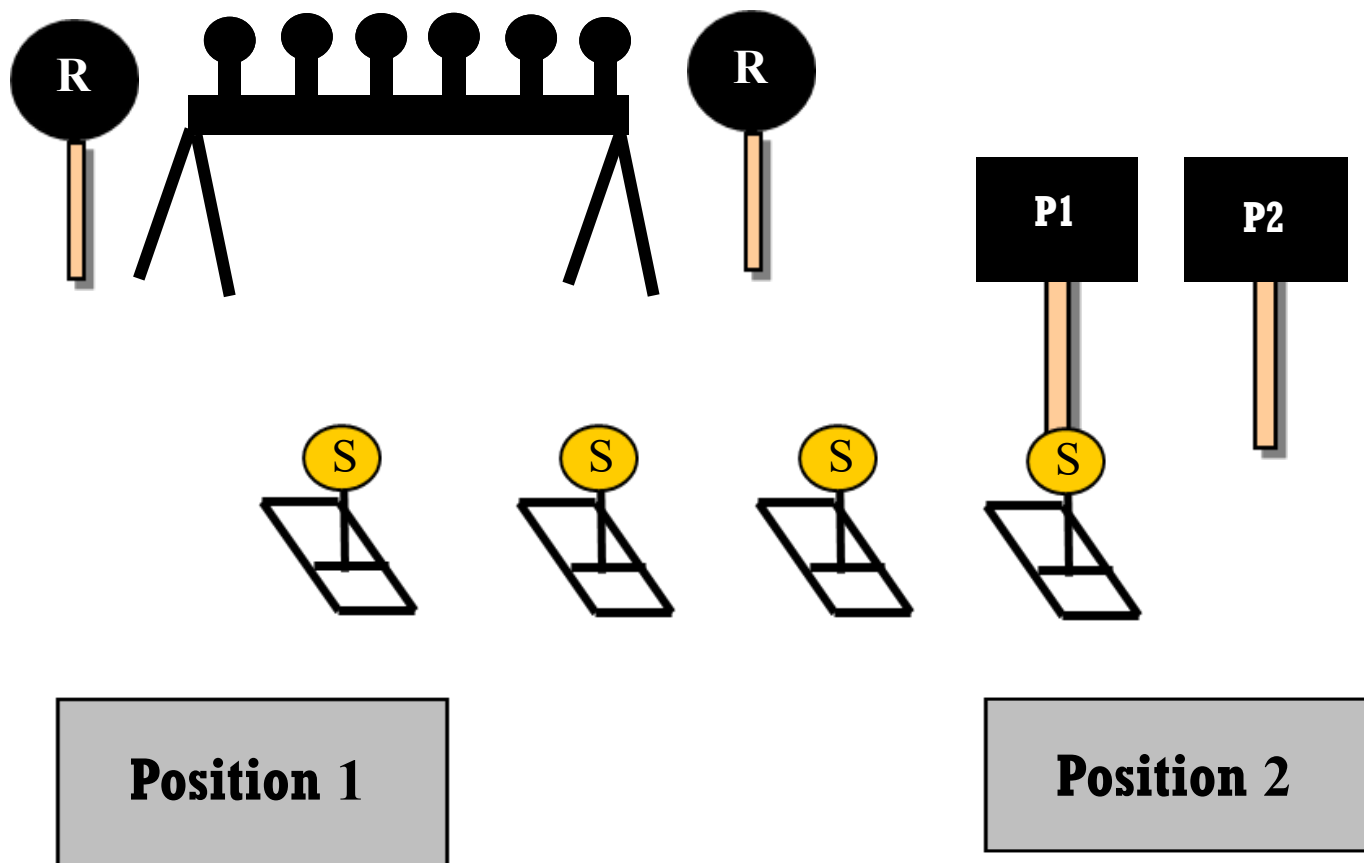
To signify ready shooter says: "I said throw down boy"

At buzzer, with rifle, triple tap either tombstone and place 1 round on each square for 5 rounds, THEN triple tap the OTHER tombstone and place 1 round on each square for total of 10 rounds. 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 the 4 shotgun targets in any order. Make shot gun safe on cargo box and with pistols engage the tombstones and squares with same instructions as rifle. Shotgun targets must be shot from position 2

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Stage 3 February 13th

10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1 with both feet anywhere behind table with rifle in hands. Shotgun staged at position 1, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says: "I hate rude behavior in a man."

At buzzer, engage plate rack until all down, then place any remaining rounds on either of the 2 outside R targets. With shotgun, engage shotgun targets in any order. Make shotgun safe at position 2 and with at least one foot behind the table engage P1 & P2 in a cheap progressive sweep.

Shotgun targets may be engaged from position 1, position 2 or anywhere in between. Any plate left standing on rack may be made up with shotgun on either pistol target AFTER pistol string is complete.

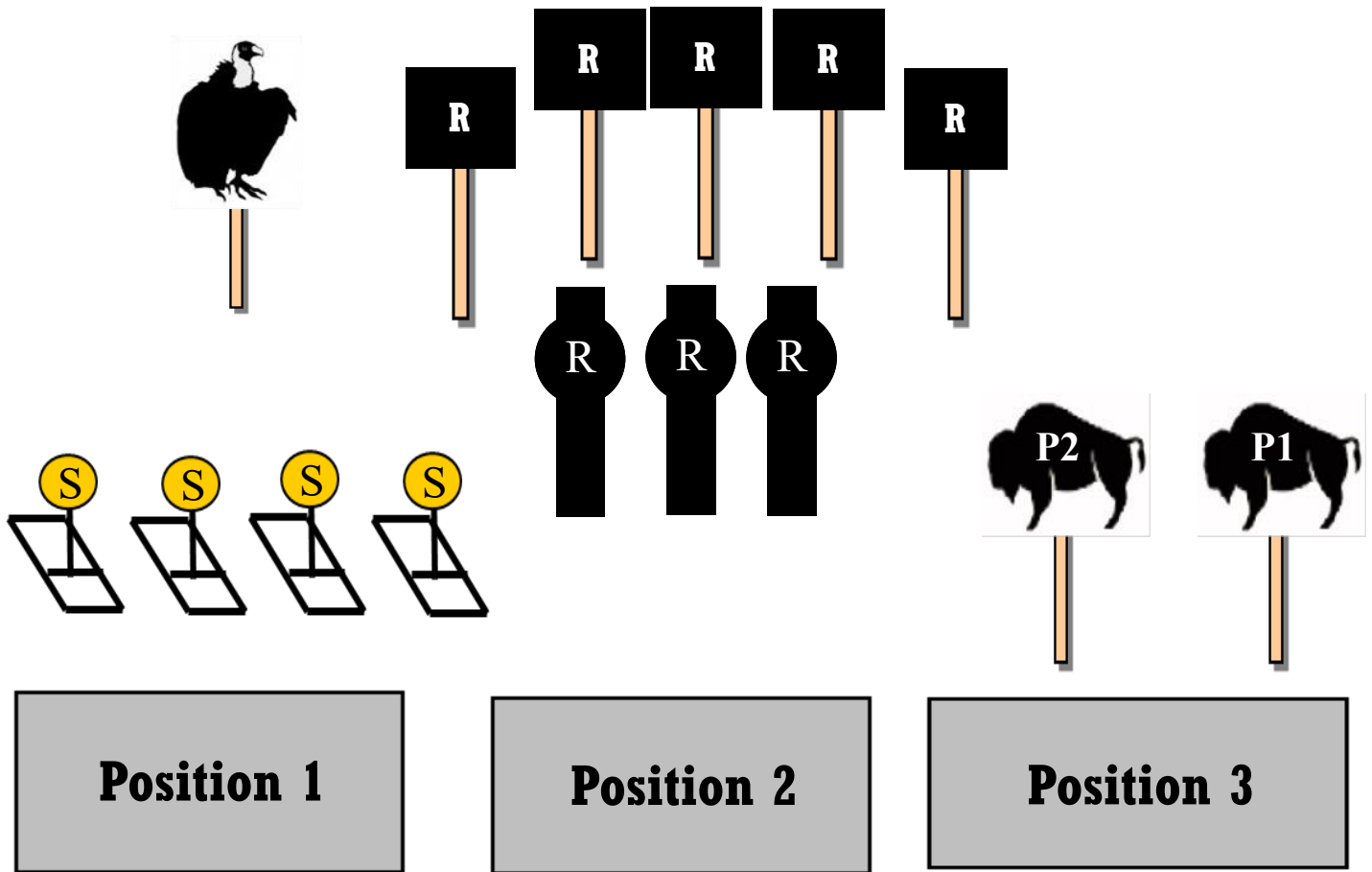
Any misses on the outside R targets after engaging the plate rack shall be scored as misses

Cheap Progressive Sweep: 1 on 1, 2 on 2, 3 on 1, 4 on 2

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Stage 4 February 13th

10 Pistol, 10 Rifle, 4+Shotgun



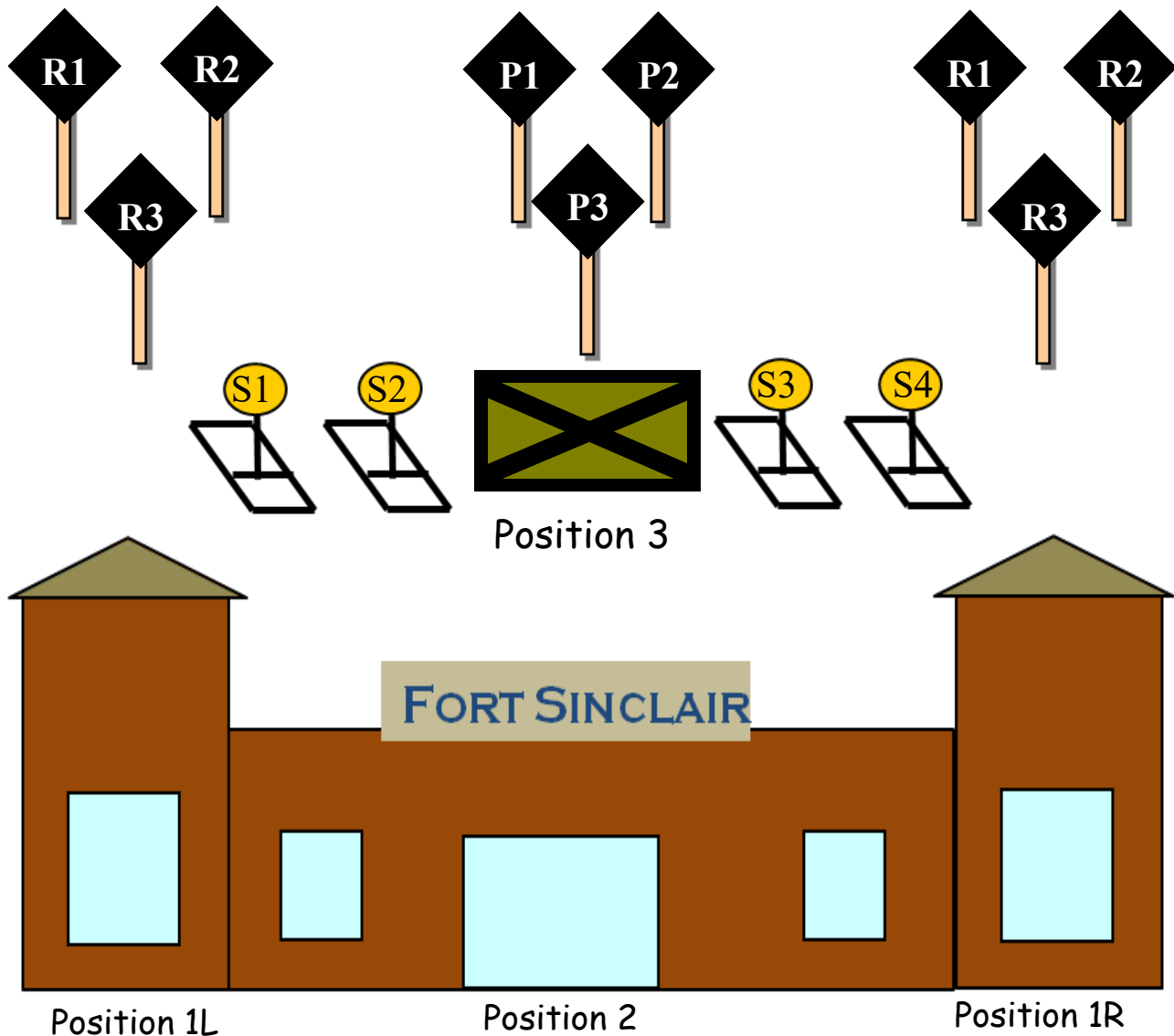
Start at position 2 with both feet anywhere behind table with rifle in hands. Rifle loaded with 10 rounds, open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered. To signify ready shooter says: "Mose don't start fights, he just finishes them"

At buzzer, from Position 2 with rifle, engage 3 knockdown R targets once each only, and engage the 5 square R targets in a 1-1-3-1-1 sweep from either end. (May start on knock downs or squares.) From Position 1 engage 4 shotgun targets any order. From position 3 with pistols alternate on the 2 buffalo with double taps for 10 rounds starting on either buffalo. Any standing rifle knockdown targets may be made up with shotgun at any time after the rifle string by engaging the buzzard for each miss. Either the pistols or the shotgun may be shot after the rifle.

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Stage 5 February 13th

10 Pistol, 10 Rifle, 4+ Shotgun



Start at position 1L or 1R, rifle on shelf, hands at low surrender. Open and empty shotgun staged anywhere safely inside fort, pistols loaded with 5 rounds each and holstered.

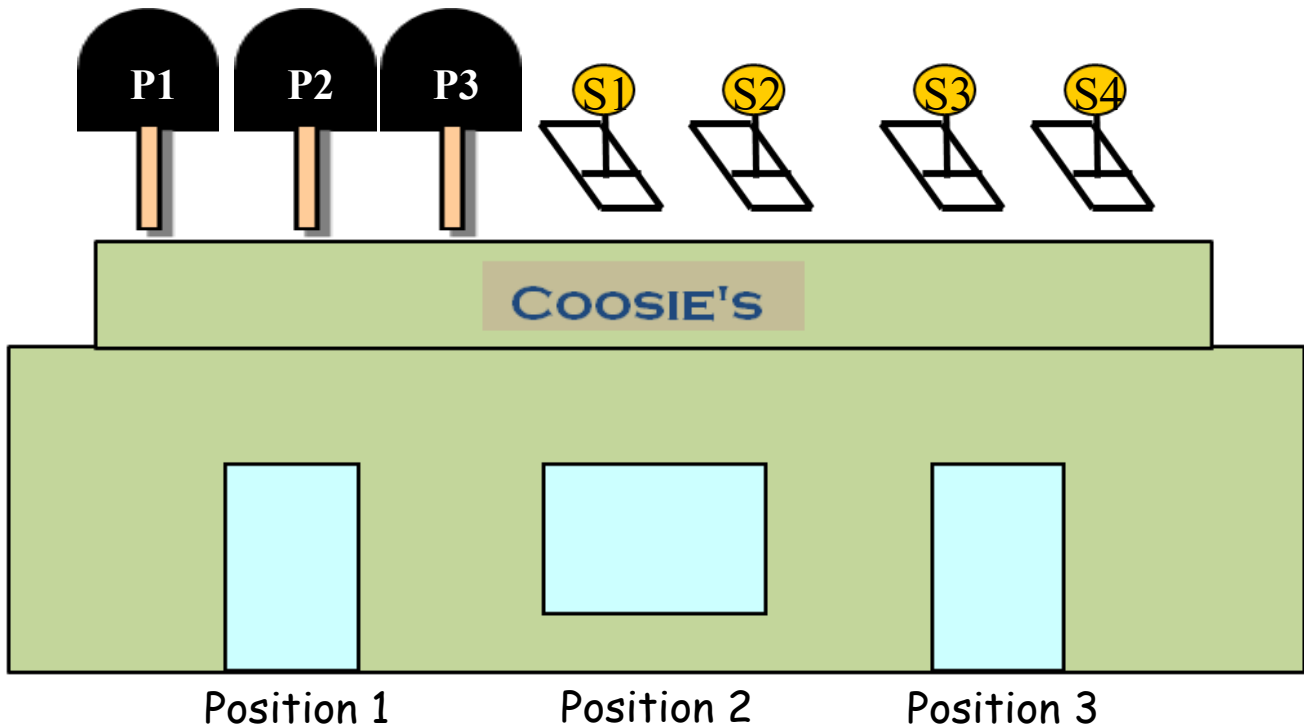
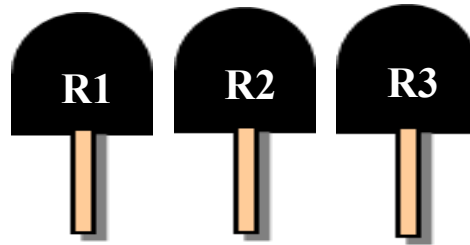
To signify ready shooter says "Say When"

At buzzer with rifle triple tap R1 & R2, double tap R3, then single tap R1 & R2 for 10 rounds. **Make rifle safe vertically.** With shotgun engage the 4 shotgun targets from anywhere between the doorway and the cargo box. Make shotgun safe on cargo box at position 3 and with pistols repeat rifle instructions.

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Stage 6 February 13th

10 Pistol, 10 Rifle, 4+ Shotgun



Starting in doorway at position 1 with hand or hands on pistol or pistols. Rifle staged on shelf at position 2, open and empty shotgun, also staged at position 2, pistols loaded with 5 rounds each and holstered.

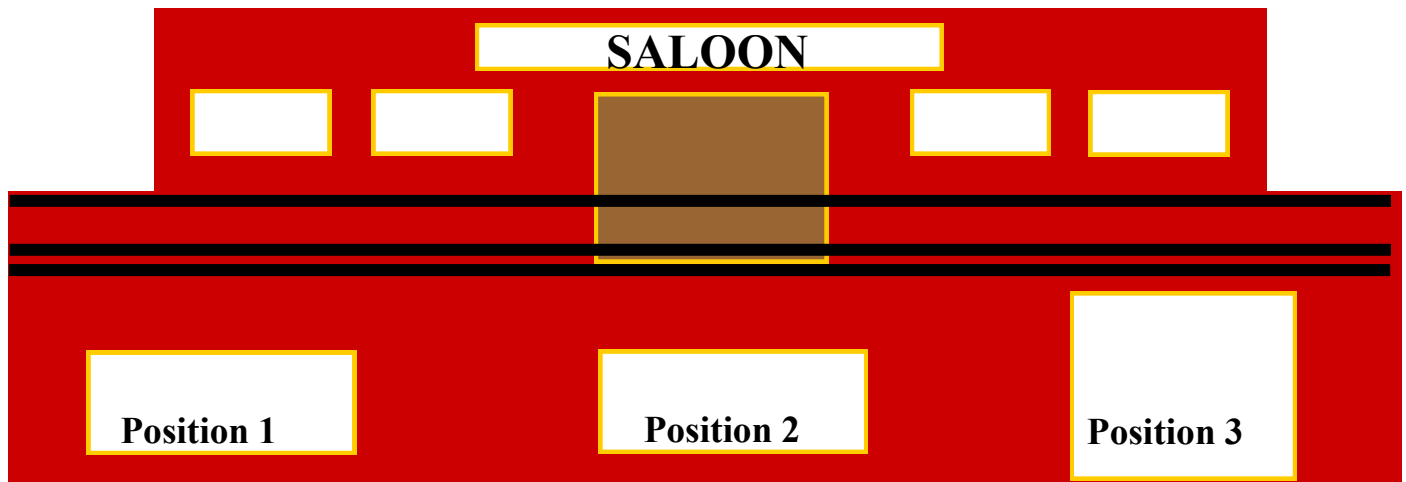
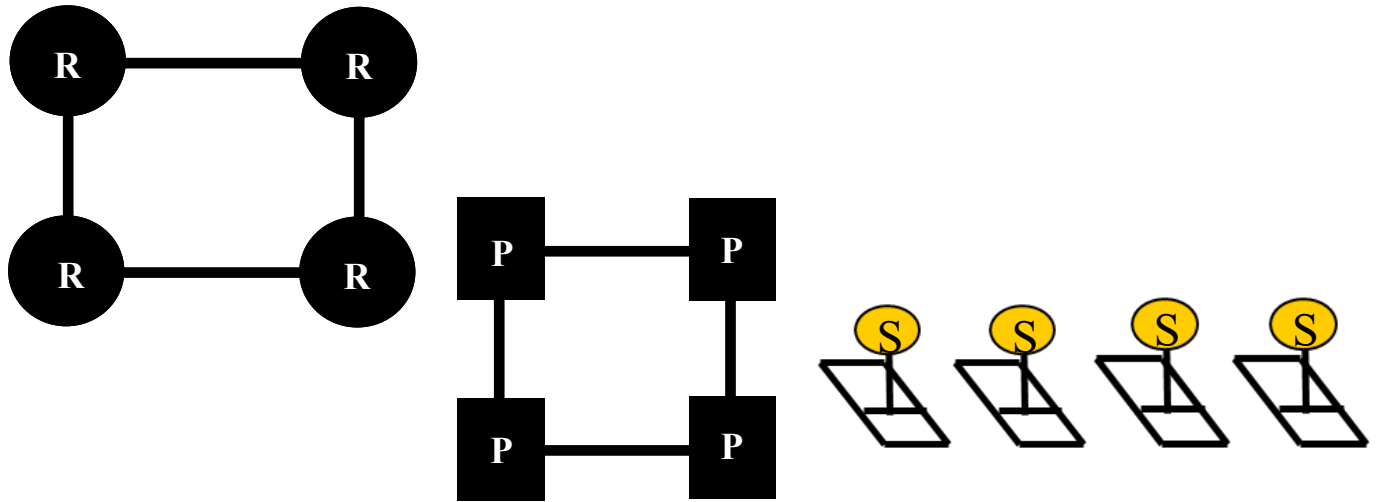
To signify ready shooter says "I hate Pinkertons."

At buzzer with pistols engage P1, P2 & P3 in a continuous Nevada sweep starting on P2 (center target) target for 10 rounds. At position 2 with rifle repeat pistol instructions on R1, R2 & R3 for 10 rounds. Also at position 2 with shotgun engage S1 & S2, then with shotgun move to doorway at position 3 and engage S3 & S4

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 1 February 14th

10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1 center of window with hands on hat. Rifle staged flat on shelf at position 1, shotgun staged at position 2, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says "Swell party, where's the whiskey?"

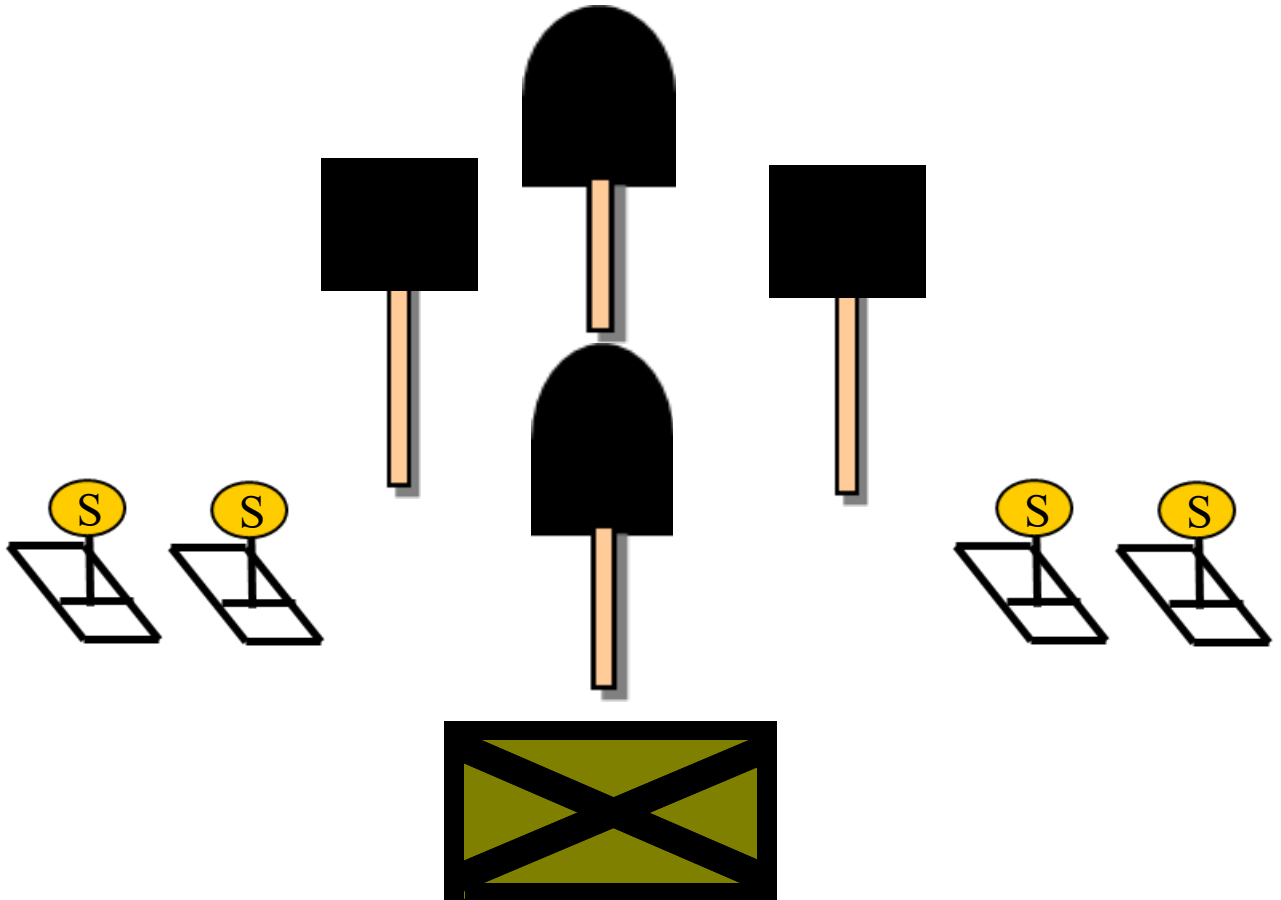
At buzzer, with rifle, starting on ANY R target, engage all 4 R targets with a regressive sweep in either a clockwise or counter clockwise direction for 10 rounds. From position 2 with pistols, repeat rifle instructions. Retrieve shotgun and move to doorway at position 3 and engage 4 shotgun targets any order.

Regressive sweep 4 on 1, 3 on 2, 2 on 3, 1 on 4

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 2 February 14th

10 Pistol, 10 Rifle, 4+Shotgun



Position 2



Position 1

Start anywhere behind table at position 1, "at the ready". Rifle loaded with 10 rounds, open and empty shotgun staged on the table at position 1. Pistols loaded with 5 rounds each and holstered.

To signify ready shooter says: "Well I guess they had it comin"

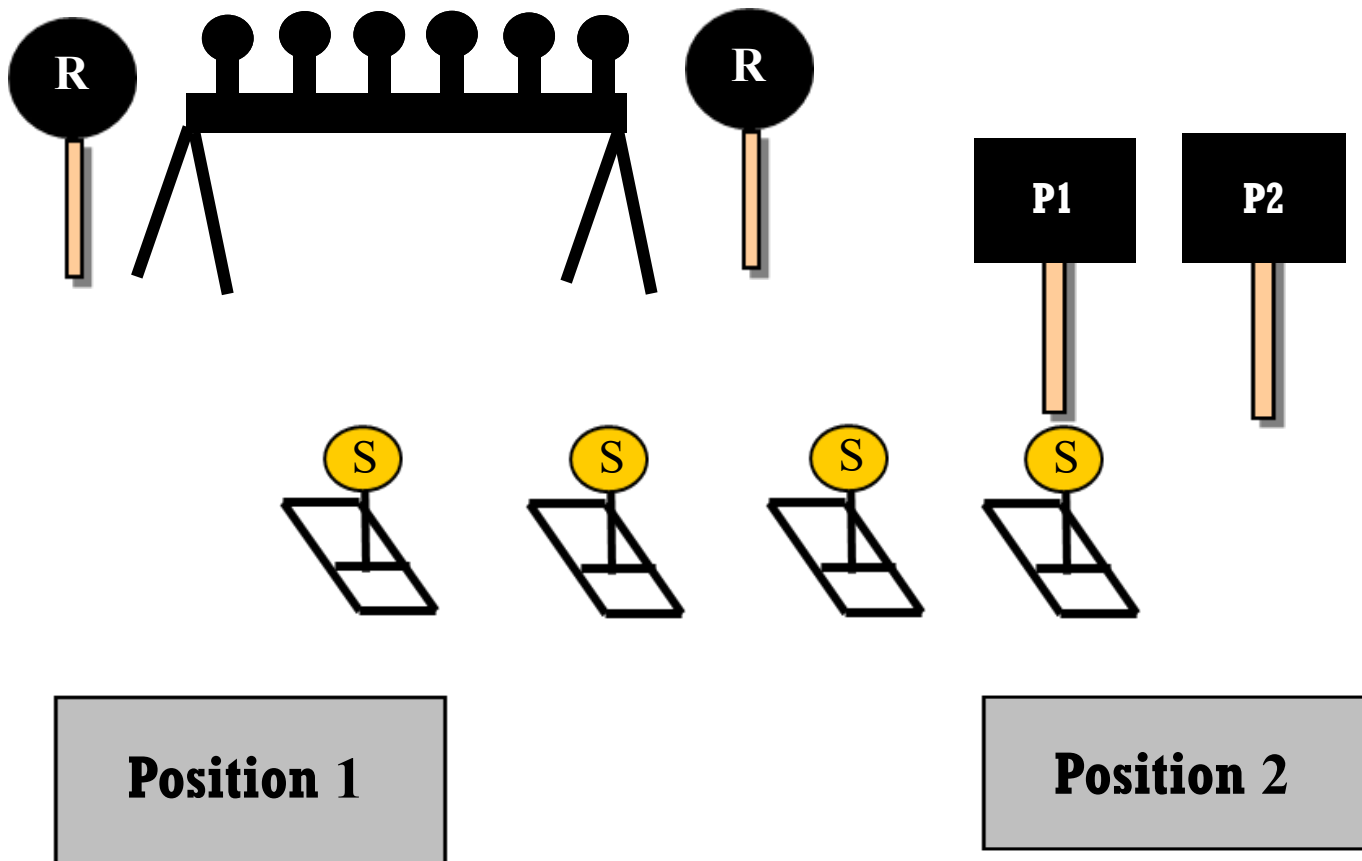
At buzzer, with rifle, alternate double taps on the square targets for EIGHT rounds, and place a single round on each tombstone. Make rifle safe pointing into berm FULLY on left side of red guide for safe downrange movement. Taking shotgun with you, move to position 2 and make shotgun safe on cargo box, then, with pistols engage the squares and tombstones with same instructions as rifle. With shotgun engage shotgun targets in any order

You may start with the double taps on the squares OR start with the single taps on the tombstones for both rifle and pistols

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 3 February 14th

10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1 with both feet anywhere behind table "at the ready". Rifle loaded with 10 rounds, open and empty shotgun staged at position 1, pistols loaded with 5 rounds each and holstered.

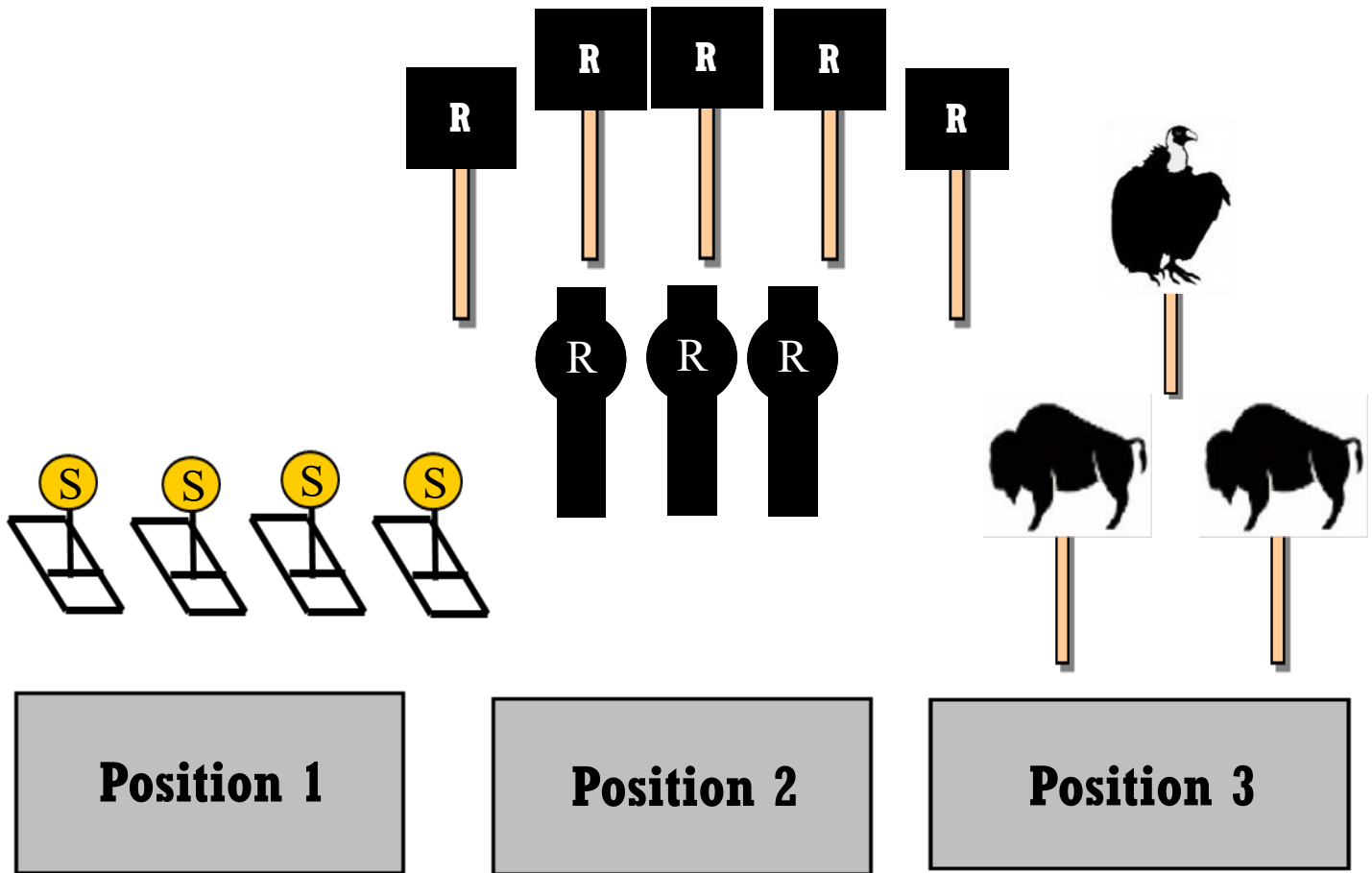
To signify ready shooter says: "Anybody don't want to get killed, better head on out the back"

At buzzer, place 2 rounds on each of the 2 outer circles and engage the 6 plate rack targets **once each**. Targets may be engaged in ANY order and in ANY direction. With shotgun, engage the 4 shotgun targets from position 1 or position 2 or anywhere in between. Make shotgun safe, and with at least one foot behind the table at position 2 place 5 rounds each on P1 & P2 in any order or combination. Make up any remaining plate rack targets with shotgun on **either** R target or **either** pistol target at any time after completion of rifle stage

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 4 February 14th

10 Pistol, 10 Rifle, 4+Shotgun



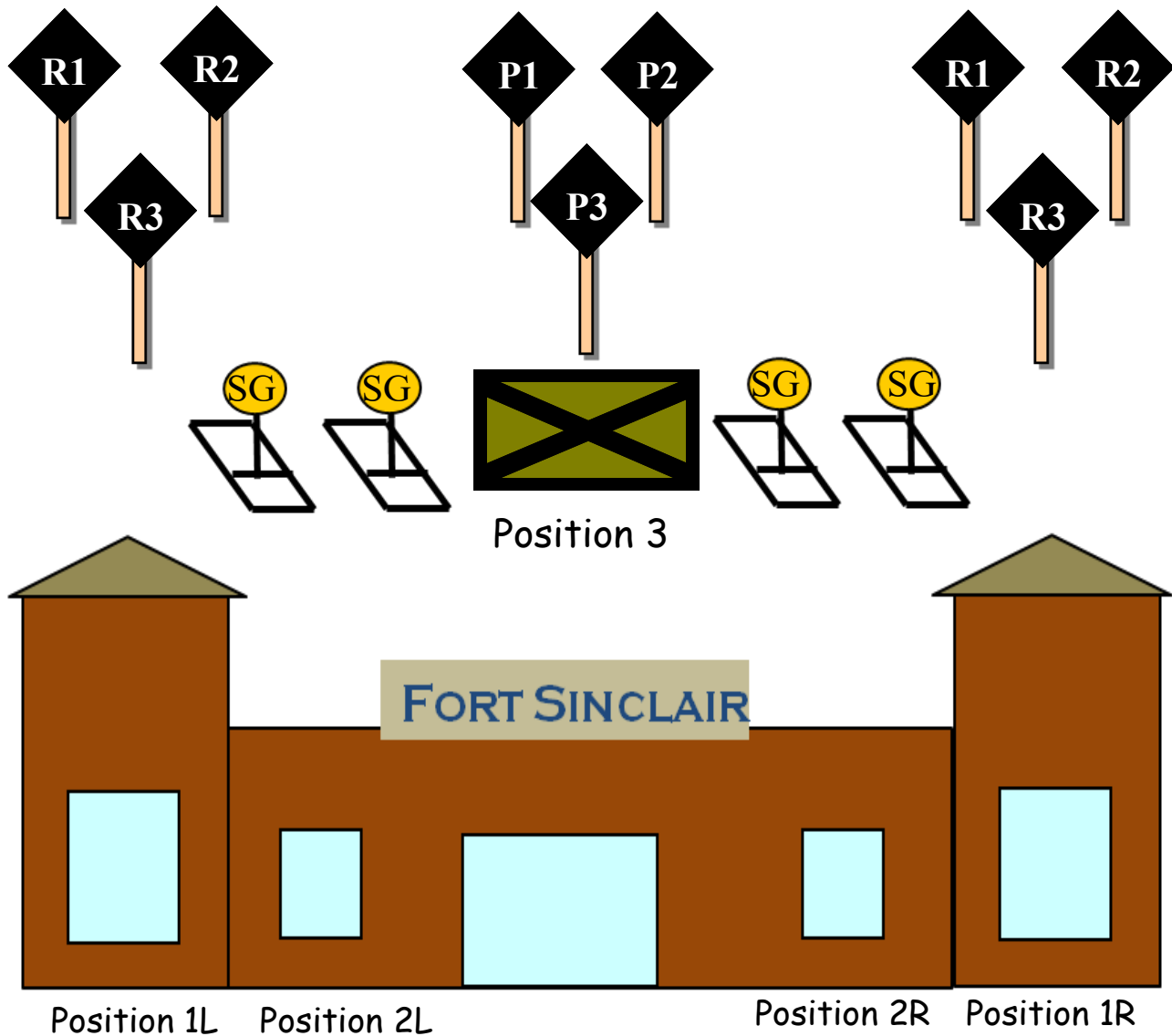
Stage may be shot in any order. Both feet anywhere behind table at position of choice one hand on any gun the other touching shotgun shells. **Rifle may not be last.** Rifle loaded with 10 rounds staged at position 2, open and empty shotgun staged anywhere safe. Pistols loaded with 5 rounds each and holstered. To signify ready shooter says: "My friend and I have a hankerin' for Switzerland chocolate and good smoke"

At buzzer, from Position 1 engage the 4 shotgun targets in any order. From position 2 with rifle, engage the 3 knockdown targets once each only, THEN, place 7 rounds on the 5 square R targets in any combination as long as each target receives at least one round. (Must start on knock downs.) From position 3 with pistols triple tap the buzzard and place one round on each buffalo for 5 rounds then repeat. (may start on the buffalo's or the buzzard) Any rifle knockdown target(s) left standing after rifle string may be knocked down with shotgun at any time..

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 5 February 14th

10 Pistol, 10 Rifle, 4+Shotgun



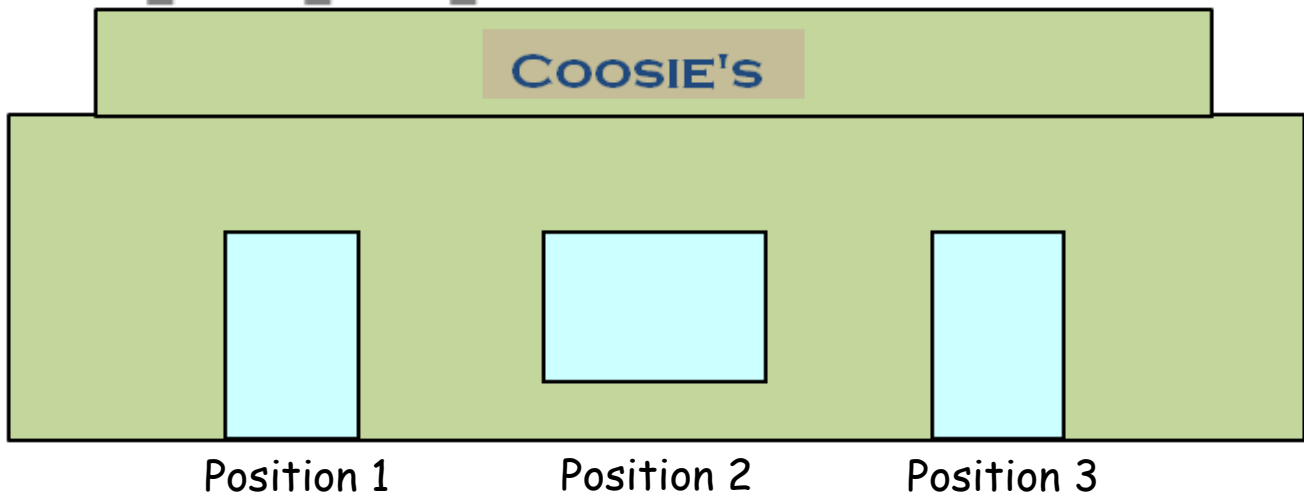
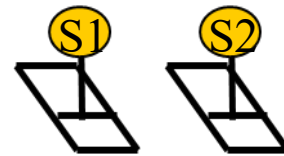
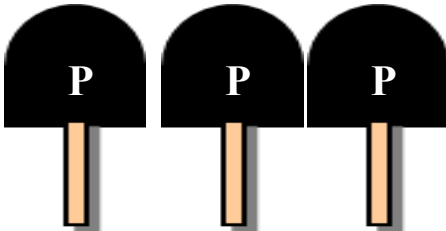
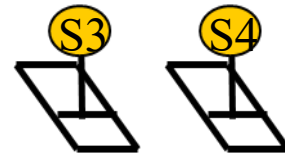
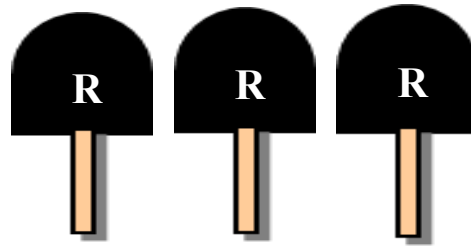
Start at position 1L or 1R, rifle in hands, open and empty shotgun staged anywhere safely inside fort, pistols loaded with 5 rounds each and holstered.
To signify ready shooter says "Maybe poker just isn't your game"

At buzzer with rifle triple tap R3, double tap R1 & R2 in any order then triple tap R3 for 10 rounds. **Make rifle safe vertically.** With shotgun from position 2L (or 2R) engage the 2 shotgun targets directly in front of you **ONLY**, then any where from the doorway to the cargo box at position 3, engage remaining 2 shotgun targets. Make shotgun safe at cargo box and with pistols repeat rifle instructions.

LEAVE TIMER & SPOTTER STICKS ON BAY

Stage 6 February 14th

10 Pistol, 10 Rifle, 4+ Shotgun



Start in doorway at position 3 with loaded shotgun in hands.

DO NOT LOAD SHOTGUN UNTIL INSTRUCTED TO DO SO BY T.O.

Rifle staged on shelf at position 2, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says "You're a disgrace Marshall Poole, you always have been"

At buzzer engage shotgun targets till down, make shotgun safe on shelf at position 2 and with rifle, starting on EITHER outside R target, engage the 3 R targets in a continuous Nevada sweep for 5 rounds then **repeat** starting on the OTHER outside target for a total of 10 rounds. Make rifle safe on shelf at position 2 and move to position 1, and with pistols repeat rifle instructions.

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