



## FORT SNOW, ARIZONA TERRITORY Saturday, May 8th 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.

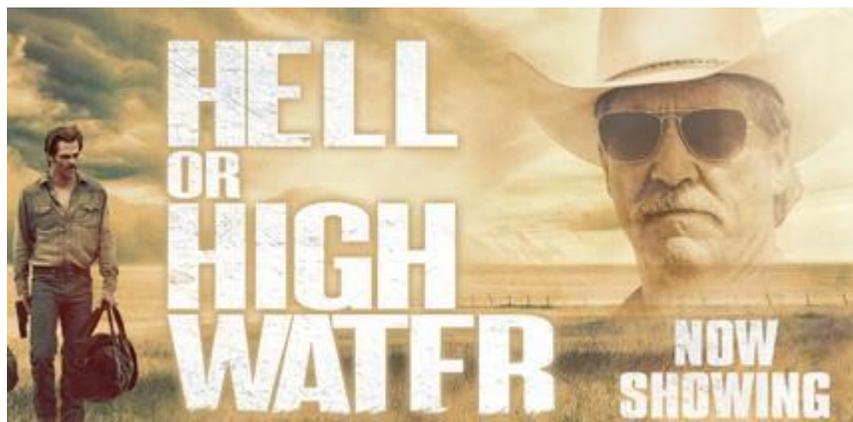
Starting position is at center of position unless otherwise indicated.

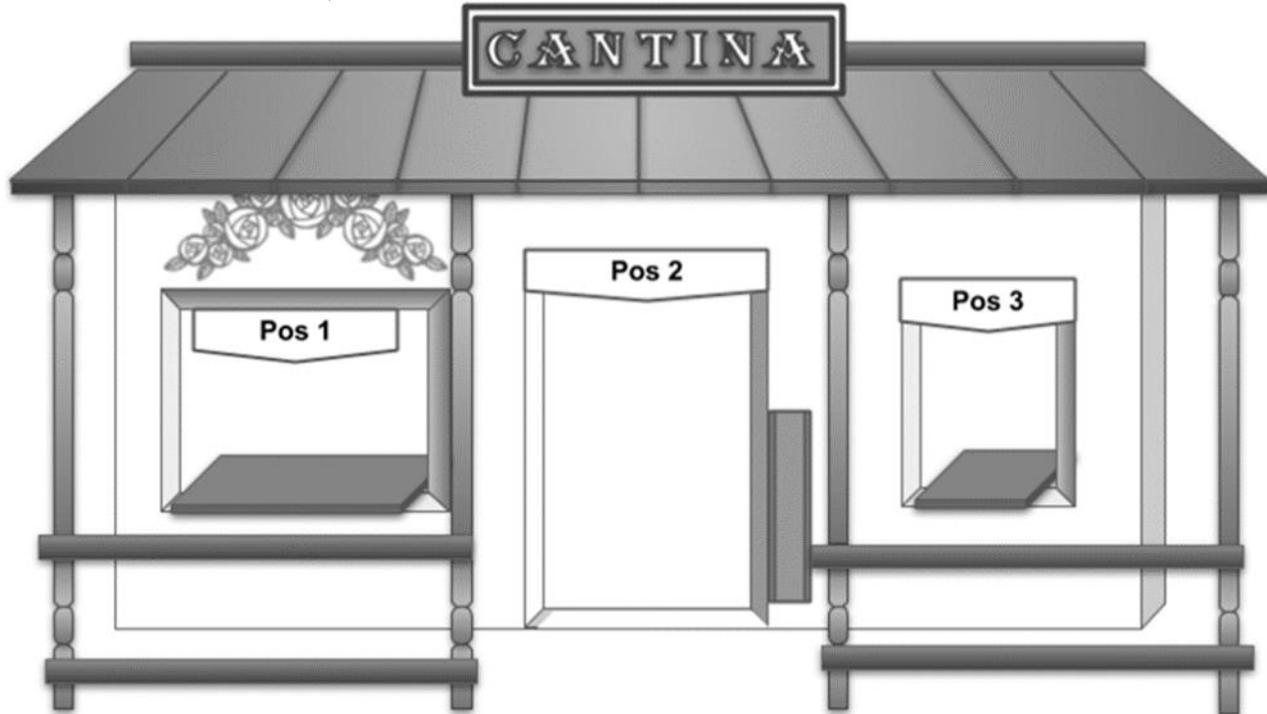
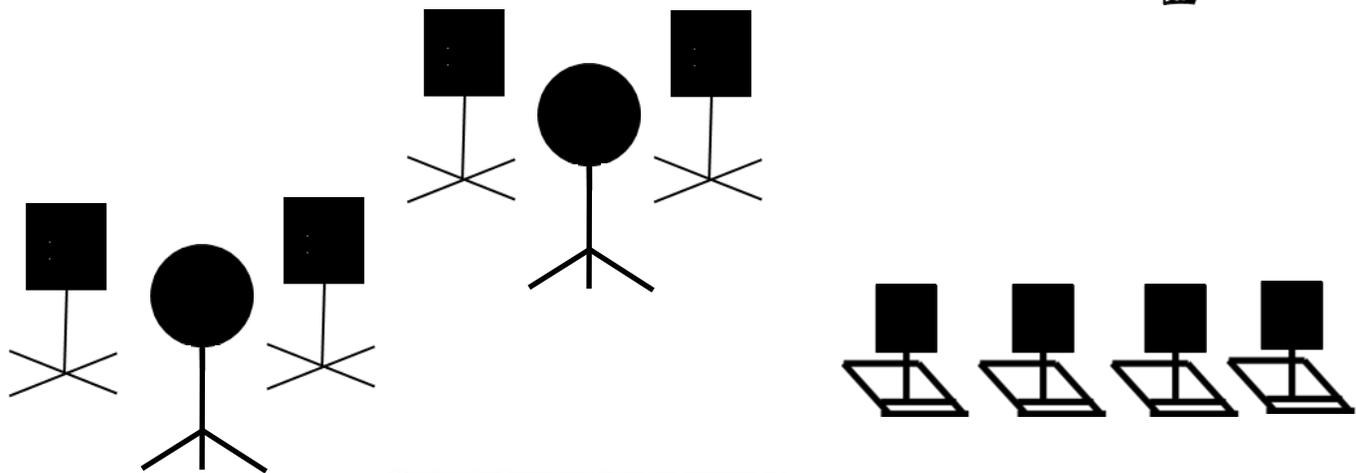
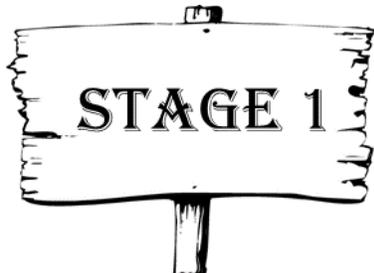
For lateral movement, to be in position at least one foot must be behind prop.

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.





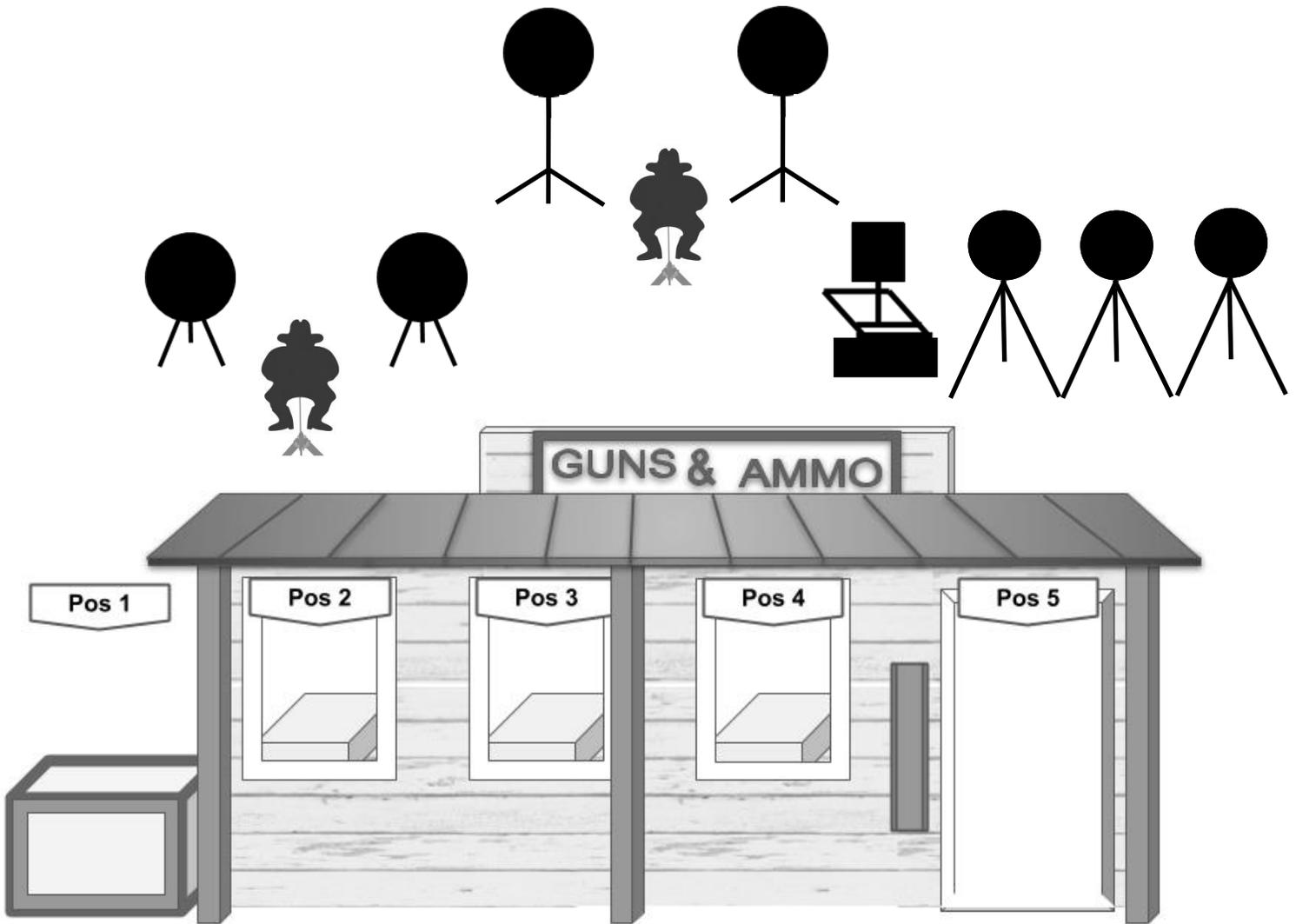
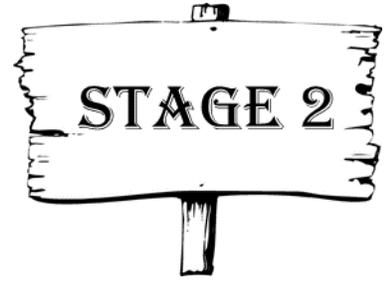
### 10 Pistol, 10 Rifle, 4+Shotgun

Stage may be shot in any order, as long as the **rifle is not last**. Start anywhere at the ready. Rifle loaded with 10 rounds and open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "You got a gun on you old man?"  
At the buzzer, from position 1 with pistols place 2 rounds on each of the squares, then triple tap the circle, then sweep the targets starting on either end for a total of 10 rounds. With rifle from doorway at position 2 repeat pistol instructions. From position 3 engage 4 shotgun targets in any order

TAKE TIMER TO NEXT STAGE





**10 Pistol, 10 Rifle, 4+Shotgun**

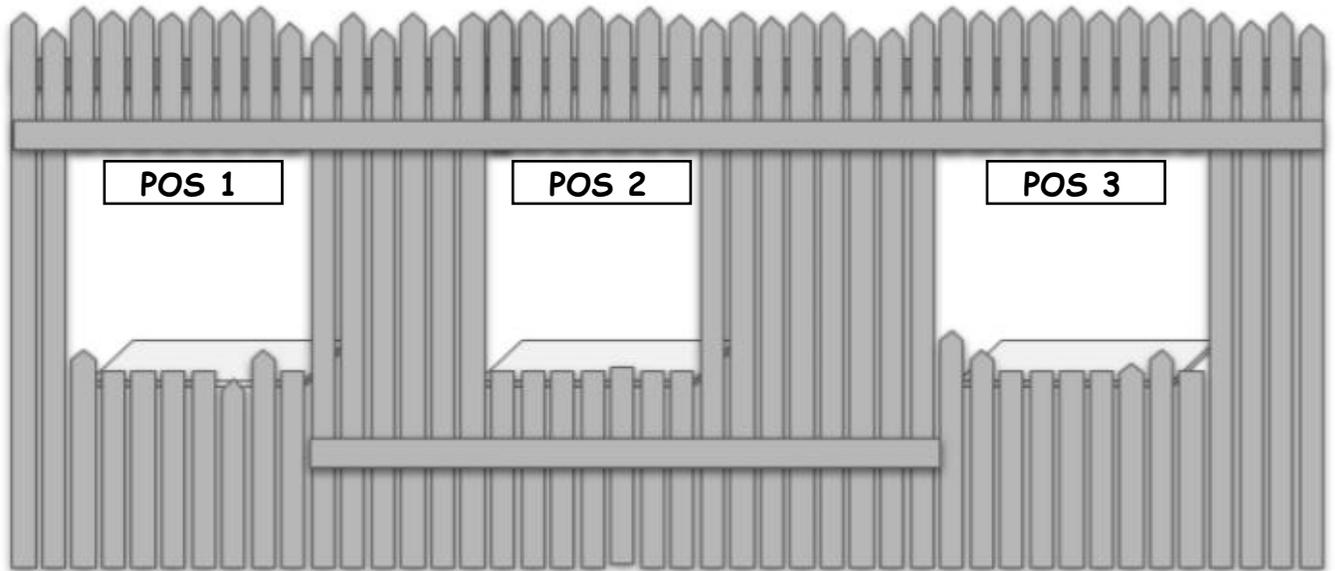
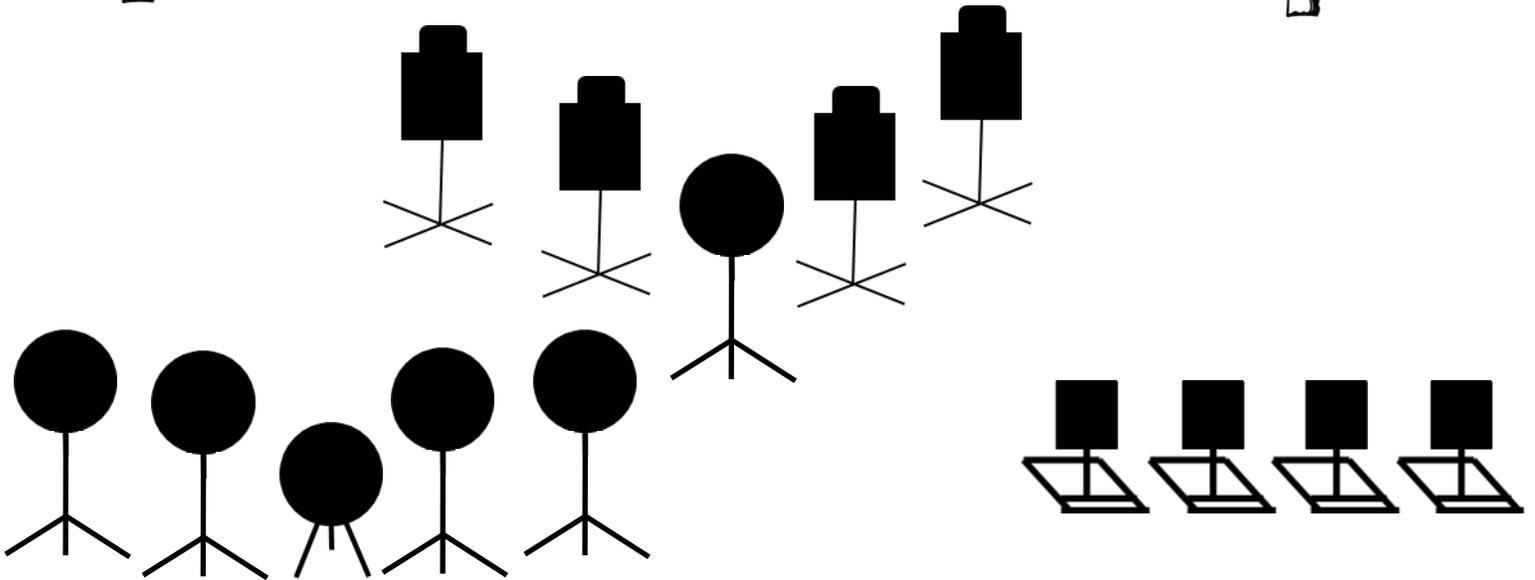
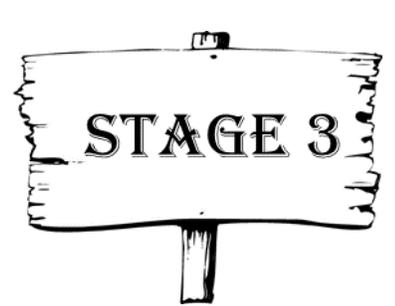
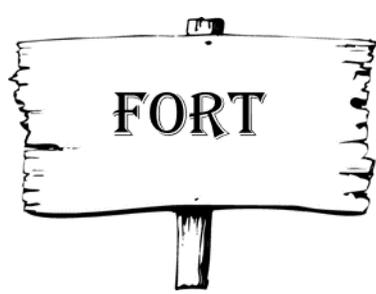
Stage may be shot in any order, as long as the rifle is not last. Start anywhere with hand or hands on gun or guns. Rifle loaded with 10 rounds and open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "Do you know what Comanche means? It means enemies for ever"

At the buzzer, from position 2 with pistols sweep the 3 targets from either end with a 2-1-2 sweep, then place five rounds on the cowboy. From position 3 OR 4 with rifle repeat pistol instructions. From the doorway at position 5 engage the 4 shotgun targets in any order

TAKE TIMER TO NEXT STAGE





### 10 Pistol, 10 Rifle, 4+Shotgun

Stage may be shot in any order as long as **rifle is not last**. Start at the ready. Rifle staged at position 2, shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered.

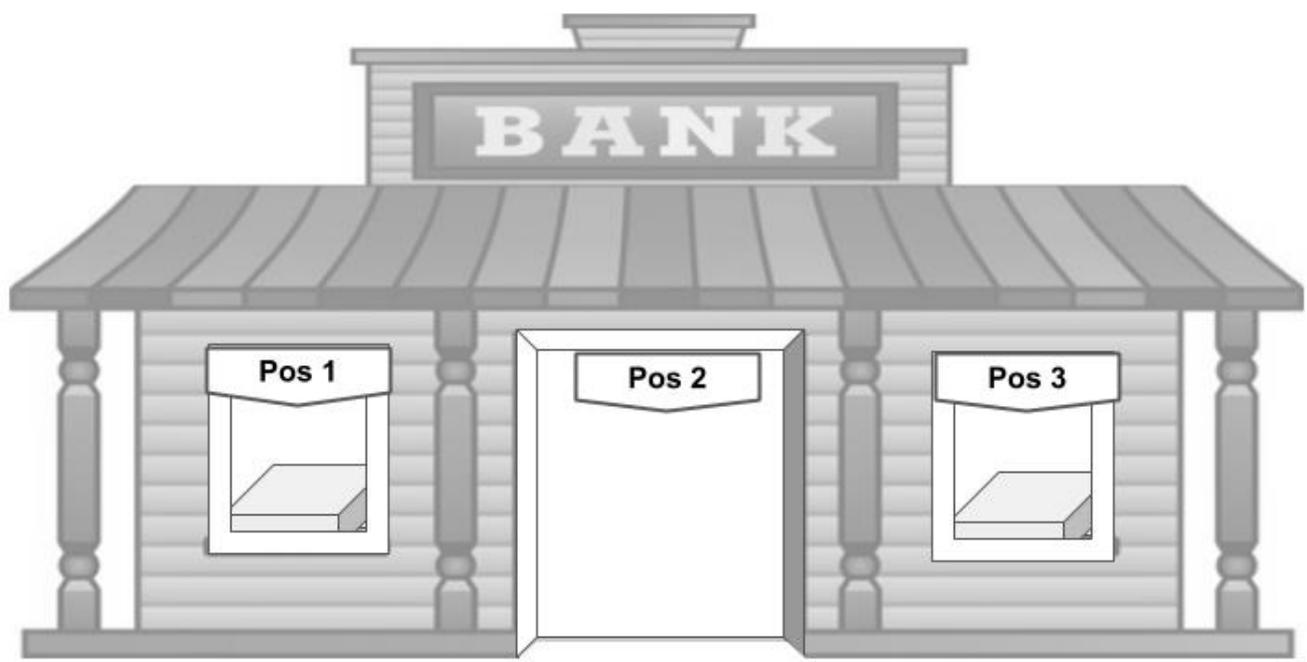
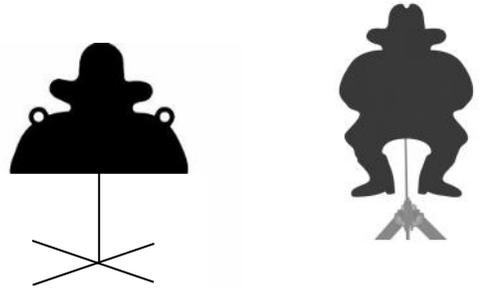
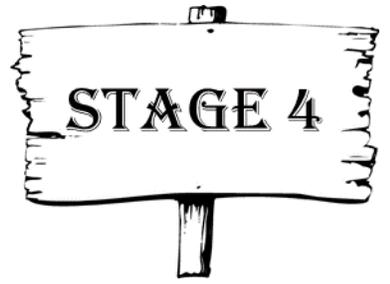
To signify ready, shooter says: "Boy, you'd think there were 10 of me"

At buzzer, from position 1, with pistols starting on the center target, sweep to the left with a 3-1-1 sweep then repeat the 3-1-1 sweep starting on the center target to the right. From position 2 with rifle repeat pistol instructions and from position 3 engage the 4 shotgun targets in any order.

You may start with the left or right sweep.

TAKE TIMER TO NEXT STAGE





10 Pistol, 10 Rifle, 6+Shotgun

Start from inside the bank, facing up range with BOTH hands clutching 2 of the bars behind position 1 as shown in image. Rifle loaded with 10 rounds, open and empty shotgun AND pistols all staged on shelf at position 1

To signify ready, shooter says: "We aint stealing from you, we're stealing from the bank"

At buzzer, from position 1 with rifle and pistols, triple tap one of the cowboys, then double tap the other cowboy. Repeat 3 times in the EXACT same order for a total of 20 rounds.

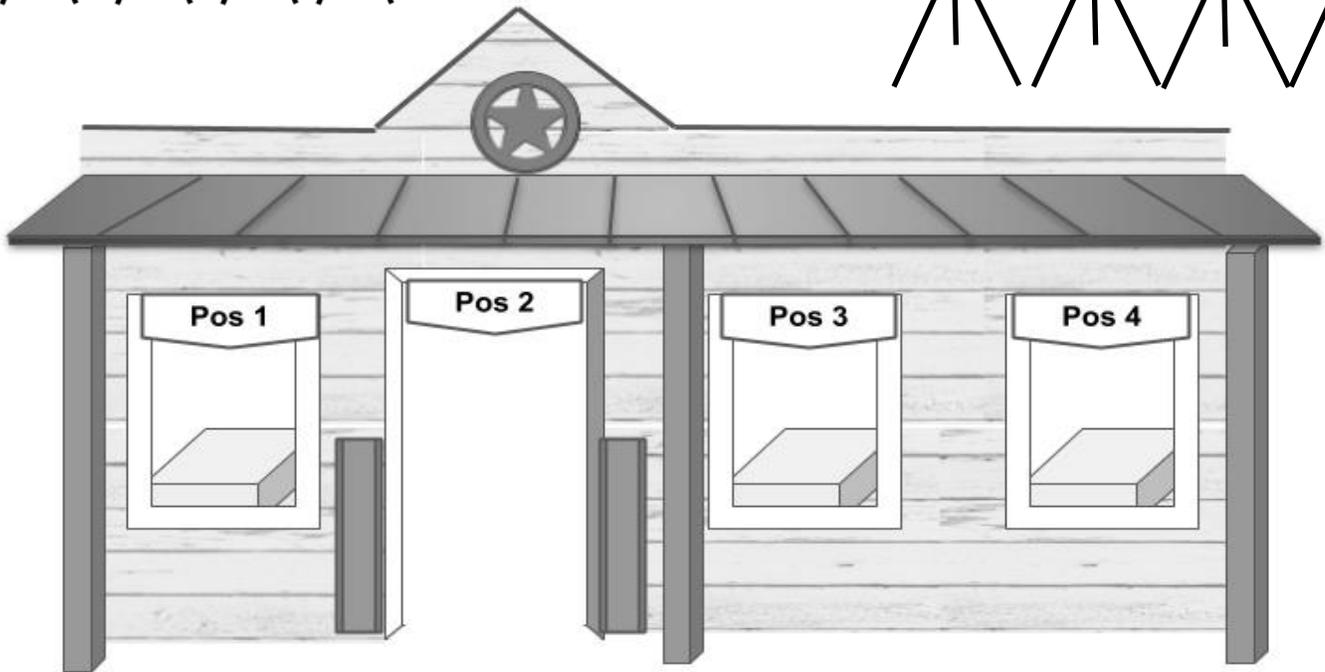
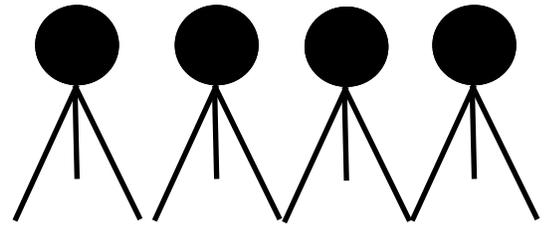
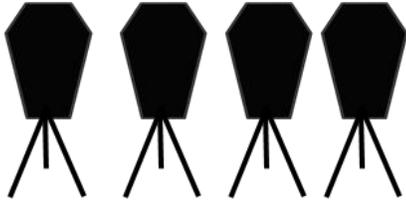
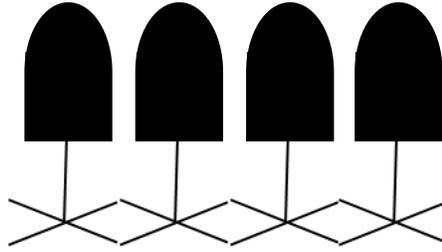
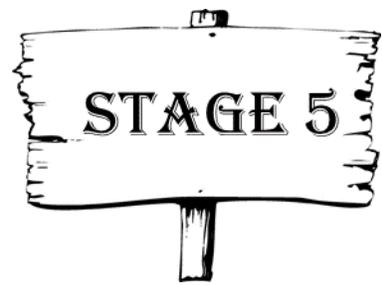
May start with rifle or pistol and may start on either cowboy. From position 2 with shotgun, alternate on the 2 cowboys for 6 rounds.

Targets must be clearly hit with shotgun blast. Spotters are instructed to call a miss if not the case. Pistols may be re holstered if desired.



TAKE TIMER TO NEXT STAGE

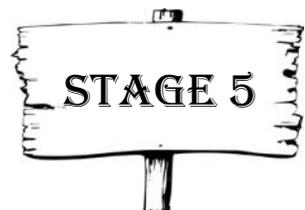


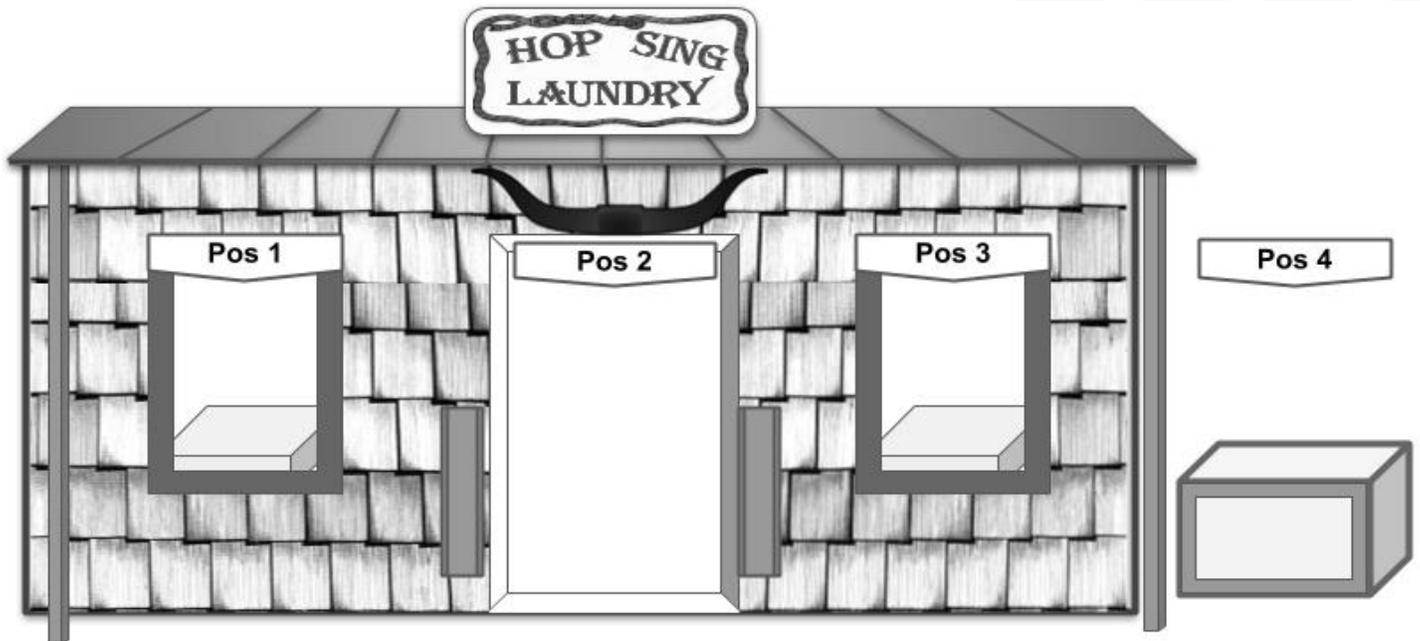
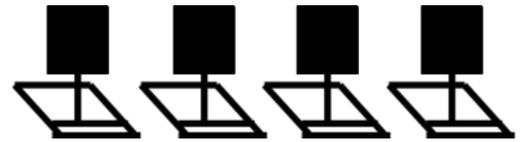
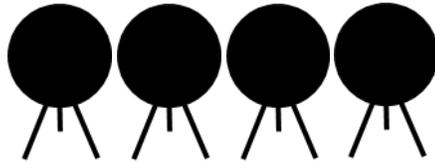
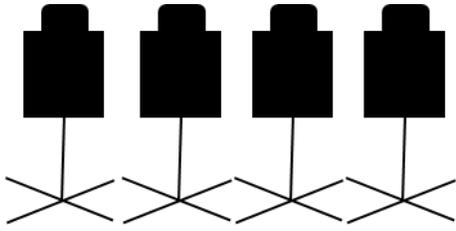
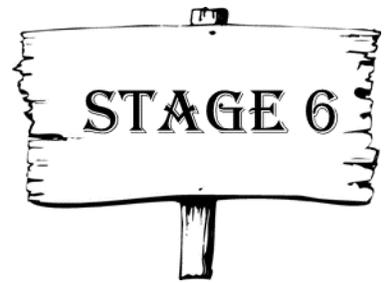


10 Pistol, 10 Rifle, 4+Shotgun

Stage may be shot in any order as long as the rifle is not last. Rifle loaded with 10 rounds staged at position 3. Open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered. Start anywhere with hands at low surrender To signify ready, shooter says: "Who the hell gets drunk off a beer" At buzzer, from position 1 with pistols engage the 4 coffins in a continuous Nevada sweep starting on either end. From position 3 with rifle repeat pistol instructions. From position 4 engage the shotgun targets in any order.

TAKE TIMER TO NEXT STAGE





**10 Pistol, 10 Rifle, 4+Shotgun**

Stage shot left to right. Rifle, pistols, shotgun. Rifle loaded with 10 rounds in hands at position 1. Open and empty shotgun staged at position 3, pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "So, what don't cha want?".

At buzzer, from position 1 with rifle sweep the targets in a 3-3-3-1 sweep starting from either end. From position 2 with pistols repeat rifle instructions. From position 3 engage any 2 shotgun targets and from position 4 engage remaining 2 shotgun targets.

TAKE TIMER TO NEXT STAGE

