



## FORT SNOW, ARIZONA TERRITORY Saturday, Jun 12th 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.

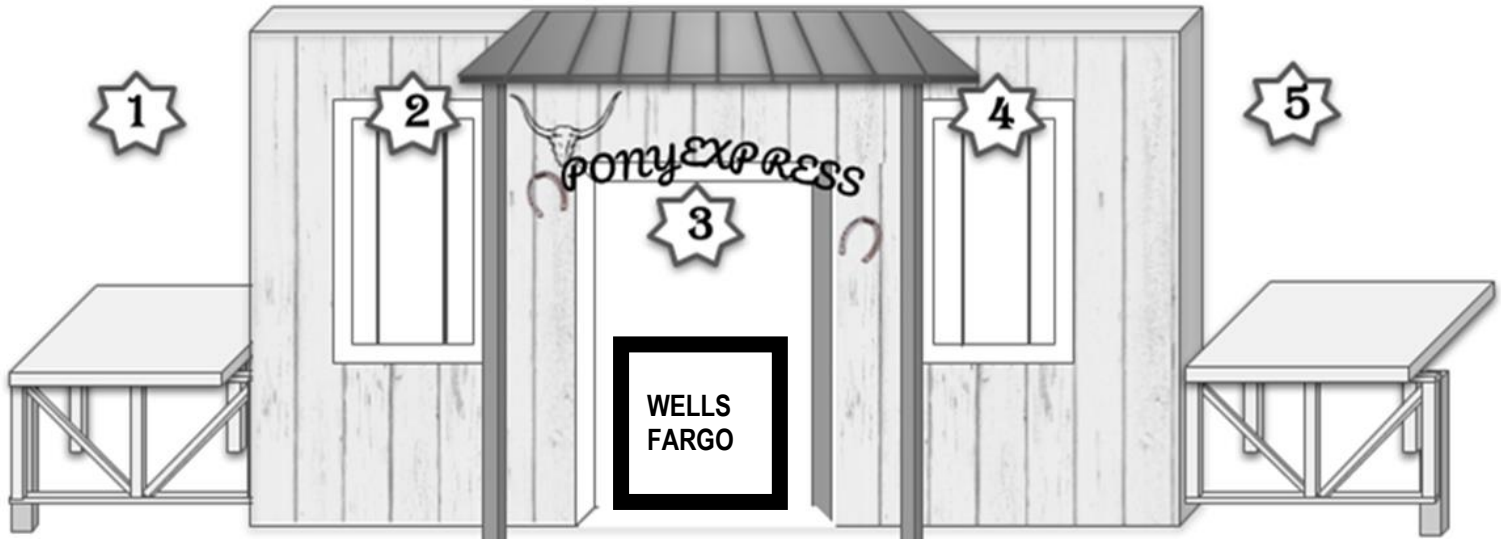
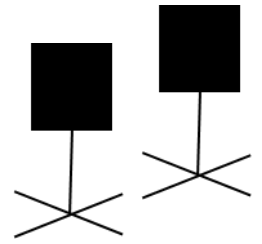
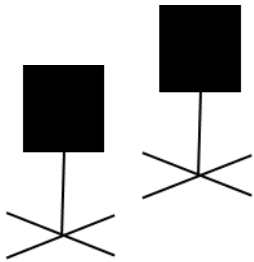
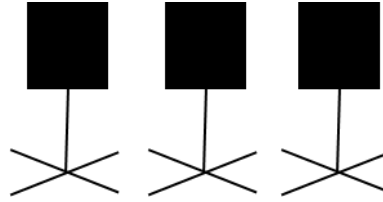
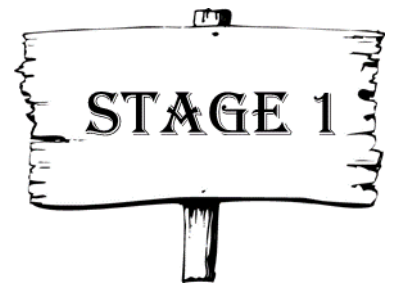
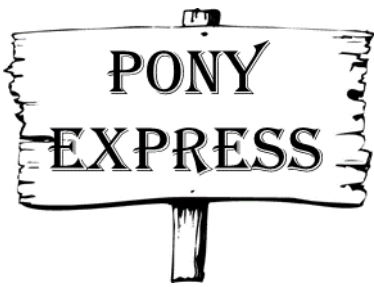
For lateral movement, to be in position at least one foot must be behind prop.

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.

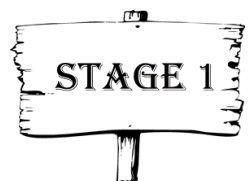


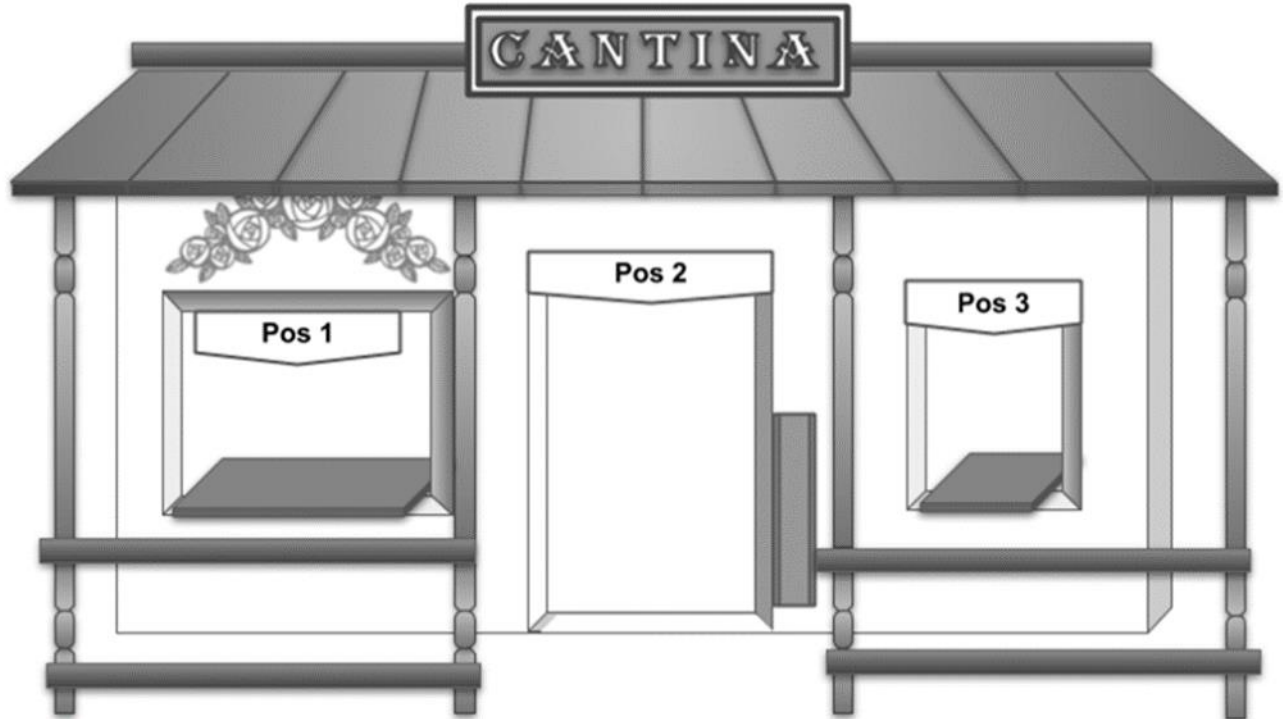
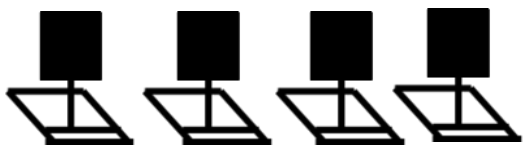
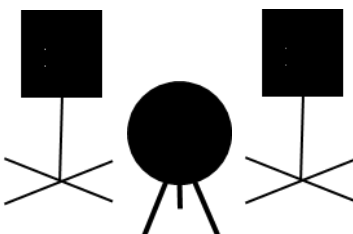
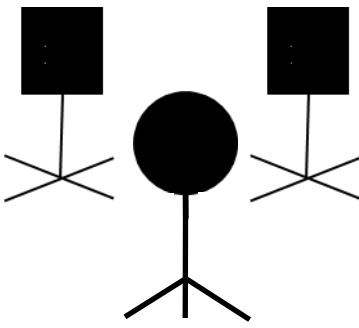


## 10 Pistol, 10 Rifle, 4+Shotgun

Shooter starts at position 1 (or 5) at the ready. ONE pistol loaded with 5 rounds staged on shelf at Position 1, the other pistol loaded with 5 rounds staged on shelf at position 5. Rifle loaded with 10 rounds and open and empty shotgun staged on Well's Fargo box at Position 3. To signify ready, shooter says: "I can't swim. Are you crazy? The fall will probably kill you." At the buzzer, from position 1 (or 5) with pistol place at least 2 rounds on each target. From position 3 with rifle place at least 2 rounds on each target and with shotgun engage the 4 swingers in any order or sequence. **Swingers must be clearly hit.** If not, TO will call to re-engage. From position 5 with 2nd pistol, place at least 2 rounds on each target. Rifle and SG may be shot in either order at pos 3.

TAKE TIMER TO NEXT STAGE





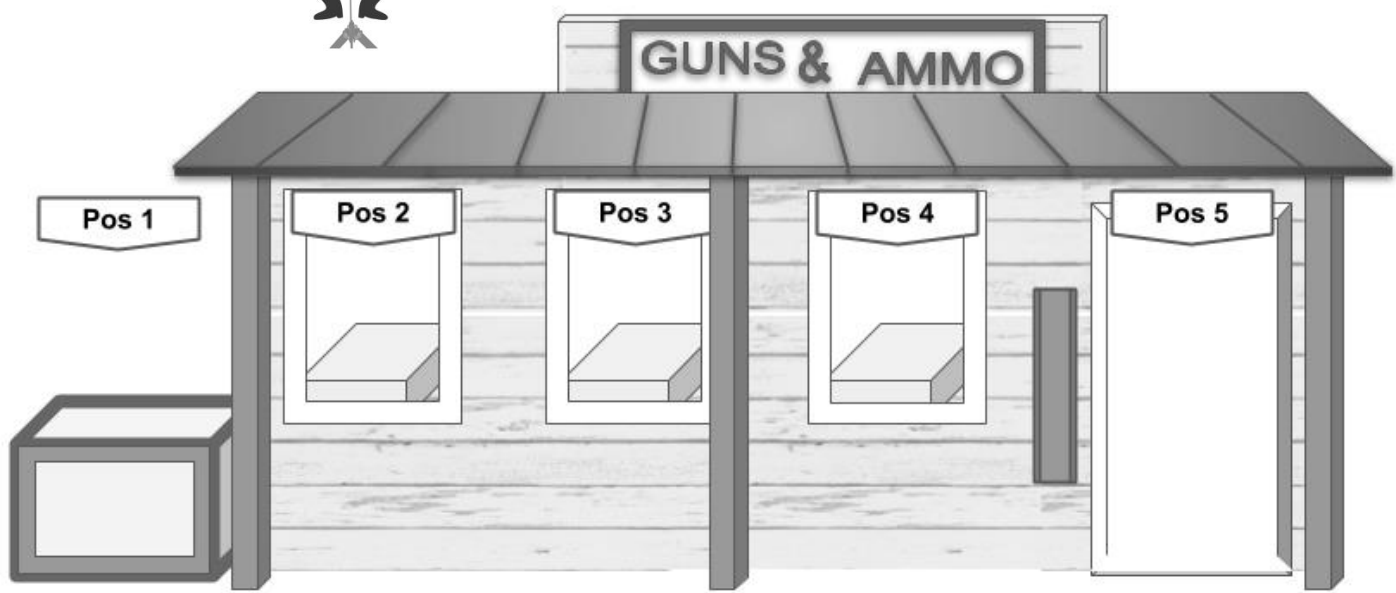
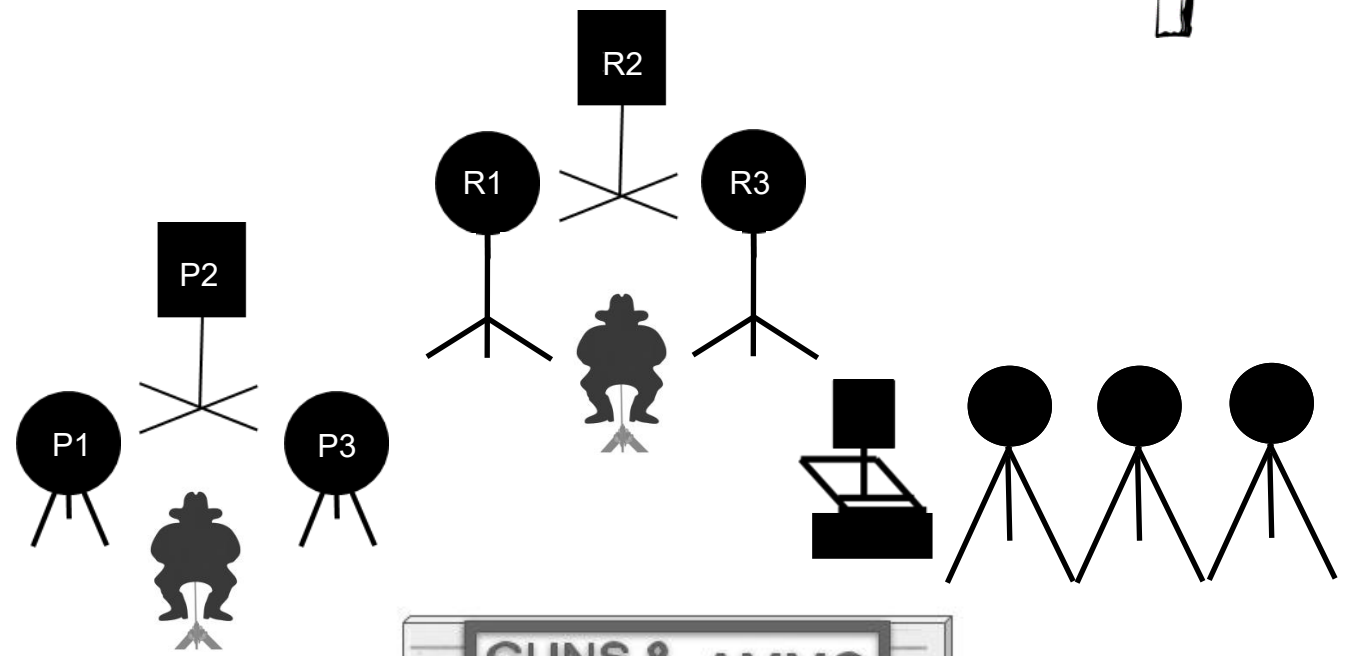
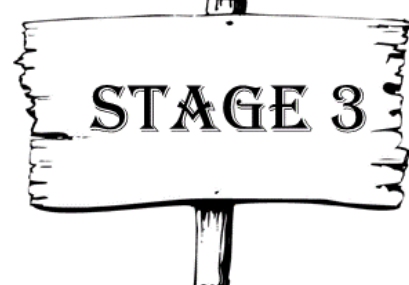
**10 Pistol, 10 Rifle, 4+Shotgun**

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: " Who are those guys?"  
At the buzzer, from position 1 with rifle place 3 rounds on the circle, then 2 rounds on each square then three rounds on the circle for a total of 10 rounds. From doorway at position 2 with pistols repeat rifle instructions. From position 3 engage 4 shotgun targets in any order.

TAKE TIMER TO NEXT STAGE





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

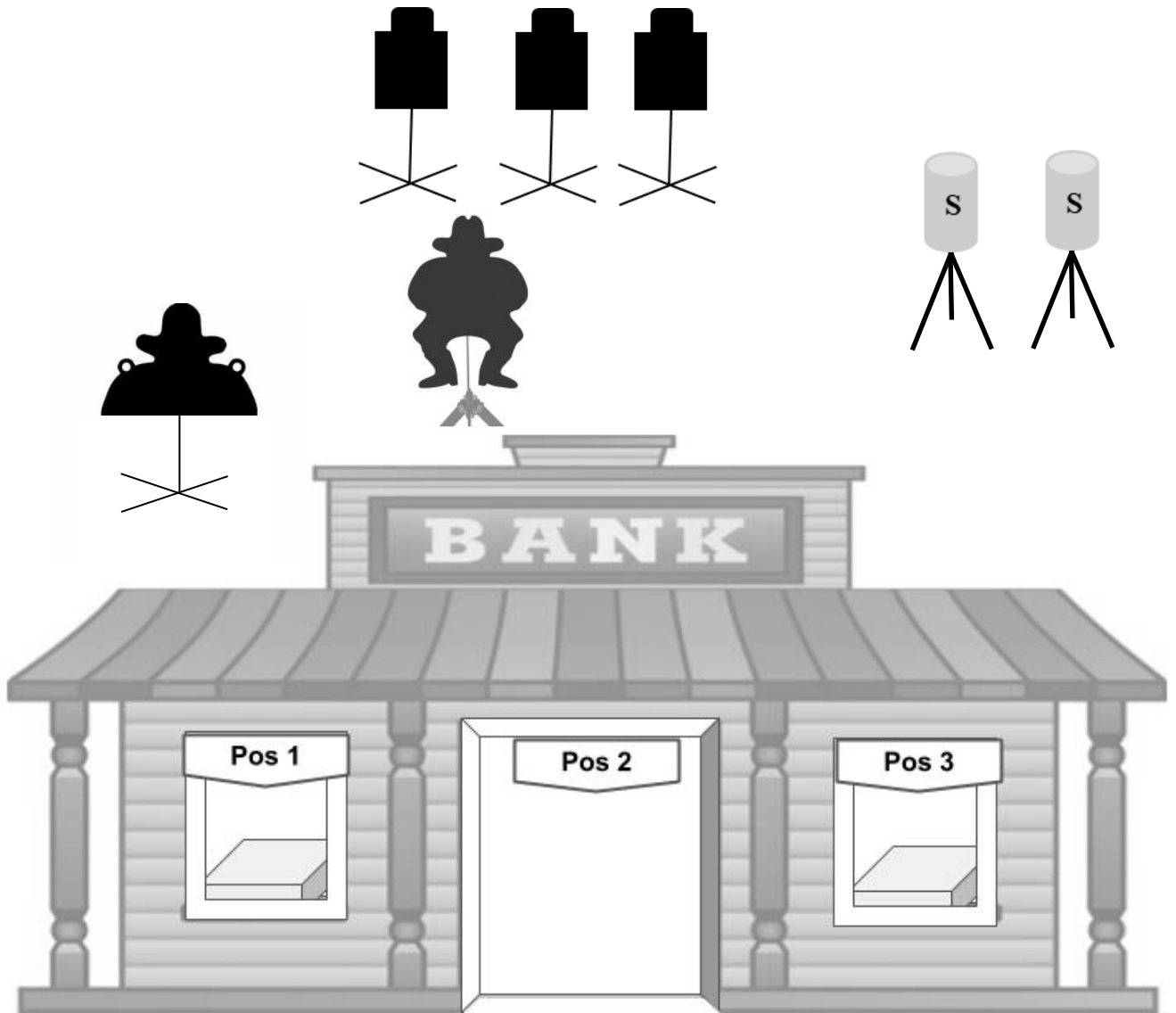
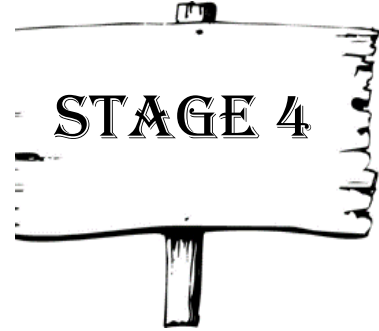
Stage shot right to left starting in doorway at position 5, loaded shotgun in hands. DO NOT LOAD SHOTGUN UNTIL INSTRUCTED TO DO SO BY T.O. Rifle loaded with 10 rounds staged at position 4, pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "I can't help you Sundance." At the buzzer, from the doorway at position 5 engage all 4 shotgun targets till down in any order. Make shotgun safe. From position 4 with rifle sweep R1 thru R3 from either end and place 2 rounds on the cowboy for 5 rounds, then repeat instructions. From position 2 with pistols repeat rifle instructions.

(may start with the sweep or 2 rounds on cowboy)  
(97 shooters may load 2 rounds MAXIMUM)

TAKE TIMER TO NEXT STAGE





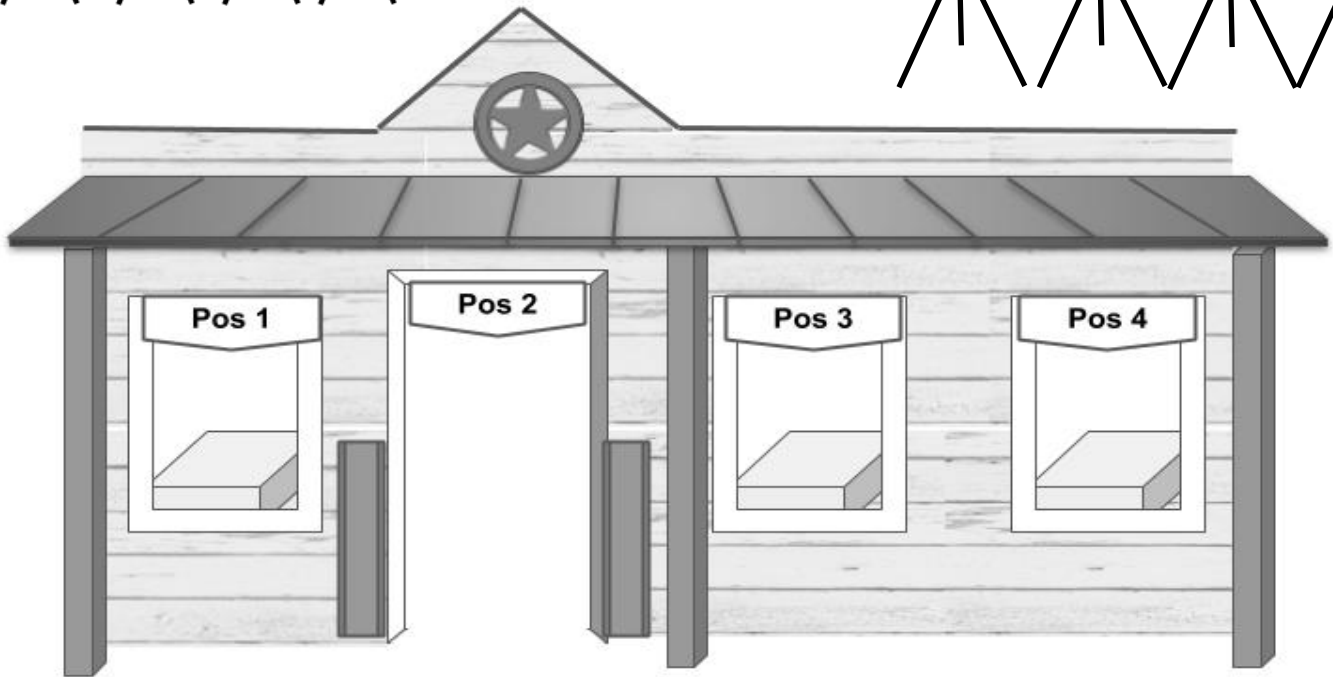
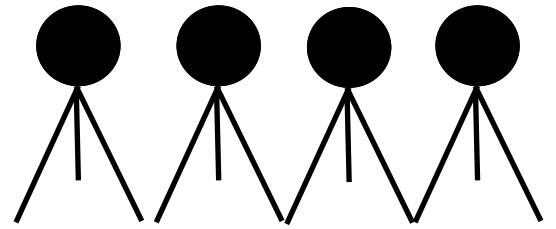
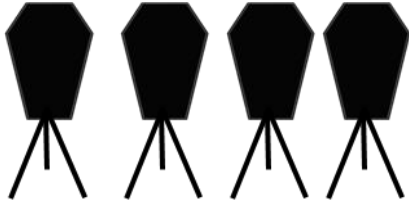
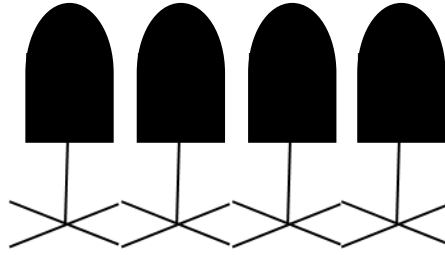
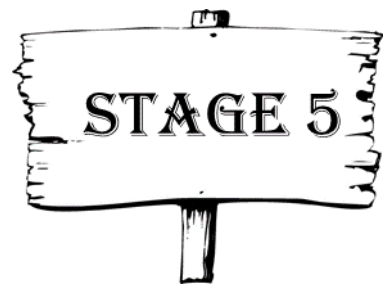
### 10 Pistol, 10 Rifle, 4+Shotgun

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

To signify ready, "Don't tell me how to rob a bank ! I know how to rob a bank."  
 At buzzer, from position 1, alternate double taps on the 2 cowboys for 10 rounds.  
 From position 2 with rifle, triple tap the 3 targets and place 10th round on center target.  
 From position 3 alternate on the bells for 4 rounds. Bells must be clearly hit.

TAKE TIMER TO NEXT STAGE



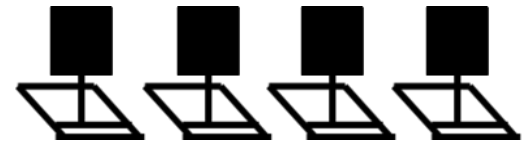
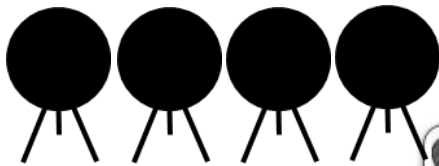
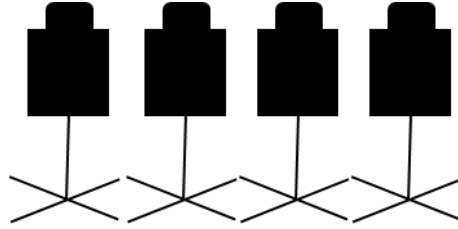
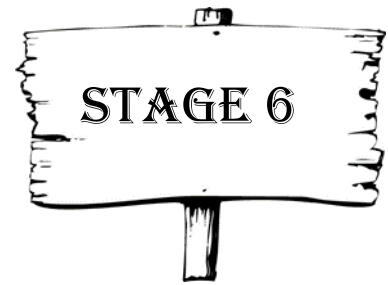


10 Pistol, 10 Rifle, 4+Shotgun

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: "Guns or knives Butch?" At buzzer, from position 1 alternate on the 2 inside targets for 6 rounds and double tap the 2 outside targets for 4 rounds. From position 3 with rifle repeat pistol instructions. From position 4 engage the 4 shotgun targets in any order You may start alternating on the inside targets or start with double tapping both outside targets

TAKE TIMER TO NEXT STAGE





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

Shooter starts at position 2 rifle loaded with 10 rounds in hands. Open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "You think you used enough Dynamite there Butch?". At buzzer, from position 2 with rifle, place a minimum of 2 rounds on each target with no triple taps. From position 1 with pistols, repeat rifle instructions. Engage 2 shotgun targets from position 3 and 2 shotgun targets from position 4. May shoot pistols or shotgun after initial rifle string.

TAKE TIMER TO NEXT STAGE

