



FORT SNOW, ARIZONA TERRITORY Saturday, Sep 11th 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.

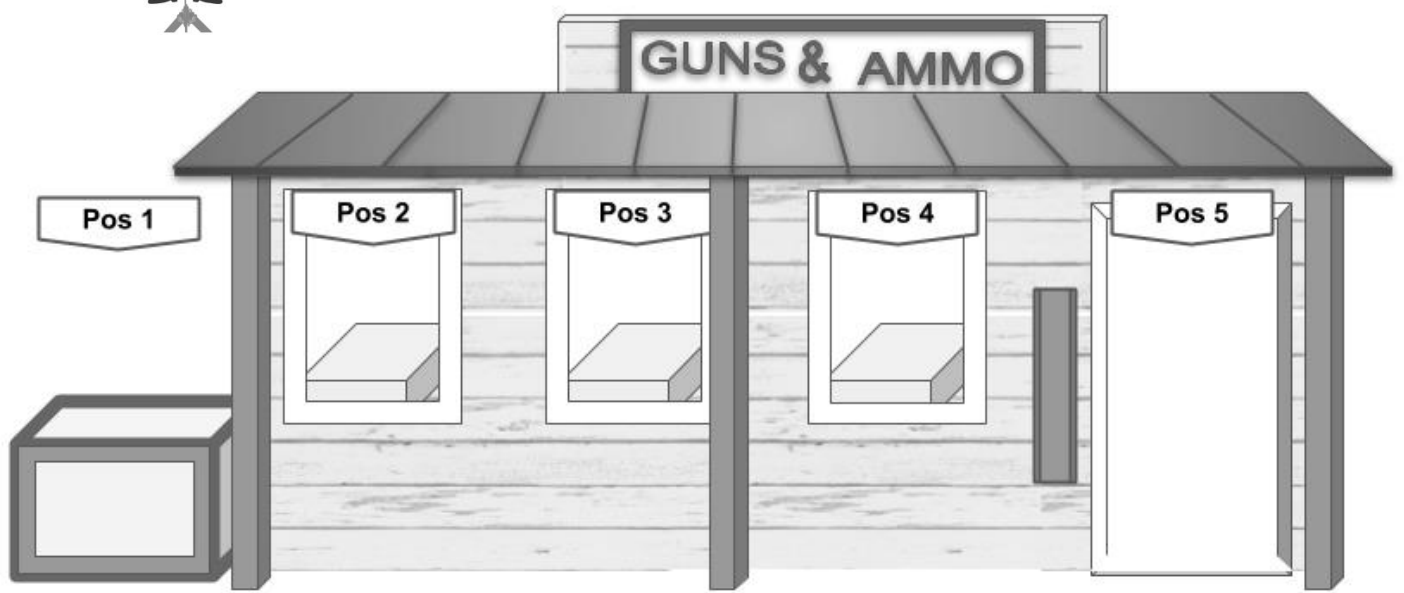
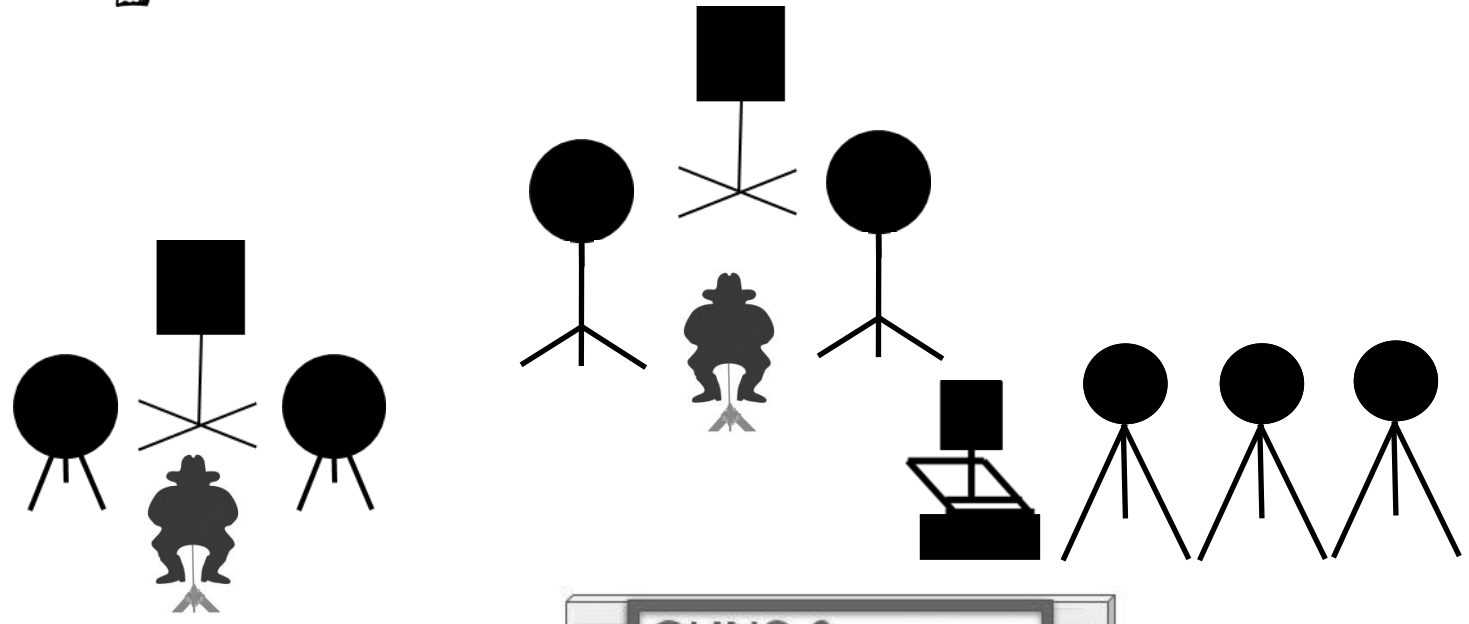
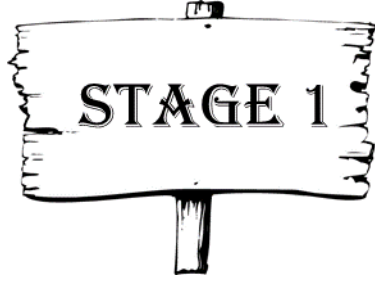
For downrange movement, to be in position shooter must be close enough to the prop to ground or stage a gun without taking a step. Duelist may rest butt of shotgun on prop instead of staging.

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.



UNFORGIVEN

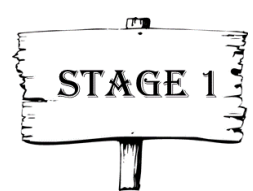


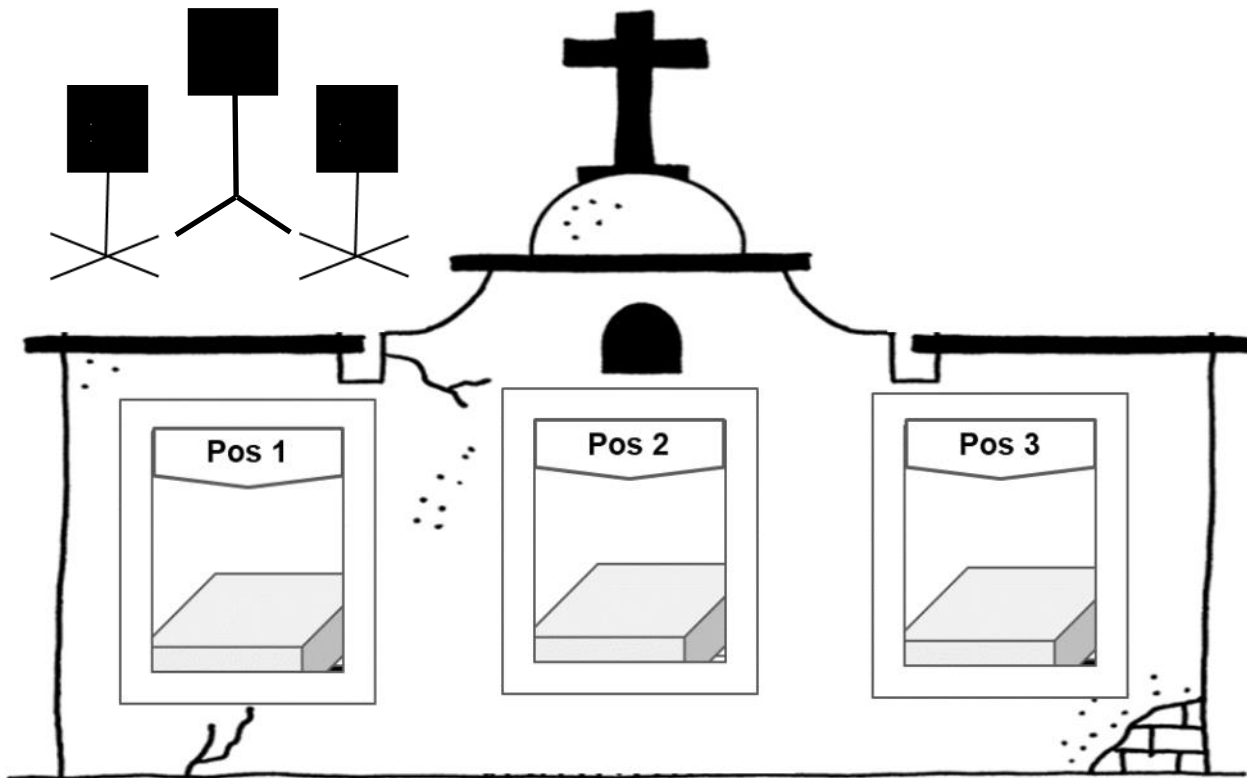
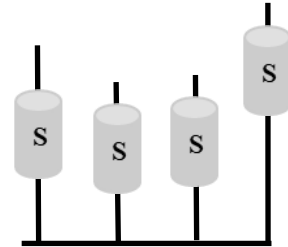
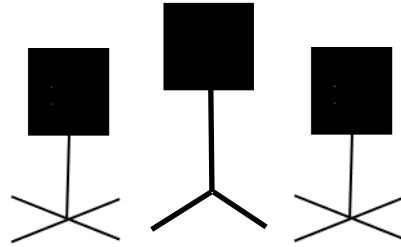
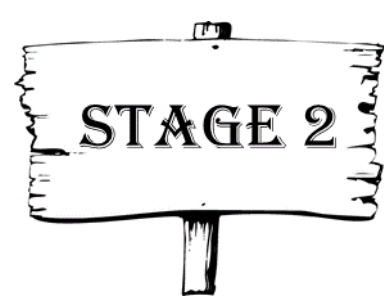
10 Pistol, 10 Rifle, 4+Shotgun

Stage shot left to right. Pistols ~ Rifle ~ Shotgun. Start with hand or hands on pistol or pistols. Rifle loaded with 10 rounds staged at position 3, open and empty shotgun staged at position 4. Pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "I'm here to kill you Little Bill, for what you done to Ned" At the buzzer, from position 1 with pistols double tap sweep the 4 targets starting and finishing on the cowboy in a clockwise or counter clockwise direction. From position 3 with rifle repeat pistol instructions. From position 4, engage any 2 shotgun targets till down and from doorway at position 5, engage remaining 2 shotgun targets.

TAKE TIMER TO NEXT STAGE





10 Pistol, 10 Rifle, 4+Shotgun

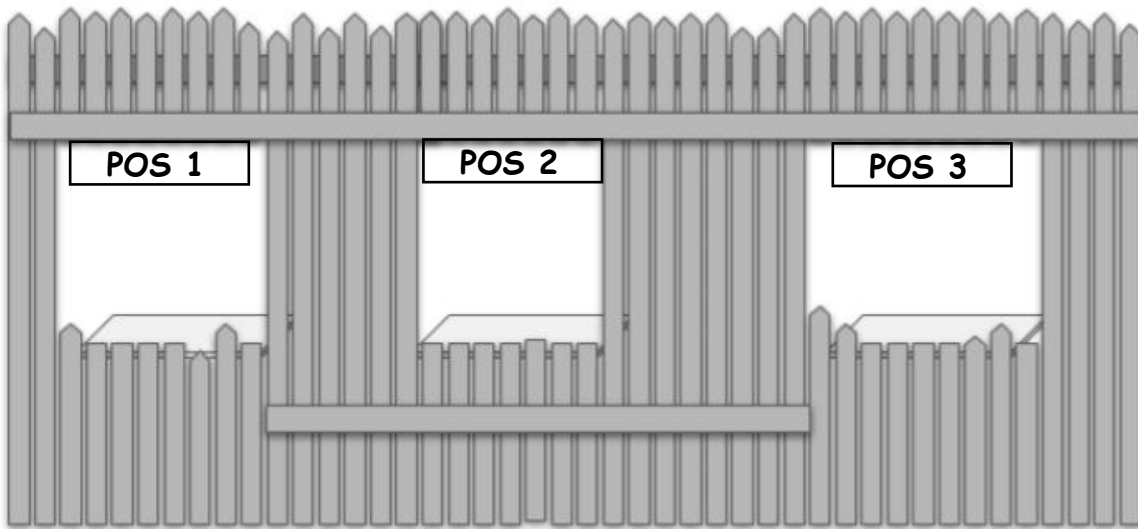
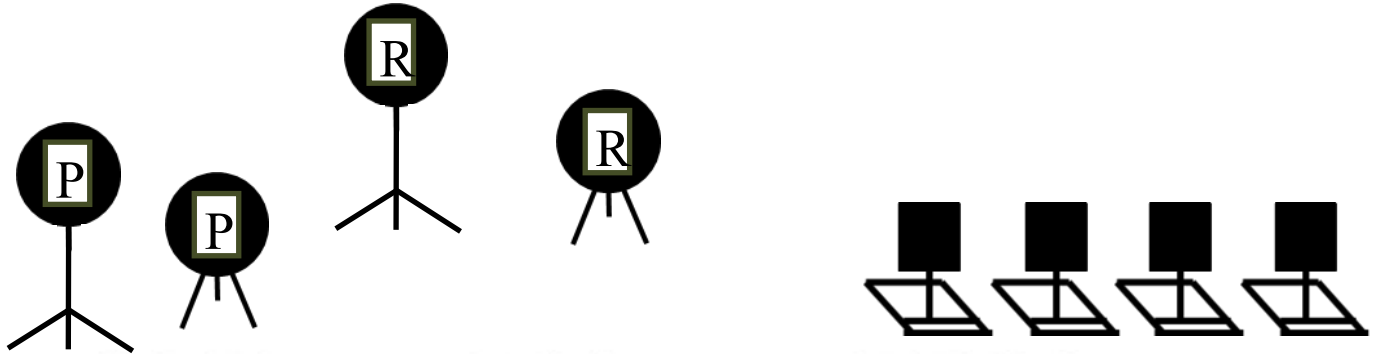
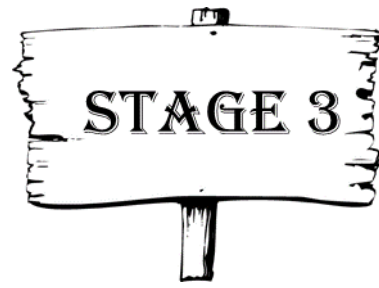
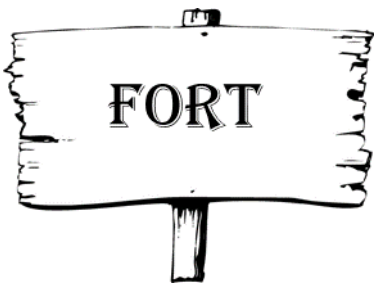
Stage shot in any order as long as rifle is not last. Start at the ready. Rifle loaded with 10 rounds staged at position 2, shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "Deserve's got nothing to do with it."

At buzzer, from position 1, with pistols engage the three pistol targets in a continuous Nevada starting on either end, double tapping the center target. From position 2 with rifle repeat pistol instructions and from position 3, ring the 4 bells.

TAKE TIMER TO NEXT STAGE

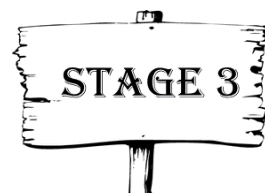


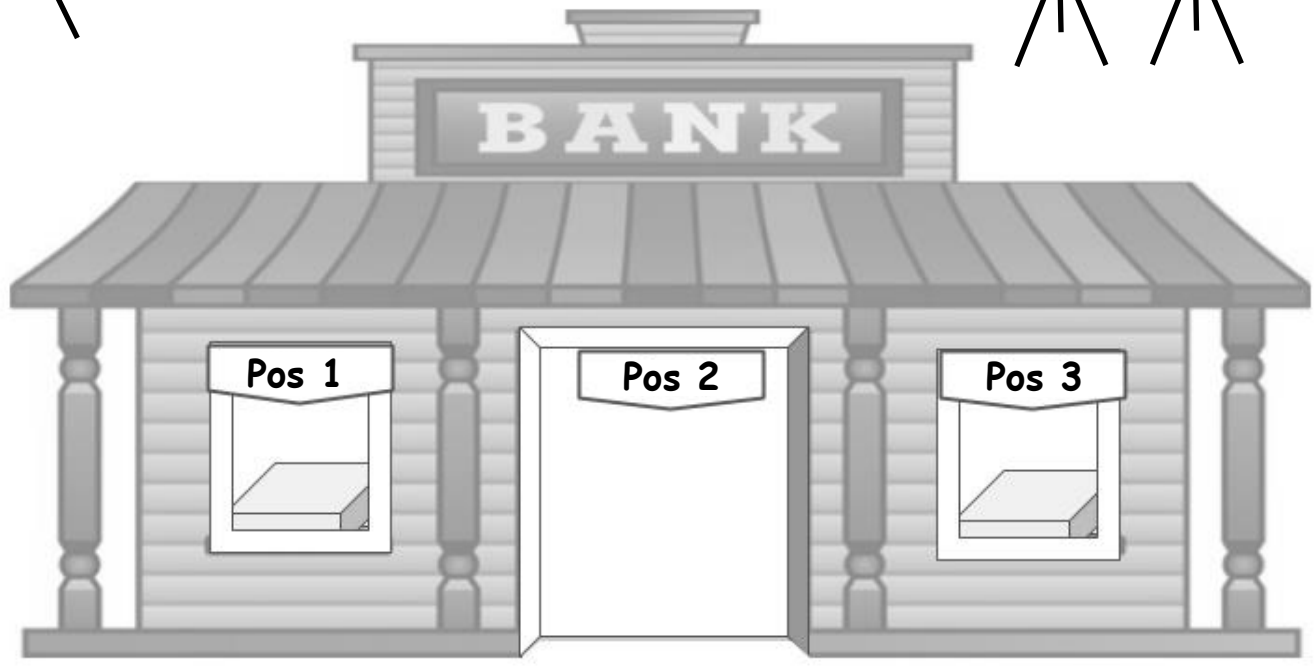
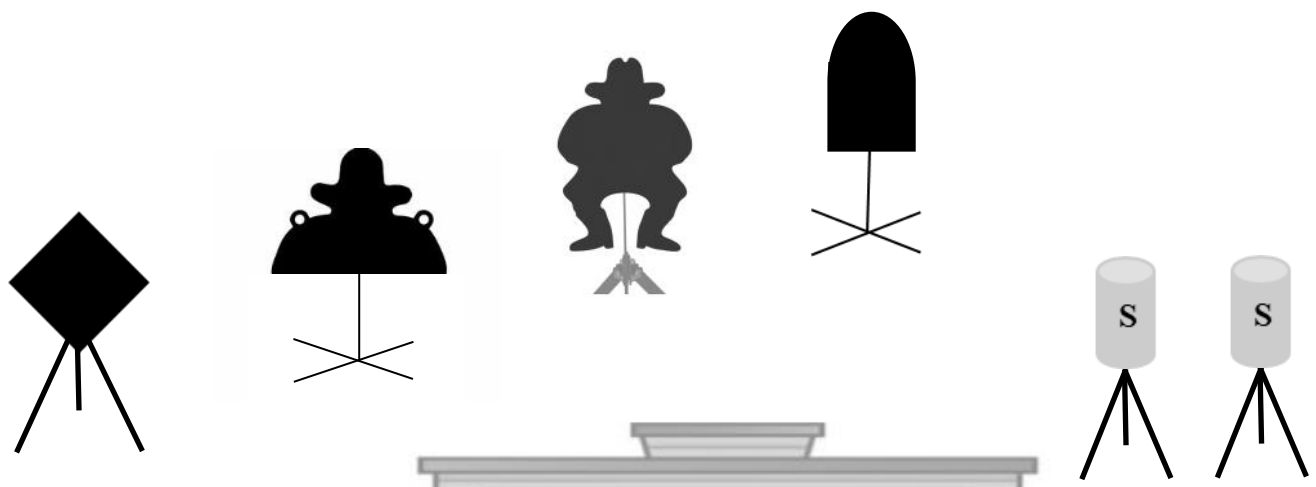
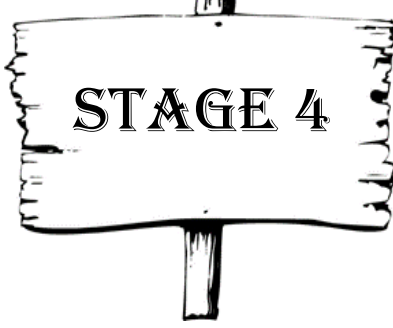


10 Pistol, 10 Rifle, 4+Shotgun

Stage shot in any order as long as rifle is not last. Shooter starts with one hand on either holstered pistol and the other hand on shotgun shells, still in SG belt. Rifle loaded with 10 rounds staged at position 2. Open and empty shotgun staged at position 3, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "We all have it comin, Kid" At the buzzer, from position 1 with pistols alternate double taps on the 2 P targets for 8 rounds and place 2 rounds on either of the R targets. With rifle alternate double taps on the 2 R targets and place 2 rounds on the target across the wash. From position 3 with shotgun engage the 4 shotgun targets. (you don't have to start with the alternating double taps)

TAKE TIMER TO NEXT STAGE

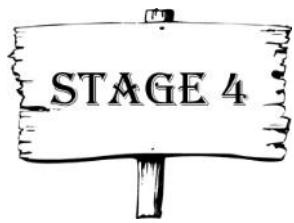


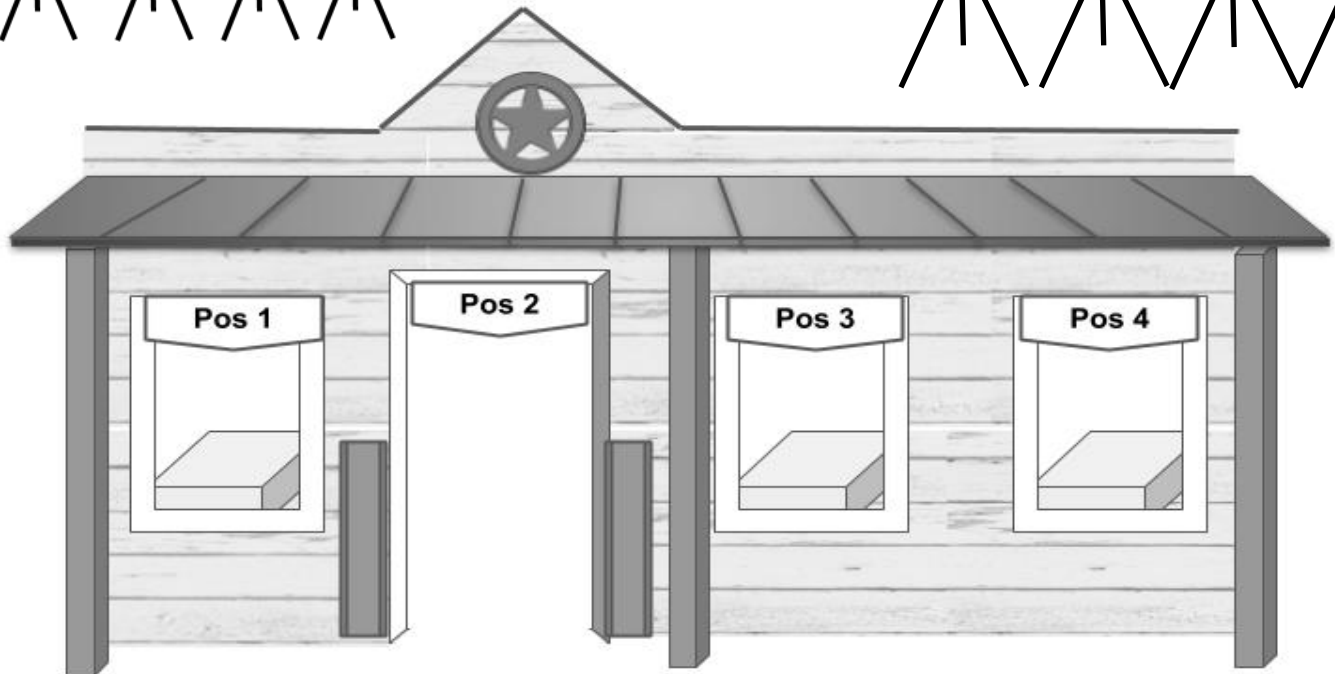
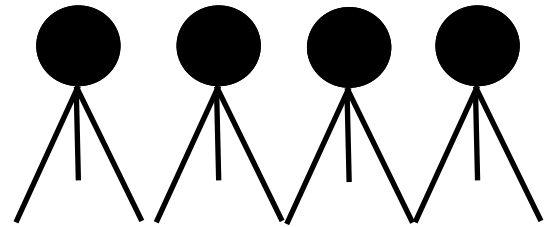
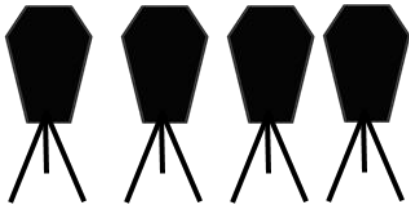
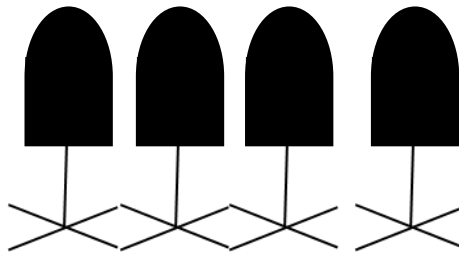
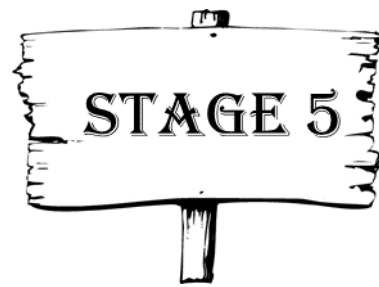


10 Pistol, 9 Rifle, 4+Shotgun

Shooter starts standing tall in center of outer doorway to Bank. Rifle loaded with 9 rounds, open and empty shotgun and pistols loaded with 5 rounds each ALL staged at Position 1. To signify ready, shooter says: "This guy here is the Duck of death." After buzzer, shooter moves to position 1 and with rifle and pistols engage the 4 targets with an 1873 sweep starting on either end with either firearm(s). Then retrieve shotgun and move to doorway at position 2 and blast each cowboy once each, then move to position 3 and engage the bells once each. You may holster your pistols after shooting them if so desired

TAKE TIMER TO NEXT STAGE





10 Pistol, 10 Rifle, 4+Shotgun

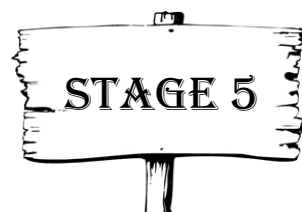
Stage may be shot in any order as long as the rifle is not last. Rifle loaded with 10 rounds staged at position 3. Open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered. Start standing tall.

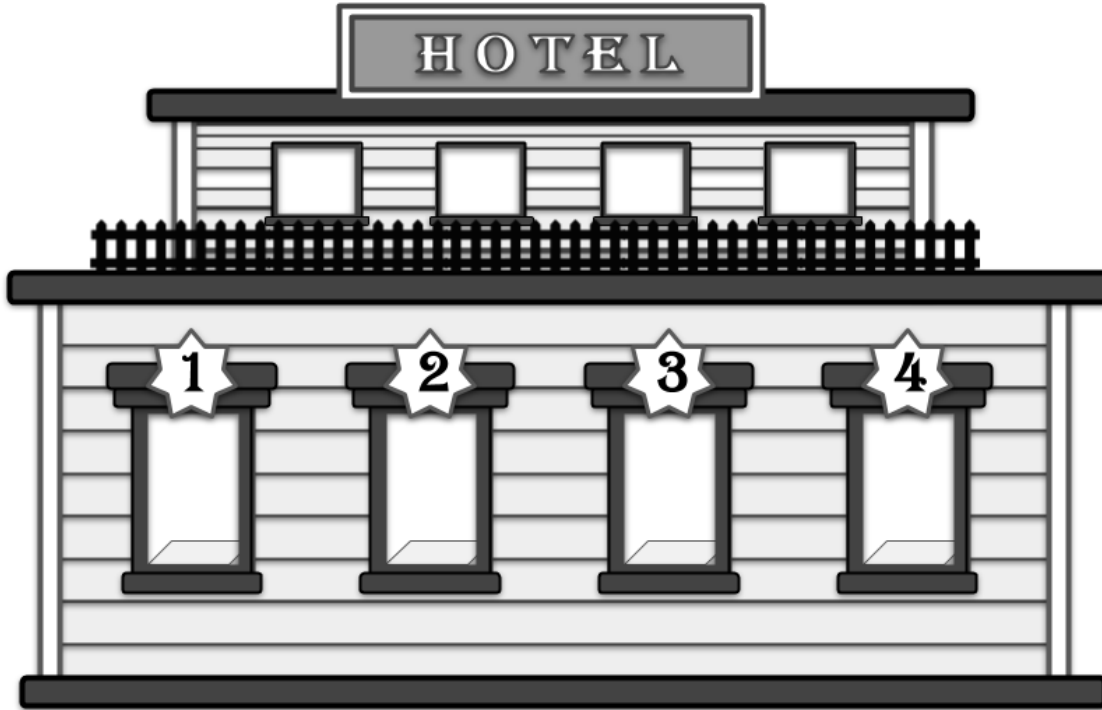
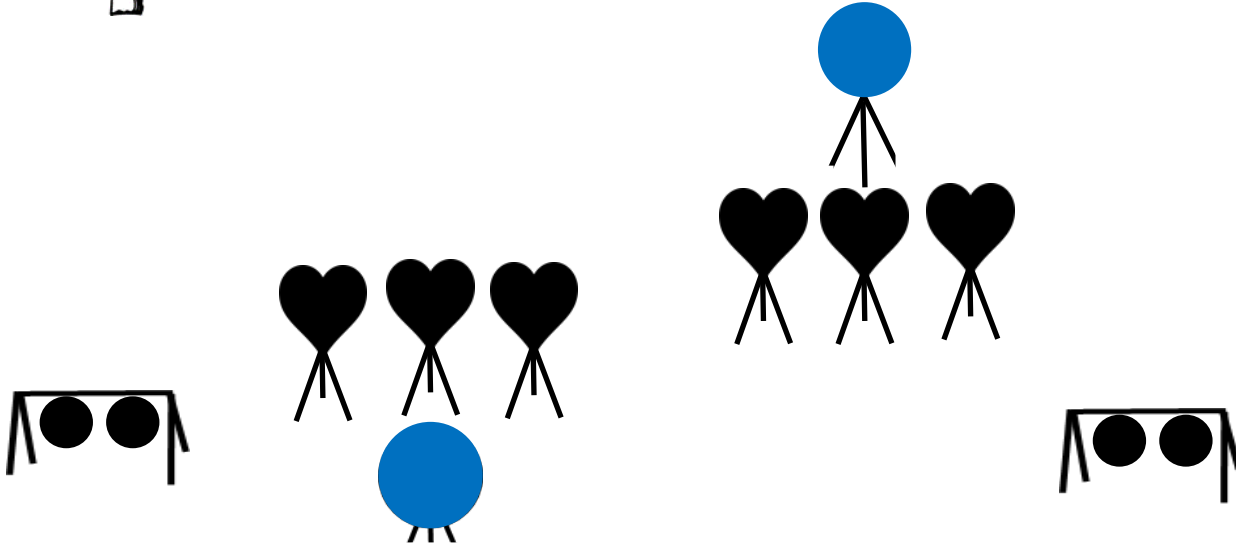
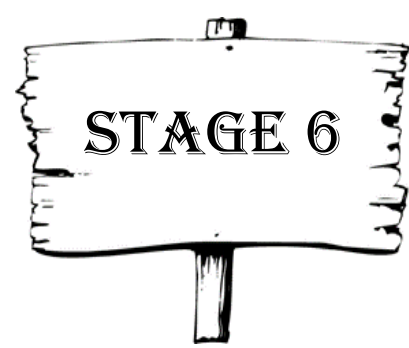
To signify ready, shooter says: "Anybody don't want to get killed, better head on out the back"

At buzzer, from position 1 with pistols, engage the pistol targets in a Hoot sweep starting on either end. From position 3 engage the rifle targets with the same instructions as for the pistols. At position 4 with shot gun engage 4 shotgun targets.

* Hoot sweep: Single tap outside target, double tap the 2 inside targets twice each, then single tap the other outside target)

TAKE TIMER TO NEXT STAGE





10 Pistol, 10 Rifle, 4+Shotgun

Stage shot at shooters choice 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. Shooter starts at low surrender

To signify ready, shooter says: "He should have armed himself".

At buzzer, from position 2 with pistols starting on blue circle, alternate single taps on the blue circle with double taps on the three hearts. At position 3 with rifle repeat pistol instructions.

From position 1 engage the 2 swingers and from position 4 engage the 2 swingers



TAKE TIMER TO NEXT STAGE