



SATURDAY, FEBRUARY 12TH AND
SUNDAY, FEBRUARY 13TH 2022



RANGO presents

END OF TRAIL WARM UP
In conjunction with :

BLACKOUT AT BLOODY BASIN
ARIZONA STATE BLACK POWDER CHAMPIONSHIP





**Saturday, February 12th
and
Sunday, February 13th**

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.

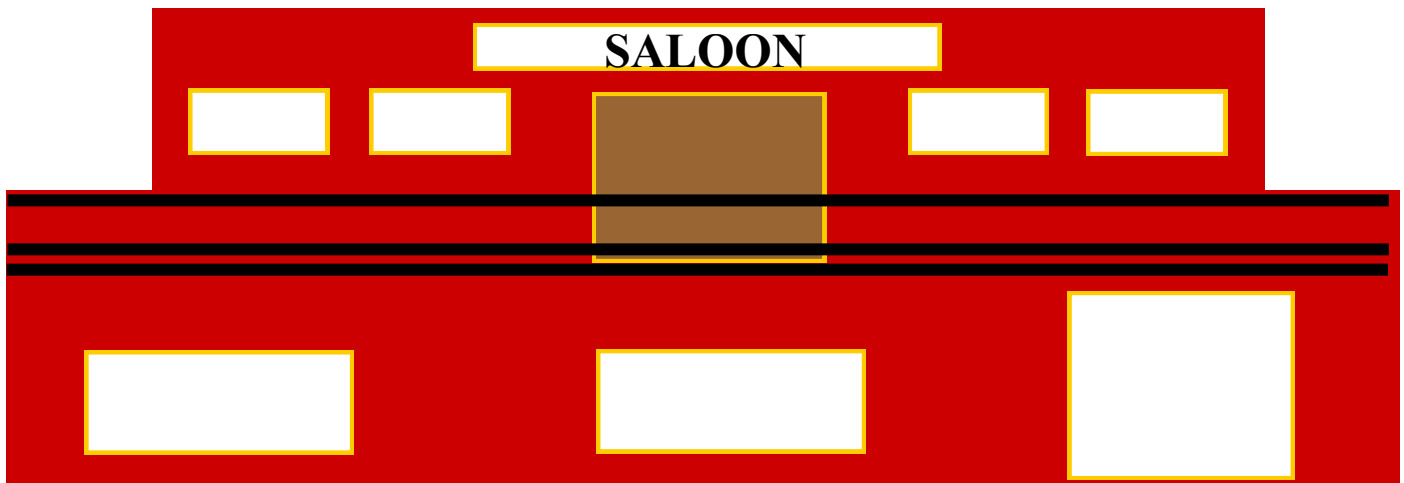
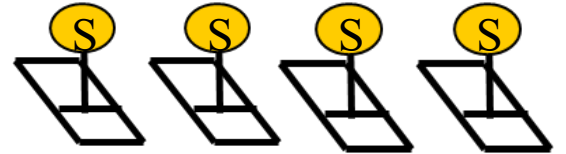
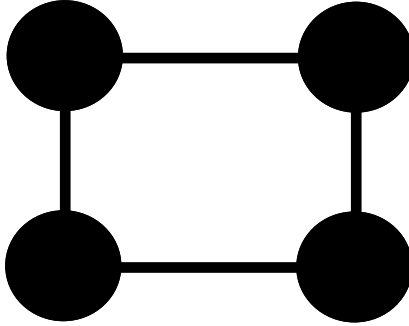
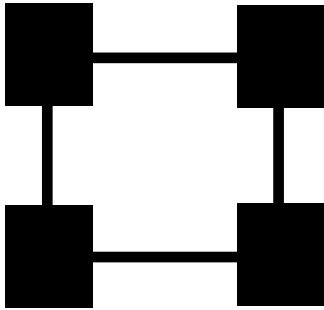
For downrange movement, to be in position shooter must be close enough to the prop to ground or stage a gun without taking a step. Duelist may rest butt of shotgun on prop instead of staging.

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

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

Stage shot left to right. Pistols ~ Rifle ~ SG. Start with hands at low surrender. Rifle loaded with 10 rounds and open and empty shotgun staged at Position 2, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says "But he's a snake and you're a lizard"

ATB from position 1 with pistols place 3 rounds on each of the top squares and 2 rounds on each of the lower squares in any order or sequence.

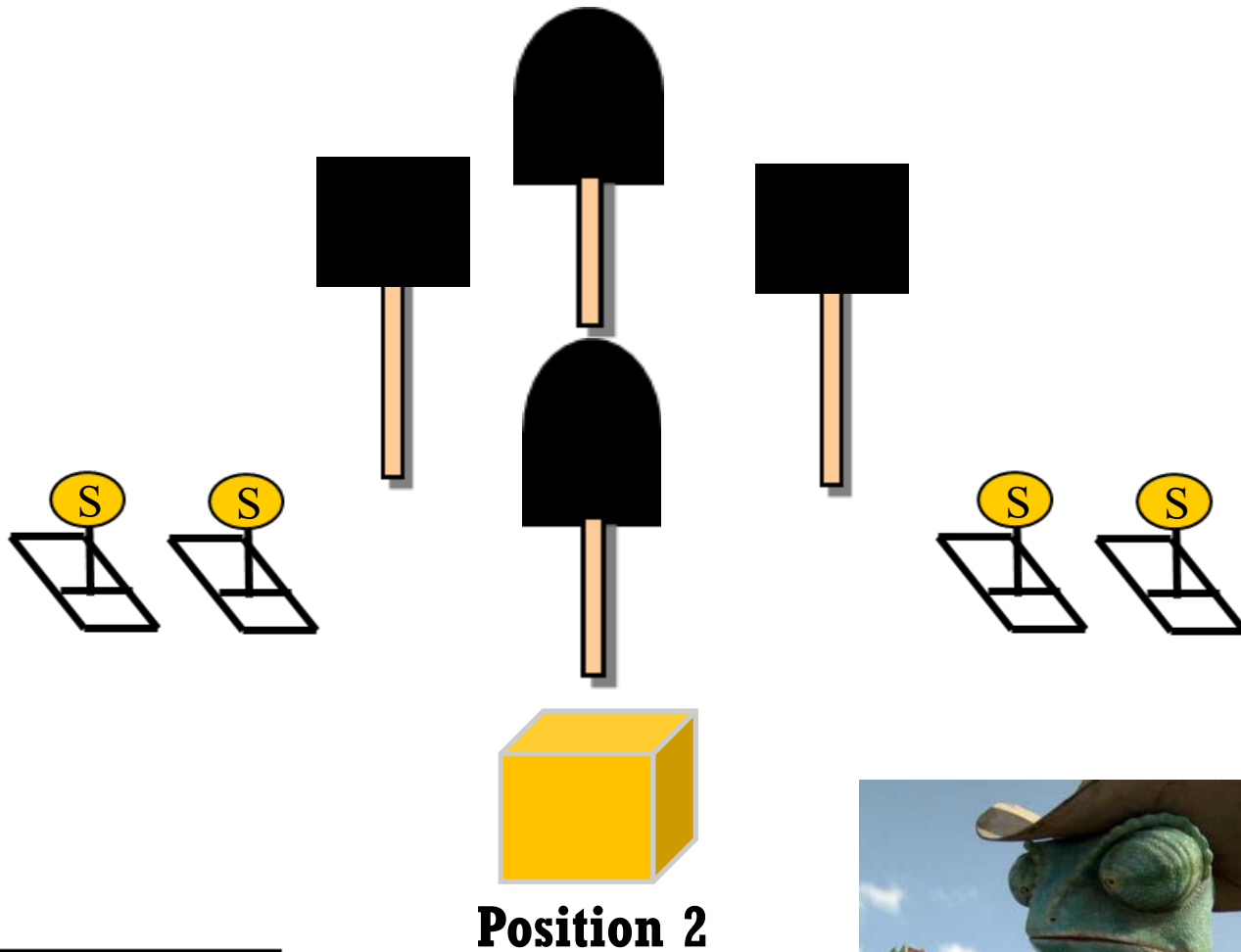
From position 2 with rifle place 3 rounds on each of the top circles and 2 rounds on each of the lower circles in any order or sequence.

From doorway at position 3 engage the 4 shotgun targets in any order.

Take timer to next stage, but leave the spotting flags

Stage 2

10 Pistol, 10 Rifle, 4+Shotgun



Shooter starts anywhere behind table at position 1 with rifle at port arms loaded with 10 rounds. Open and empty shotgun staged on the table at position 1. Pistols loaded with 5 rounds each and holstered.

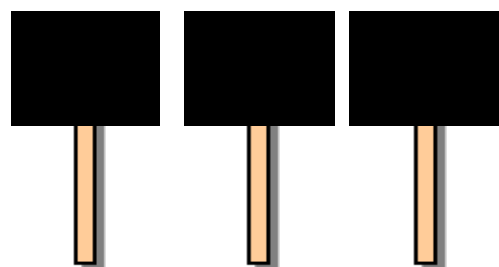
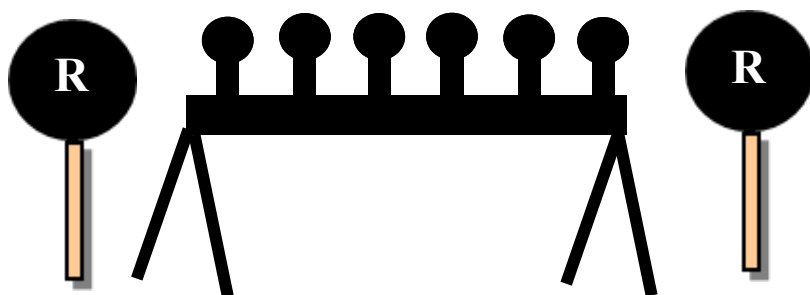
To signify ready shooter says: "The name's Rango"

ATB with rifle, triple tap either tombstone, then place 1 round on each square, 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 engage the 4 shotgun targets in any order from position 1, position 2 or anywhere in between. Make shot gun safe on hay bale at position 2 and with pistols use the same instructions as for the rifle.

Take timer to next stage, but leave the spotting flags

Stage 3

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

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

Gun sequence is Rifle ~ SG ~ Pistols

To signify ready shooter says: "May I have your boots when you're dead?"

ATB engage plate rack until all down and then place any remaining rounds on either of the 2 outside circles. With shotgun, engage shotgun targets in any order from position 1, position 2 or anywhere in between. Make shotgun safe at position 2 and with at least one foot behind the table with pistols place at least 3 rounds on each square in any order, direction or sequence.

Any plates left standing on rack may be made up with shotgun on any square pistol target AFTER pistol string is complete.

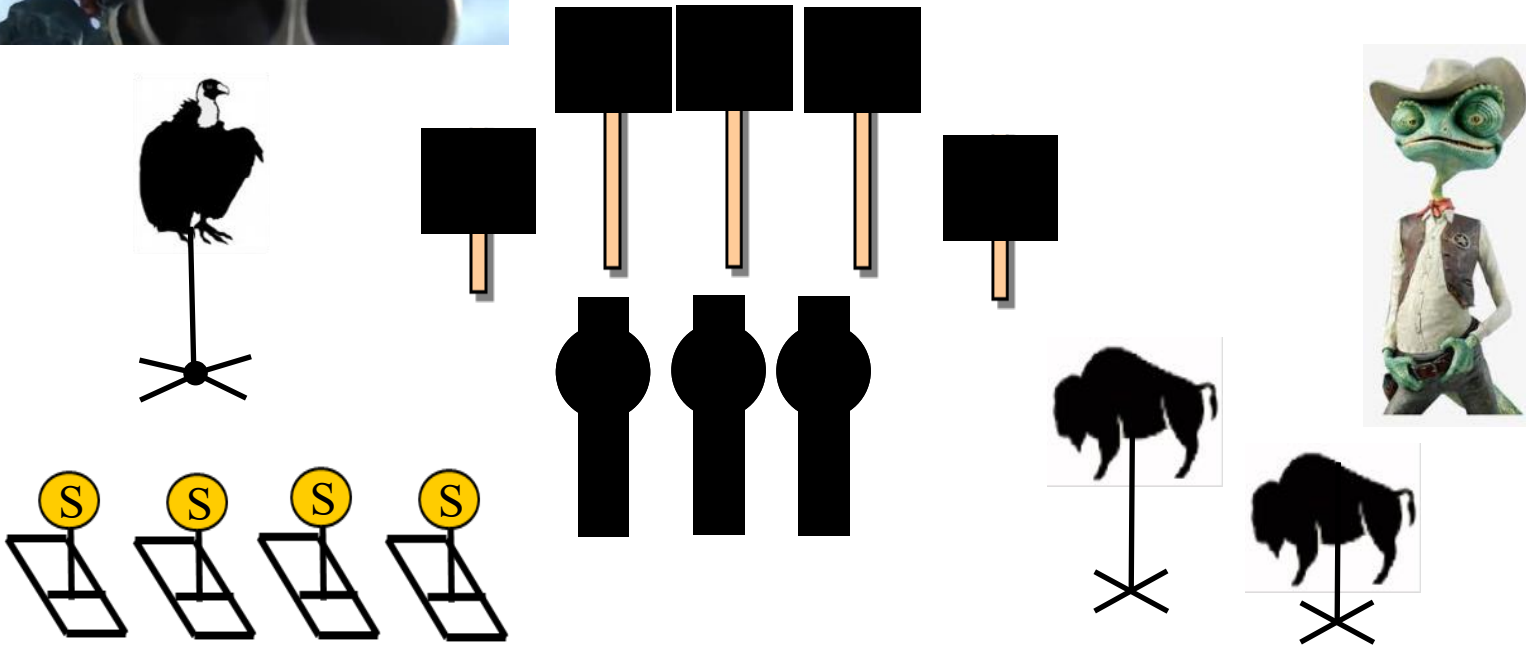
Any misses on the outside R targets after engaging the plate rack shall be scored as misses

Take timer to next stage, but leave the spotting flags



Stage 4

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

Start at position 2 with both feet anywhere behind the table, hands touching hat. Rifle loaded with 10 rounds staged at position 2. Open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

To signify ready shooter says: "Get your slimy webbed phalanges off my boots!"

ATB, with rifle engage the 3 rifle knock downs once each only and place 7 rounds on the 5 squares with at least one round on each. (May start with KD's or squares.) From Position 1 engage 4 shotgun targets any order and from position 3 with pistols alternate double taps on the 2 buffalo.

Any standing rifle knockdowns may be made up with shotgun at any time after the rifle string by engaging the buzzard for each miss.

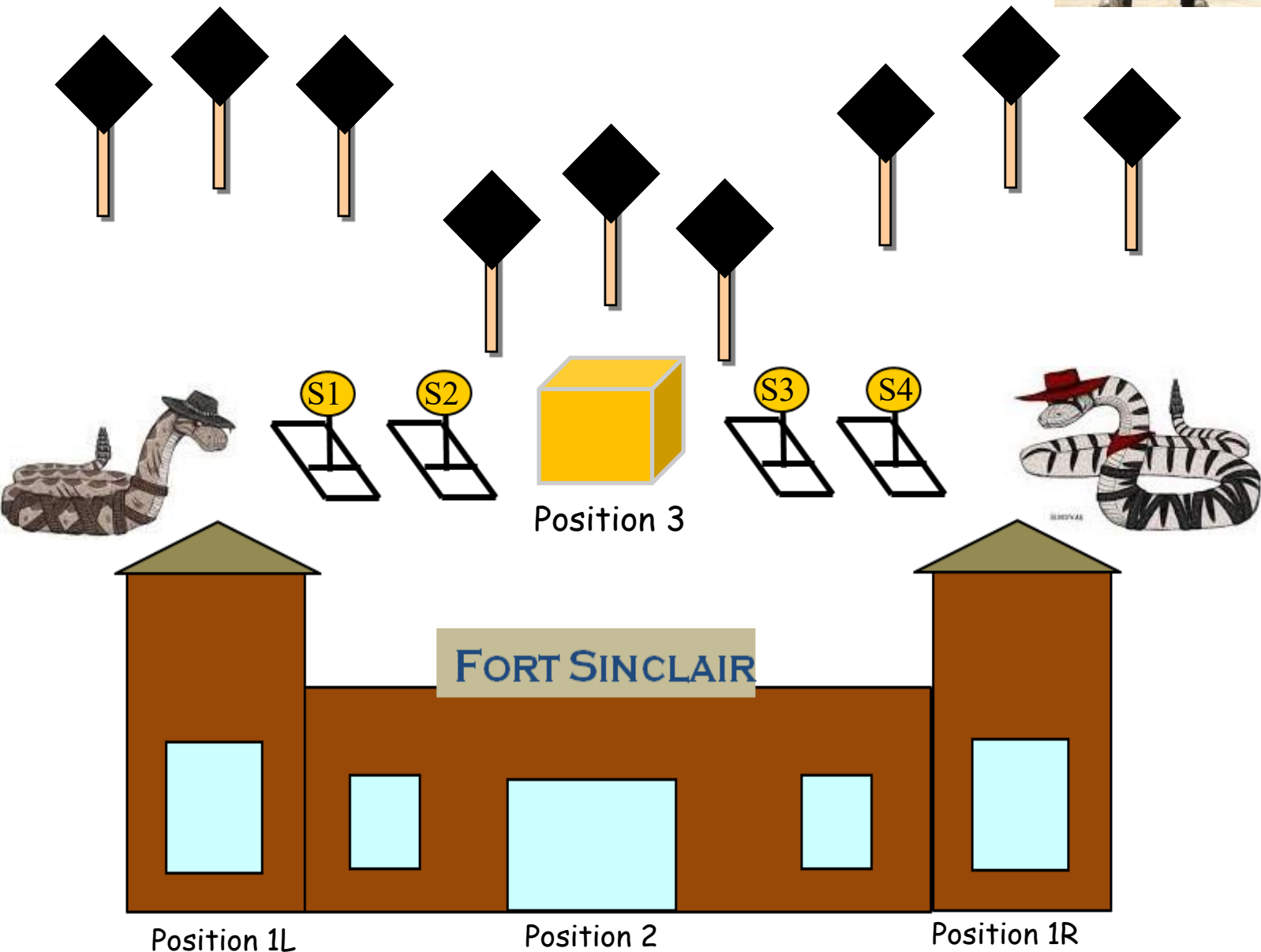
Pistols or SG may be shot after the rifle string.

Take timer to next stage, but leave the spotting flags



Stage 5

10 Pistol, 10 Rifle, 4+Shotgun



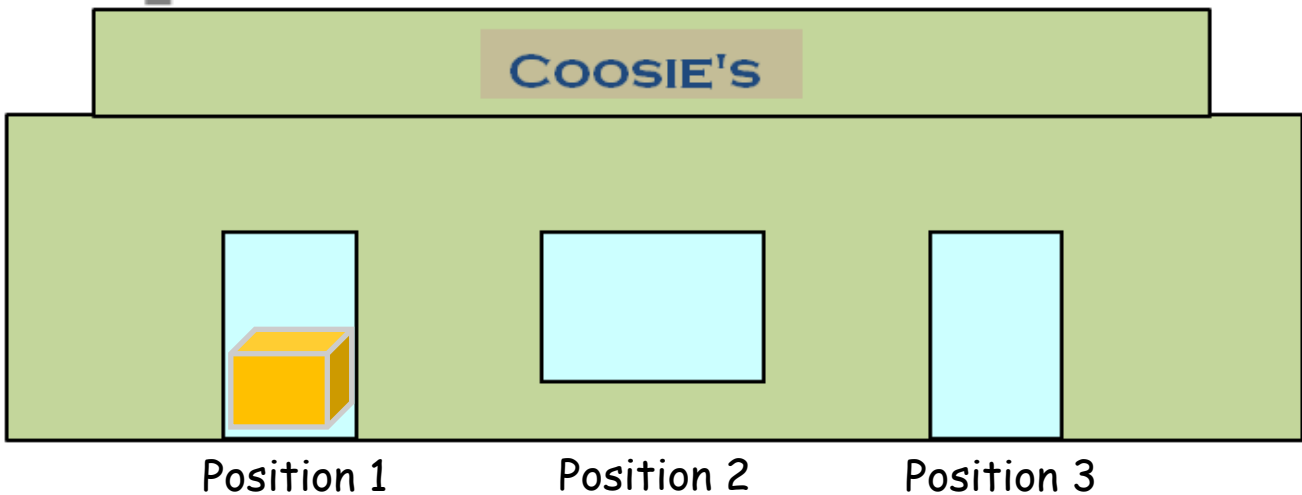
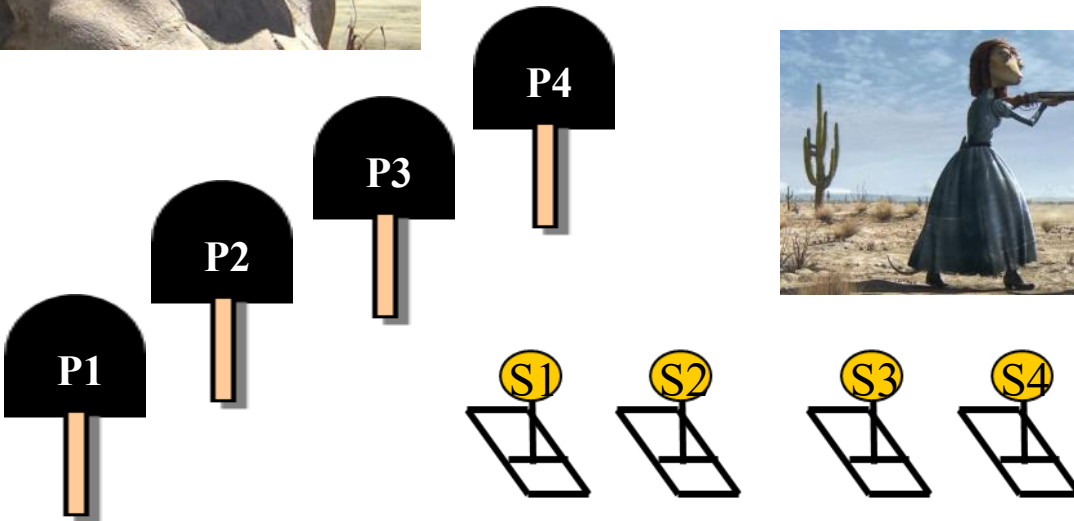
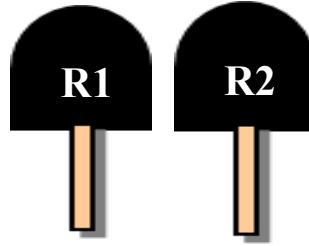
Start at position 1L or 1R with hands at low surrender. Rifle loaded with 10 rounds staged on shelf at position 1L or 1R, open and empty shotgun staged anywhere safely inside fort, pistols loaded with 5 rounds each and holstered. To signify ready shooter says "I aint got no problem with this Rattlesnake Jake"

ATB with rifle place 4 rounds on the center diamond and double tap sweep all three diamonds from either end. Make rifle safe vertically. With shotgun engage the 4 shotgun targets anywhere from the doorway at position 2 to the hay bale at position 3. Make shotgun safe on hay bale at position 3 and with pistols repeat instructions as per rifle. May start with 4 rounds on the center diamond or with the double tap sweep.

Take timer to next stage, but leave the spotting flags

Stage 6

10 Pistol, 10 +1 Rifle, 4+Shotgun



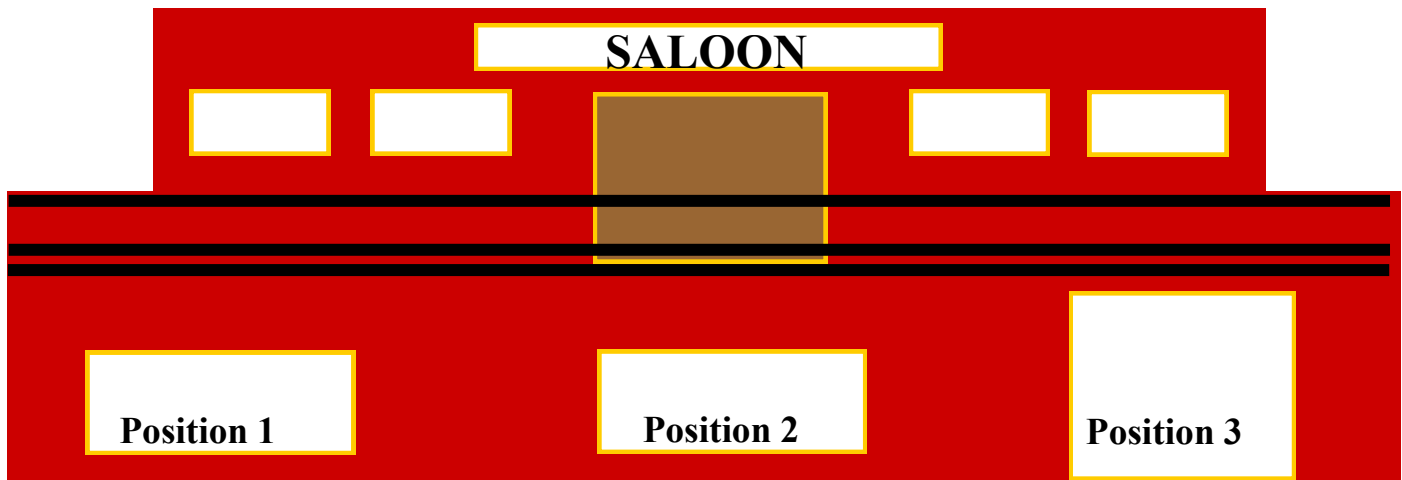
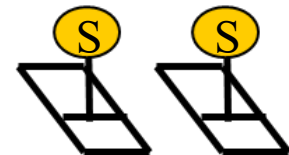
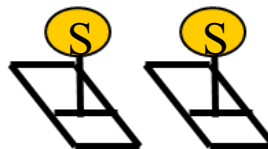
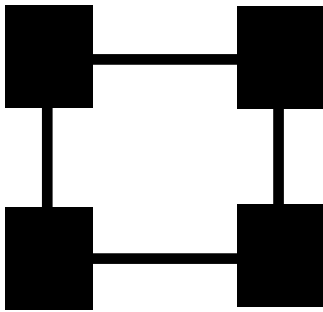
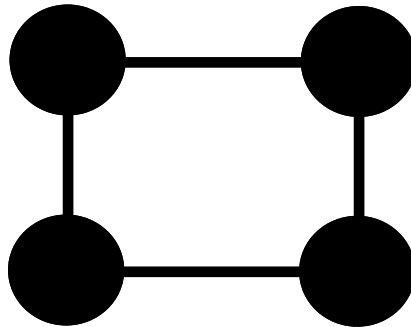
Shooter starts in doorway at position 1 with hand or hands on pistol or pistols. Rifle loaded with 10 rounds and open and empty shotgun staged at position 2, pistols loaded with 5 rounds each and holstered.

To signify ready shooter says "You're a stranger. Strangers don't last long here." ATB with pistols engage P1 thru P4 in a progressive sweep starting on P1. At position 2 with rifle continue the extended progressive sweep by placing 5 rounds on R1 and 6 rounds on R2. 11th rifle round may be loaded anytime after the buzzer. Also at position 2 with shotgun engage any 2 shotgun targets till down and from position 3 engage the remaining 2 shotgun targets

Take timer to next stage, but leave the spotting flags

Stage 7

10 Pistol, 10 Rifle, 4+Shotgun



Shooter starts at Position 2 rifle loaded with 10 rounds in hands. Open and empty shotgun staged on shelf at position 2, pistols loaded with 5 rounds each and holstered. Sequence is rifle ~ pistols ~ SG ~ SG
To signify ready shooter says "The spirit of the west, Amigo"

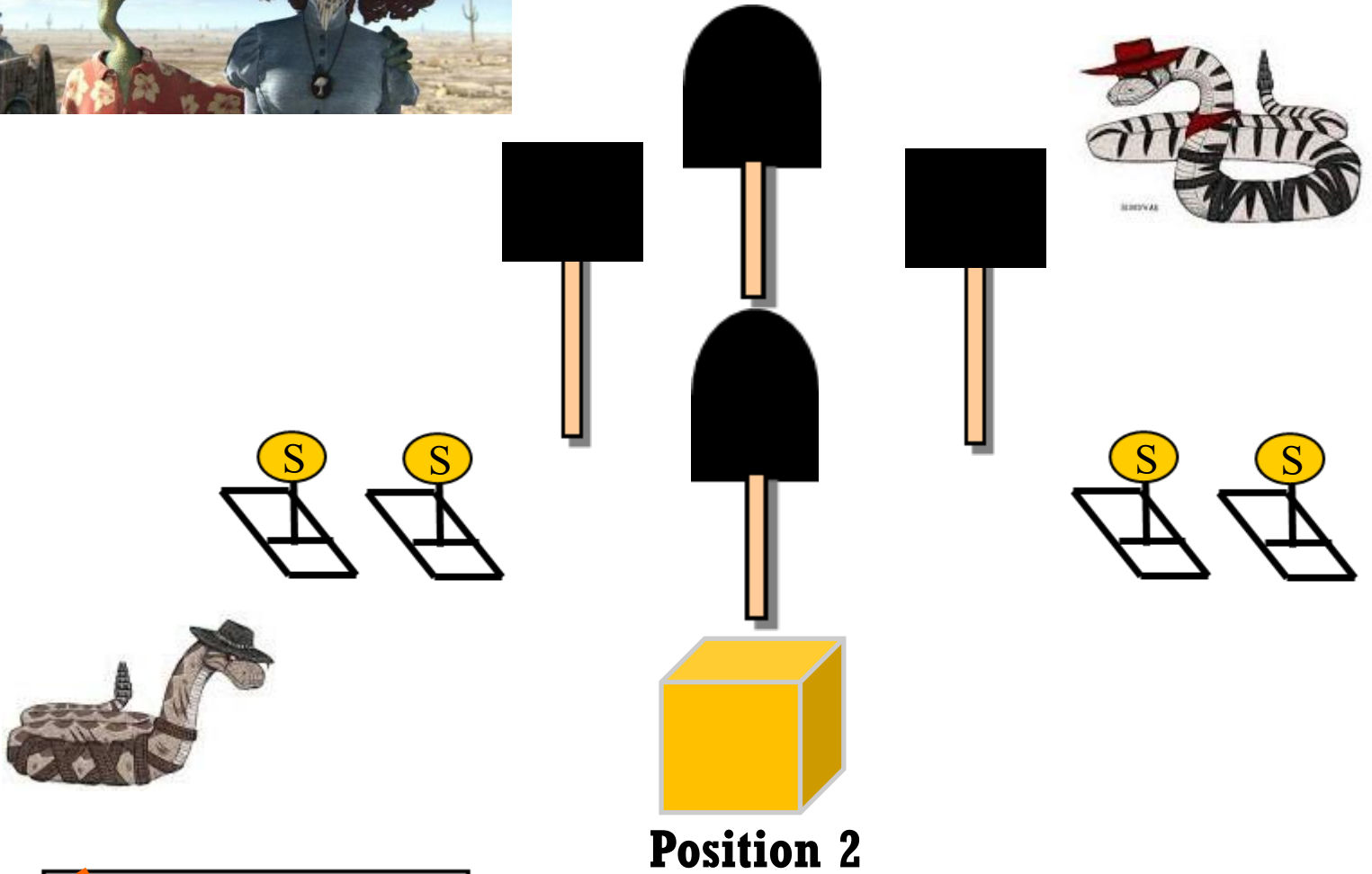
ATB with rifle, starting and finishing on any circle, engage the 4 circles in a continuous double tap sweep in either a clockwise or counter clockwise direction for 10 rounds. From position 1 with pistols, repeat the rifle instructions on the 4 squares. Move back to position 2 and with shotgun engage any 2 shotgun targets and then from the doorway at position 3 engage the remaining 2 shotgun targets

Take timer to next stage, but leave the spotting flags



Stage 8

10 Pistol, 10 Rifle, 4+Shotgun



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

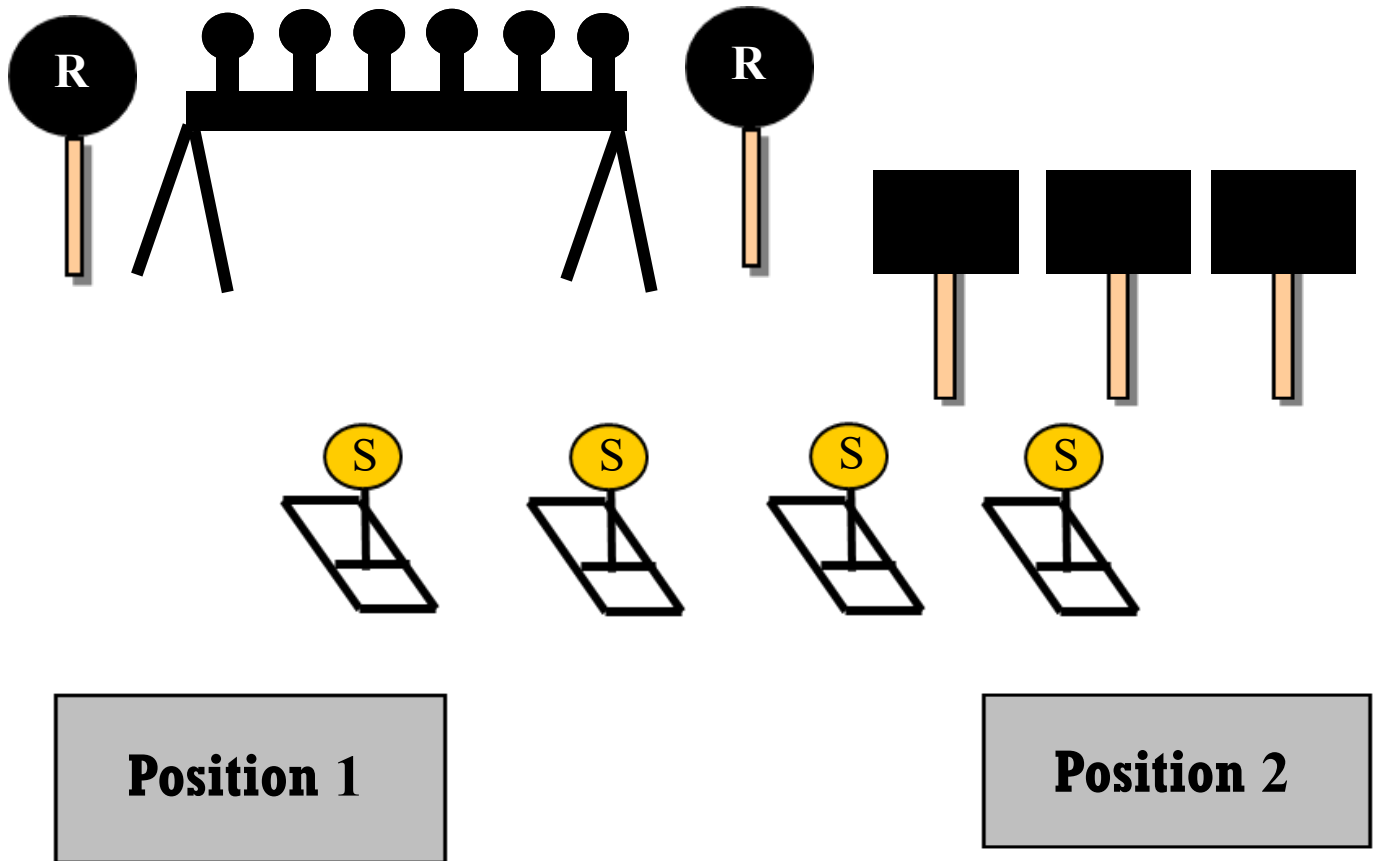
To signify ready shooter says: "You aint from around here, are you?"

ATB, with rifle place a single round on each tombstone, then three rounds on each square and then finally 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 hay bale. Then, with pistols use the same instructions as per the rifle. Retrieve shotgun and engage shotgun targets in any order

Take timer to next stage, but leave the spotting flags

Stage 9

**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: "Hells bar ! This ain't the bank !"

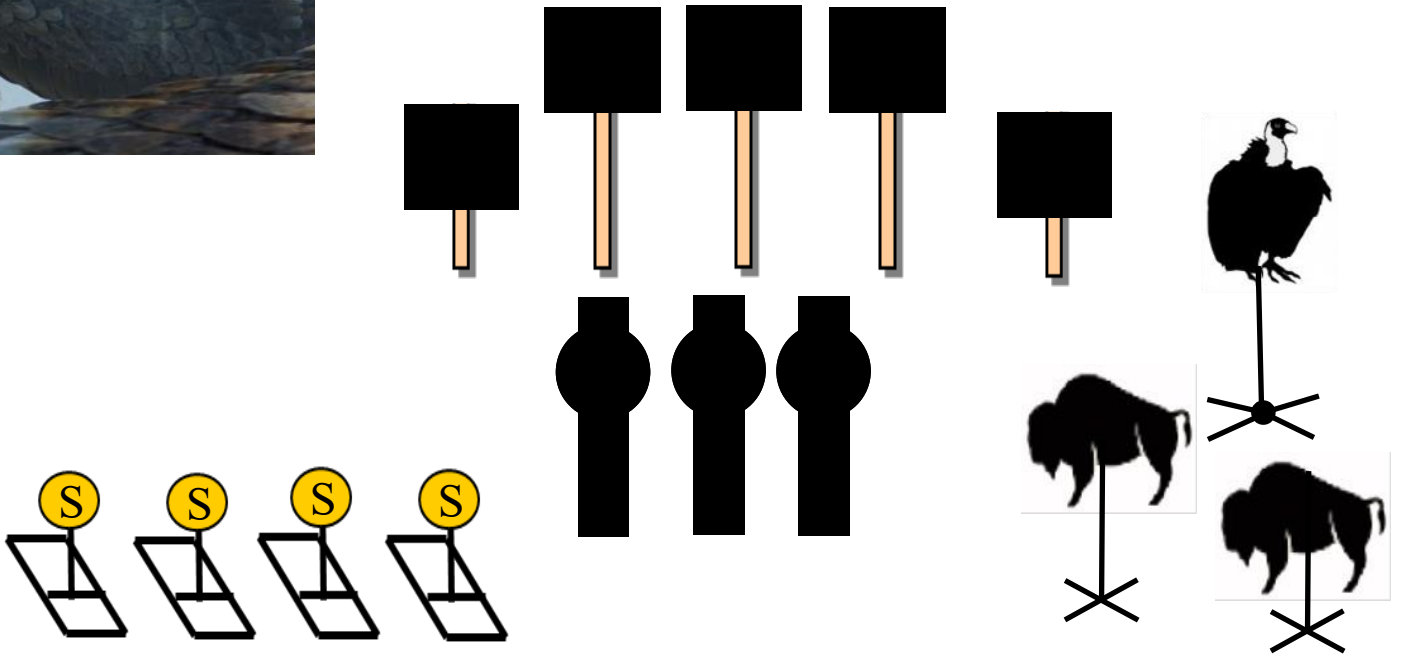
ATB, with rifle place 2 rounds on each of the 2 outer circles and engage the 6 plate rack targets once each. Targets may be engaged in any order, sequence or direction. With shotgun, engage the 4 shotgun targets from position 1, position 2 or anywhere in between. Make shotgun safe at position 2, and with at least one foot behind the table at position 2 with pistols sweep the squares in a 2-6-2 sweep. Make up any remaining plate rack targets with shotgun on **either** R target or **any** pistol target at any time after the completion of rifle stage

Take timer to next stage, but leave the spotting flags



Stage 10

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

Stage shot shooters choice. Start with both feet anywhere behind table of choice with one hand on each pistol. Rifle may not be last. Rifle loaded with 10 rounds staged at position 2, open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

To signify ready shooter says: "One bullet, I tip my hat to you"
ATB, from Position 1 engage the 4 shotgun targets in any order. From position 2 with rifle, engage the 3 knockdown targets once each, and starting on either end engage the 5 squares in a 2-1-1-1-2 sweep. May start on squares or the knockdowns. 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 or the buzzard)

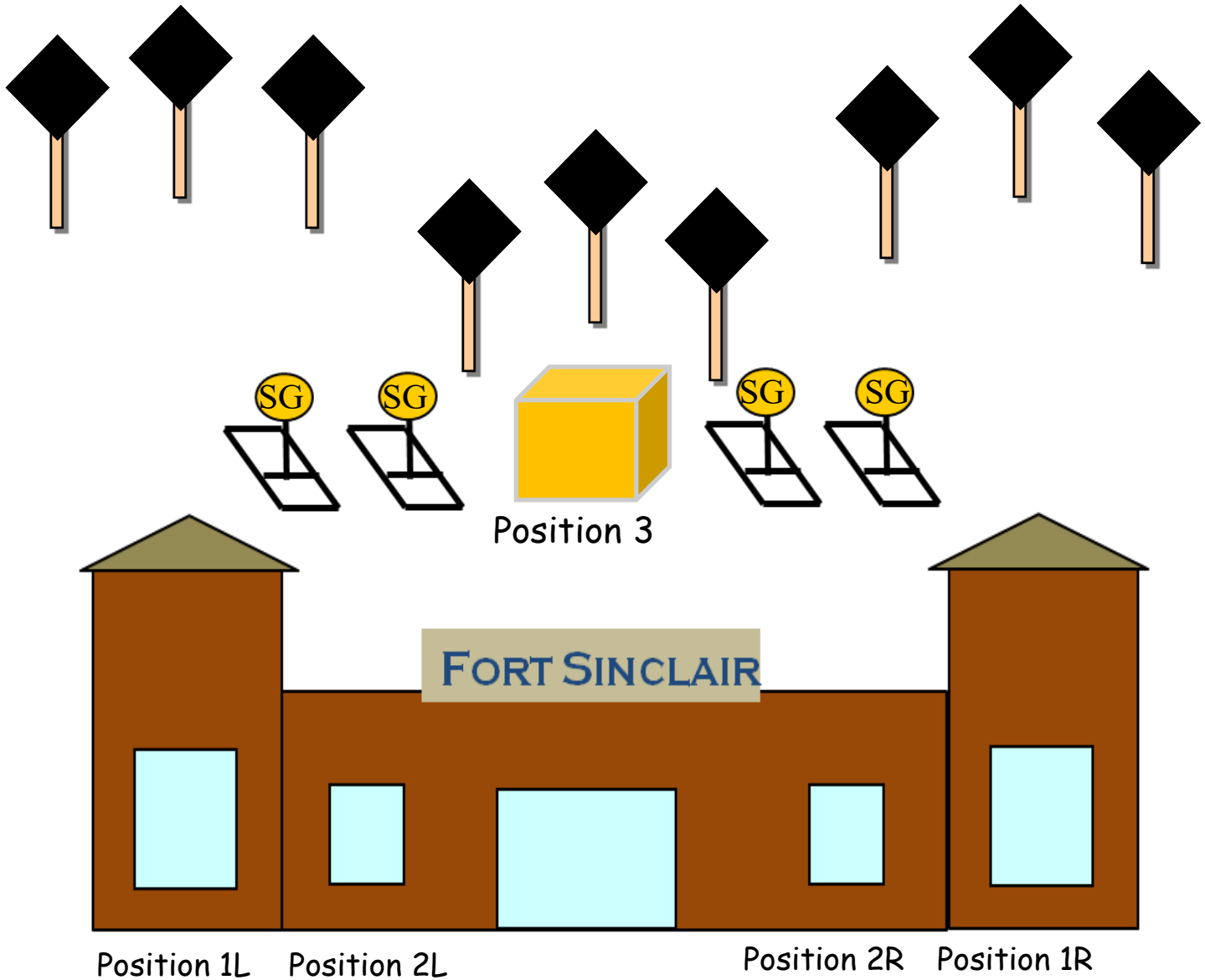
Any rifle knockdown target left standing may be knocked down with shotgun at any time after rifle string..

Take timer to next stage, but leave the spotting flags



Stage 1 1

10 Pistol, 10 Rifle,
4+Shotgun



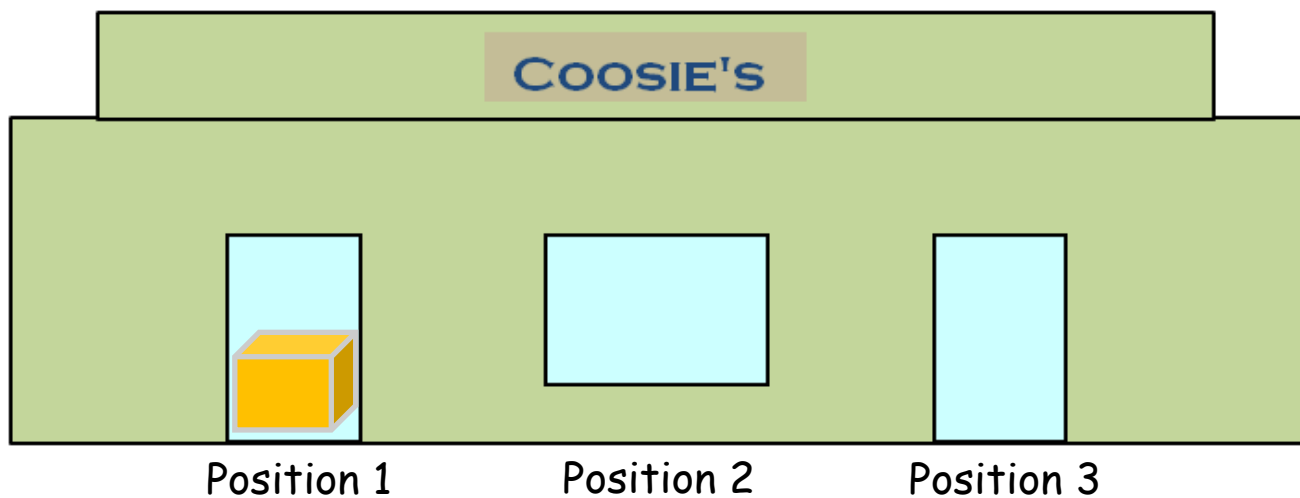
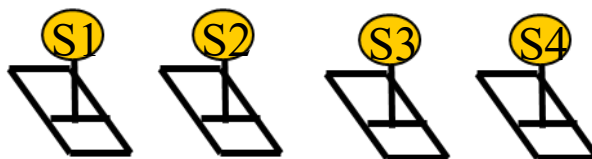
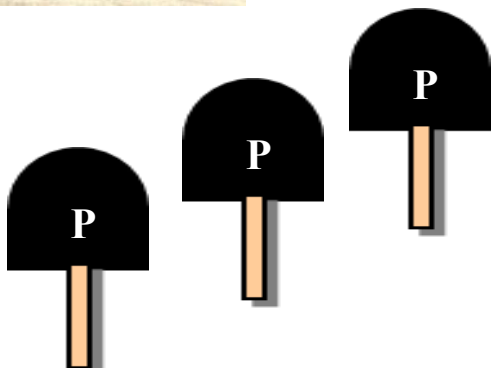
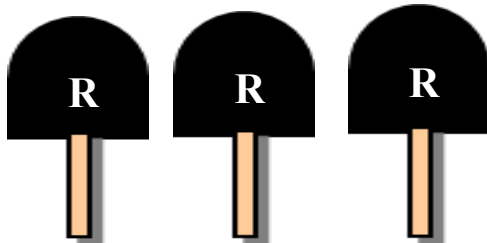
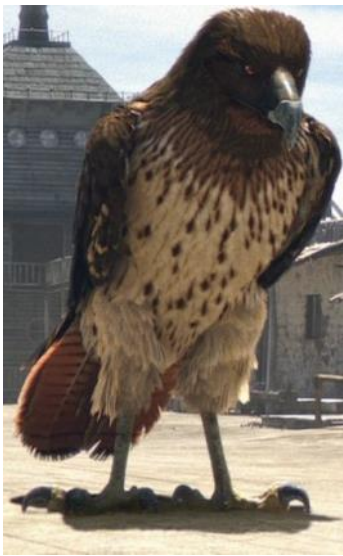
Start at position 1L (or 1R), rifle staged vertically, open and empty shotgun staged at Position 2L (or 2R), pistols loaded with 5 rounds each and holstered. To signify ready shooter says "Hey beans. What size dress you wearing?"

ATB with rifle place 3 rounds on each target with NO triple taps. 10th round must go on center target. Make rifle safe vertically. With shotgun from position 2L (or 2R) engage the 2 shotgun targets directly in front of you till down, then any where from the doorway to the hay bale at position 3, engage remaining 2 shotgun targets. Make shotgun safe at hay bale and with pistols use the same instructions as per the rifle. Ensure both shotgun targets at 2L (or 2R) are down before moving to doorway

Take timer to next stage, but leave the spotting flags

Stage 12

10 Pistol, 10 Rifle, 4+Shotgun



Shooter starts at position 2, rifle loaded with 10 rounds in hands. Shotgun staged on shelf at position 2, pistols loaded with 5 rounds each and holstered. Sequence is Rifle ~ SG ~ Pistols ~ SG.

To signify ready shooter says "You kill bird? Bird dead, snake come" ATB with rifle engage the 3 R targets with a Fibonacci sweep starting on either end. Also at position 2 with shotgun engage any 2 shotgun targets till down. Make shotgun safe on shelf for further use and then move to the doorway at position 1 and with pistols engage the 3 P targets as per the rifle. Then retrieve shotgun at position 2 and move to doorway at position 3 and engage remaining 2 shotgun targets.

Fibonacci sweep 2-3-5.

LEAVE TIMER & SPOTTER STICKS ON BAY

