



Saturday, Mar 26th 2022

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.

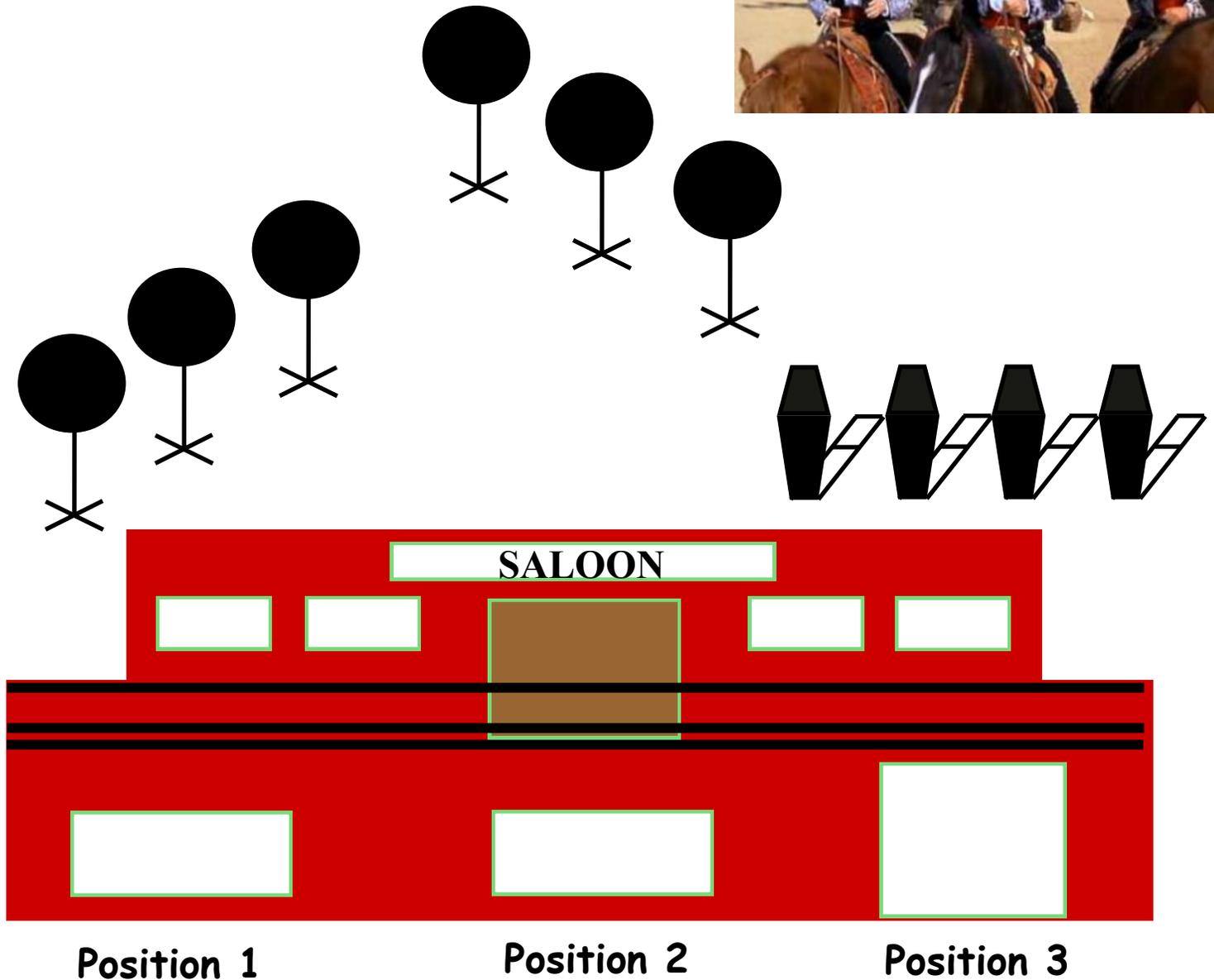
Targets are to be engaged as specified unless stage instruction provides options. EXAMPLE is provided for clarity when there are options.

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



Start at position 1 at Texas surrender. Rifle loaded with 10 rounds and open an empty shotgun staged at position 2. Pistols loaded with 5 rounds each and holstered.

Gun sequence is Pistols ~ Rifle ~ SG

When ready, shooter says: "You sons of a motherless goat"

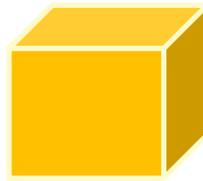
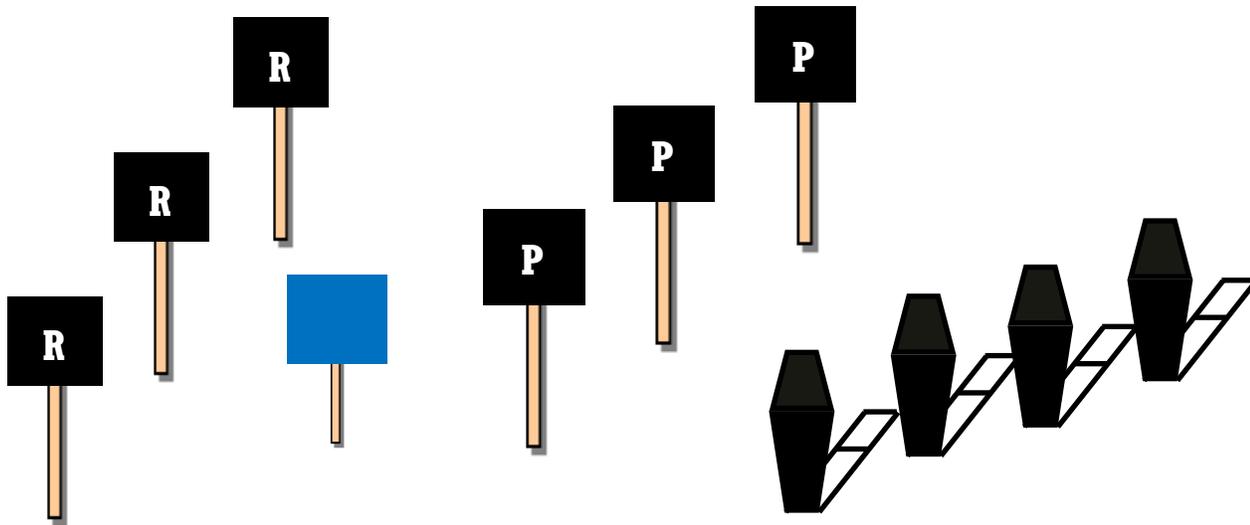
ATB with pistols continuous Nevada sweep the 3 targets starting on either end and place 5 rounds on the center target. At position 2 with rifle shoot as per pistol instructions. From position 3 engage the 4 shotgun targets in any order.

May start with Nevada sweep or dumping 5

Take timer to next stage, but leave the spotting flags

Stage 2

10 Pistol, 10 Rifle, 4+Shotgun



Position 2



Position 1

Start anywhere behind table at position 1 with hands at low surrender. Rifle loaded with 10 rounds and open and empty shotgun staged on table at position 1, pistols loaded with 5 rounds each and holstered. Gun sequence is Rifle~SG~Pistols

When ready, shooter says: "Tell us we will die like dogs"

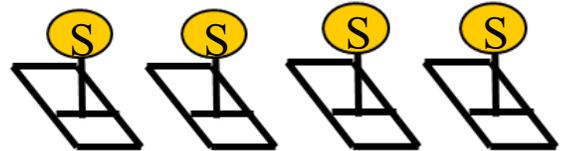
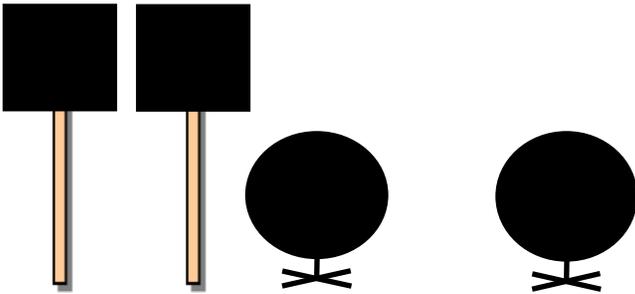
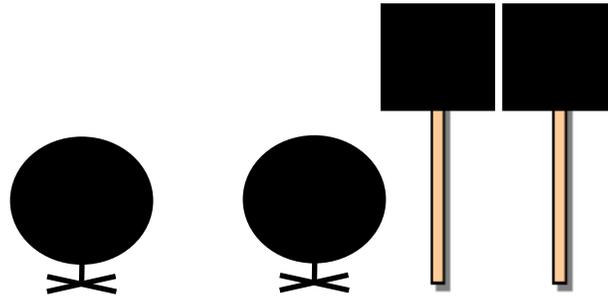
ATB with rifle sweep the 3 black squares with a 3-2-3 sweep starting on front or back target and double tap the blue square. Make rifle safe pointing into berm fully on left side of red guide for safe downrange movement. Retrieve shotgun and move to hay bale at position 2 and engage the 4 shotgun targets in any order. Make shotgun safe on hay bale and with pistols use same instructions as per rifle.

May start with sweep or double tapping blue square. Must engage shotguns targets From hay bale.

Take timer to next stage, but leave the spotting flags

Stage 3

10 Pistol, 10 Rifle, 4+Shotgun



Position 1

Position 2

Position 3

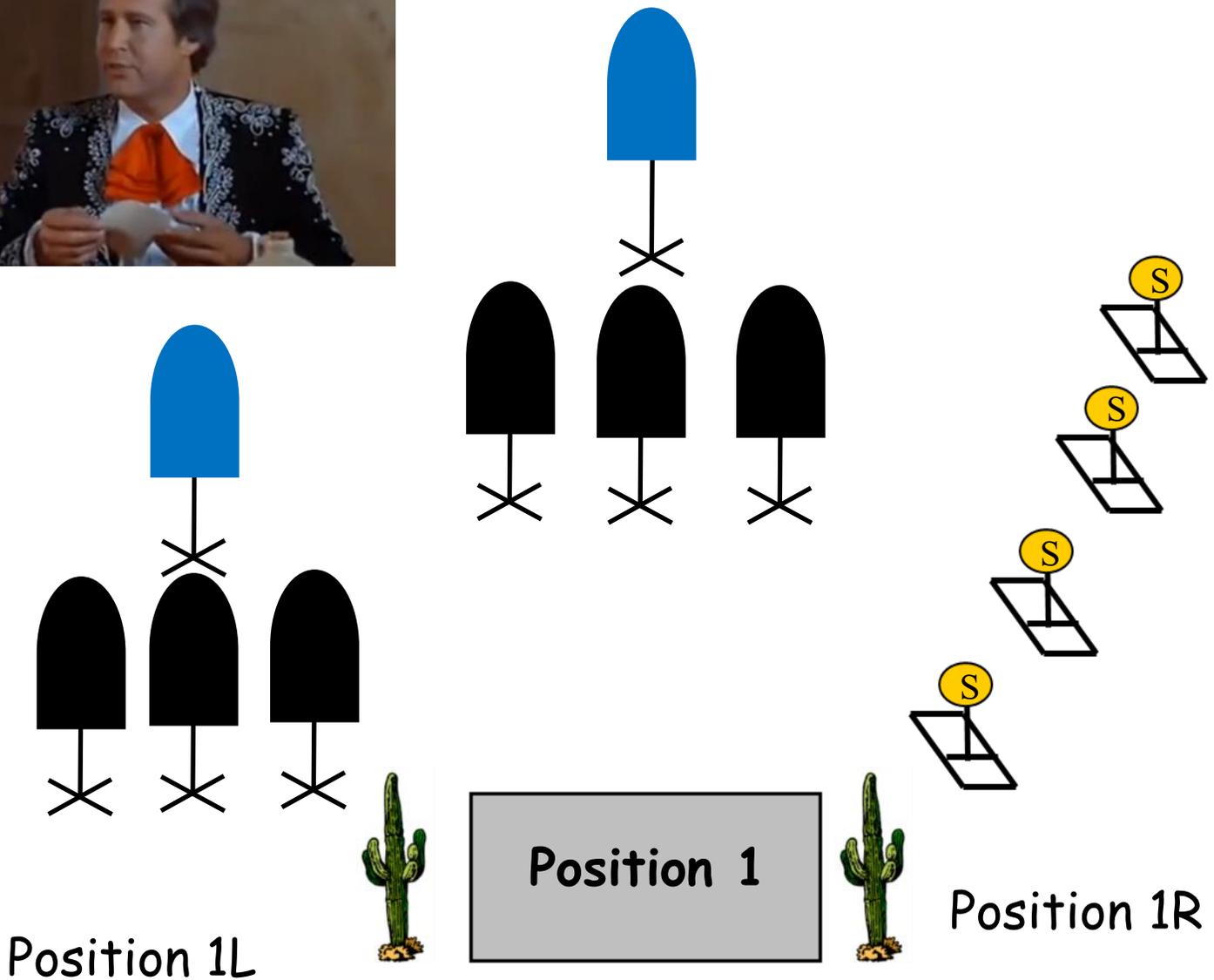
Stage shot shooters choice. Rifle may not be last. Start anywhere behind table of choice at the ready. Rifle loaded with 10 rounds staged at position 2, open and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "Oh great, real bullets. You're in a lot of trouble mister"

ATB, from position 1, with pistols alternate on the squares for 5 rounds and alternate on the circles for 5 rounds. From position 2 with rifle use same instructions as per pistols. From position 3 engage 4 shotgun targets in any order. May start on squares or circles

Take timer to next stage, but leave the spotting flags

Stage 4

10 Pistol, 10 Rifle, 4+Shotgun



Stage shot rifle ~ pistols ~ SG or rifle ~ SG ~ pistols. Rifle loaded with 10 rounds in hands at position 1, open and empty shotgun staged at position 1, pistols loaded with 5 rounds each and holstered.

Start with both feet anywhere behind the table at position 1, rifle in hands.

To signify ready, shooter says: "Do you have anything besides Mexican food?"

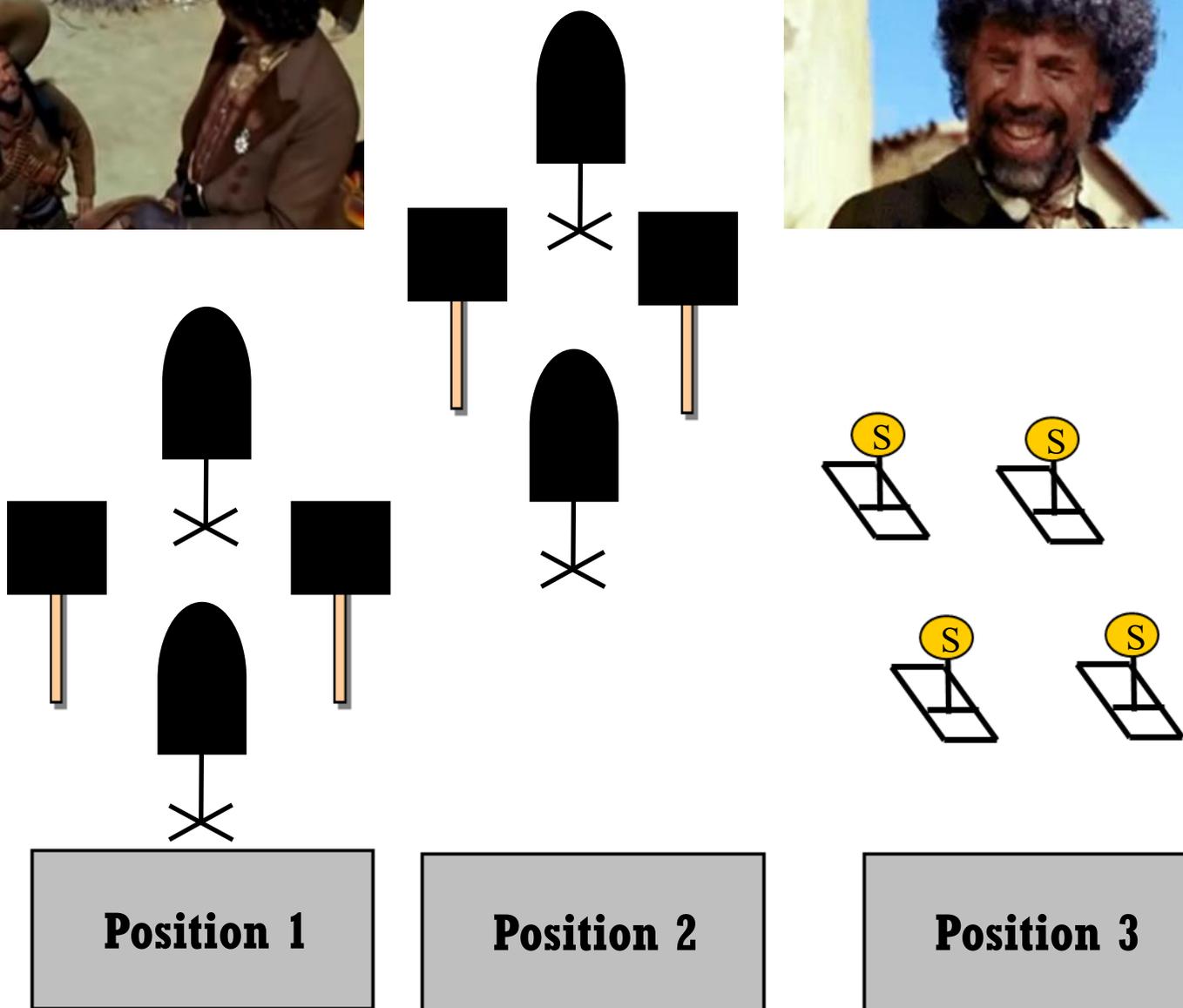
ATB, from position 1 with rifle double tap the **blue** tombstone, double tap the center tombstone and single tap either of the out side tombstones for 5 rounds in any order or sequence. Then repeat using the OTHER outside tombstone. From position 1L with pistols use same instructions as for rifle. From position 1R engage the 4 shotgun targets in any order.

Position 1L is anywhere to the left of the left cactus and position 1R is anywhere to the right of the right cactus

Take timer to next stage, but leave the spotting flags

Stage 5

10 Pistol, 10 Rifle, 4+Shotgun



Stage shot shooters choice, rifle may not be last. Rifle loaded with 10 rounds and empty shotgun staged anywhere safely, pistols loaded with 5 rounds each and holstered.

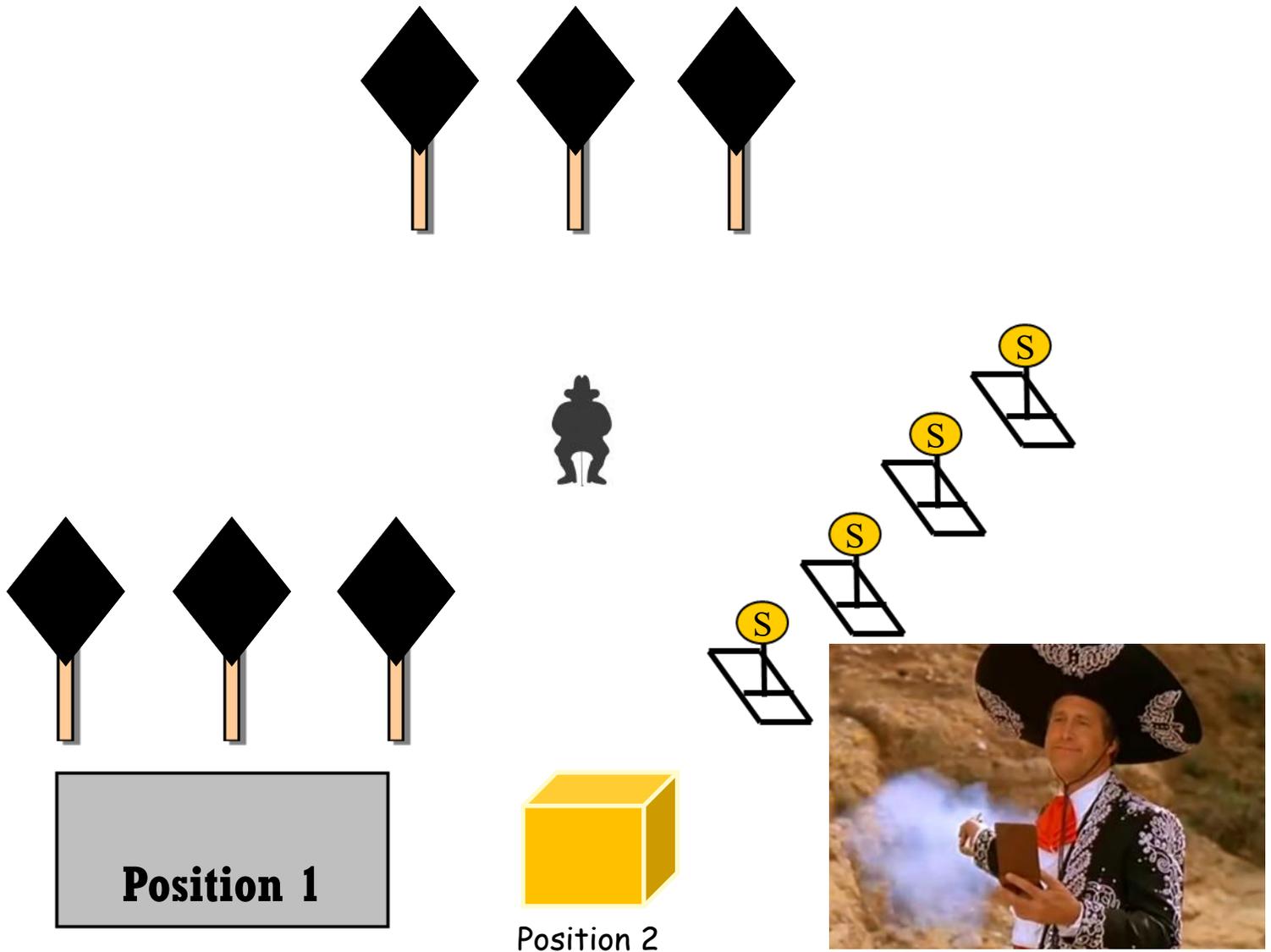
To signify ready, shooter says: "Would you say I have a plethora of pinatas?" ATB from position 1 with pistols place one round on each target in a clockwise or Counter-clockwise direction starting on ANY target, THEN place 3 rounds on a tombstone and three rounds on a square for a total of 10 rounds. From position 2 with rifle repeat as per the pistol instructions. From position 3 engage the 4 shotgun targets in any order.

Shooter **MUST** start with one round of each target as instructed, but may triple tap any tombstone **OR** triple tap any square after initial 4 rounds.

Take timer to next stage, but leave the spotting flags

Stage 6

10 Pistol, 9 +1 Rifle, 4+Shotgun



Start at position 1 with pistol(s) in hand(s). Rifle loaded with 10 rounds staged on hay bale at position 2, open and empty shotgun also staged on hay bale at position 2, pistols loaded with 5 rounds each and holstered (until ready to commence.)

Shooting sequence is Pistols ~ Rifle ~ SG

To signify ready, shooter says: "Oh great. You killed the invisible swordsman".

ATB with pistols triple tap sweep the diamonds starting from either end and place 10th round on the center diamond. From position 2 with rifle triple sweep the diamonds starting on either end, then reload and engage the knock down with 10th round. Make rifle safe on hay bale, retrieve shotgun and engage the 4 shotgun targets till down. If rifle knockdown is left standing, it may be re-engaged with another single Rifle reload if so desired.

Shooter is permitted to move to the right of the hay bale to engage the shot gun targets if so desired.

Take timer to next stage, but leave the spotting flags