



Saturday, Jun 11th 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.

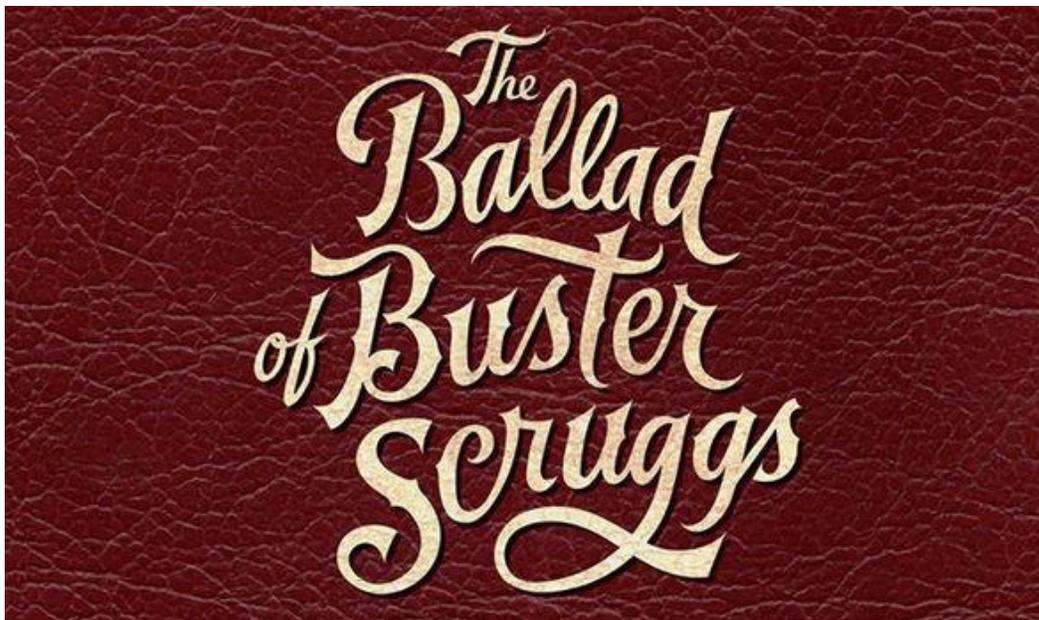
For lateral movement, to be in position at least one foot must be behind prop.

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.

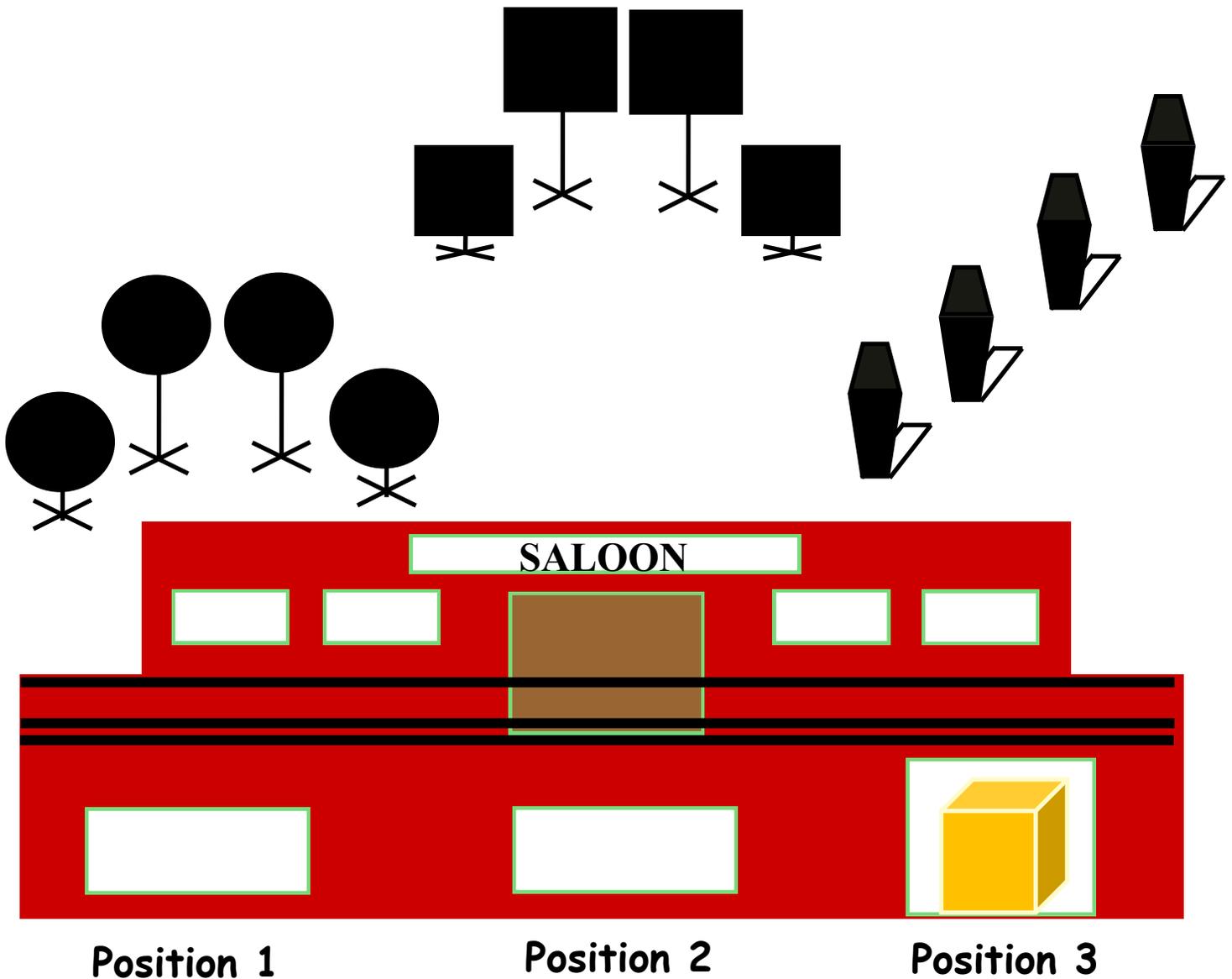
Targets are to be engaged as specified unless stage instruction provides options. EXAMPLE is provided for clarity when there are options.

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



Gun sequence is shooter's choice, rifle may not be last. Shooter starts at position of choice with hands at low surrender. Rifle loaded with 10 rounds staged at position 2. Open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

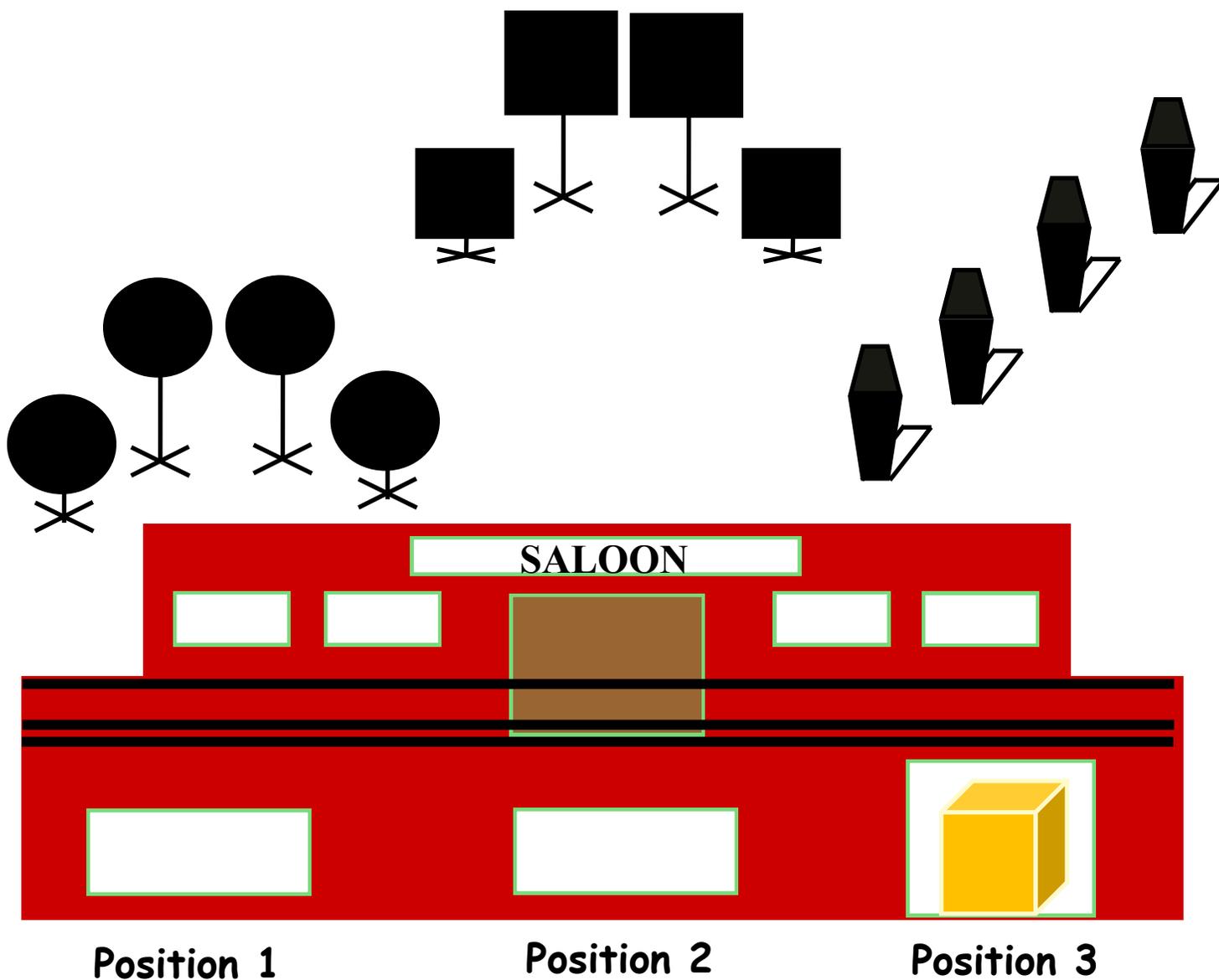
When ready, shooter says: "Don't let my white duds and pleasant demeanor fool you" ATB from position 1 with pistols engage the 4 circles in a progressive sweep starting on either end. At position 2 with rifle repeat as per pistol instructions on the 4 squares and from position 3 engage the 4 shotgun targets in any order.



Take timer to next stage, but leave the spotting flags

Stage 2

10 Pistol, 10 Rifle, 4+Shotgun



Gun sequence is Rifle ~ SG ~ pistols OR Rifle ~ Pistols ~ SG. 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.

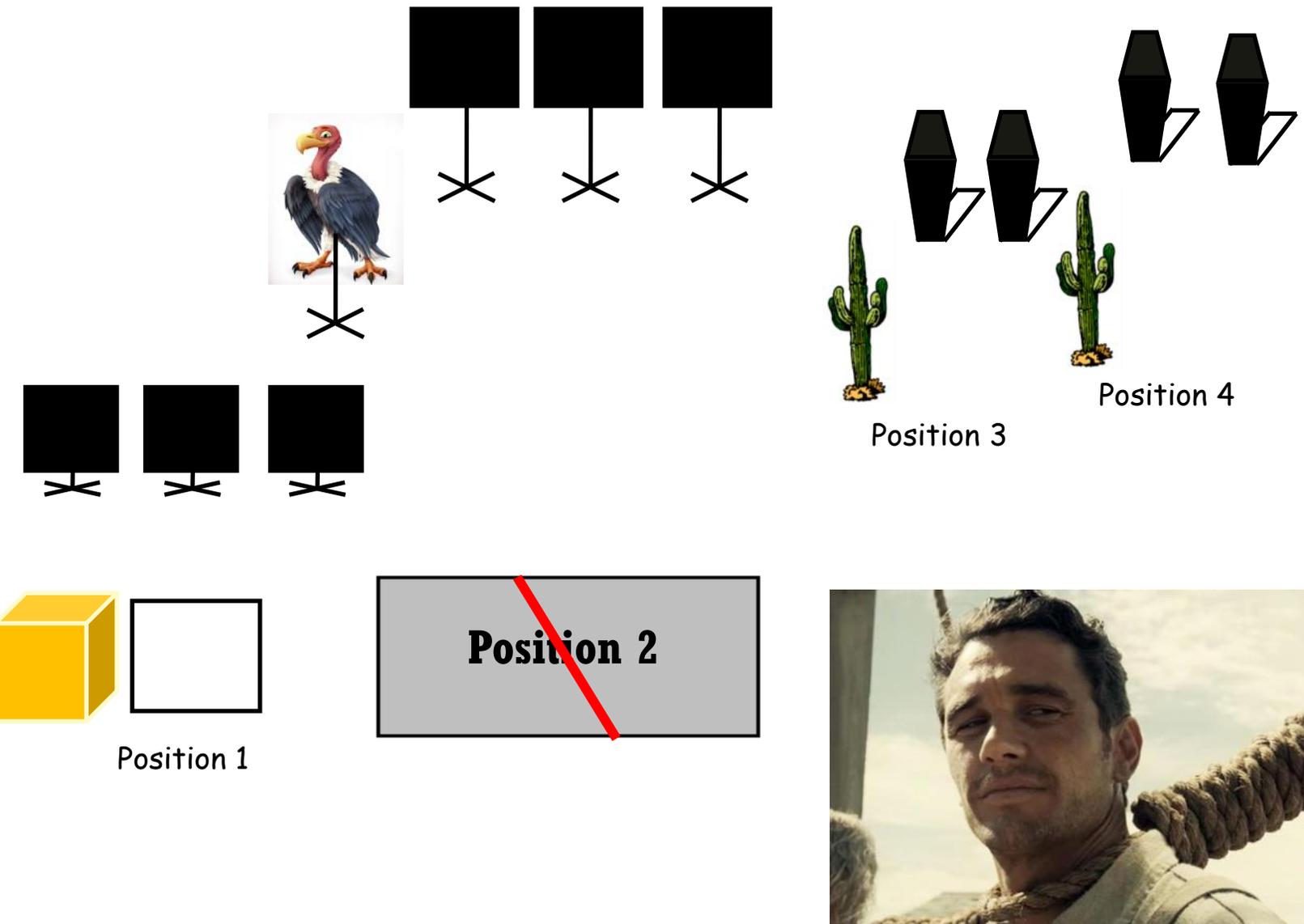
To signify ready, shooter says: "Whiskey's illegal. This is a dry county"
ATB from position 2 with rifle place a single round on each of the 2 squares at the back and double tap sweep all four squares starting on either end. At position 1 with pistols repeat as per rifle instructions on the 4 circles and from position 3 engage the 4 shotgun targets in any order.
May start with the sweep or with the back 2 targets



Take timer to next stage, but leave the spotting flags

Stage 3

10 Pistol, 10 Rifle, 4+Shotgun

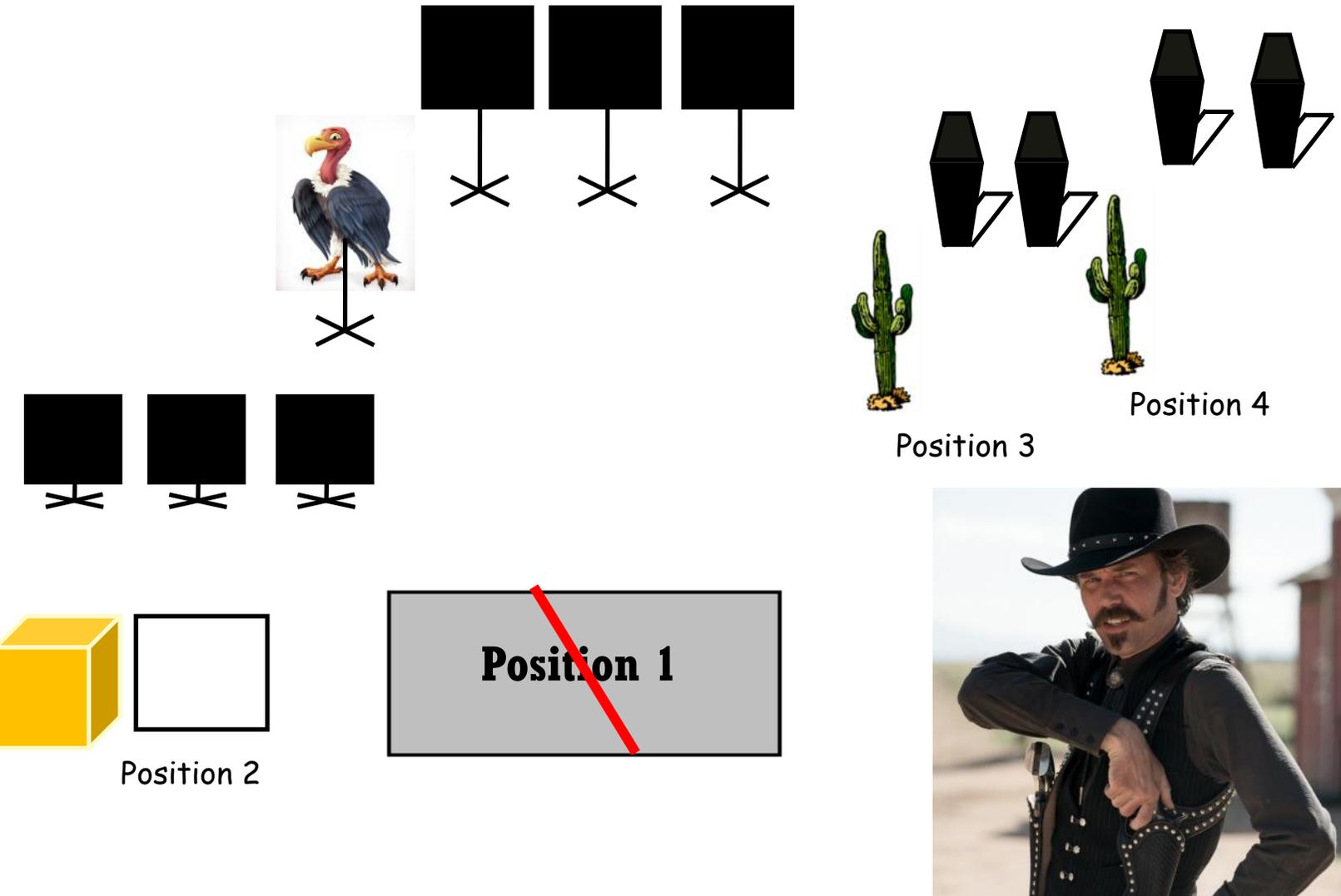


Start with both feet completely inside the shooters square at position 1 with hand(s) on pistol(s). Rifle loaded with 10 rounds and open and empty shotgun staged on table at position 2, pistols loaded with 5 rounds each and holstered. Gun sequence is Pistols~ Rifle~SG. When ready, shooter says: "First time?" ATB with pistols double tap the blue buzzard, then sweep the squares twice from the same direction (starting on either end) then double tap the blue buzzard for a total of 10 rounds. From position 2 with rifle repeat pistol instructions. Make rifle safe pointing into berm fully on left side of red guide for safe downrange movement. Retrieve shot gun and move to position 3 and engage both shotgun targets till down then move to position 4 and engage both shotgun targets till down. Position 3 is to the right of the 1st cactus and position 4 is to the right of the 2nd cactus. Shotgun barrels must be fully clear and to the right of the cacti. You may NOT shoot over the cacti

Take timer to next stage, but leave the spotting flags

Stage 4

10 Pistol, 9+1 Rifle, 4+Shotgun

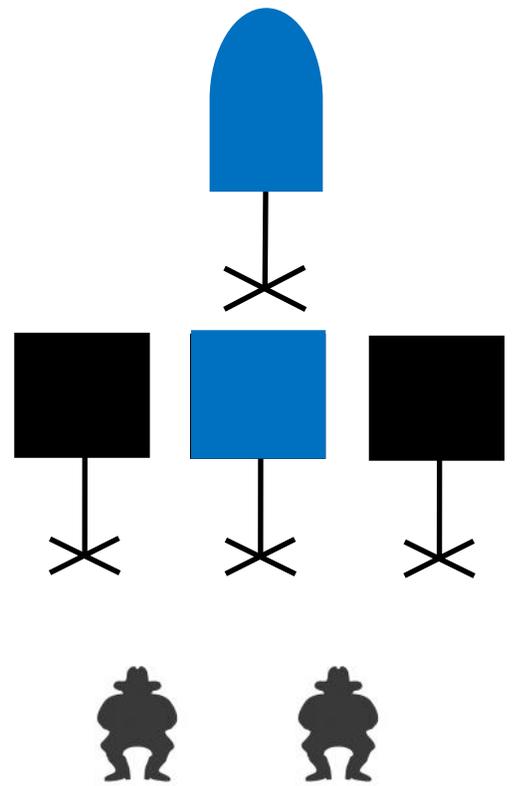
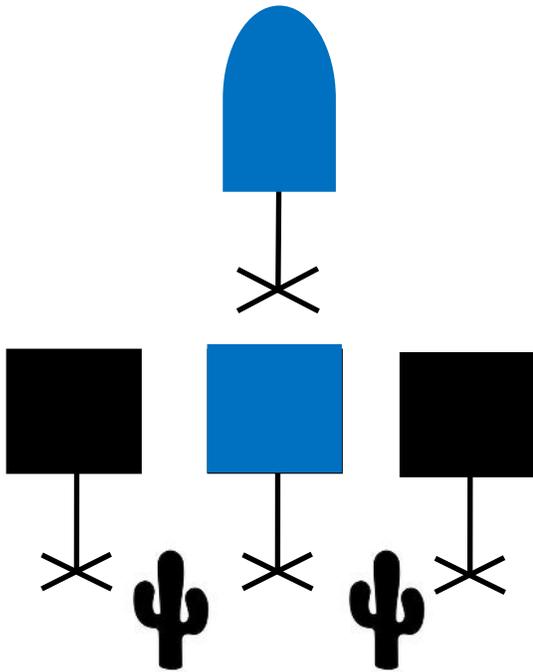


Start anywhere behind table at position 1 with hands touching hat. Rifle loaded with **9** rounds and open and empty shotgun staged on table at position 1, pistols loaded with 5 rounds each and holstered. Gun sequence is Rifle ~ Pistols ~ SG
When ready, shooter says: "They say you're the one to beat, singing and slinging guns"
ATB with rifle triple tap sweep the squares starting on either end then place 10th or reloaded round on the blue buzzard. Make rifle safe pointing into berm fully on left side of red guide for safe downrange movement OR take it with you and place on hay bale next to position 2 and with at least one foot fully inside the shooters square with pistols triple tap sweep the squares starting from either end then place 10th round on the blue buzzard. Head back to table at position 1, retrieve shot gun and move to position 3 and engage both shotgun targets till down then move to position 4 and engage both shotgun targets till down.
Position 3 is to the right of the cactus and position 4 is to the right of the cactus
Shotgun barrels must be fully clear and to the right of the cacti.
You may NOT shoot over the cacti. Rifle reload can be made anytime after the beep but shooter must start with the sweep. If you choose to take rifle to hay bale ensure it is safely between the 2 side rails

Take timer to next stage, but leave the spotting flags

Stage 5

10 Pistol, 10 Rifle, 4+Shotgun



Position 1



Position 2

Shooter starts with both feet anywhere behind table at position 2, rifle loaded with 10 rounds in hands. Open and empty shotgun also staged at position 2, pistols loaded with 5 rounds each and holstered. Sequence in Rifle ~ SG ~ Pistols.

To signify ready, shooter says: "You measly skunk, you shot me in the back."

ATB, from position 2 with rifle alternate single taps on the blue targets for 6 rounds and place 2 rounds on each of the black squares. Make rifle safe, retrieve shotgun and engage the 2 knockdowns till down then move with shotgun to position 1 and engage the 2 remaining knockdowns, make shotgun safe and with pistols repeat the rifle instructions

Shooter may start with alternates on the blue targets or start with 2 rounds on each square.

May start with either target for the alternates.

Shooter must have at least one foot behind the table at position 1 when engaging the 2 shotgun knock downs and the pistol targets.

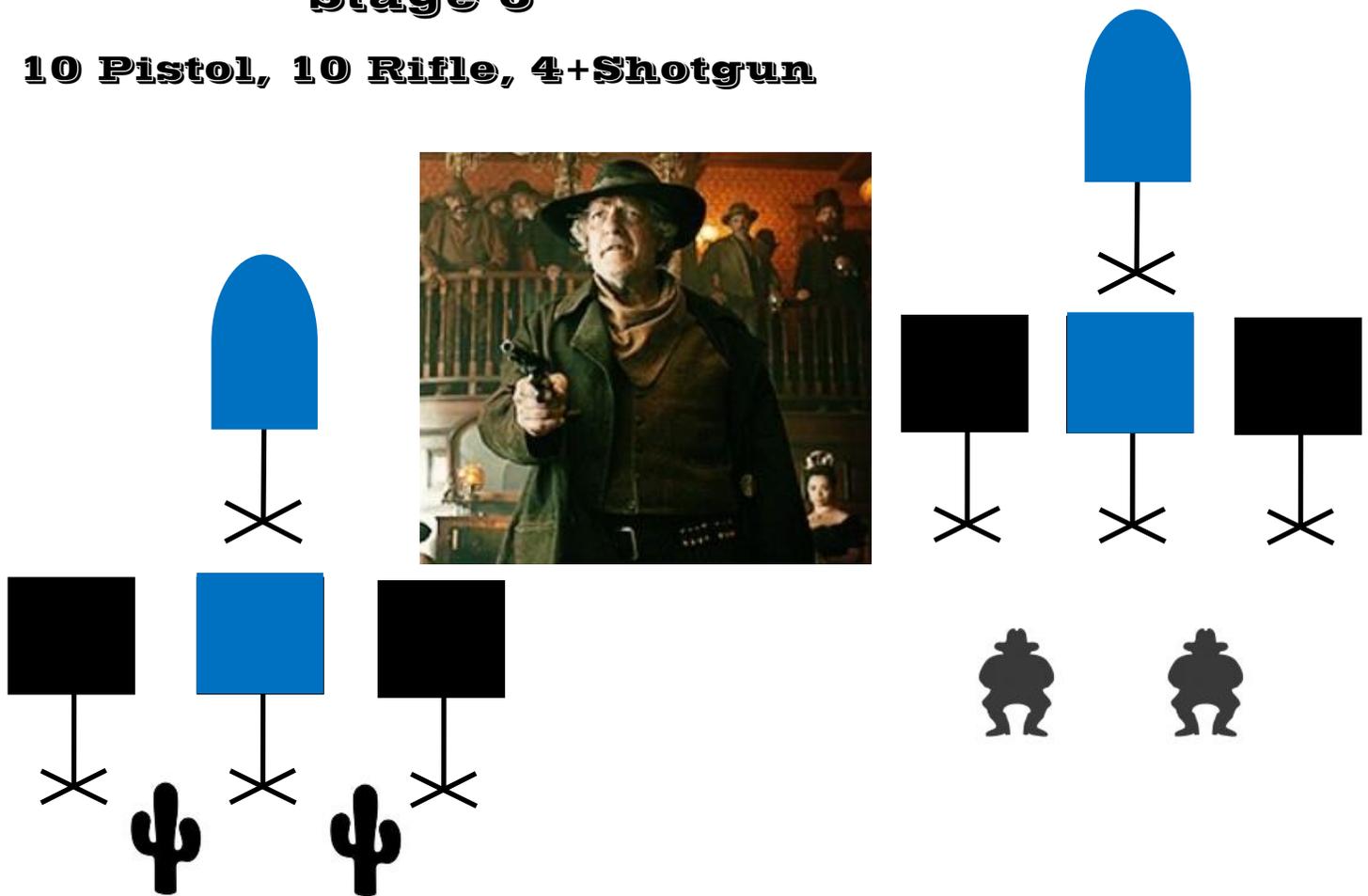
(The hay bale is not in play here)



Take timer to next stage, but leave the spotting flags

Stage 6

10 Pistol, 10 Rifle, 4+Shotgun



Hay bale



Shooter starts at hay bale at the ready. Shotgun staged on hay bale, rifle loaded with 10 rounds staged at position 2, pistols loaded with 5 rounds each and holstered.

Sequence in SG ~ Rifle ~ Pistols.

To signify ready, shooter says: "Buster Scruggs? The runt from Reata Pass?"

ATB, from the hay bale engage the two shotgun targets on the left till down, then move to position 2 and engage the remaining 2 shotgun targets. Make shotgun safe on table at position 2 and with rifle double tap the blue tombstone and sweep the squares from either end then repeat. Move to position 1 and with pistols repeat rifle instructions

Shooter must have at least one foot behind the tables at positions 1 & 2 when engaging all targets.

Take timer to next stage, but leave the spotting flags