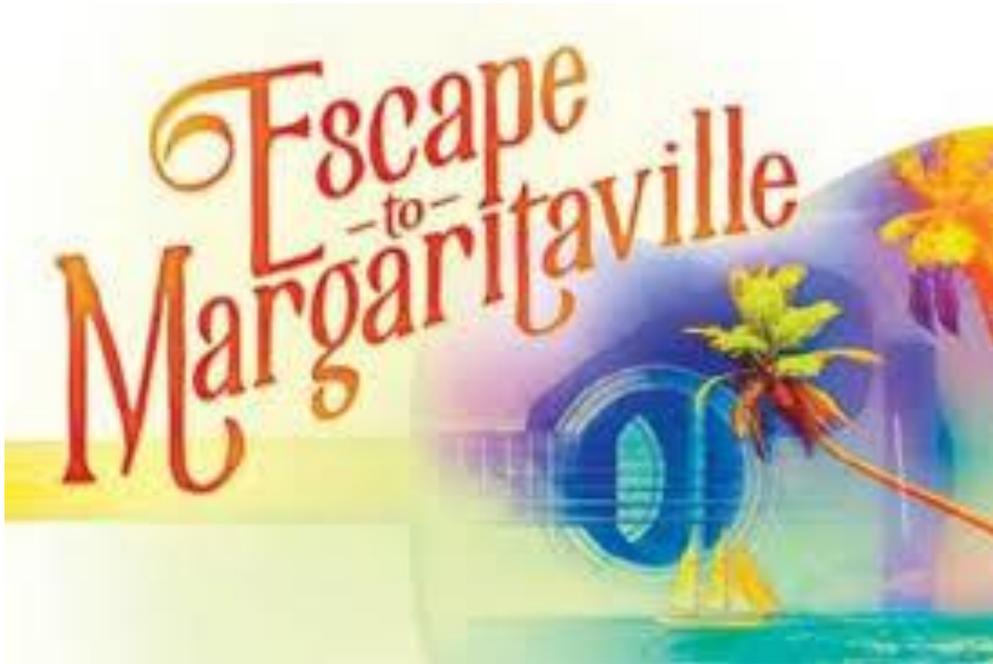
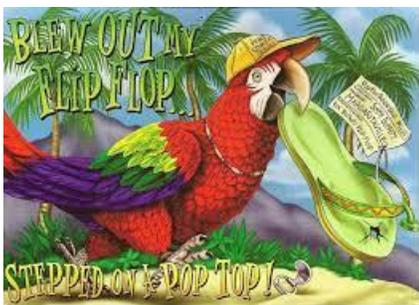




Saturday, Aug 13th 2022



We're off to Margaritaville again to try and at least pretend to get away from the heat. Wear your best, loudest, most colorful, or worst Hawaiian / beach / Margaritaville / Jimmy Buffet themed shirt along with something suitable for the lower half. Wear whatever you want on your head. Unfortunately, and however appealing and theme friendly they are, flip flops don't quite meet any safety standards whatsoever !!! So we will require some actual real footwear, but the rest is up to your fashion sense or lack there of for a visit to the beach in Margaritaville.





Saturday, Aug 13th 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.

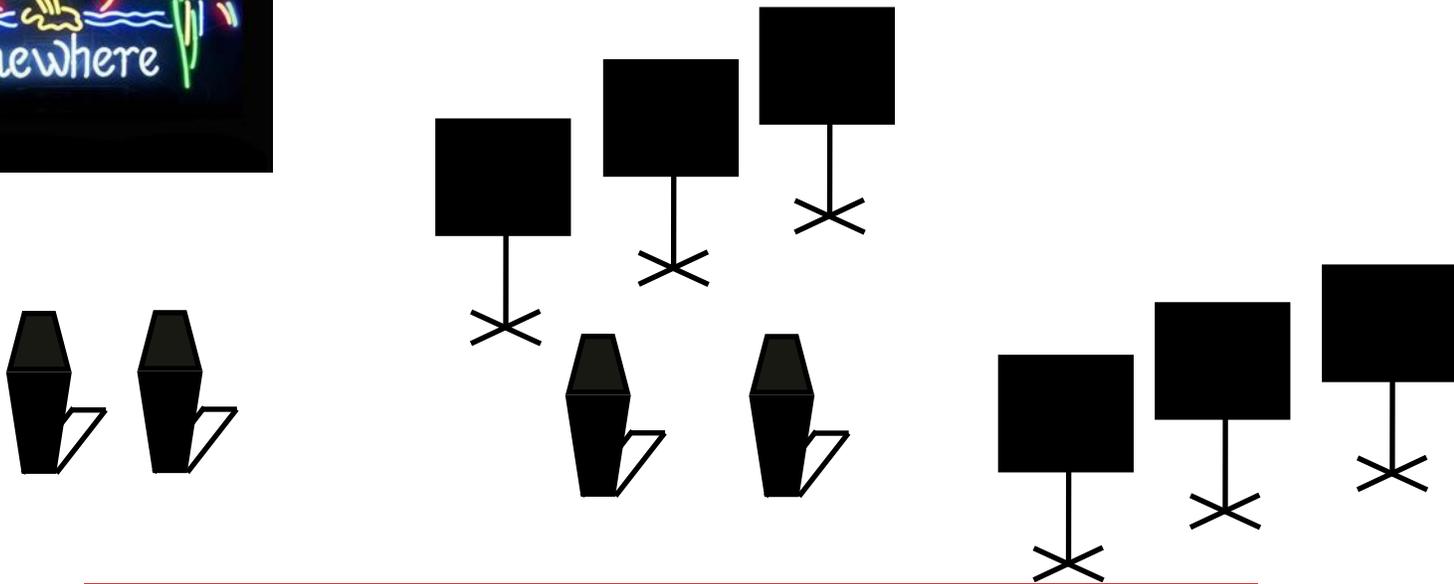
Duelist may rest butt of shotgun on prop instead of staging.

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



Position 1

Position 2

Position 3

Stage shot left to right. Gun sequence is SG ~ SG ~ Rifle ~ Pistols. Start at position 1 standing **DIRECTLY** behind the blender with a "handful" of ice cubes in both or in "cupped" hands, hovering over, but not touching the blender. Blender must be positioned in the center of the window. Open and empty shotgun staged at position 1, rifle loaded with 10 rounds staged at position 2 and pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "It's five o'clock somewhere."

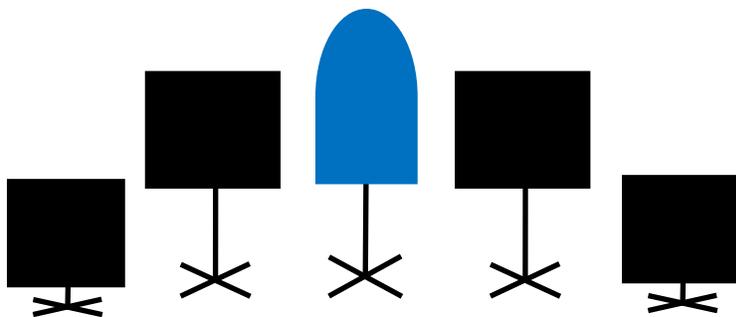
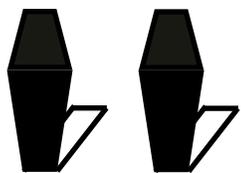
ATB drop the ice cubes into the blender, grab shotgun and engage both shotgun targets directly in front till down. Move with shotgun to position 2 and engage the remaining 2 shotgun targets. Make shotgun safe, retrieve rifle and sweep the squares starting on either end, then place 4 rounds on the center square, then repeat the sweep from either end for a total of 10 rounds. Move to position 3 and with pistols repeat instructions as per rifle



Take timer to next stage, but leave the spotting flags

Stage 2

10 Pistol, 10 Rifle, 4+Shotgun

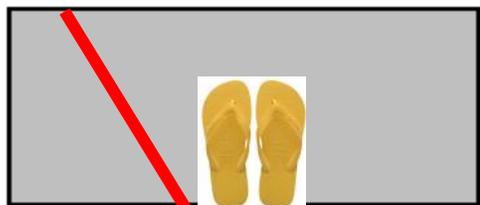


Position 4

Position 3



Position 2



Position 1



Start anywhere behind table at position 1 standing tall with a flip flop in each hand. Rifle loaded with 10 rounds and open and empty shotgun staged on table at position 1, pistols loaded with 5 rounds each and holstered.

When ready, shooter says: "I blew out my flip flops."

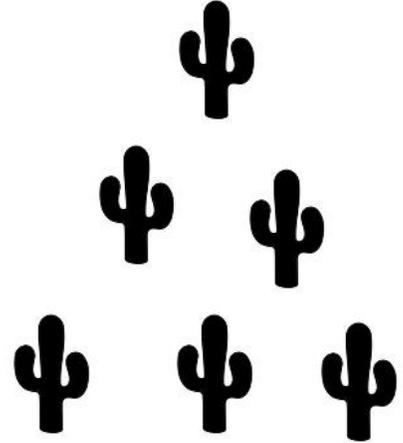
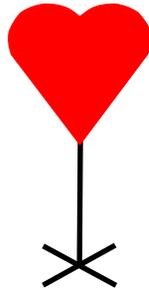
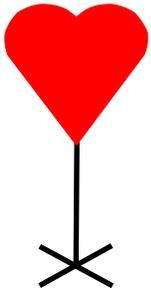
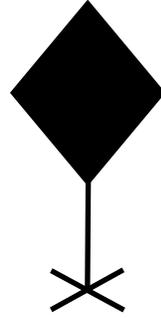
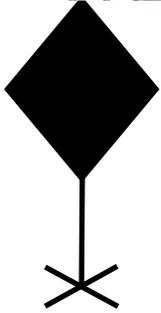
ATB drop, throw or relinquish the 2 flip flops however desired, retrieve rifle and, starting on the blue tombstone, sweep the tombstone and 2 black squares either to the left or to the right with a 3 - 1 - 1 sweep, then repeat using the tombstone and the other 2 black squares. Make rifle safe pointing into berm fully on left side of red guide for safe downrange movement. Retrieve shotgun move forward and engage the 2 shotgun targets at position 2 till down, then move to position 3 and engage the 2 shotgun targets till down. Take shotgun and make safe on hay bale at position 4 and with pistols repeat rifle instructions.

Position 2 is to the right side of the cactus and position 3 is to the left side of the cactus. Shotgun barrels must clear of the Cacti. May NOT shoot over the cacti.

Take timer to next stage, but leave the spotting flags

Stage 3

**10 Pistol, 10 Rifle,
6+ Shotgun**



Position 2

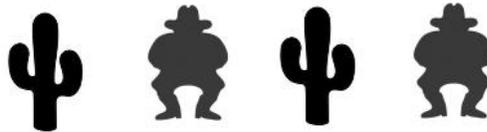
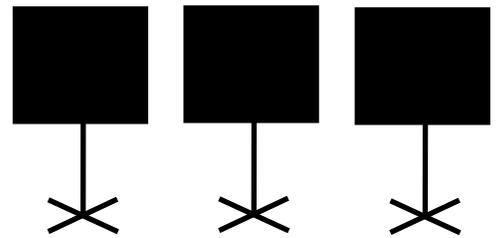
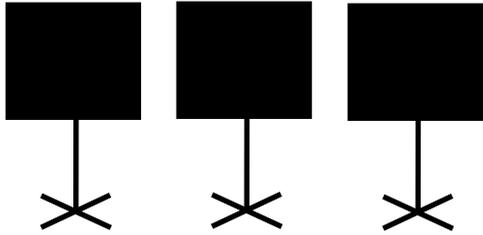
Stage shot shooters choice, rifle may not be last. Shooter starts anywhere with hands at low surrender. Rifle loaded with 10 rounds staged at position 1, open and empty shotgun staged on the hay bale at position 2, pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "It's a real beauty, a Mexican cutie"
ATB, from position 1 using both rifle and pistols place 20 rounds on 5 targets in any order, direction or sequence. From the hay bale at position 2 engage all six shotgun targets till down.



Take timer to next stage, but leave the spotting flags

Stage 4

10 Pistol, 10 Rifle, 4+Shotgun



Position 1



Position 2

Stage shot left to right. Gun sequence is Rifle ~ SG ~ Pistols. Start at position 1 with at least one shrimp in each hand. Rifle loaded with 10 rounds and open an empty shotgun staged at position 1, pistols loaded with 5 rounds each and holstered.

To signify ready, shooter says: "Smell those shrimp, they're beginning to boil."

ATB, from position 1, drop the shrimp into the "boiling pot of water" and with rifle place 8 rounds on the 3 squares in any order sequence or direction and double tap the blue tombstone. Make rifle safe, retrieve shotgun and engage the 4 shotgun knock downs from position 1, position 2 or anywhere in between. Make shotgun safe on table at position 2 and with pistols repeat instructions as per the rifle.

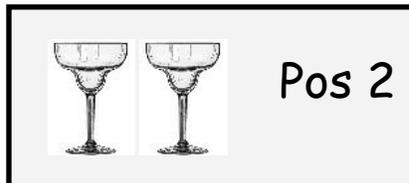
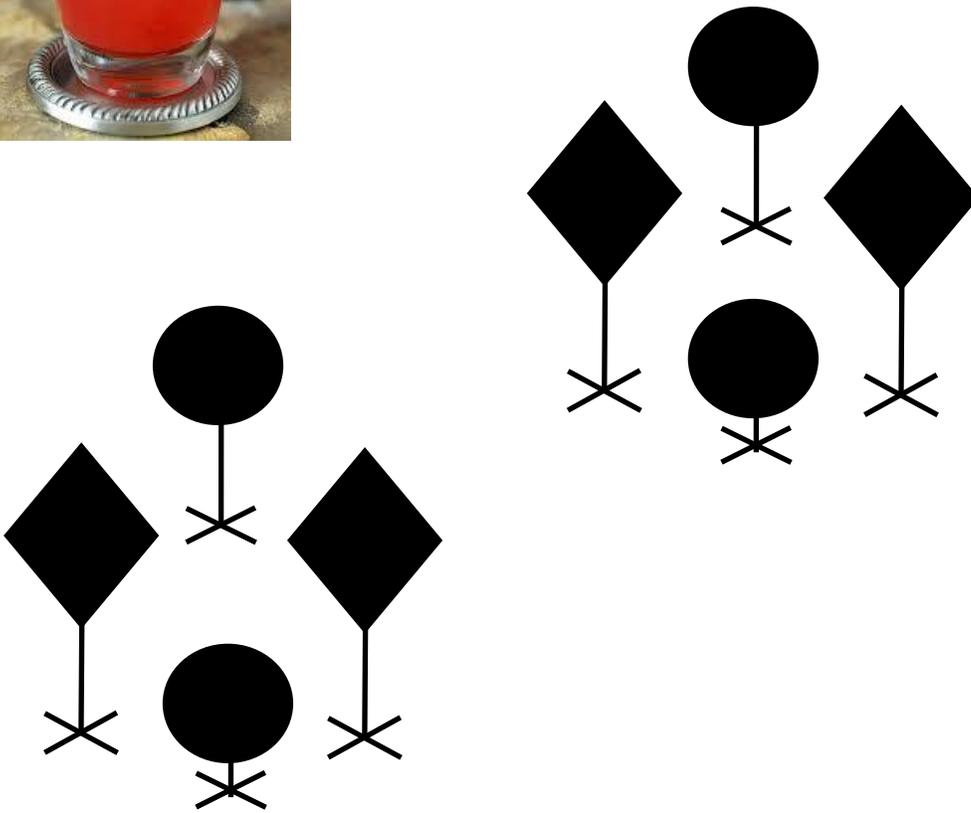
Shooter may position the shrimp pot and their long guns at position 1 as they see fit, but must have both feet fully behind the table to start.

May start with double tap on blue tombstone if desired.

Take timer to next stage, but leave the spotting flags

Stage 5

10 Pistol, 10 Rifle, 4+Shotgun



Shooter starts at position 2 with each hand touching one of the vertically staged margarita glasses. Glasses may be staged anywhere on the table. Gun sequence is Rifle ~ Pistols ~ SG OR Rifle ~ SG ~ Pistols. 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: "Wasted away again in Margaritaville".

ATB, upturn the margarita glasses onto the table, retrieve rifle and alternate single taps on the circles for 5 rounds and alternate single taps on the diamonds for 5 rounds. At position 1 with pistols repeat as per rifle instructions. At position 3 with shotgun engage the shotgun targets in any order.

May start alternating on either pair.

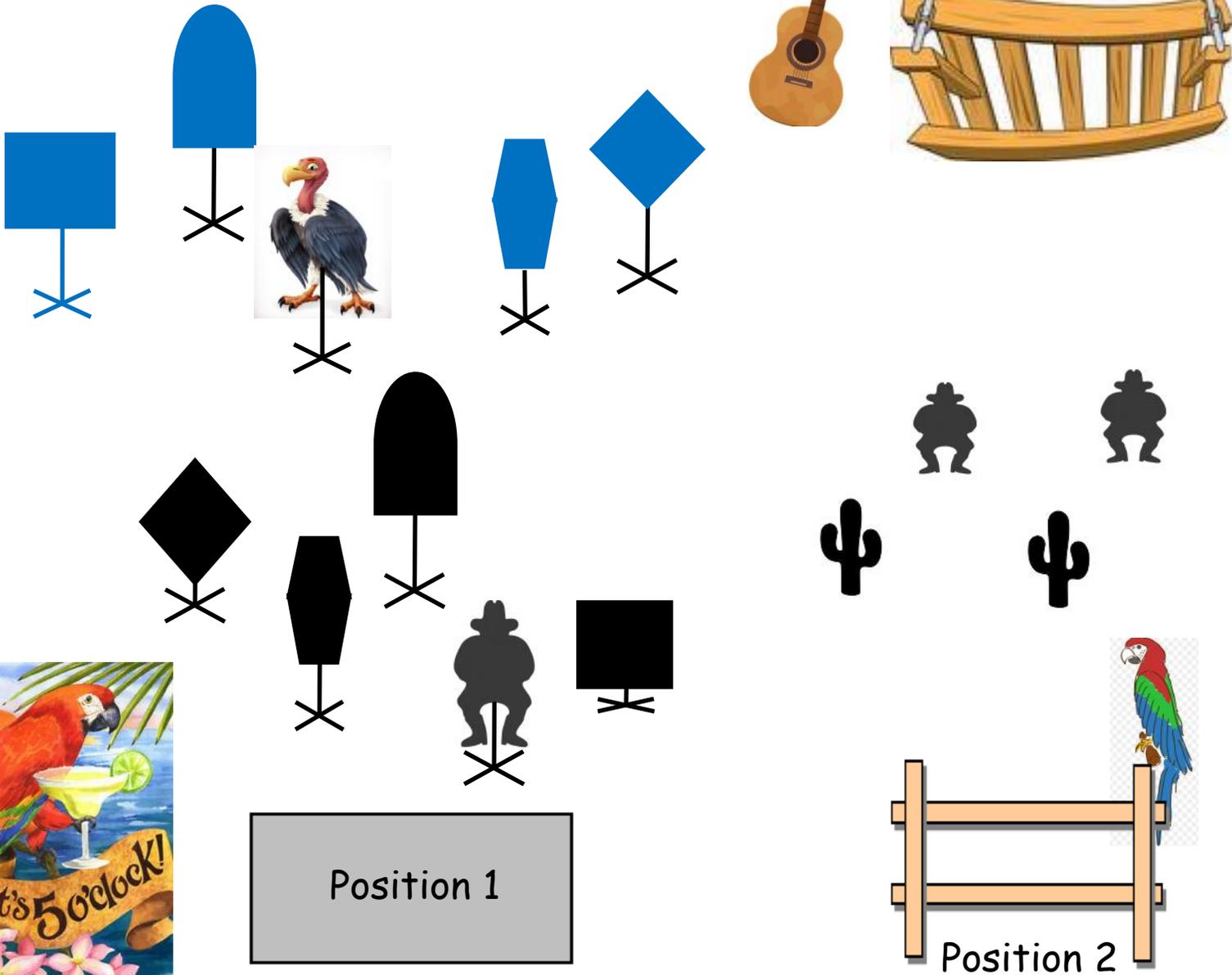
Shooter may position the margarita glasses and their long gun(s) at position 2 as they see fit and may touch or hold the glasses in any way, but the base of the glasses must remain flat on the shelf prior to the buzzer.

Shooter must have at least one foot behind the tables when shooting pistols and SG.

Take timer to next stage, but leave the spotting flags

Stage 6

10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1 hands at low surrender with both feet anywhere behind the table. Rifle loaded with 10 rounds and open and empty shotgun staged at position 1. Pistols loaded with 5 rounds each and holstered.

Shooting sequence is Pistols & Rifle at position 1 then SG behind the fence at position 2. To signify ready, shooter says: "Strummin' my six string on my front porch swing." ATB with rifle place 10 rounds on the 5 blue targets in any order, direction or sequence and with pistols place 10 rounds on the black targets in any order, direction or sequence. Retrieve shotgun and move to the fence at position 2 and engage the four shotgun targets in any order.

Shooter must have at least **one foot** behind the fence at position 3

Before engaging SG targets.

Shooter may start with rifle or pistols.

Take timer to next stage, but leave the spotting flags

