



**Saturday, Sep 10th 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.

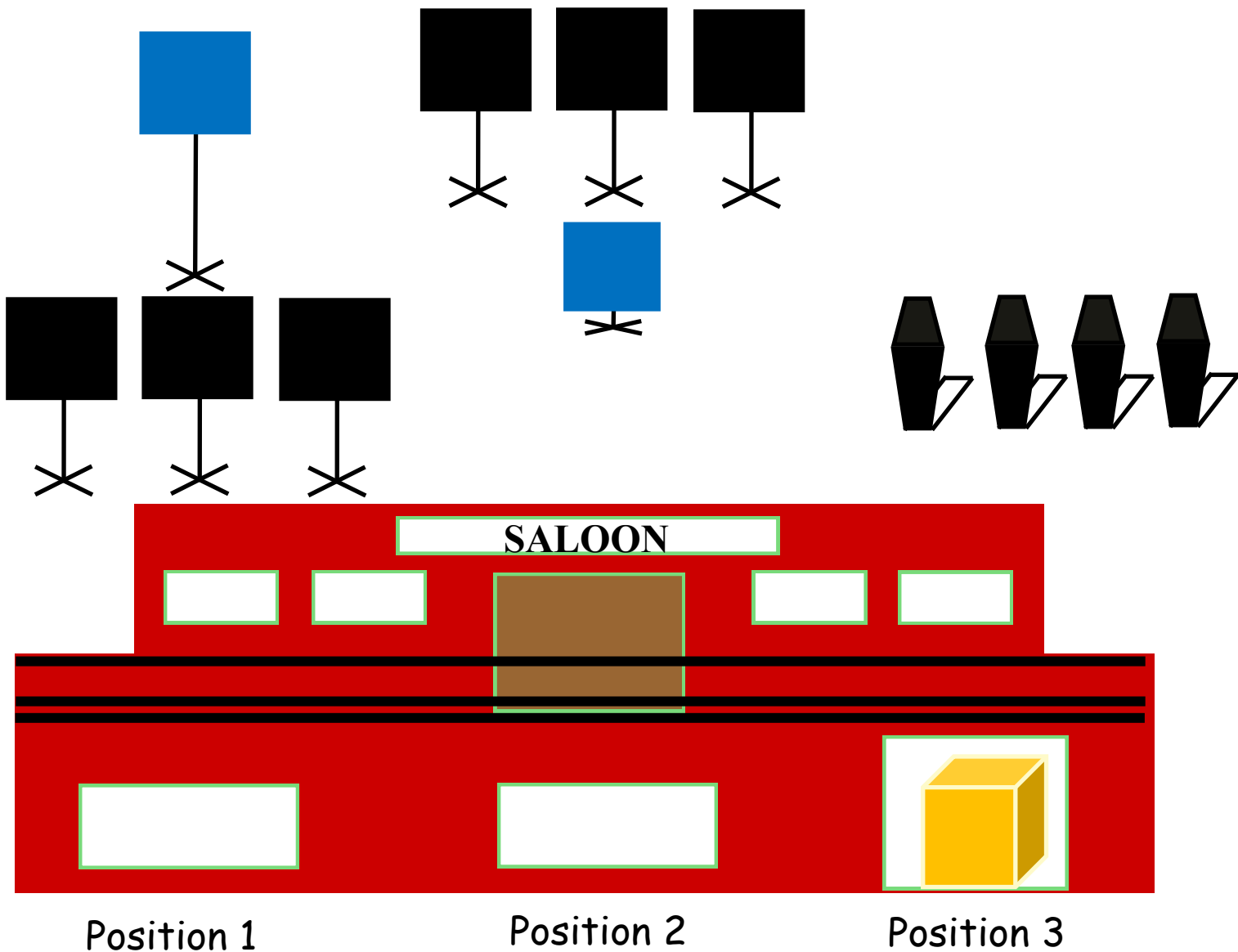
**Comstock Rules:** All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise. S/G targets should be re-engaged from where they were initially engaged.



**HOSTILES**  
NO PEACE WITHOUT SACRIFICE

# Stage 1

## 10 Pistol, 10 Rifle, 4+Shotgun



Stage shot shooter's choice, rifle may not be last. Shooter starts anywhere inside saloon with hands at low surrender. Rifle loaded with 10 rounds staged at position 2 and open and empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each and holstered.

When ready, shooter says: "Don't you dare laugh"

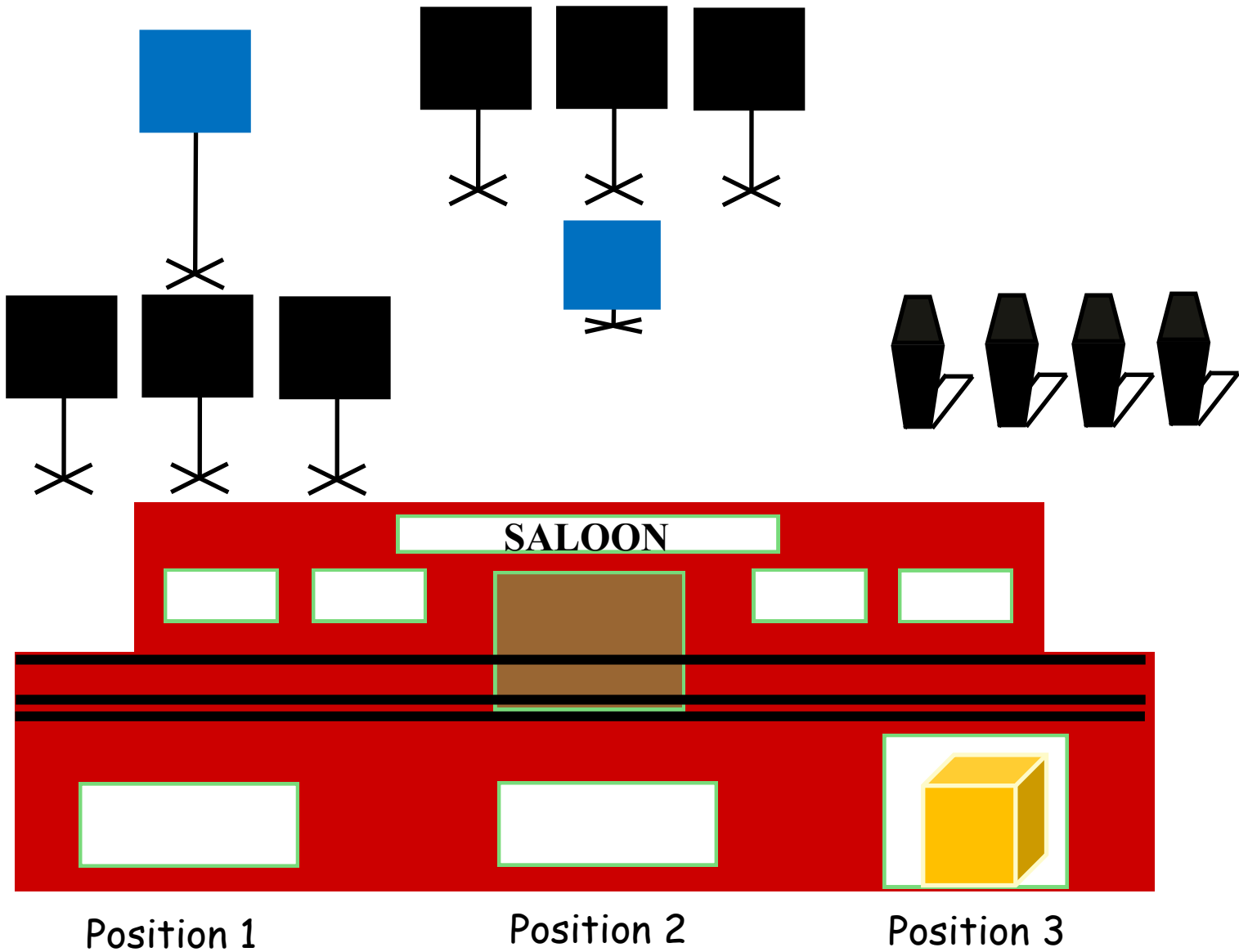
ATB from position 1 with pistols, place 2 rounds on the blue square and sweep the black squares from either end then repeat. At position 2 with rifle, repeat as per pistol instructions and from position 3 engage the 4 shotgun targets in any order. You may start with the double tap or the sweep



Take timer to next stage, but leave the spotting flags

## Stage 2

10 Pistol, 10 Rifle, 4+Shotgun



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. Gun sequence is Rifle ~ SG ~ Pistols OR Rifle ~ Pistols ~ SG. When ready, shooter says: "When we lay our heads down out here, we're all prisoners" ATB from position 2 with rifle, starting AND finishing on the blue target place 10 rounds on the 4 targets in any order, sequence or direction. At position 1 with pistols, repeat as per rifle instructions and from position 3 engage the 4 shotgun targets in any order.

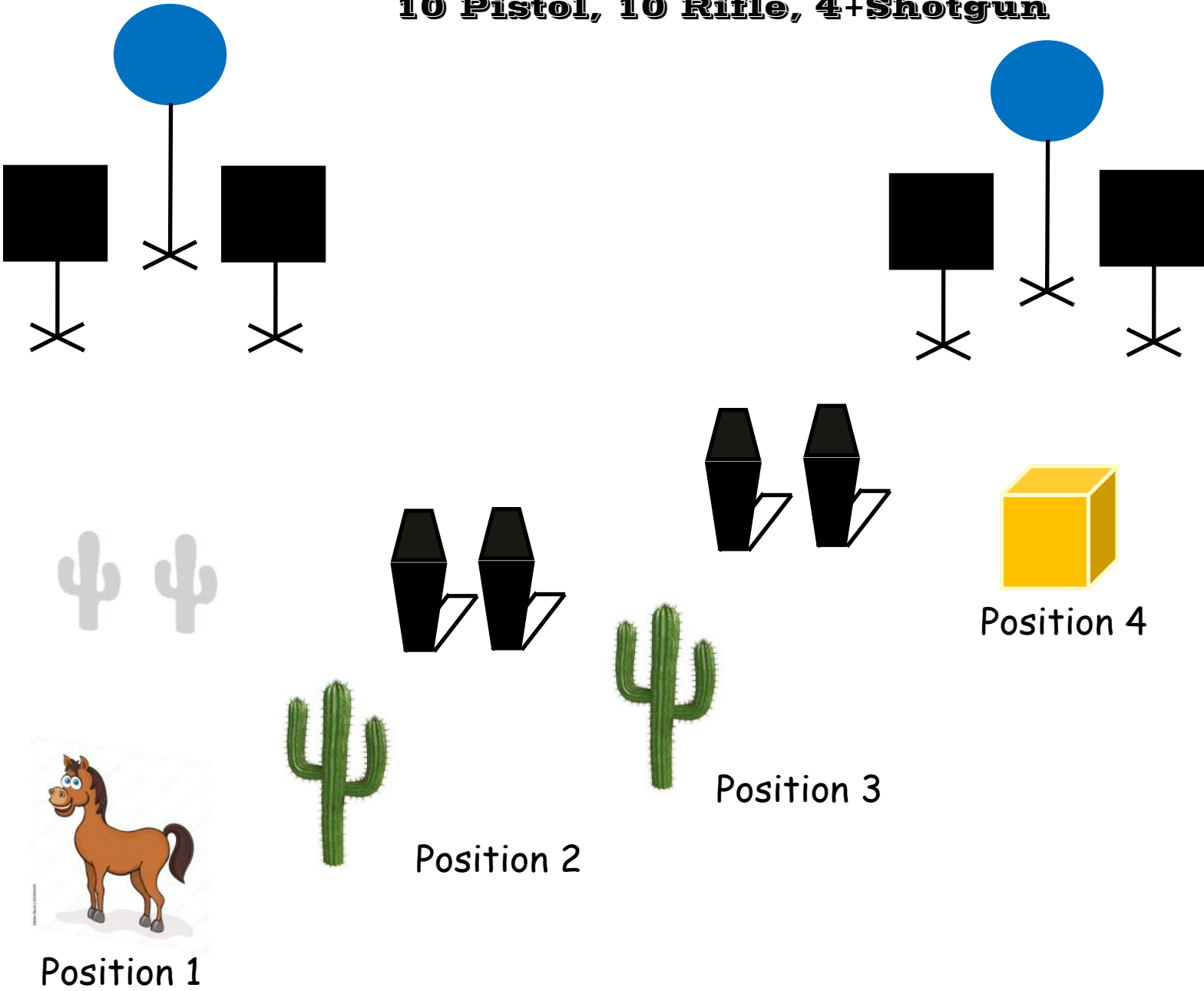
Must use all four targets and must place at least one round on each. Shooter may place as many rounds as desired on the blue square as long as the 1st & 10th round are on that target.



Take timer to next stage, but leave the spotting flags

# Stage 3

**10 Pistol, 10 Rifle, 4+Shotgun**



Shooter starts at position 1 rifle loaded with 10 rounds in hands. Open and empty shotgun staged on horse at position 1. Pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "You have never seen the look of war. You have no idea". ATB, with rifle, continuous Nevada sweep the targets from either end for 5 rounds and place 5 rounds on the blue circle. Make rifle safe between the rails on the horse pointing into berm. Retrieve shotgun and engage the 2 shotgun targets at position 2 till down, then move to position 3 and engage the 2 remaining shotgun targets till down then take shotgun and make safe on hay bale at position 4 where with pistols, repeat as per rifle instructions.

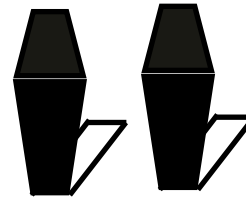
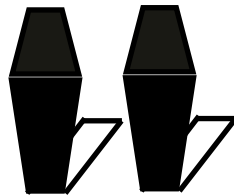
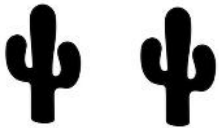
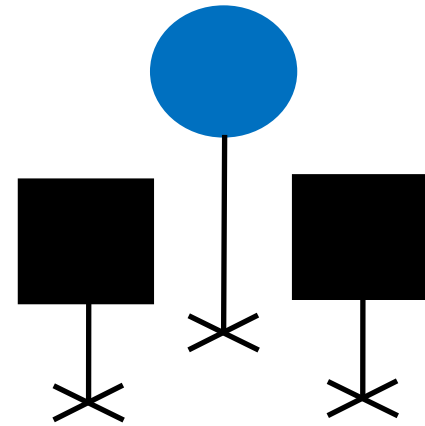
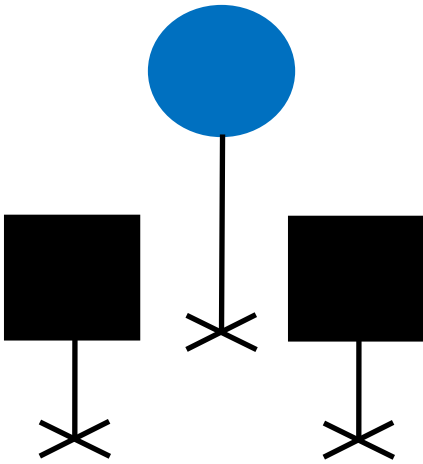
Position 2 is clear and to the right of the first cactus  
Similarly for position 3 at 2nd cactus  
May start with sweep or 5 on the blue



Take timer to next stage, but leave the spotting flags

## Stage 4

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



Position 4



Position 2



Position 3



Position 1

Shooter starts at position 1 at the ready. Rifle loaded with 10 rounds and open and empty shotgun staged on horse at position 1. Pistols loaded with 5 rounds each and holstered. To signify ready, shooter says: "I'd take you in a hundred times over". ATB, with rifle, place 3 rounds on the blue circle, then alternate single taps on the black squares for 4 rounds then place 3 rounds on the blue circle. Make rifle safe between the rails on the horse pointing into berm. Retrieve shotgun and engage the 2 cactus shotgun targets at position 1 till down, move to position 2 and engage the 2 shotgun targets till down, move to position 3 and engage final 2 shotgun targets till down then take shotgun and make safe on hay bale at position 4 where with pistols, repeat as per rifle instructions

Position 2 is clear and to the right of the first cactus

Similarly for position 3 at 2nd cactus

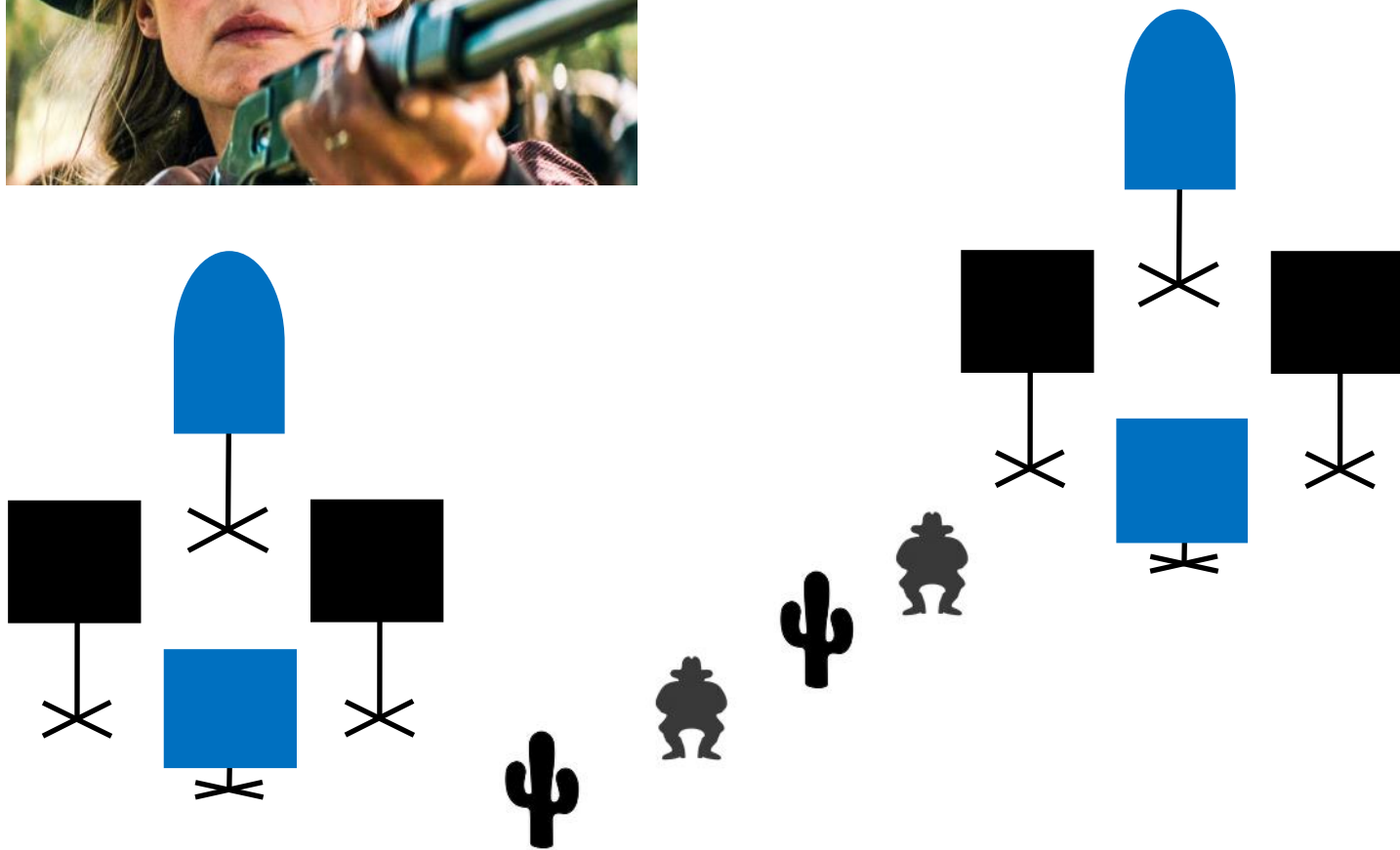
Take timer to next stage, but leave the spotting flags





## Stage 5

**10 Pistol, 10 Rifle, 4+Shotgun**



Fence



Hay bale

Shooter starts anywhere behind the fence with hand(s) on pistol(s). Rifle loaded with 10 rounds and open and empty shotgun staged on hay bale. Pistols loaded with 5 rounds each and holstered. Gun sequence is Pistols ~ Rifle ~ SG.

To signify ready, shooter says: "Accept this tobacco. Have mercy on us"

ATB, with pistols, shoot a 1-3-1 sweep starting on either black square and using either blue target for the triple tap, then repeat using the other blue target. Move to hay bale and with rifle, repeat instructions as for pistols. Make rifle safe, retrieve shotgun and engage all 4 knock downs from anywhere.

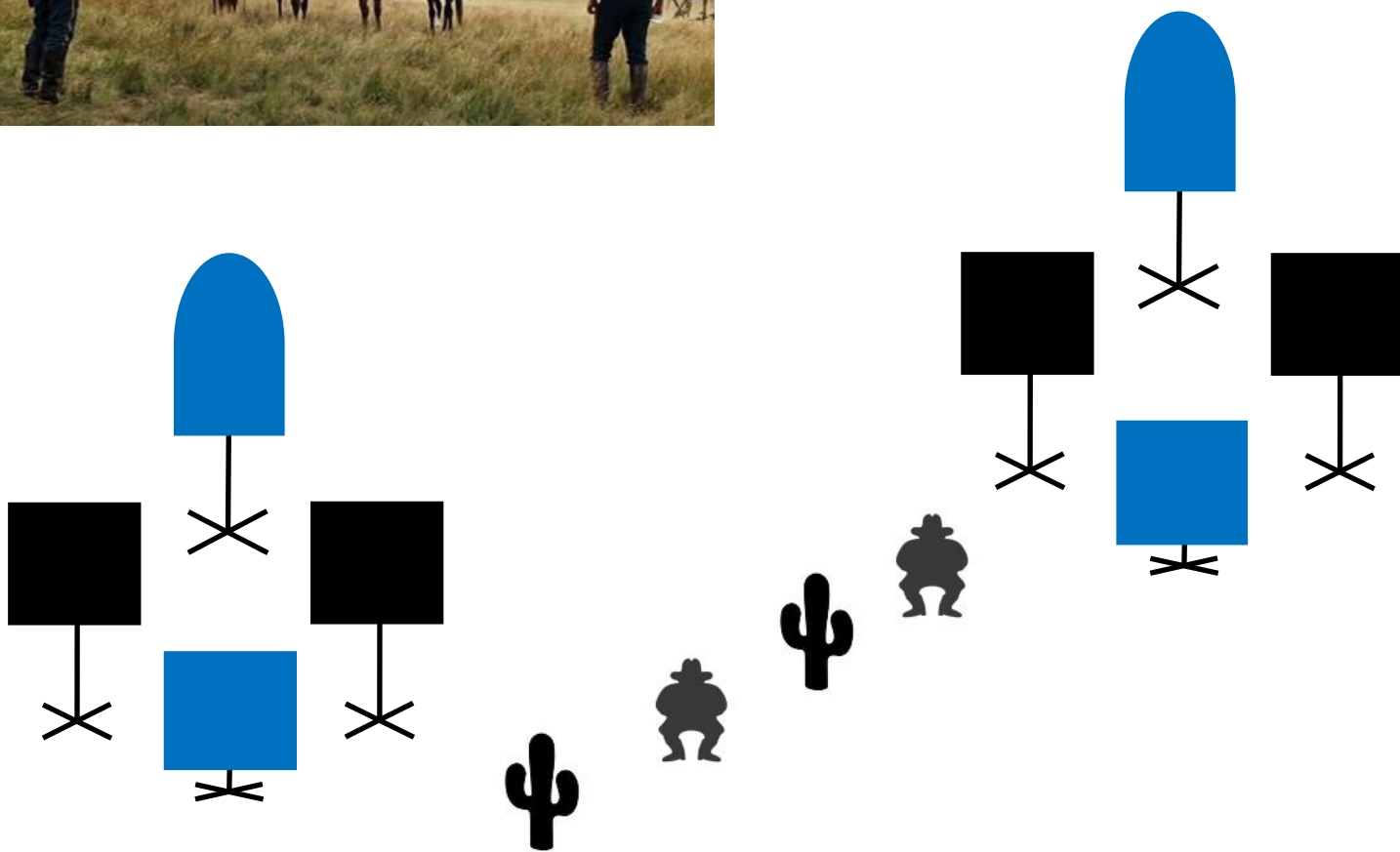
Yes dirty is fine if desired

Take timer to next stage, but leave the spotting flags



## Stage 6

**10 Pistol, 10 Rifle, 4+Shotgun**



Fence



Hay bale

Shooter starts anywhere with shotgun in both hands. Rifle loaded with 10 rounds staged on hay bale. Pistols loaded with 5 rounds each and holstered.

Gun sequence is SG ~ Rifle ~ Pistols.

To signify ready, shooter says: "You just aint hearing me"

ATB, engage the 4 SG knockdowns. Make shotgun safe on hay bale, retrieve rifle and shoot a continuous double tap sweep in a clockwise or counter-clockwise direction starting (and finishing) on any target. Make rifle safe on hay bale. Make way to the fence and fully clear and left of the barrel, engage pistol targets as per rifle instructions.

Take timer to next stage, but leave the spotting flags