



Saturday, Oct 8th 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.

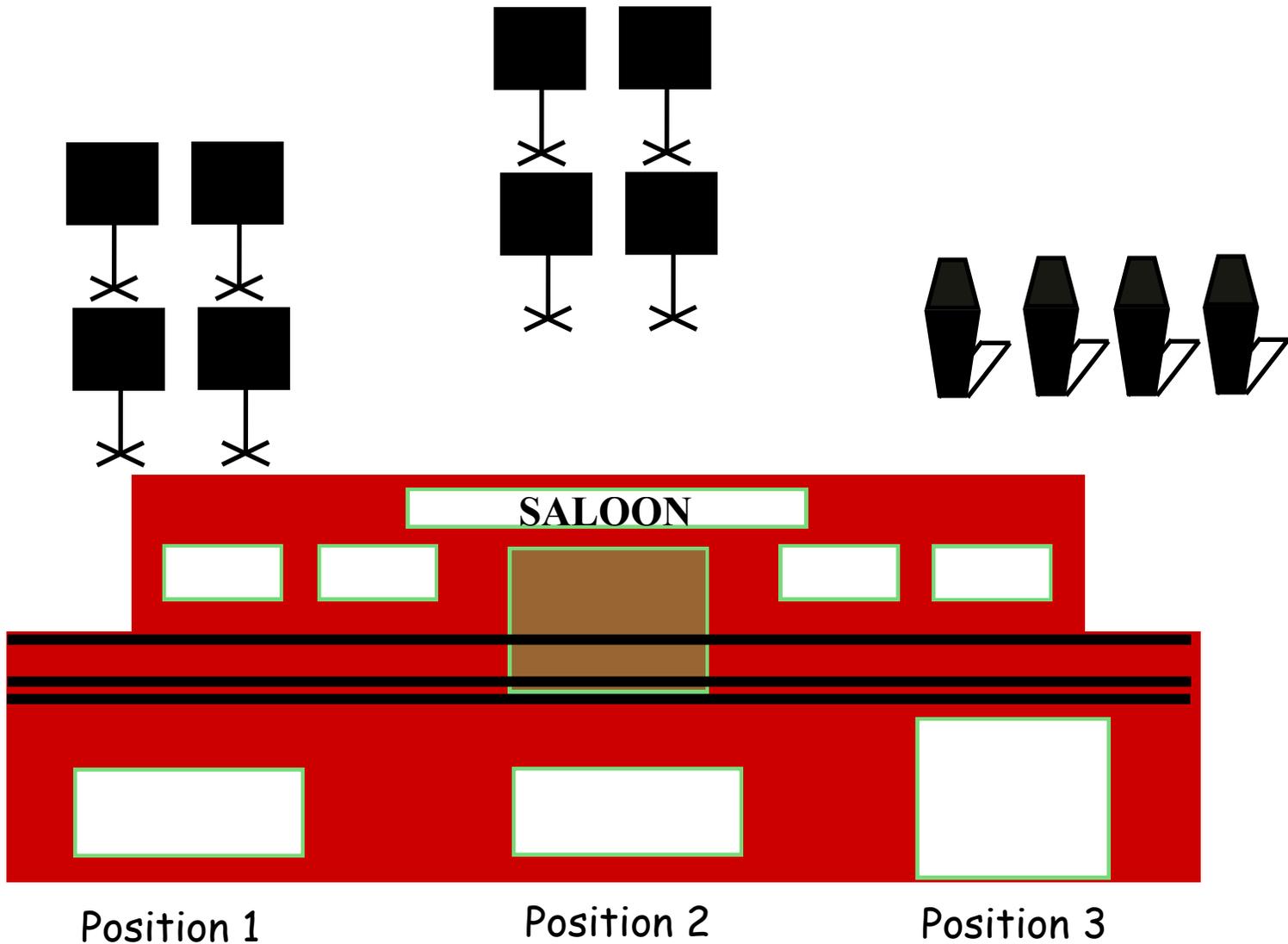
Targets are to be engaged as specified unless stage instruction provides options. EXAMPLE is provided for clarity when there are options.

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.

BORDERTOWN
WARM UP

Stage 1

10 Pistol, 10 Rifle, 4+Shotgun



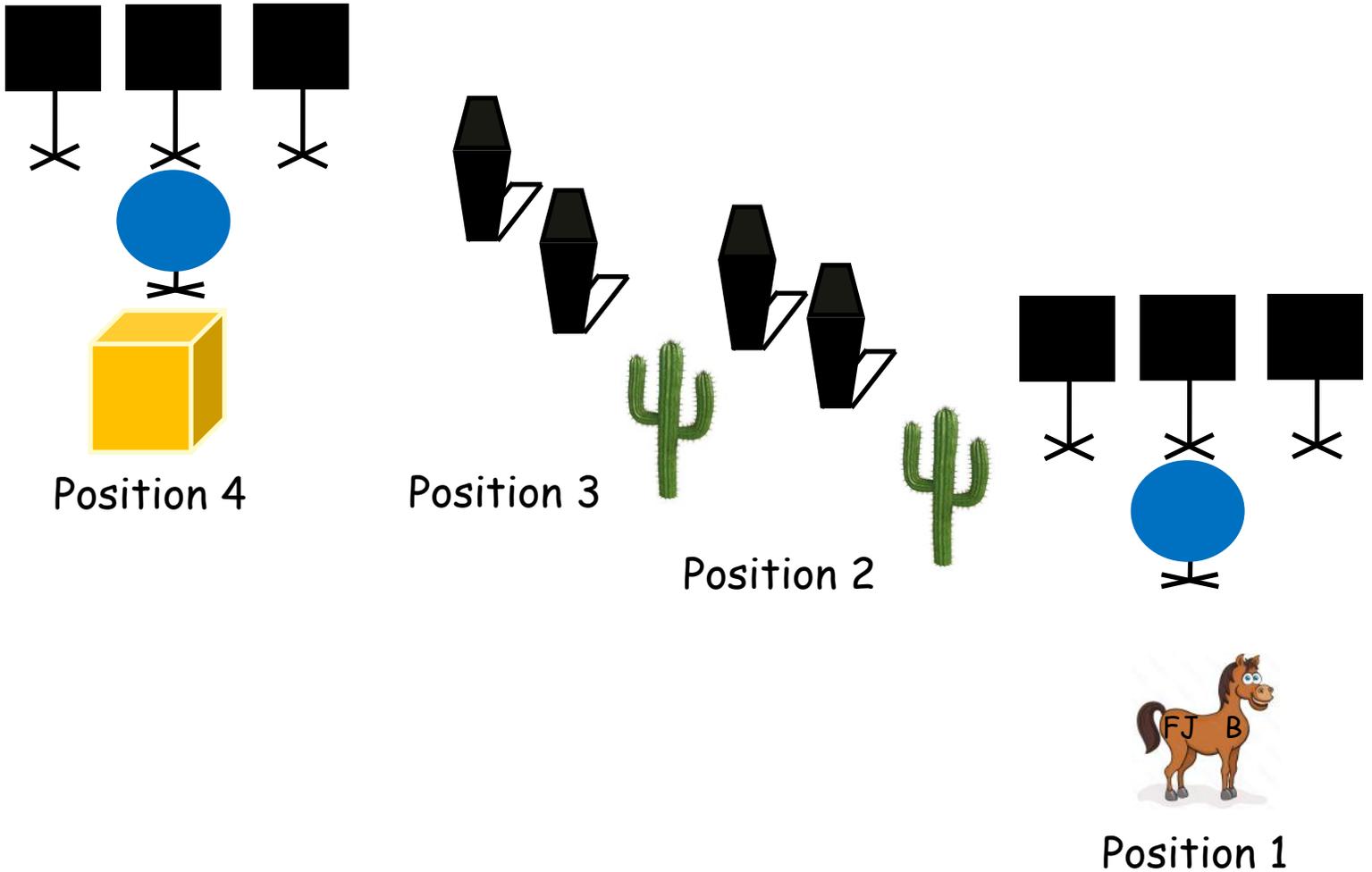
Stage shot left to right. Pistols ~ Rifle ~ SG. Shooter starts at the ready. Rifle loaded with 10 rounds, and open and empty shotgun staged at position 2. Pistols loaded with 5 rounds each and holstered.

ATB from position 1 with pistols shoot the 4 squares in a 4-1-1-4 circular sweep starting on any target. At position 2 with rifle repeat as per pistol instructions 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



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. ATB, with rifle, starting and finishing on the blue circle, place 10 rounds on the 4 targets in any sequence, order or direction. 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 and make shotgun safe on hay bale at position 4, where with pistols, repeat as per rifle instructions.

Position 2 is clear and to the left of the first cactus.

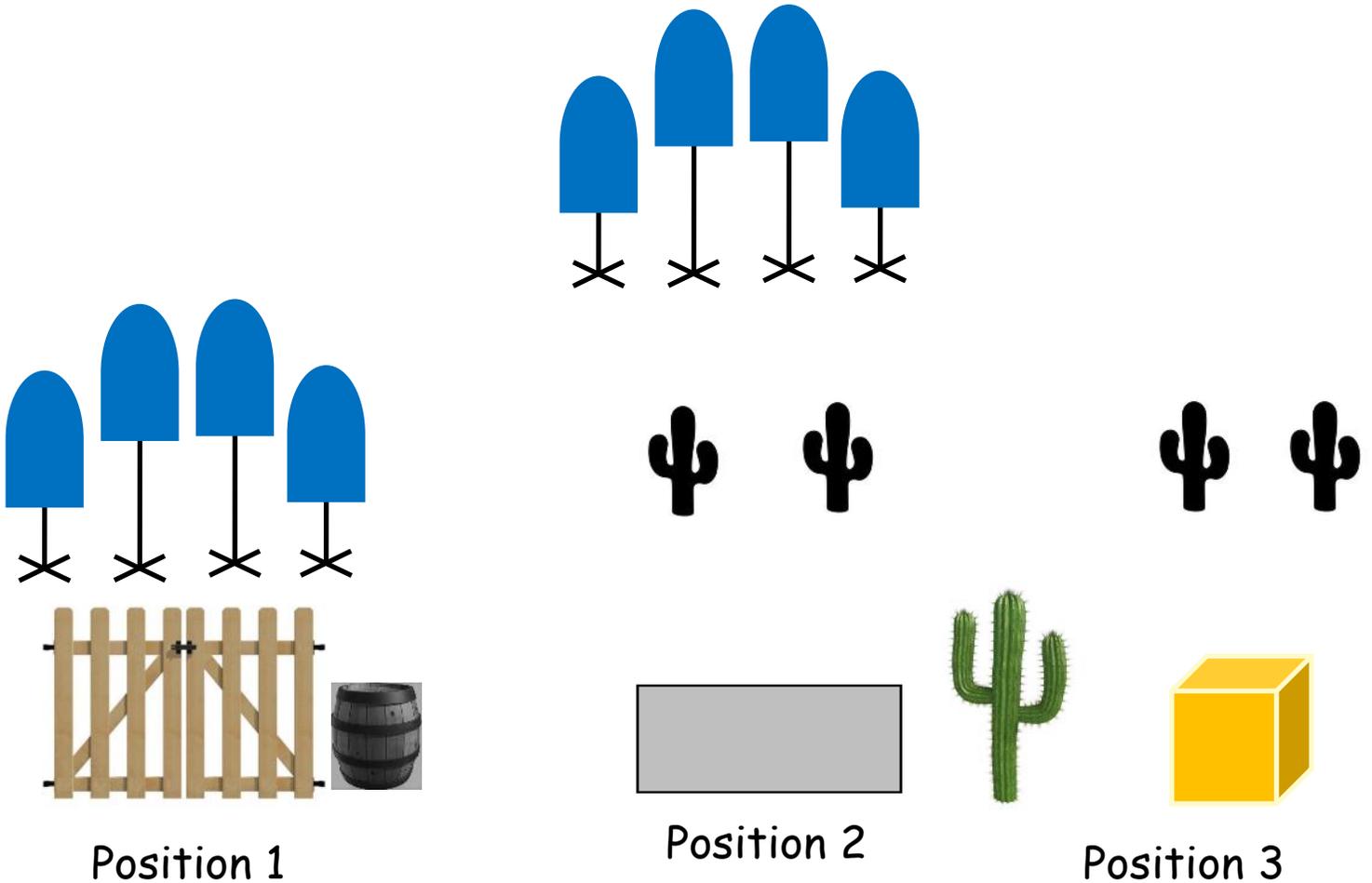
Similarly for position 3 at 2nd cactus.

All targets must receive at least one round. Shooter may place as many rounds as desired on the blue circle 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



Stage shot shooter's choice. Rifle may not be last. Shooter starts with hands at low surrender. Rifle loaded with 10 rounds staged on table at position 2. Shotgun staged anywhere safely and pistols loaded with 5 rounds each and holstered.

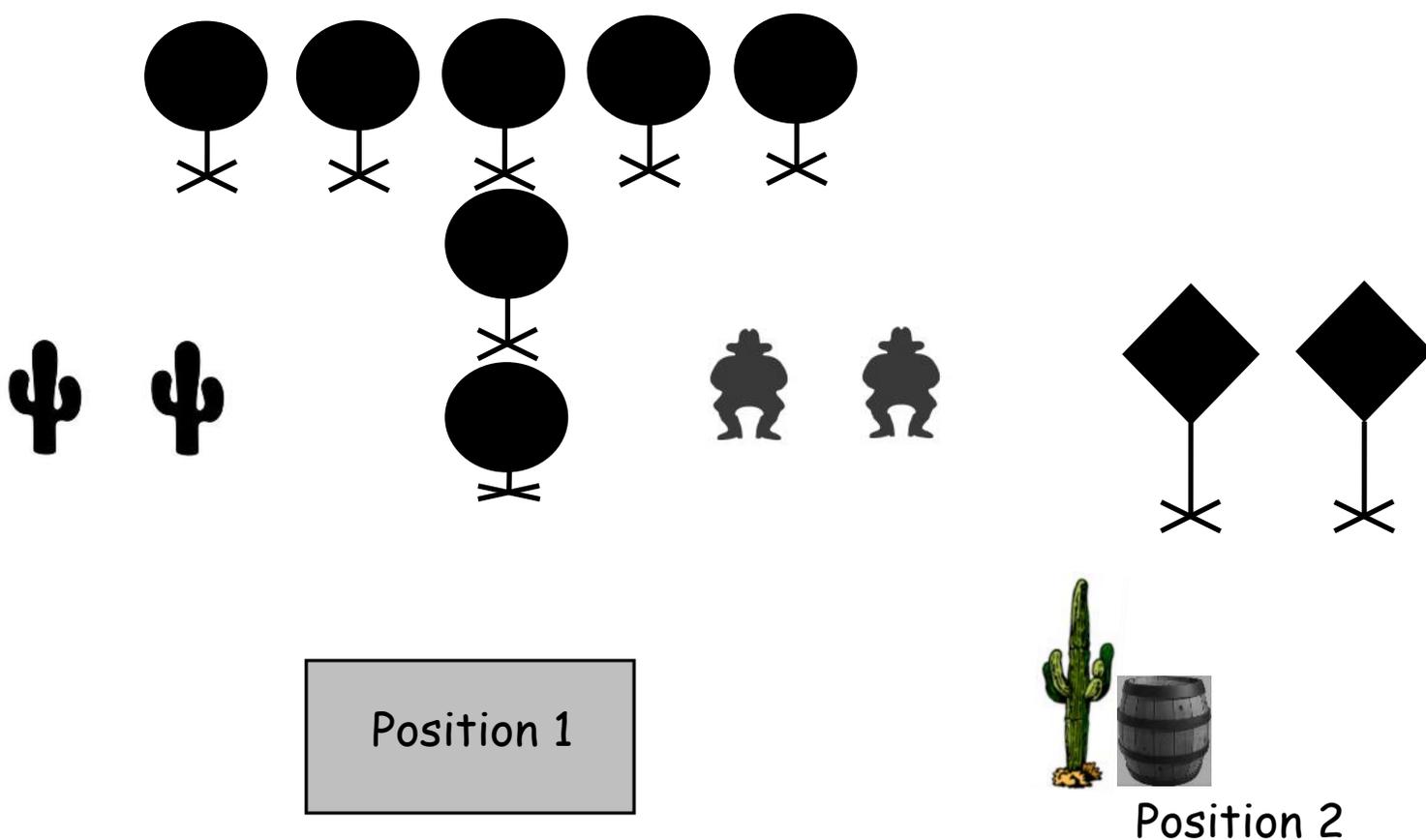
ATB, from position 1 engage the four tombstones in a progressive sweep starting on either end. From position 2 with rifle repeat instructions as per pistols and with shotgun engage the 2 targets directly in front till down. From position 3 engage the 2 shotgun targets in front till down.

Position 1 is anywhere behind the fence but fully clear and to the left of the barrel. Position 3 is anywhere clear and to the right of the cactus.

Take timer to next stage, but leave the spotting flags

Stage 4

10 Pistol, 10 Rifle, 4+Shotgun



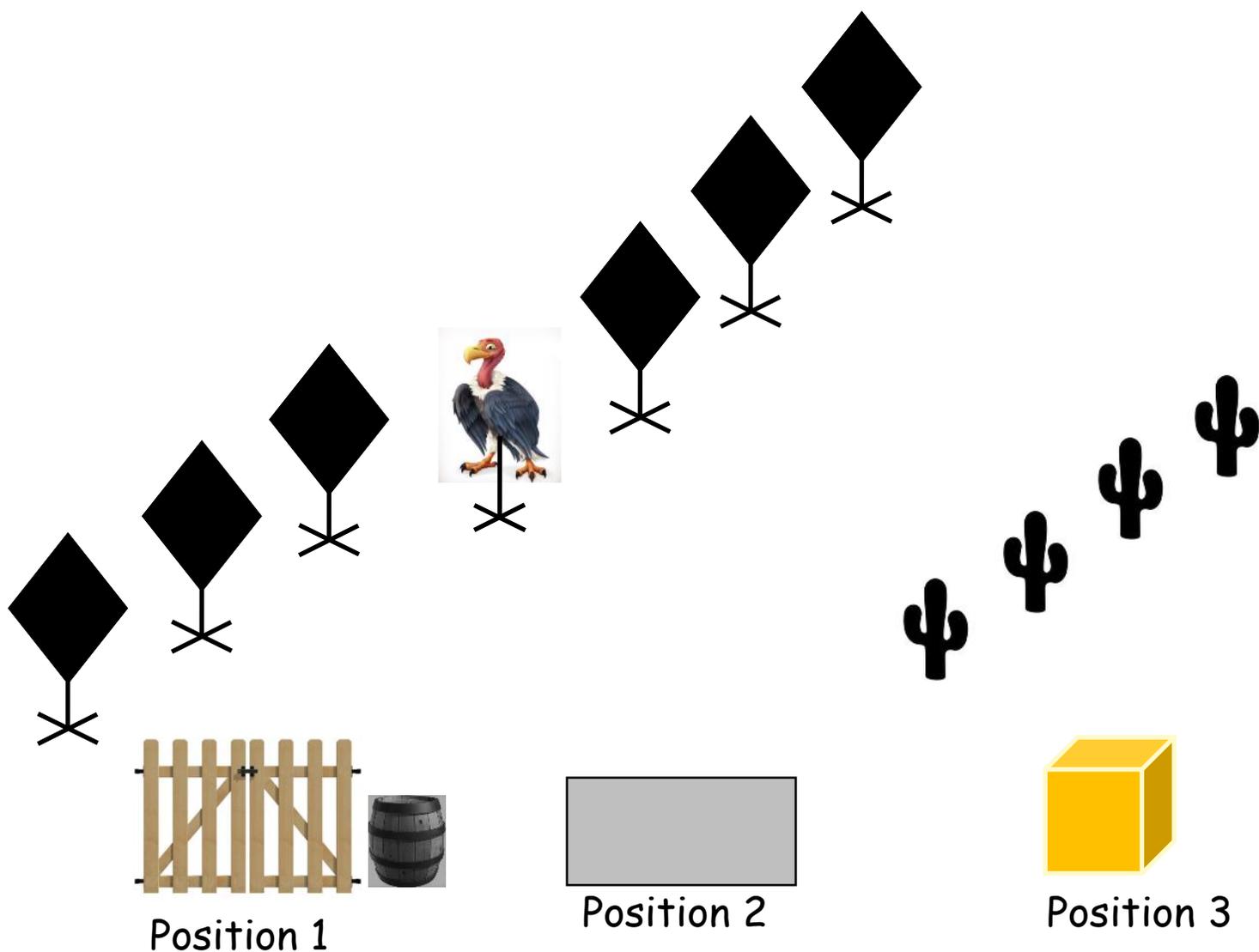
Shooter starts at position 1, hands touching hat., Rifle loaded with 10 rounds, and open and empty shotgun staged on table. Pistols loaded with 5 rounds each and holstered. ATB, with shotgun engage the 4 knock downs and with rifle shoot the circles in a 5 shot sweep starting at the bottom and going left then repeat going right. From position 2 with pistols place 5 rounds on each target.

At position 2 pistols must clearly be to the right of cactus. May not shoot over the Cactus. May start with rifle or SG

Take timer to next stage, but leave the spotting flags

Stage 5

10 Pistol, 10 Rifle, 4+Shotgun



Shooter starts at any position with hands at low surrender. Rifle loaded with 10 rounds staged on table at position 2. Open and empty shotgun staged on hay bale at position 3. Pistols loaded with 5 rounds each and holstered. Rifle may not be last.

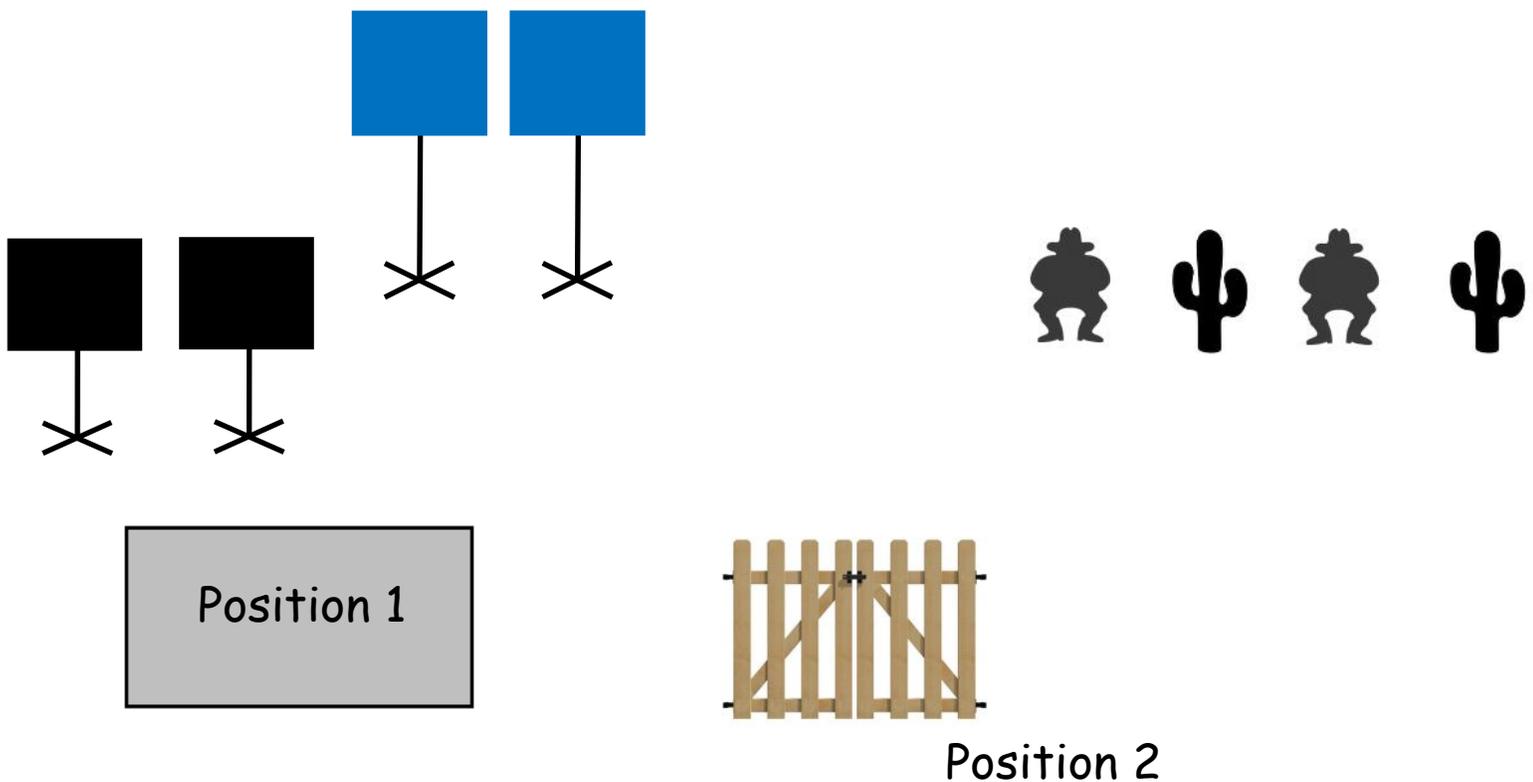
ATB, from position 1 with pistols place at least 2 rounds on each of the diamonds and 1 round on the blue buzzard in any order, sequence or direction. From position 2 with rifle repeat as per pistol instructions. From position 3 engage the 4 knock downs.

Position 1 is anywhere behind the fence but clear and left of the barrel

Take timer to next stage, but leave the spotting flags

Stage 6

10 Pistol, 10 Rifle, 4+Shotgun



Start at position 1 with hands flat on the table. Rifle loaded with 10 rounds, and open and empty shotgun staged on table at position 1. Pistols loaded with 5 rounds each and holstered.

ATB with pistols single tap alternate on the 2 black squares for 10 rounds and with rifle single tap alternate on the 2 blue squares for 10 rounds. Retrieve shotgun and from position 2 engage 4 knock downs.

Position 2 is any where from the left side of the fence to anywhere clear and to the right of the fence and anywhere in between.

May start with rifle or pistols

Take timer to next stage, but leave the spotting flags