

# STAGE # 1

Story by Cimarron Boca

Sponsored By Pecos Pav and Jersey sue

## THE JACKSON HOLE GANG



The Jackson Hole Gang is run by Pecos Pav, a black hearted man with no soul. He along with his 2nd in command Emberado and a band of cutthroats skulk thru the dark corners of the west. The JHG has committed more crimes then the law books have written. The gang is hold up at the Purgatory Brothel drinking and carrying on with the likes of Sweetheart Sherry, Dancin Angel, Doooms Darlin, Jersey Sue and Shopalong. While ordering drinks from the top barmaid, Bronco Joan, Jesamy Kid, Cholula Mike and Cimarron Boca the gangs 3 enforcers are sent to scout out any potential earnings for the gang. They are recognized by Sheriff Papa Gray and Deputy Moss Reardon while in front of the "Jackson Hole Saloon". As pistol fire erupts the rest of the JHG comes a runnin. But they are met by the good citizens of Purgatory who are armed and at the ready as this all turns into a full scale war! When the smoke clears the JHG are out numbered and subdued. They are taken before Judge Ben Cooley and sentenced to hang ! Afterwards they are pronounced dead by the town's physician Dr. Doom.

**Staging:** Rifle loaded with 10 rounds in hand standing at the left window of the saloon

**Shotgun open and empty in the left window of the saloon.**

**Pistols loaded 5 rounds each holstered**

Standing at the window with rifle in hand shooter says **"Pecos They Got Us Out Numbered"**.

**ATB:** Shoot the rifle targets with a triple tap sweep starting from either direction putting the last shot on the center target. Make rifle safe in the window. Pick up shotgun and shoot 2 knock down shotgun targets through the window, Move through the door of the saloon and anywhere between the saloon and the bar shoot the soda can thrower. If can is hit it is a 3 second bonus. If it is missed it is not counted as a miss. Make shotgun safe on the bar. With pistols repeat the instructions for your rifle shooting through the mirror frame.



P/R



P/R



P/R



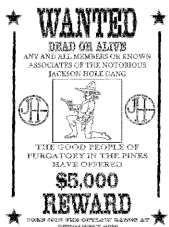
Soda can thrower



Bar with mirror



<p><b>Round count</b>          10 rifle          10 pistol          4+ Shotgun</p>
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# STAGE # 2

## Sponsored by Classic Old West Styles-COWS

### THE COWBOYS

Brothers Frank and Tom McLaury had a ranch outside of Tombstone, which they used to receive and sell stolen Mexican Cattle. When six Army mules went missing from Camp Rucker, Wyatt Earp assisted the army in the search. The mules were found on the McLaury ranch. Also found was a branding iron to change the "U.S" brand to "D8". After some yelling and shots being fired, the Cowboys wanted to talk. Frank Patterson and the other cowboys promised to return the mules and turn themselves in, but showed up two days later and without the animals. They then laughed in the lawmen's faces. This led to more trouble down the trail.

#### **Staging: Shotgun open and empty staged on the hay bale**

**Rifle loaded 10 rounds staged left window**

**Pistols loaded 5 rounds each holstered**

Standing at the end of the fence with both hands on the barbed wire stretcher shooter says **“We’ll Return the Mules”**

**ATB:** Pick up your shotgun and shoot the 2 knockdown shotgun targets in front of you in any order then move along the fence to the gun horse and shoot the 2 knockdown shotgun targets in any order and make shotgun safe. Move to the window and with your rifle shoot the rifle targets in a double tap sweep from either end on the back rifle targets and then alternate the 2 right cowboy targets for your last four shots. Make rifle safe and move to the door and repeat the rifle instructions on the front pistol targets.



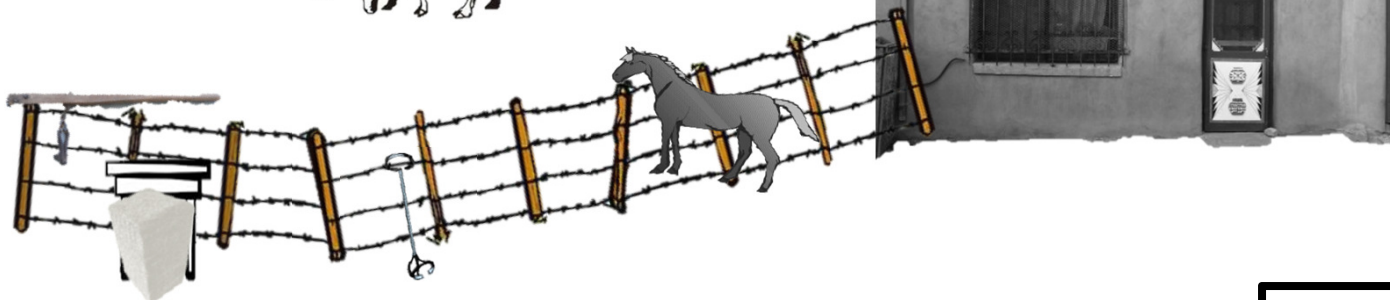
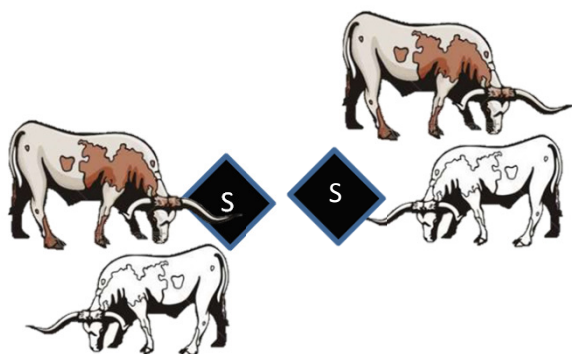
R R R



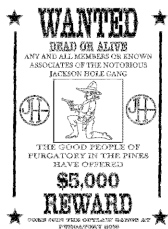
P P P



P/R P/R



**Round Count**  
10 rifle  
10 Pistol  
4+ Shot gun



### STAGE # 3

## Sponsored by EMF Firearms THE JENNINGS GANG



The Jennings gang was composed of Al and Frank Jennings, Little Dick West, Morris and Pat O'Malley. They Robbed trains, General stores and post offices. On August 16, 1897 three miles south of Edmond, Oklahoma, the Jennings gang unsuccessfully attempted to break into the Wells Fargo safe on the Santa Fe train. After the Dynamite failed to blow open the safe, the Gang then turned to robbing the trains passengers. While shooting out the windows and putting holes in the ceiling of the train car with their pistols, one irate passenger Jim Wright refused to give up his valuables and had part of his ear shot off. The botched robbery yielded only a few dollars, a bottle of **whiskey and a bunch of bananas**. Al Jennings was wounded that same year and given a five year jail term .

**Staging: Pistols 5 rounds each holstered.**

**Rifle 10 rounds staged at the dynamite stand.**

**Shotgun open and empty on either barrel**

Standing facing up range in the window of the train holding a bunch of bananas in both hands shooter says " **My Favorite, Whiskey and Bananas** "

ATB: Drop the bananas and move to either barrel and with your first pistol double tap the outside rectangle target and then single tap sweep the next 3 square targets holster pistol. Move to the dynamite table and with your rifle starting on either rectangle, double tap the rectangle and single tap the 6 squares then double tap the other rectangle. Make rifle safe. Move to the other barrel and double tap the outside rectangle target and then single tap sweep the next 3 square targets holster pistol. Retrieve your shot gun and shoot 2 knockdown shotgun targets from the barrel then move to the dynamite table and shoot 2 knockdown shotgun targets and then move to the other the other barrel and shoot 2 knockdown shotgun targets .



P/R



P/R



P/R



P/R



P/R



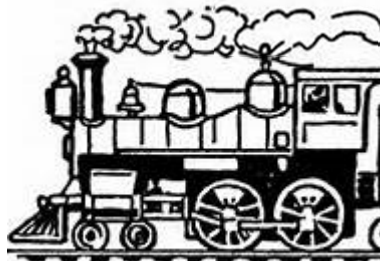
P/R



P/R



P/R



#### Round Count

10 Rifle

10 Pistol

6+ Shotgun



**STAGE # 4**  
**Sponsored by Clarks Bullets by Scarlett**  
**THE HOLE IN THE WALL GANG**



Butch Cassidy and the Sundance Kid have stopped the Union Pacific Train and plan to rob it. Butch orders a U.P. employee named Woodcock to open the train door. Woodcock refuses, but gives in after time. Sundance then sends "Flat Nose" Curry and "Deaf Charlie" Hanks to set a dynamite charge at the door of the safe. It seems a little too much dynamite was used and blew the safe open and sent burning money flying thru the sky. A posse hiding in another box car came busting out and this now starts a bullet laden getaway on horseback for the Hole in the Wall Gang. Sundance yells! **"Think you used enough dynamite there Butch!"**

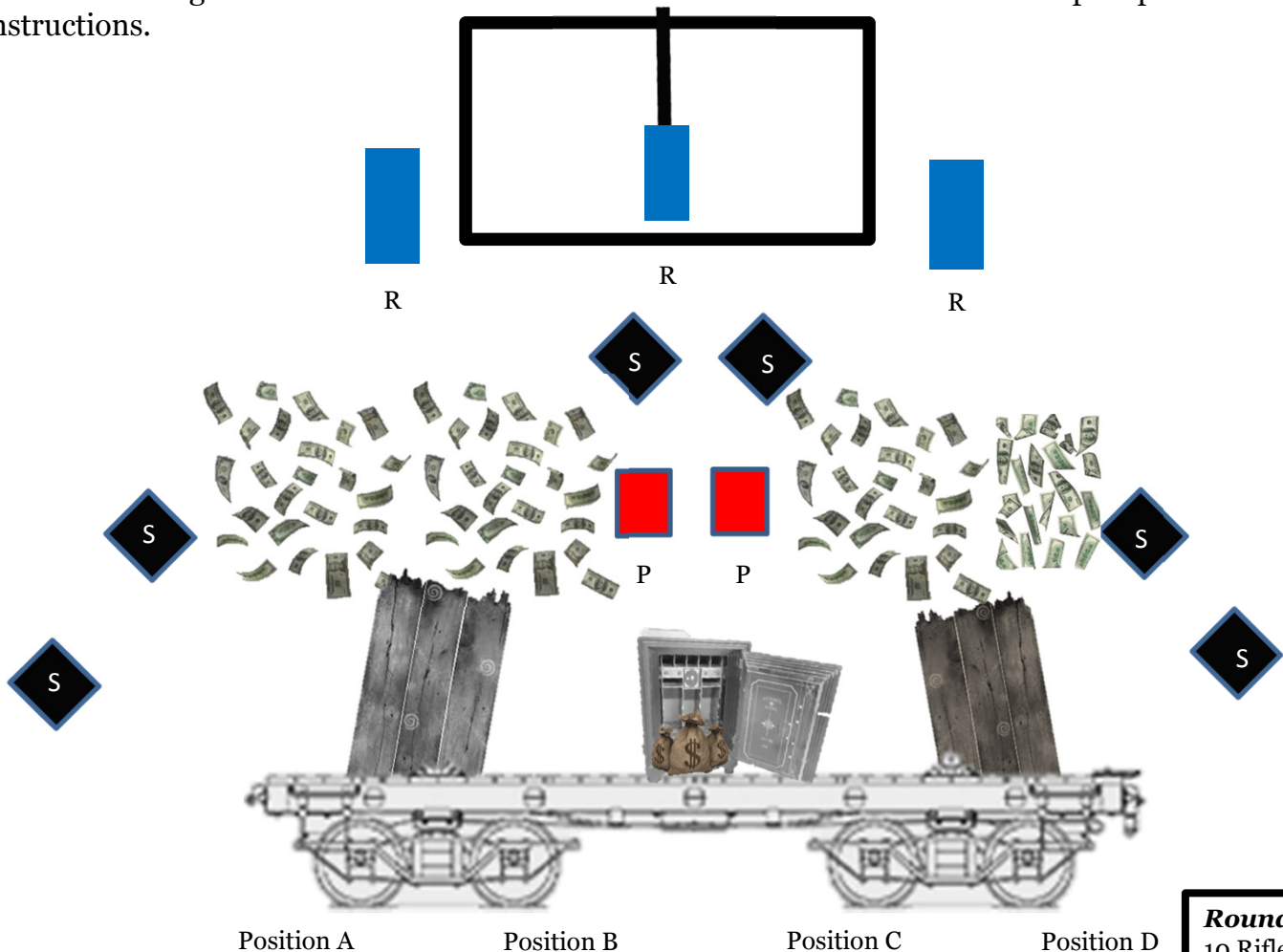
**Staging: Shotgun open and empty Position A or D shooters choice**

**Rifle loaded with 10 rounds staged Position B or C**

**Pistols loaded 5 rounds holstered.**

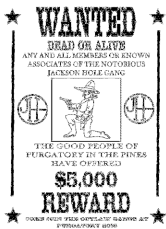
Standing in front of the safe with both hands touching the money bags. When ready shooter pull the money bag towards you to activate the swinger and say **"Think You Used Enough Dynamite There Butch!"**

**ATB:** Move to your shotgun and knock down 2 shotgun targets in any order. Move to Position B or C and knock down 2 shotgun targets in any order and then to A or D to knockdown 2 shotgun targets in any order. Make shotgun safe and move to your rifle. With your rifle, shoot the rifle targets in a 2,1,2 sweep starting from either end for 5 shots and repeat from the same end for 5 shots. Make rifle safe. At position B or C and with your first pistol, shoot pistol targets alternating between the targets from either end then move to the other side of the safe and repeat pistol instructions.



<b>Round Count</b>
10 Rifle
10 Pistol
6+Shotgun





# STAGE # 5

## Sponsored by Tego Ear Plugs

### THE INNOCENTS

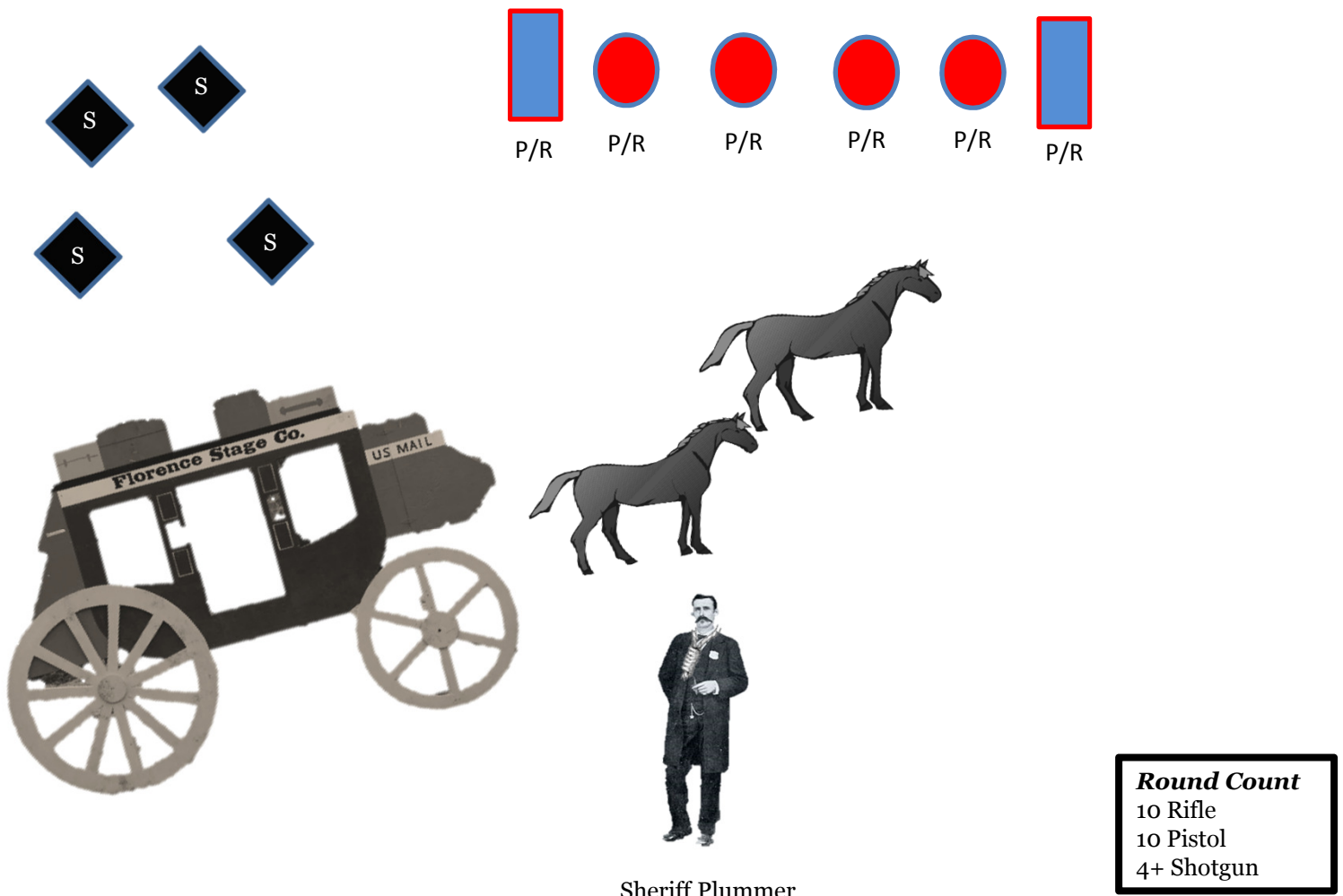


The Innocents were a band of highwaymen and murderers with an inside edge. Sheriff Henry Plummer, the ringleader of the outlaw road agents, would have a look out at the gold mine to alert him when the gold would be shipped by the stage. Plummer wore a cravat in which he tied a secret knot. One way was crisscrossed and meant "don't rob today", the smooth side out meant rob the stage all will go smooth. Luck ran out for The Innocents when a group formed called "The Montana Vigilantes." At one point 500 men sealed off Virginia City and with gun battles going on all over the town, 22 gang members were taken into custody . Plummer was hung by the neck in a Gallows he had built for an earlier case. More than 5000 people assembled to the "Hangings of "The Innocents "!

**Staging: Shotgun, open and empty in the stage coach**  
**Rifle loaded with 10 rounds on the left gun horse.**  
**Pistols loaded with 5 rounds each holstered .**

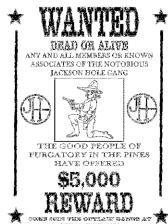
Standing with Sheriff Plummer holding the hangman's noose in both hands shooter says ***"Lets Hang the Innocents"***

**ATB:** Drop noose and move to the door of the stage coach and with your shotgun knock down the 4 shotgun targets in any order. Make shotgun safe. Move to the gun horse where your rifle is staged and put 3 shots on each outside target and 1 shot on each circle in any order. Move to the right gun horse and with your pistols repeat the rifle instructions.



<b>Round Count</b>
10 Rifle
10 Pistol
4+ Shotgun

Sheriff Plummer



## STAGE # 6

### Sponsored by Fredrick's of Deadwood

# THE STOCKTON GANG

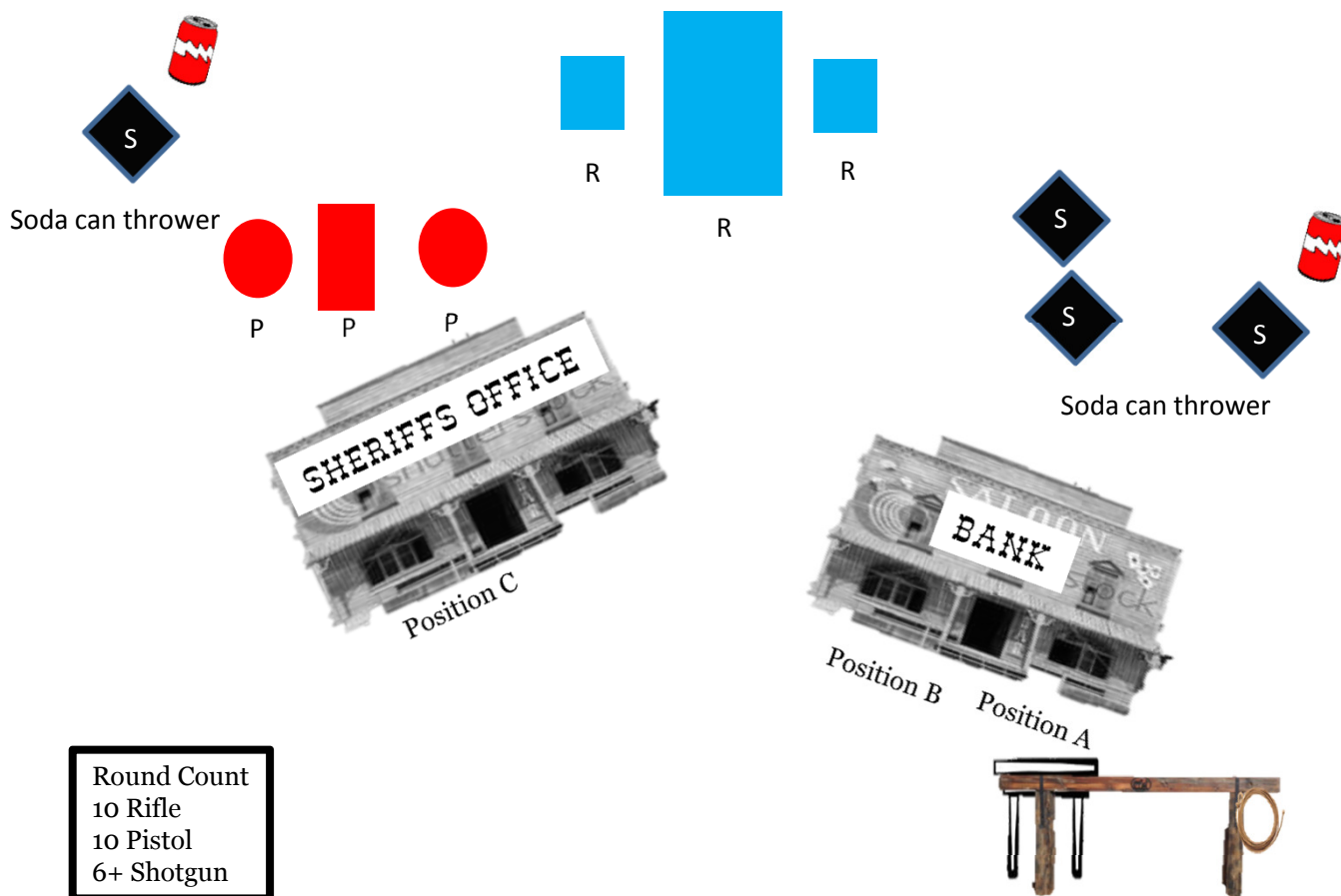
The Stockton Gang is led by Isaac "Ike" Stockton. Other members are his brother Port, his next in command Harg and Dyson Eskridge and Bert Wilkerson. Robbing and rustling cattle in New Mexico, while escaping back over the line into Colorado. Their efforts soon spawned an all out feud, sometimes referred to as the San Juan war with the Simmons family of Farmington New Mexico .The Simmons family accused the Stockton's of stealing their cattle and selling the beef to Army Posts. The "war " erupted into full scale shoot-outs and lynchings in 1880. In fact , the Stockton's business was so profitable; They flaunted themselves, even opening a butcher shop in Durango. In the meantime almost two dozen ranchers in the Farmington area had begun to side with the Simmons family, guarding their property night and day against rustlers.

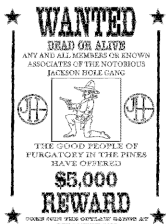
Meanwhile, The gang was posing as prosperous cattlemen in the Durango area, where people of that city stood behind them. Partly because Port Stockton was serving as the town Marshal, and partly because they believed in what they said they were . On April 16,1880 a man was lynched in Durango and the very next day, while the body was still dangling from a tree by the railroad tracks, the town was Besieged by a band of 25-50 armed men calling themselves the " Farmington Vigilante Committee". In no time shots rang out through the streets. After the violence the town no longer believed in their " Prosperous Cattlemen“.

**Staging: Rifle loaded with 10 rounds on the hitching post**  
**Shotgun open and empty in window at Position A**  
**Pistols loaded 5 rounds holstered.**

Standing at the hitching post holding the lasso in both hands When ready say **“Here Comes the Vigilante Committee”**

**ATB:** Move to your rifle and shoot a 2,6,2 sweep from either direction. Make safe, move to position A pick up your shotgun and shoot the soda can thrower move to position B and knock down the 2 shotgun targets move to position C and shoot the soda can thrower. Make shotgun safe and move to the door and do a 2,6,2 sweep from either direction. There will be a 3 second bonus for hitting each soda can. If can is missed it will not be counted as a miss.





# STAGE # 7

## Sponsored by Long Hunter Supply

### NED CRISTI



In May of 1887 U.S. Marshal Daniel Maples was shot and killed in the Cherokee Nation. John Paris accused Ned of pulling the trigger. Even though Paris himself had been arrested first for the same killing. Cristie being an Indian did not think he could get a fair trial by "White Men". While on the run, lawmen from Judge Isaac Parker's court set Ned's house ablaze and burnt it to the ground Cristie retreated to a remote area and built a fortified house at Wauhila. "Ned's Fort" as it was called, was said to have double thick logs with sand poured between the logs with only small slit to shoot and see through. In 1892 Ned Cristie was killed by a posse armed with guns, dynamite and a cannon . His body was tied to the cellar door for transport to Fayetteville Arkansas .

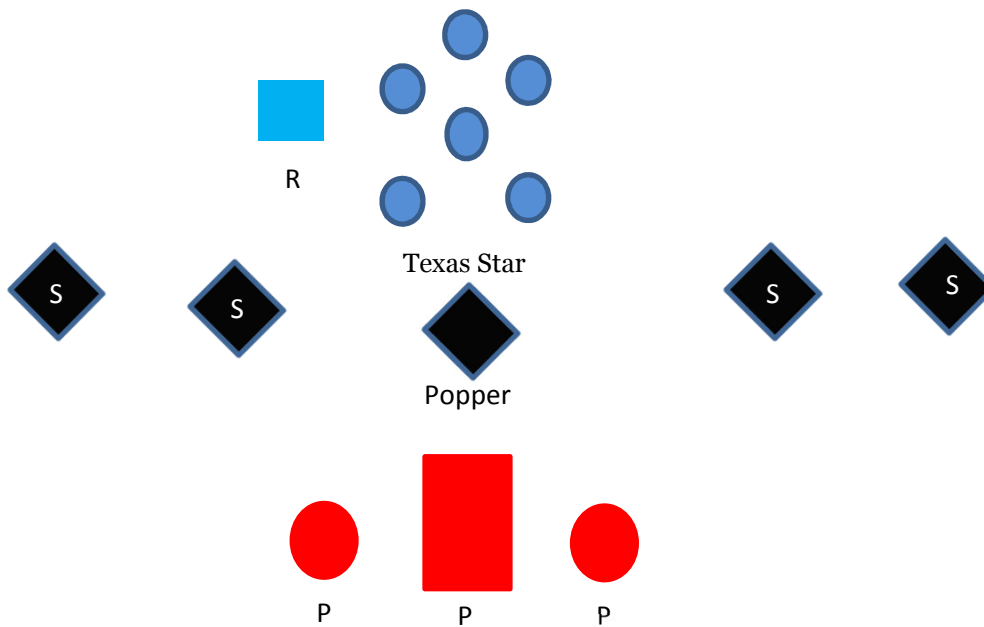
**Staging:** Shotgun open and empty in the left or right window of the cabin.

Rifle loaded with 10 round's in the other window of the cabin.

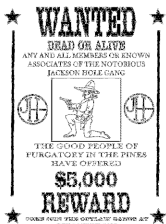
Pistols loaded 5 round each and holstered.

Starting Position: Shooter starts standing at the cellar door. Shooter says **"Give up Ned"**

**ATB:** Move to the door and kick or push it down. With your pistols do a 1,3,1 sweep from either direction and then do a 1,3,1 sweep from the opposite direction. Holster pistols and move to your rifle. With your rifle alternate shots between the Texas star and the square starting on either the star or the square. Misses on the Texas star are not counted as misses. Make rifle safe and move to your shotgun. With your shotgun knockdown the 2 shot gun targets in front of you then move to the other window and shoot 2 knockdown shotgun targets in any order. Shoot the popper for as many plates remain on the Texas Star.



<b>Round Count</b>
<b>10 Rifle</b>
<b>10 Pistol</b>
<b>4+ Shotgun</b>



# STAGE # 8

## Sponsored by Colorado Mountain Hat Company

### THE BELLE STAR GANG



Selling bootleg whiskey to the Indians was just as illegal as stealing horses, but to Belle and Sam Starr and their gang those acts were just business as usual. The Bandit Queen as she was known and her husband Sam were on Judge Isaac Parker's list of outlaws that he wanted put away. Federal Marshals have staked out the Starr homestead only to find stolen horses and a whiskey making still. Returning from selling whiskey to Indians on a local reservation, the Lawdogs and the Starr's engage in a shot for shot gun fight. Being out numbered the husband and wife outlaws give up and are brought back to stand trial in front of the "Hanging Judge" as Parker had become known all over Fort Smith Arkansas. Once more Belle and Sam Starr avoid justice due to a lack of evidence.

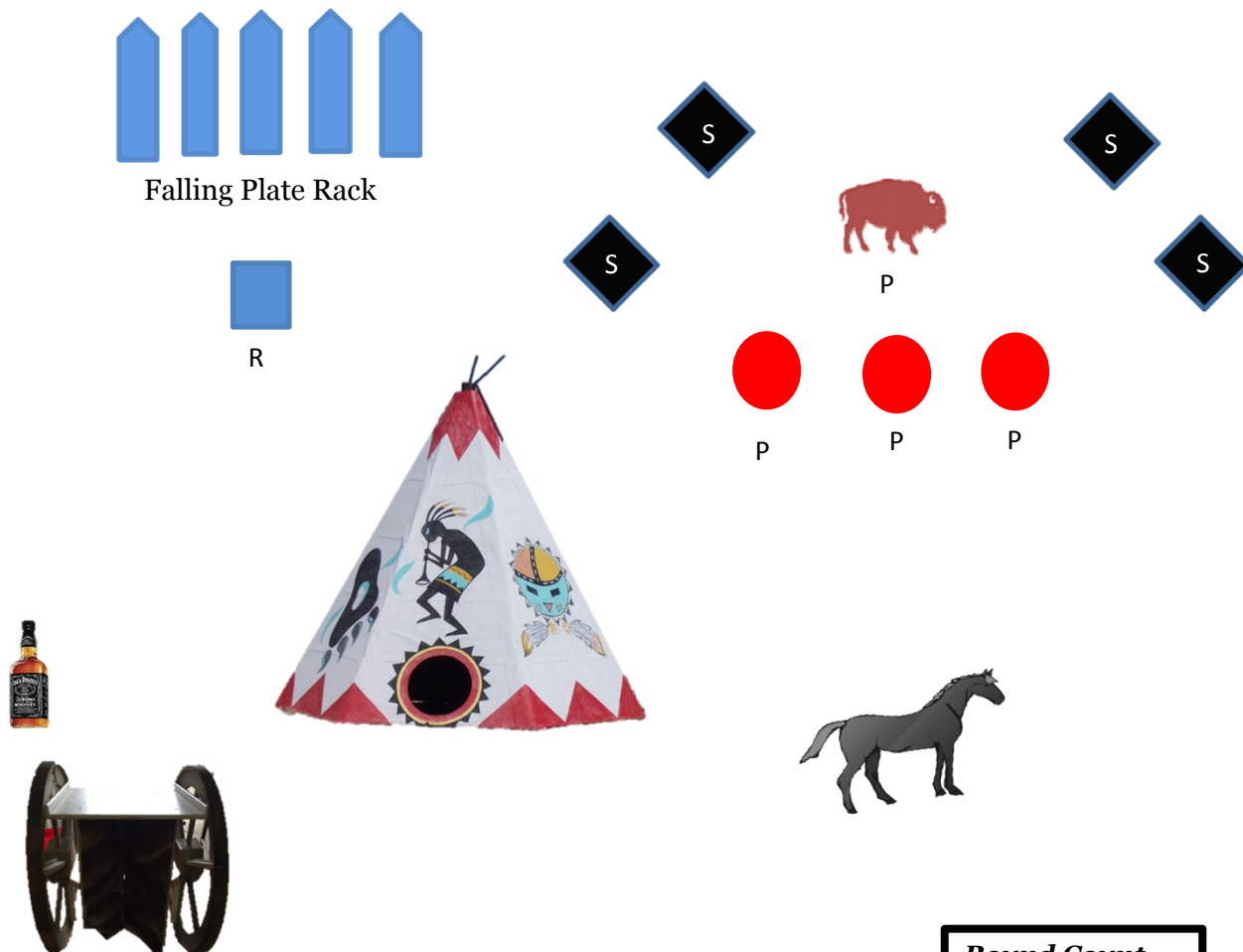
**Staging: Rifle loaded 10 rounds staged on the whiskey wagon**

**Pistols loaded 5 rounds each holstered.**

**Shotgun open and empty staged on the gun horse.**

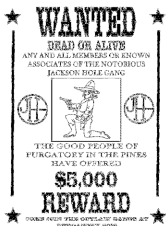
Standing at the whiskey wagon holding the bottle of whiskey shooter says ***"It's the Hanging Judge"***

**ATB:** Drop the bottle and with your first five rifle shots knock down the plates on the rack then with your second 5 rounds dump on the square target. There is a one second bonus for each plate knocked down. Misses on the plate rack are not counted as misses. Misses on the square target will be counted as misses. Make rifle safe and move to the gun horse. With your pistols sweep the circles twice from left to right and put your last 4 shots on the buffalo. Holster pistols and pick up shotgun and shoot the 4 knockdown shotgun targets in any order.



<b><u>Round Count</u></b>
10 Rifle
10 Pistol
4+ Shotgun





## STAGE # 9

### Sponsored by Deadeye Dutch

# FRANK JACKSON

In 1878 in Round Rock Texas, Frank Jackson and Sam Bass along with Jim Murphy and Seaborn Barnes were preparing to rob the local bank. Jim Murphy informed the authorities of the pending theft. Under the close eye of the local police, Texas Rangers and Volunteer Residents, the three men were met by sheriff deputies Ellis Grimes and Morris Moore. The outlaws panicked and gun down the two lawmen. Now forced to fight the "Texas Rangers " and local residents they make their way to the horses but not before Barnes is killed by Texas Ranger Dick Ware and Bass was shot several times by Ranger George Harrell. Bass rides about 100 yards and falls off his horse. Jackson rides back to get Sam. Unable to ride too far Frank leaves Bass bandaged under a tree. Sam is taken into custody and dies the next day . Frank Jackson has never been caught!

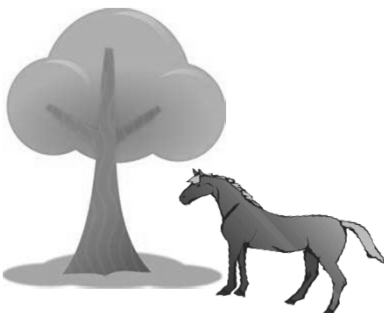
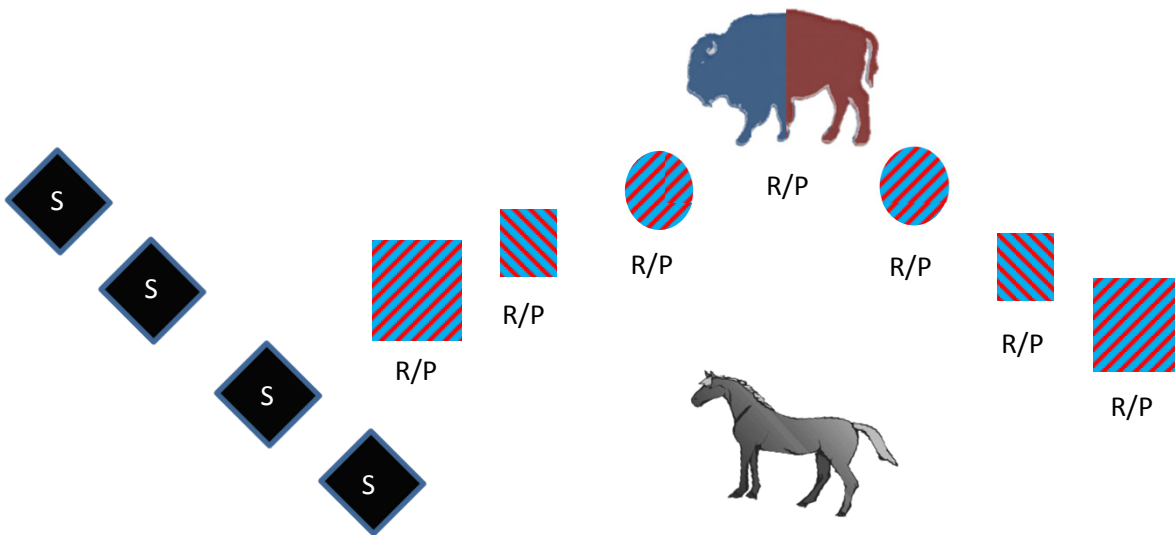
**Staging:** Shotgun open and empty on the left gun horse.

**Rifle loaded 10 rounds staged on front of the prison wagon**

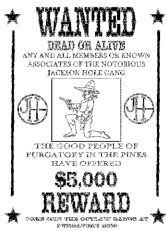
**Pistols loaded 5 rounds each holstered.**

Standing at the tree with both hands touching the tree shooter says ***“Where’s Frank Jackson”***

**ATB:** Move to the gun horse and pick up your shotgun and knock down the 4 shotgun targets in any order and make shotgun safe. Move to the prison wagon and with your rifle put your first shot on the buffalo and then starting on either end do a triple tap sweep. Make rifle safe move to the other gun horse and with your pistols continue the triple tap sweep and put your last round on the buffalo.



<p><b>Round Count</b>          10 Rifle          10 Pistol          4+ Shotgun</p>
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# STAGE # 10

## Sponsored by Gunpowder Creek trading Post

### THE DUTCH HENRY GANG

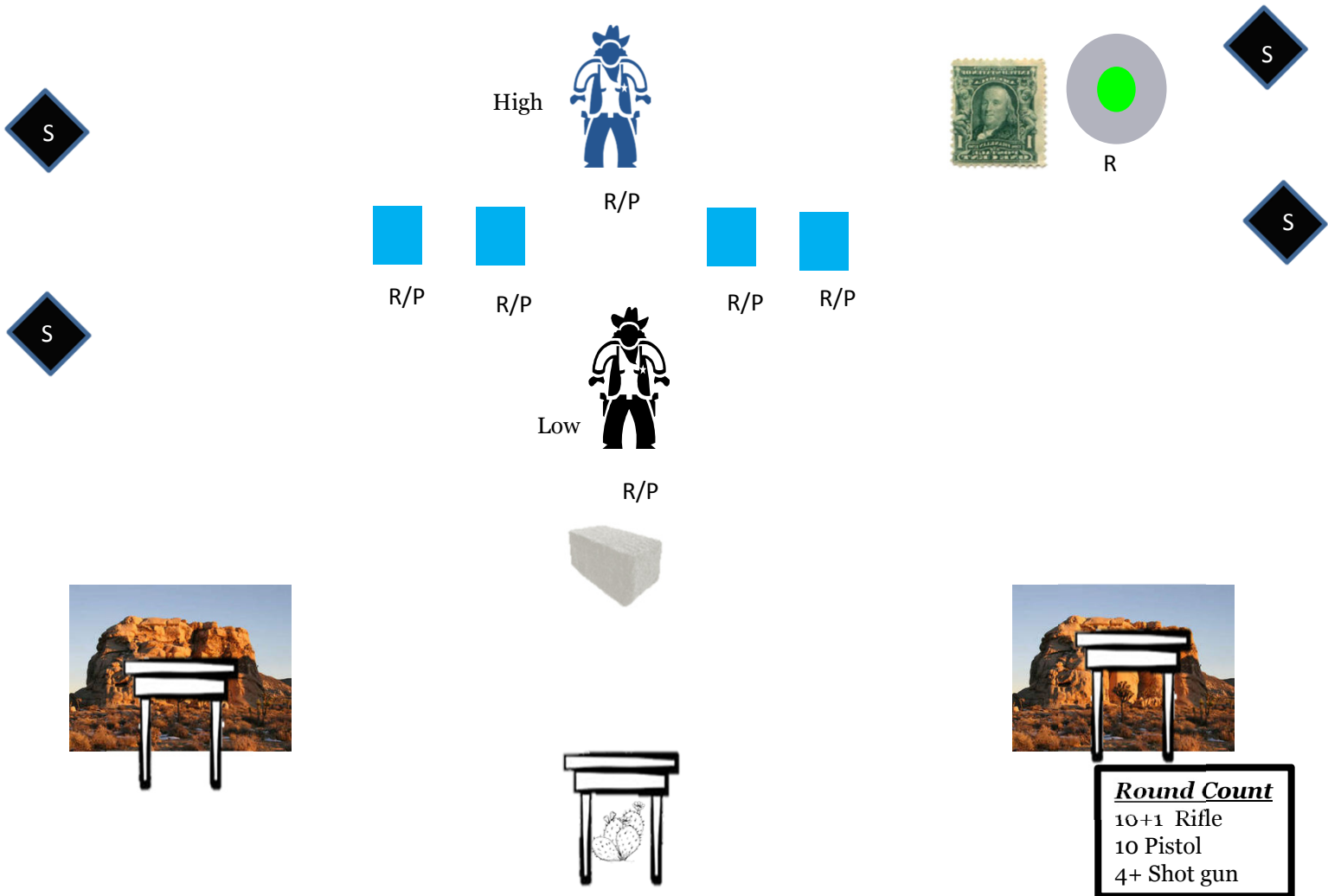


It's a hot 4th of July day in Dodge City Kansas. Lin McAdam has just won the prized 'Winchester 73 and it's 1 of 1000. This was donated by the Cheyenne Mountain Outfitters. Lin shot a hole thru a postage stamp stuck to a washer that was thrown in the air to win the Winchester. The rifle is stolen when Lin is jumped by the outlaw Dutch Henry as he enters his hotel room. Lin is in pursuit of Dutch and chases him all the way to Tascosa Texas where a fight begins in the rocky hills. With rifles blazing away from both men , Lin finally gets the skilled shot he has been waiting for. It kills Dutch Henry dead. It is then revealed that Dutch Henry is really Lin's No Good Bank Robbing Brother Matthew who had killed their father years before. Lin has his prized rifle back and has found revenge.

**Staging:** Rifle loaded 10 rounds held in hand at the cactus stand  
Shotgun open and empty on either the left or right rock  
Pistols loaded 5 rounds holstered

Standing at the cactus with rifle in hand shooter says *"Its One Of A Thousand"*

**ATB:** Shoot the rifle targets with 3 shots on the High Cowboy then single tap the squares from either direction and triple tap the Low Cowboy. Reload 1 round and shoot the center of the washer target. If the center is knocked down it will be a 5 second bonus. **TAKE YOUR RIFLE TO WHERE YOU STAGED YOUR SHOT GUN** and make safe on the rock. Pick up your shotgun and knock down the 2 shotgun targets in front of you and anywhere between the 2 rocks knockdown the other 2 shotgun targets. Make shotgun safe on the other rock. Move to the hay bale and with your pistols repeat the instructions for your rifle.



**Round Count**  
10+1 Rifle  
10 Pistol  
4+ Shotgun