

Range War



**Stage 1 Bay 2
June 2009**

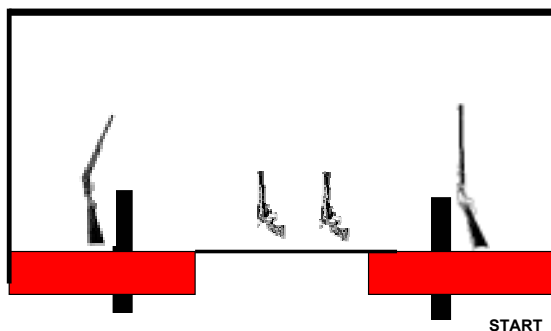
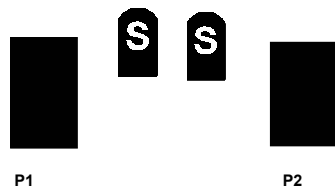
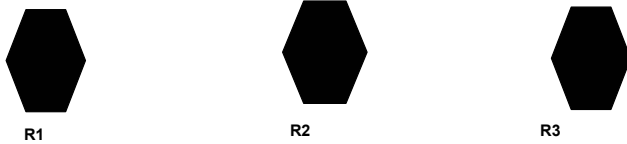
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

Some greedy rival ranchers who already own most the good grazing land are trying to grab the only remaining good land from the small ranchers. Their land grabbing starts a range war between their hired gunslingers and the good cowboys protecting their small ranches.

Starting Position: Standing at right window with hands at side not touching pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in right window tray. Shotgun staged in left window tray with at least two rounds on your person.

Procedure: Say "GUN FIGHT" and wait for the beep. At the beep engage the rifle targets with three sweeps from either direction. Return open and empty rifle to tray. Move to doorway and, using both pistols as needed, engage pistol targets with continuous alternating shots from either direction. Holster. Move to shotgun and engage shotgun targets in any order.



Cowboys clash at line shack



Stage 2 Bay 2
June 2009

Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 2 + Shells

The range war heats up as the hired guns attack a group from the small ranches at one of the line shacks. Bullets fly everywhere.

Starting Position: Start with both hands on the door frame at shoulder height.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds staged on table in door. Shotgun staged on table in door with at least 2 rounds on your person.

Procedure: Say "DUCK, LEAD COMING IN" and wait for the beep. At the beep engage the shotgun targets in any order. Return open and empty shotgun to table. With rifle engage the rifle targets from the left in a Nevada Sweep. Return open and empty rifle to table. With first pistol place 5 rounds on left target. Holster. With second pistol place 5 rounds on right target. Holster.



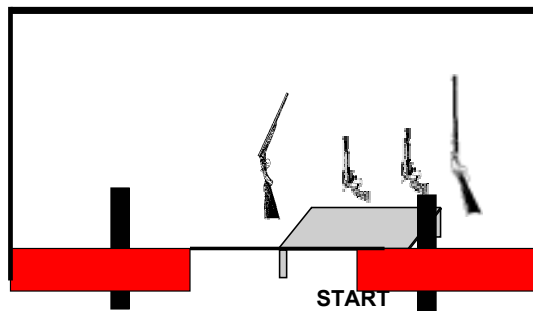
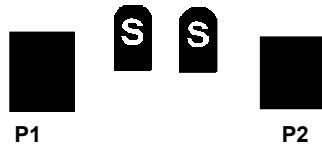
R1



R2



R3



The Range War Conflict Continues



Stage 3 Bay 3 or 4 June 2009

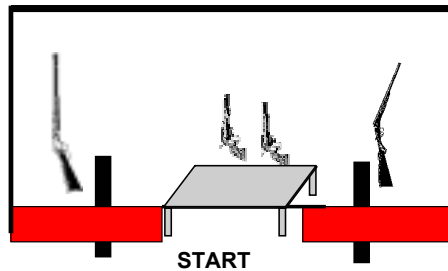
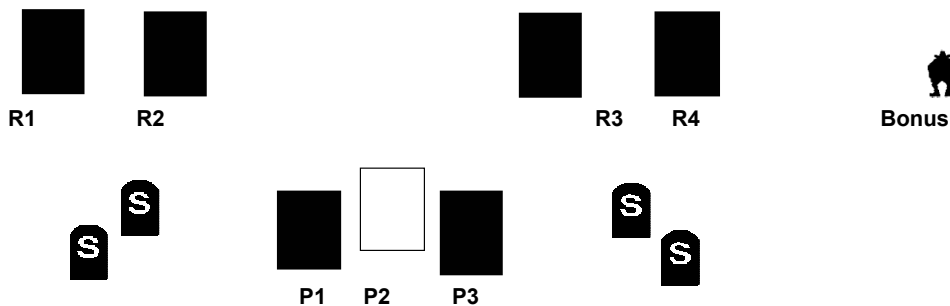
Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

The violence of the range war begins to spread into the local town. The opposing ranch hands and hired guns get into town, find each other and the gun play begins.

Starting Position: Start standing at doorway with arms at your sides, not touching guns.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged in left window tray. Shotgun staged in right window tray with at least 4 rounds on your person.

Procedure: Say "WAR IT IS" and wait for the beep. At the beep, with first pistol engage the pistol targets from the left as follows, P1-2 rounds, P2-1 round, P3-2 rounds (2-1-2). Repeat with second pistol. Holster. Move to rifle and engage the rifle targets with two sweeps both starting from the left. With 9th round engage the bonus target for a 5 second bonus. A miss on the bonus will not count, but it must be engaged or its a procedural. Return open and empty rifle to window tray. Move to shotgun and engage shotgun targets in any order.



Trouble on Main Street



Stage 4 Bay 3 or 4 June 2009

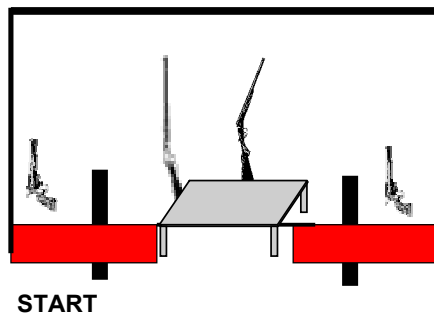
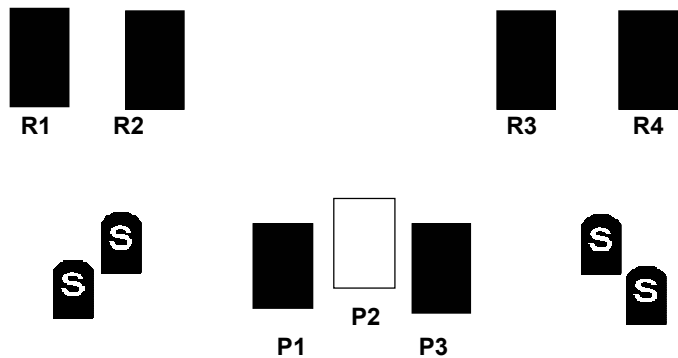
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The trouble in the saloons spills into the street with gunfire and fast horses. Both sides leave town when the local Sheriff and his deputies arrive to put an end to the gun play.

Starting Position: Start at left window with hands at shoulder height on the window frame.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds staged on the table in the doorway. Shotgun is also staged on the table in doorway, with at least 4 rounds on your person..

Procedure: Say "LET'S MOVE OUT" and wait for the beep. At the beep, with first pistol Nevada sweep the pistol targets from the left. Holster. Move to rifle and engage the rifle targets as follows R1 - 1 round, R2 - 2 rounds, R3 - 3 rounds and R4 - 4 rounds (Lawrence Welk sweep). Return open and empty rifle to table. Move to right window and with second pistol engage pistol targets in a Nevada sweep from the right. Holster. Move to shotgun and engage shotgun targets in any order.



The Range War Affects All



Stage 5 Bay 5 June 2009

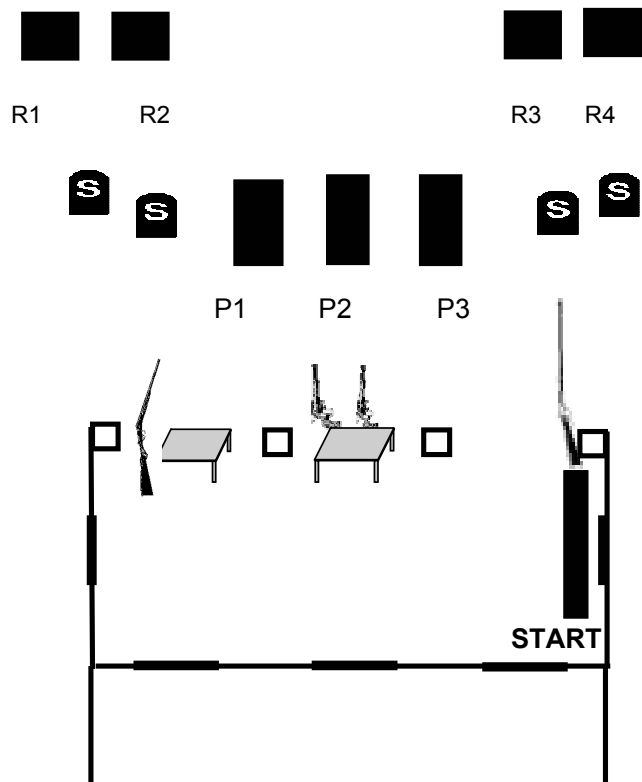
Two Revolvers and 10 cartridges, Rifle and 10 Cartridges, Shotgun and 4 + Shells

The Range War has escalated as both sides have brought in extra gun hands to try to gain the upper hand in the dispute.

Starting Position: Start standing at the bar with hands flat on bar not touching rifle.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 10 rounds and staged on the bar. Shotgun staged on the left table with at least 4 rounds on your person.

Procedure: Say "END IT NOW" and wait for the beep. At the beep move to center table with at least one foot behind the table, and with first pistol engage the pistol targets with at least one round on each (5 on 3) from either direction. With second pistol again engage pistol targets with at least one round each from either direction. Holster. Move to rifle and engage rifle targets in a Nevada sweep from either direction. Return open and empty rifle to bar. Move to shotgun and engage shotgun targets in any order.



The Range War Ends with Army Action



Stage 6 Bay 5
June 2009

Two Revolvers and 10 cartridges, Rifle and 9 Cartridges, Shotgun and 4 + Shells

The Sheriff has requested the Army to help stop the range war. Troopers arrive and engage both sides in order to stop the bloodshed and restore peace. Both sides have paid a high price for no gain.

Starting Position: Start standing behind the left table with hands at your side not touching your pistols.

Staging: Two pistols loaded with five rounds each and holstered. Rifle loaded with 9 rounds and staged on the left table. Shotgun is staged on the center table.

Procedure: Say **"IT'S OVER"** and wait for the beep. At the beep, pick up your rifle and engage the rifle targets in two sweeps from the right. With the 9th round engage the bonus target for a 5 second bonus. The bonus target must be engaged, but a miss on the bonus will not count. Failure to engage will be a procedural. Return open and empty rifle to table. Move to the bar and with first pistol engage pistol targets from the right as follows P3 with 2 rounds, P2 with 2 rounds and P1 with 1 round (2-2-1 from right). With second pistol engage pistol targets from the left as follows P1 with 2 rounds and P2 with 2 rounds and P3 with one round (2-2-1 from left). Holster. Move to shotgun and engage the shotgun targets in any order.

