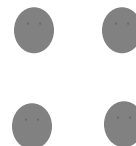
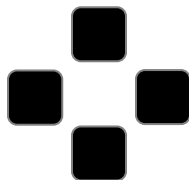


2017 STATE Sequences

STAGE 1 Bay 2, A Range



Position { B }

Horse
{ A }

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle, loaded with 10 rounds and Shotgun, action open and empty, are staged on Horse.

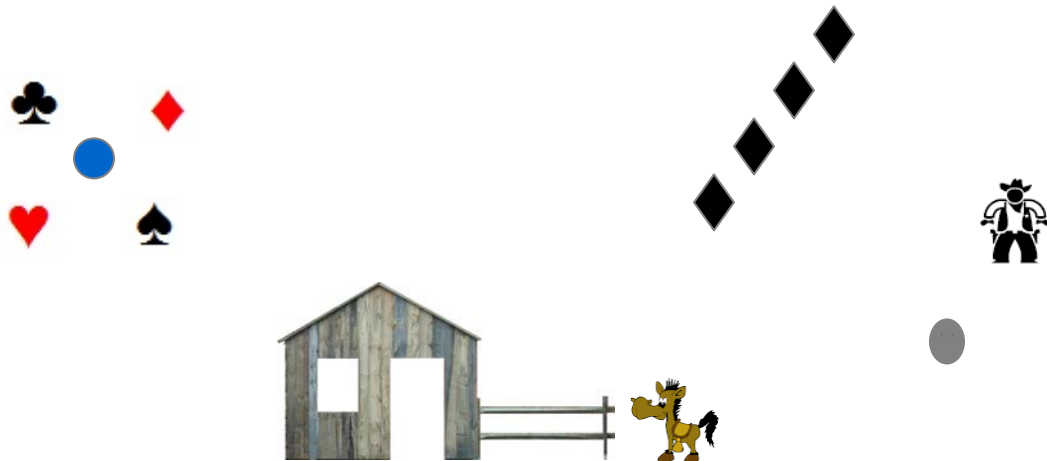
At the rail-head corral near El Paso, Texas are “Bitter Creak” Breeden, Charlie Broadwell and Cris Madison leaning against the corral post watching the cattle being driven in. Just a few days before, they were bush-wacked by rustlers who left them for dead and stole the herd. A couple of drovers found them and brought them in to town where “Doc” Ledbetter patched them up. Cris recognizes a few head and then sees the rustlers. It's payback time.

Start at horse ; One hand flat on the table, the other pointing down range. When ready say:” THEM'S OUR CATTLE.” At the buzzer, with your Rifle, put 10 rounds on 4 targets. No more than 4 rounds total on any one target. Make Rifle safe and with your Shotgun, knock the 4 SG targets down. Make Shotgun safe. Move to Position { B }. With your Pistols, put 10 rounds on 4 targets. No more than 4 rounds total on any one target. Retrieve your long guns and proceed to the unloading table.

- 4 – 19” square rc. targets
- 4 – Shotgun targets
- 1 – tall adj. Stand
- 2 – medium solid stands
- 4 - pins
- 2 - sleeves
- 4 – shotgun targets

- Something to denote Position B
- 1 – horse with flat top

STAGE 2
Bay 3, A Range



10 Pistol, 10 Rifle, 2+ Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged on Horse.

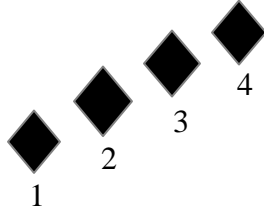
With all the chores caught up at the ranch, Arch Clemons went to town for supplies and decided to stay a day or two. All had gone well except for heavy losses at the card table. The dealer just kept winning but no-one could catch him cheating. The dealer, Marquette Johnson, took a break to go to the privy and Arch decided to shuffle the cards a little. The deck felt light. There were some cards missing. Arch didn't know any were missing but he bet the dealer did and knew just which ones they were.

Start at doorway holding cards in both hands.. When ready say:” **CAN'T READ, BUT I CAN COUNT.**” At the buzzer, with your Pistols, engage the Center target then Heart, Center target then Diamond, Center target then Spade, Center target then Club, then 2 rounds on Center target. Holster Pistols and move to Horse. With your Rifle, Double Tap the 4 targets for a total of 10 rounds. Make Rifle safe. Engage Popper and Bird with Shotgun. If Bird is missed, you must knock down the extra Shotgun target. Retrieve your long guns and proceed to the unloading table.

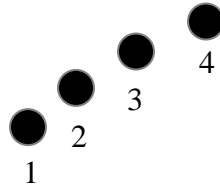
4 – suit targets (large)
1 – 15” round target
4 – 16” diamond targets
2 – tall adj. Stands
5 – medium solid stands
9 – pins
4 - sleeves
1 – Marshall Popper
1 – shotgun target

Cards to hold in hands
1 – horse with flat top

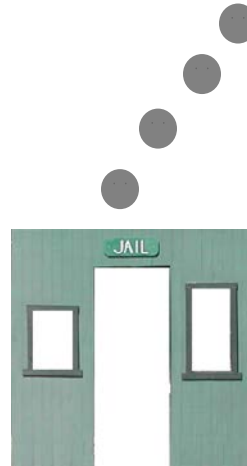
STAGE 3
Bay 4, A Range



Position { A }



Position { B }



Position { C }

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty. Are staged on Horse.

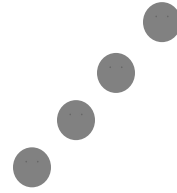
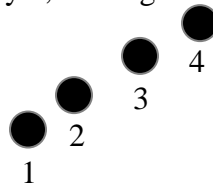
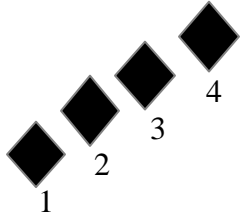
If was Spring in Coffeerville, Kansas. C. T. Carpenter, Chas M. Ball, Bill Powers and a few other vigilantes had decided to rid the town of those they considered “outlaws” and other unwanted miscreants. They started on the south end of town at C. M. Condon & Co. and pushed anyone they didn't like out into the street at gunpoint. Some miscreants like Bob & Grat Dalton resisted.

Start at Position { A }, Hands touching your Pistols. When ready say: “**GOOD BYE OR DIE.**” At the buzzer, engage the Pistol targets, from the doorway, in this order; 1, 2, 3, 4,, 1, 2, 3, ,, 1, 2,, 1. Holster and move to Position { B }. Engage the Rifle targets in the same sequence. Make Rifle safe. Pick up Shotgun and move to doorway at Position { C }. Engage the Shotgun targets from left to right, make-up any time. Retrieve long guns and proceed to unloading table.

- 4 – 19” diamond rc. Targets
- 4 – 15”round targets with hat
- 8 – drive-in stands
- 8 - pins
- 8 - sleeves
- 4 – shotgun targets

- 1 – horse with flat top
- 2 - storefronts
- 2 – loading/unloading tables

STAGE 4
Bay 4, A Range



Position { A }

Position { B }

Position { C }

10 Pistol, 10 Rifle, 4 Shotgun

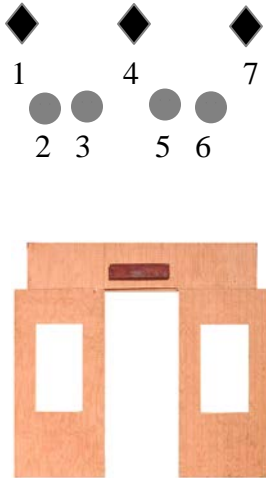
Pistols loaded with 5 rounds each and holstered. Rifle, loaded with 10 rounds, is staged on Horse. Shotgun, action open and empty is held in your hand.

As it turned out, some of the vigilantes, like Cole & Jim Younger and Tim Evans were real “outlaws” wanted by the Law. Sheriff George Crozier who was conveniently out of town at the time was also wanted in Texas for Bank Robbery. When Bill Ryan of the “Kansas Tribune” wrote a story about the lawlessness of Coffeerville it caught the eye of Captain Rogers of the Texas Rangers. He sent Ranger Harry Love to check things out and clean up the Town.

Start at doorway at Position { C }, with Shotgun held in one hand {pointed towards the ground} and at-least 1 SG round held in your other hand. When ready say: **“ I AIN'T HERE TO MAKE FRIENDS.”** At the buzzer, engage the 4 Shotgun targets from Right to left, make up any time. Carry Shotgun with you and make it safe on the Horse at Position { B }. Engage Rifle targets in this order: 4,, 4,3,, 4, 3, 2, ,,4, 3, 2, 1. Make Rifle safe and move to Position { A }. Engage the Pistol targets in the same sequence. Retrieve long guns and proceed to unloading table.

Nothing extra needed

STAGE 5
Bay 5/6, B Range (left)



Position { A }



Fence
Position { B }

10 Pistol, 10 Rifle, 0+ Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged in doorway at Position { A }.

Sam Bass, with his gang, held up the Texas & Pacific Railroad just north of Houston. It was early morning and the train had just stopped at the Depot. Their objective was to rob the “express car”. They got between one hundred and one hundred - fifty dollars. The express messenger is said to have asked “if they were going to give him a receipt for the money”. With all the shootin' going on, only the outlaws suffered any injuries, of which, one died.

Start at Position { A } with Rifle at Cowboy “Port-Arms”. When ready say: “**GOT A PEN?**” At the buzzer, with your rifle (in order) put 2 rounds on target 1, 1 round each on targets 2 & 3, 2 rounds on target 4, 1 round each on targets 5 & 6, then 2 rounds on target 7. Make Rifle safe. Use Shotgun, if needed, to finish knocking down targets 2, 3, 5, & 6. Make Shotgun safe and proceed to Position { B }. Engage Pistol targets in this order: 1, 2, 3,, 1, 2, and repeat. Holster. Retrieve long guns and proceed to unloading table.

3 – 16” diamond targets
3 – 19” square rc. targets
6 – drive-in stands
6 – pins
6 - sleeves
4 – shotgun targets

1 - fence
#1 of 2 - storefronts
2 – loading/unloading tables
1 – 2 x 3 foot table to stage guns in doorway




STAGE 6
Bay 5/6, B Range (right)

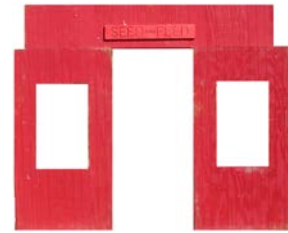
Bonus  Pistol

  
1 2 3

Fence
Position { B }

Bonus  Rifle

 
Buster  Rusty



Position { C }

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty are staged in doorway at position { C }.

Seven armed outlaws were hiding at the wood and water stop of Northfield, Indiana. The engine of the Madison & Indianapolis train slowed to a stop. Engineer George Fletcher swung to the ground with his oil can and was immediately surrounded. The Reno gang uncoupled all the train cars behind the express car and took it with the engine. Between there and Farmington, Indiana they were able to open the safes and get ninety seven thousand dollars. They rode off on horses that were waiting for them.

Start at position { B }. With Pistol/Pistols in hand pointing down range.. When ready say: “LET'S GO FOR A RIDE.” At the buzzer, engage the Pistol targets in a left to right (continuous sweep), 1, 2, 3,,1, 2, 3,, 1, 2, 3, for 9 rounds. Then engage the Bonus target with the 10th round. Holster. Move to Position { C }. Doorway of Storefront. With your Rifle, alternate Triple Taps on Buster & Rusty for 9 rounds then engage the Bonus target with the 10th round. Make Rifle safe and knock down the 4 Shotgun targets. Retrieve long guns and proceed to the unloading table.

NOTE; Misses on Bonus targets are NOT counted but hits are worth 5 seconds each.

2 – 12 square targets

2 – drive-in stands

2 – Buster & Rusty targets + special pins

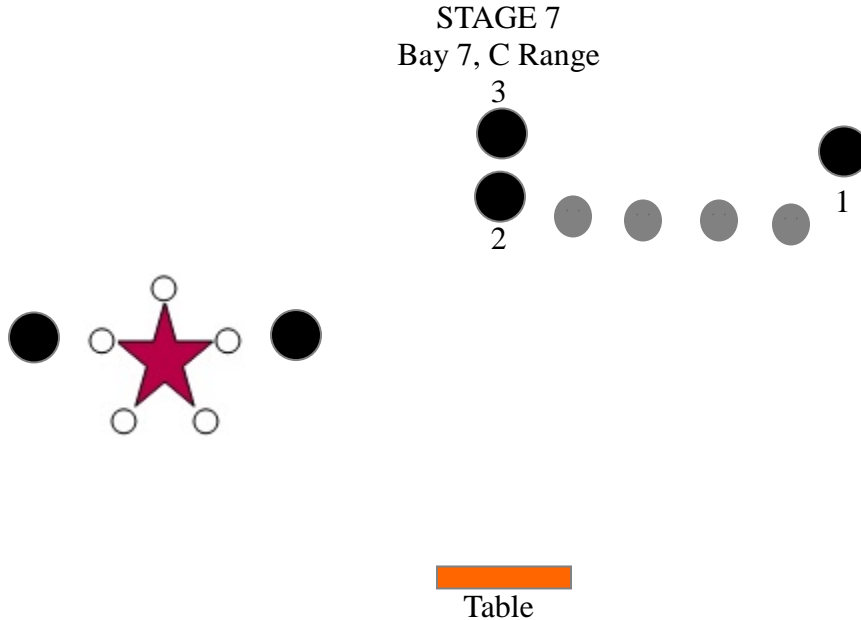
4 - sleeves

4 – shotgun targets

#2 of 2 - storefronts

2 – tall adj. Stands
2 - pins

1 – 2 x 3 foot table to stage guns in doorway



10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged on table.

The Town Clock of Springfield, Missouri saw several famous gunfights but a lesser one ended the time. Colonel Wilcox from the cavalry post north of town got a little too liquored up one Saturday evening and challenged “Wild” Billy Hiccup to a duel. Fortunately, neither one was very brave or totally stupid, so they settled on seeing who could shoot the hands off the Town clock. They took turns. The clock was safe until they emptied their Pistols and grabbed their Rifles

Start at table with liquor bottle in your shootin’ hand and shielding your eyes with the other.. When ready say: **“GOT A MINUTE?”** At the buzzer, do a Nevada sweep, starting on either the left or right target and alternating between the round targets and the STAR plates for 10 rounds. Holster, With your Rifle, engage the Rifle targets in this order: 1, 2,2,, 3,3,, 2,2,, 3,3,, 1. Make Rifle safe. Engage the 4 Shotgun targets till down. Retrieve long guns and proceed to the unloading table.

NOTE: Misses on STAR not counted but it's a 5 second bonus if all plates are knocked off.

1 – moving STAR target + spare
5 – 15” round targets with hat
4 – drive-in stands
5 - pins
5 - sleeves
4 – shotgun targets

1 – staging table
2 – loading/unloading tables
1 – bottle to hold in hands

STAGE 8
Bay 8, C Range



Position B



Position A

10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged on Wagon.

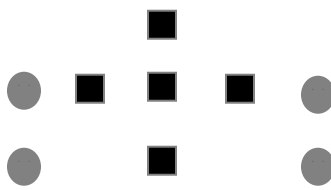
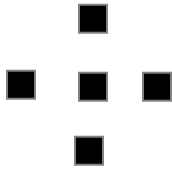
For days, Sheriff Pat Mason and Deputy Charlie Bacon had chased the Reno Gang eastward out of Fort Sumner, New Mexico and finally caught up with them at Stinking Springs. They were held up at Frank Stewards house with plenty ammo and dry goods. But there wern't no well. It was a quarter mile to the creek to draw water. Pat takes his Rifle and shoots a hole in the rain barrel.

Start at Wagon with Rifle on your Shoulder pointed down range. When ready say: **“GONNA BE A HOT ONE.”** At the buzzer, with your Rifle, engage all 5 targets. Single Tapping the 3 bottom targets and Double Tapping the 2 top targets, in any order, for a total of 10 rounds. Make Rifle safe {Angled to Left}. Engage the 4 Shotgun targets till down. Make Shotgun safe {Angled to Left}. Move to Position B. With your Pistols, engage all 5 targets. Single Tapping the 3 bottom targets and Double Tapping the 2 top targets, in any order, for a total of 10 rounds. Retrieve your long guns and proceed to the unloading table.

2 – 16” square targets
3 – 19” round targets
1 – tall adg. Stand
2 – pins
2 – sleeves
4 – shotgun targets

1 – storefront with the 3 special target pins
1 – wagon prop with tall 2 x 4 foot staging table attached
something to denote Position B
2 – loading/ unloading tables

STAGE 9
Corner Bay, C Range.



Horse



Position B

10 Pistol, 10 Rifle, 2 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are stationed on table at Position B.

Just past noon in Ingalls, Oklahoma Territory, two wagons rolled slowly down Ash Street. Looked like Boomers passin' thru but both were full of U.S. Marshals. They had come to arrest Arkansas John, Clell Mitner and their gangs. They were going to clear the town of outlaws and it didn't matter whether they were dead or alive. As outlaw Bill Chadwell crossed the street he noticed the "U.S." brand on the horses. He yells a warning.

Start at Horse Both hands touching hat.. When ready say: **"THEM'S GOVERMENT HORSES"**. At the buzzer, with your Pistols, do a 5 round (vertical) Nevada sweep, starting on the center target. Then, do a 5 round (horizontal) Nevada sweep starting on the center target. Holster. Move to Position B and do the same sequence on the Rifle targets. Make Rifle safe. Knock down at least 1 Shotgun target on each side. Retrieve long guns and proceed to the unloading table.

10 – 16" square targets
2 – tall adg. stands
4 – medium solid stands
10 – pins
6 – sleeves
4 shotgun targets

1 – staging table for Position B
1 – horse no top
2 – loading/unloading tables

STAGE 10
Corner Bay, C Range



Horse



Position B

10 Pistol, 10 Rifle, 2 Shotgun

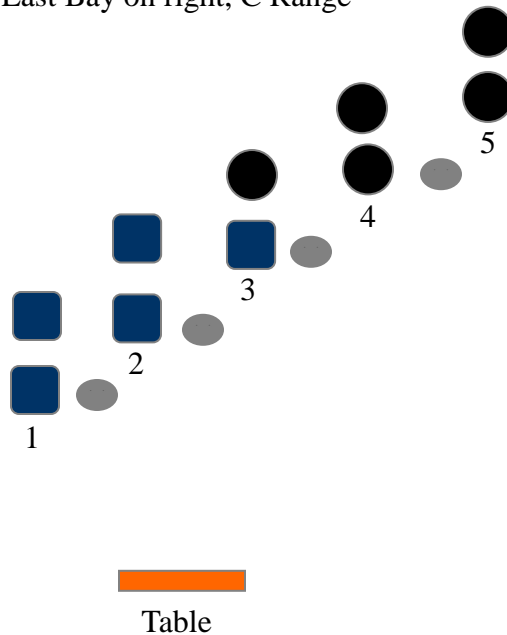
Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty are staged on table at Position B.

The gunfight was on and the Marshals felt like sitting ducks. Everyone in town knew who (or what) they were but the Marshals didn't know which people were outlaws or local citizens. They just shot back at anyone shooting at them. Roy "Arkansas John" Chase was on the upper floor of the Hotel. Clell Mitner burst out of Vaughn's saloon guns a blazing. Most of the gangs were in the Ranson saloon. "Dynamite Dan" Clifton and William Newcomb were holed up in the alley.

Start at Position 2 with both hands flat on the table. When ready say: **"SHOOT BACK"**. With your Rifle, put 1 round each on the 4 outside targets then 1 on the center target & repeat. Make Rifle safe. Knock down at-least 1 Shotgun target on each side. Make Shotgun safe. Move to Horse and engage the Pistol targets in the same manner. (4 outside then center) and (repeat) but does not have to match Rifle. Retrieve your long guns and proceed to the unloading table.

Nothing extra

STAGE 11
Last Bay on right, C Range



10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged on the table.

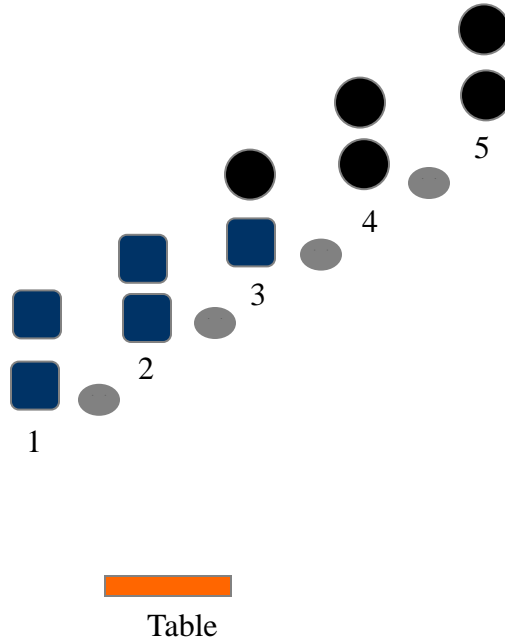
Larned City, Kansas was known as a town whose “white-livered inhabitants” ducked into their houses and hid when desperadoes showed up. The ideal spot for a Bank holdup or so Newt Boyce, Henry Brown and their confederates thought.. As they entered the Bank, a quick thinking cashier locked the vault. Mad as “Hell” they shot the cashier and Bank president leaving no-one to open it back up. Sheriff and deputies came a running. Empty handed, the Bank robbers shot their way out of town.

Start behind table. Hands by your side. When ready say: **“FAST GUN, SLOW THINKING”** At the buzzer, with your Pistols, put 5 rounds on the 2 targets on stand 1, then 5 rounds on the 2 targets on stand 2. Holster. With your Rifle, put 5 rounds on the 2 targets on stand 4, then 5 rounds on the 2 targets on stand 5. Make Rifle safe and Knock down the 4 Shotgun targets. Retrieve your long guns and proceed to the unloading table.

- 5 – 19”square rc. targets- painted “blue”
- 5 – 19”round targets - painted “black”
- 5 – drive-in stands
- 10 – pins
- 10 - sleeves
- 4 – shotgun targets

- 1 – staging table
- 2 – loading/unloading tables

STAGE 12
Last Bay on right, C Range



10 Pistol, 10 Rifle, 4 Shotgun

Pistols loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and Shotgun, action open and empty, are staged on the Table.

In Johnson County, Wyoming the Allison & Kyle Saloon was the setting of a shoot-out between Rufus Blackwell and H. E. Davis over the affections of Ms. Netty Green. She was expecting a fist fight and egged it on until Rufus pulled his 44 and shot. Twice. Smoke filled the room and the concussion blew the kerosene lamps out. Both emptied their guns. When the air cleared, no one was hit and the men walked out shoulder to shoulder, never to return.

Start at Table. Both hands flat on the table. When ready say: **“SOMEBODY OPEN A WINDOW.”** At the buzzer, put 2 rounds on each target and knock down the 4 Shotgun targets. { ANY ORDER } You must end shooting with either Shotgun or Pistol.

Nothing extra.