

"Iron Cowboy"

Jan 2nd 2010

Babies Bears & Birds

30 Rifle 20 Pistol 16 Shotgun

Stage 1 = 10 rifle & 10 Pistol

Stage 2 = "Reload" 10 Rifle & Shoot 8+ shotgun.

Stage 3 = "Reload" 10 Rifle & 10 Pistol plus 8+ shotgun.

Warning: this is a physically demanding scenario - you will be running across 3 stages with guns --- while running with guns – there are possible trip hazards during this course – it is your responsibility to move at a speed which will ensure your personal safety and maintain your "GUN" Safety.

Note: Reloads "may" be placed on each Stage in the provided basket or carried on your person and Reloading will only be done upon arriving at that particular stage/shooting position.

All lines with the exception of the first one can be said at any time during the stage – lines must be said before you move on to the next stage.

((Large cards with the Stage Lines are provided at each Stage))

Scenario: You have been out searchin for the Un-Holy in the Wall Gang..... those varmints who been stealin livestock – gettin Injuns riled with whiskey n’ raidin settlements n’ carryin off dogs, children n’ women folk, n’ wurst of all, they is russed one of ur grand babies, n’ the onliest thing they is left ya with is yer mother-in-law - An yus had enough.....

Start: You are standin outside the "Bath House" Leaning on the Left Porch Post, ya suddenly see some of the Un-Holy in the Wall Gang inside.... takin baths no lessya can’t believe it.....

"Iron Cowboy"

Stage 1 Bay 11 Jan 2nd 2010

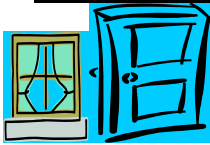
R1 R2 R3 R4 R5 R6 R7 R8 R9 R10



P1 P2 P3



The Bath House

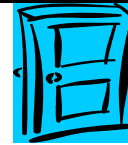


1. 1st Pistol

P4 P5 P6



The Tonsorial Palace



2. 2nd Pistol



3. Rifle

Gun Order == Rounds & Staging

- | | | |
|---------------------------|--------|--|
| 1. 1 st Pistol | 5 rds | Hammer down on empty chamber & holstered |
| 2. 2 nd Pistol | 5 rds | Hammer down on empty chamber & holstered |
| 3.. Rifle | 10 rds | Staged FLAT on CENTER FENCE TABLE |

Shooter starts = Leaning on the Left Porch Post

Shooter "SHOUTS": "My name is ...(insert you alias here).....And I come bringin red hot lead n' retribution to all you rude n' repugnant renegades...."

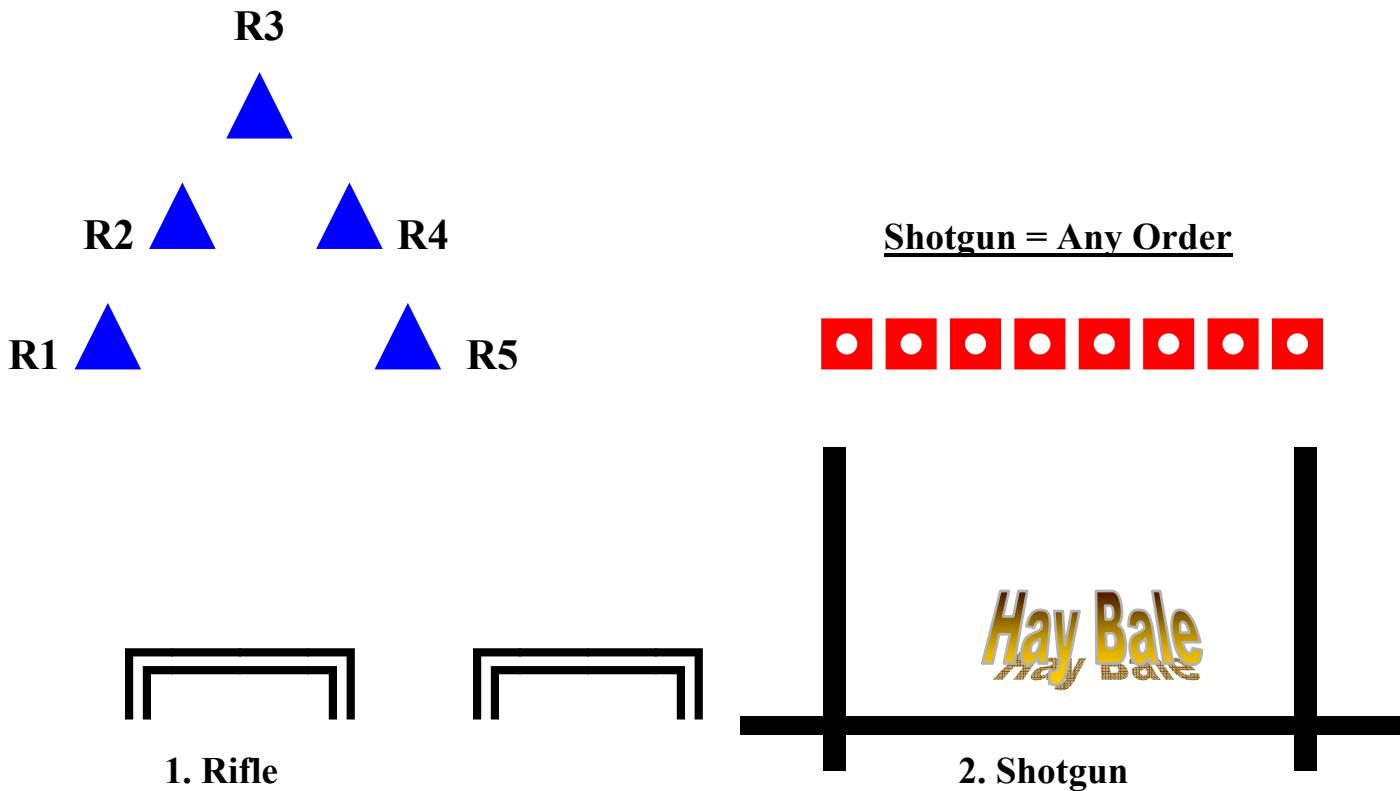
At the Buzzer:

1. Move to DOOR & Engage PISTOL TARGETS with 1st PISTOL
P1, P2, P3, P2, P1 = (Holster pistol)
2. Move "Inside" the Tonsorial Palace & Engage Targets with 2nd PISTOL
P4, P5, P6, P5, P4 = (Holster pistol)
3. Move to RIFLE & engage TARGETS =
R1, R2, R3, R4, R5, R6, R7, R8, R9, R10 = **At any time say:**
"Look the baby.....don't worryI'll save ya...."

Make Rifle safe and take Rifle & Baby to Stage 2

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Stage 2 Bay 12 Jan 2nd 2010



Upon Arriving = Place Rifle & baby FLAT on LEFT Corral Table

1. Rifle 10 rd Reload
2. Shotgun 8 + rds Action open & empty, staged FLAT on HAY BALE

Load Rifle with 10 rds **At any time say:** "Hold on punkin.....will find a place to keep you safe...."

1. Engage RIFLE TARGETS = R1, R2, R3, R4, R5, R1, R2, R3, R4, R5

Make Rifle safe and take Rifle & Baby to HAY BALE

2. Lay Baby in bed & Rifle on bale & **At any time say:**
"There ya go punkin ...you'll be safe here"
= Retrieve Shotgun & Engage SHOTGUN TARGETS =
ANY-ORDER = all must fall to count.

Make Shotgun safe and take Rifle & Shotgun to Cemetary

"Iron Cowboy"

Stage 3 Bay 13 Jan 2nd

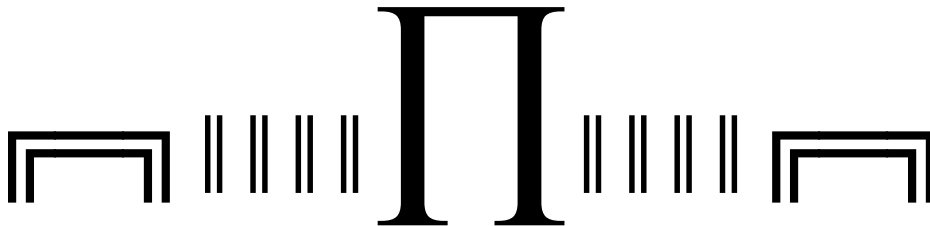


P1 P2 P3 P4 P5 P6

R1



Shotgun = Any Order



1. Rifle & 2. Pistols

3. Shotgun

Upon Arriving = Place Rifle & Shotgun SAFELY on LEFT TABLE

Gun Order == Rounds & Staging

1. Rifle 10 rd Reload = from LEFT TABLE
2. Pistols 10 rd Reload = from LEFT TABLE (5 ea Pistol)
3. Shotgun 8 + rds = from RIGHT Table

At any time SHOUT: "Look out for the Bear boys...."

1. Load Rifle with 10rds & Engage "BEAR" with 10 rds. = (Make Rifle safe)
2. Load Pistols with 10 rds and engage Plate Rack with 6 rounds only....
dump the last 4 rounds on **R1** "BEAR" = (Holster Pistols)

Take Shotgun to RIGHT TABLE =

At any time SHOUT: "Hey ...(insert you Partners name here)..I saved the Baby, kilt a Bear n' were havin Clay Pigeon fer supperYeeeeHaaaa"

3. And Engage SHOTGUN TARGETS = ANY-ORDER = all must fall & "Soda & Bird" must be "Hit" to count.
(Make Shotgun safe)

NOTE: Any Plate left standing is a miss.