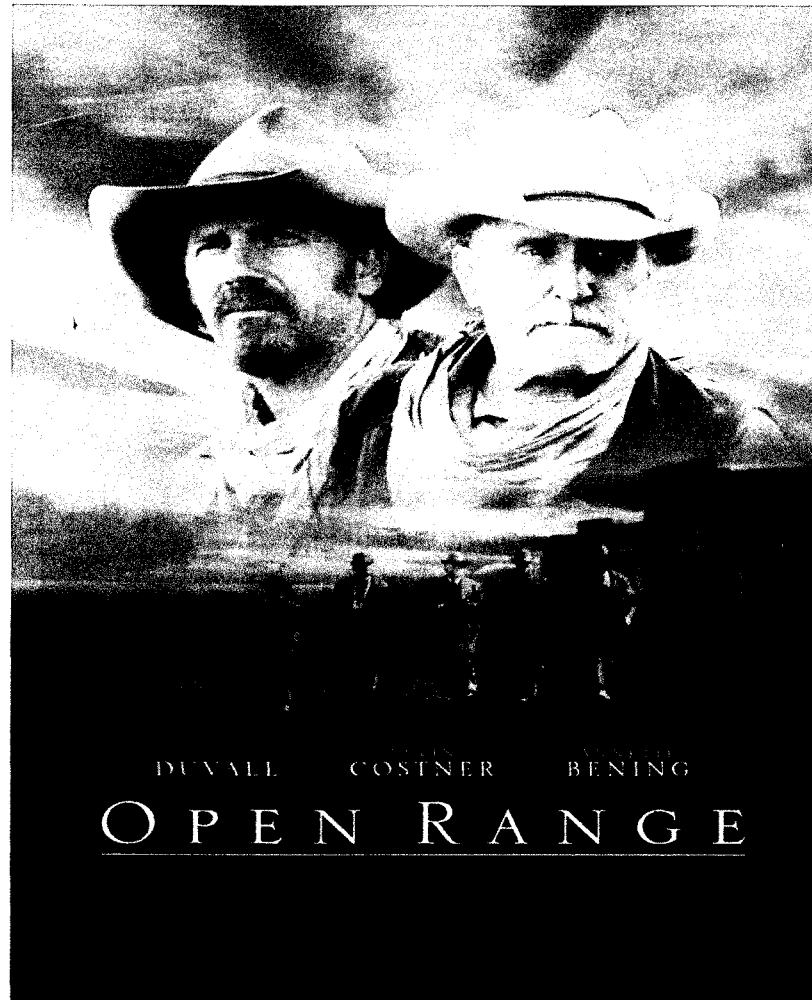


LAKE COUNTY PISTOLEROS

PRESENTS



IDES OF MARCH 2016

HOSTED BY THE
EUSTIS GUN CLUB

Stage 1

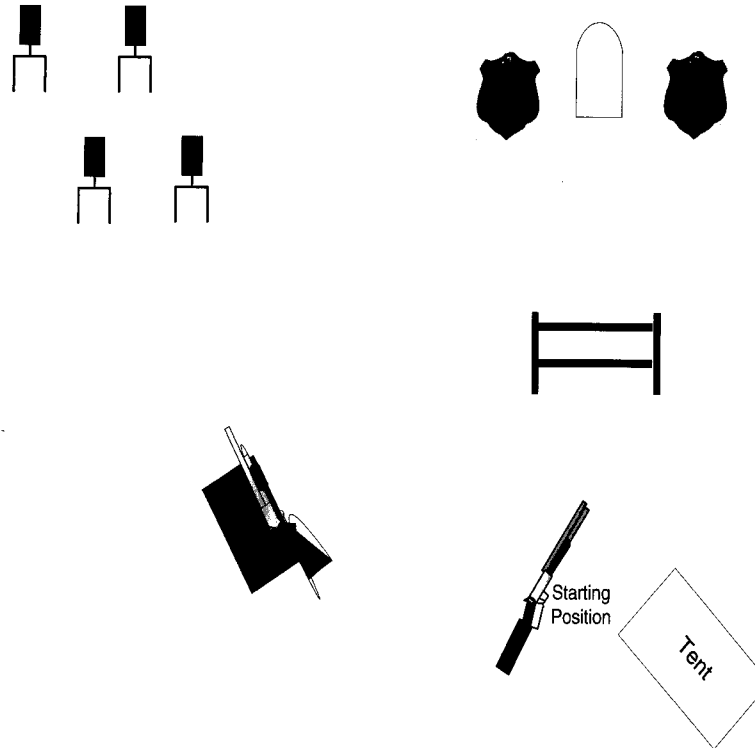
Sponsored by Zack McGee

Boss Spearman, Mose, Button and yourself are sitting under the tent playing cards. It's come a gully washer and there's not much to do except wait out the storm. You watch Button looking over Mose's shoulder trying to see what his hand is. After the second time, you decide to quit the game. Boss gives Button some advice.... "A man's trust is a valuable thing Button. You don't want to lose it over a handful of cards."

Starting Line – "A man's trust is a valuable thing!"



Stage 1



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Rifle at Port Arms. Shotgun staged on left barrel/table

Start with foot touching tent pole and Rifle at Port Arms. State Line. ATB engage center target with 3 rounds then alternate on the outside targets for 4 rounds, then center target for 3 rounds. Make rifle safe on table with shotgun. With shotgun engage the knockdowns. Make shotgun safe. With pistol muzzles between the fence posts engage the targets using rifle instructions.

Stage 2

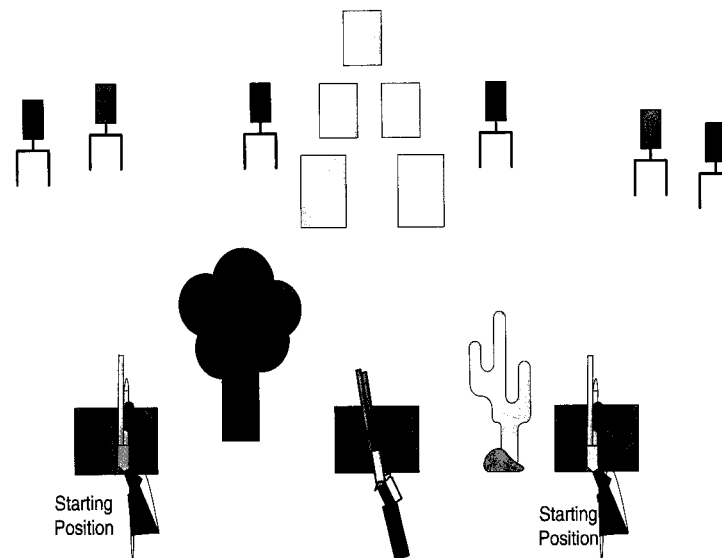
Sponsored by Cowboy Action Products

While Boss is checking on Button at Doc Barlow's office you doze off in the parlor. Doc's sister, Sue, walks in the room and calls out your name. She does this as you are dreaming of a man with a spook mask attacking you in the room. You jump to your feet, pulling your pistol, and turn over a table with Sue's tea set that she got from her mother. The set is ruined.....your heart sinks....

Starting Line – "I'm sorry Sue"



Stage 2



Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging: Shotgun on either outside table. Rifle staged on center table.

Start by the shotgun holding the tea cup with both hands. State Line. ATB shoot 2 knockdowns. Move to other outside table and engage 2 knockdowns. Move to center and engage 2 knockdowns. Knockdowns must be made up from their original shooting position. Make shotgun safe. With rifle double tap a bottom target then single tap the opposite side upper target then double tap the top target. Repeat starting on the other bottom target. With pistols repeat rifle instructions.

Stage 3

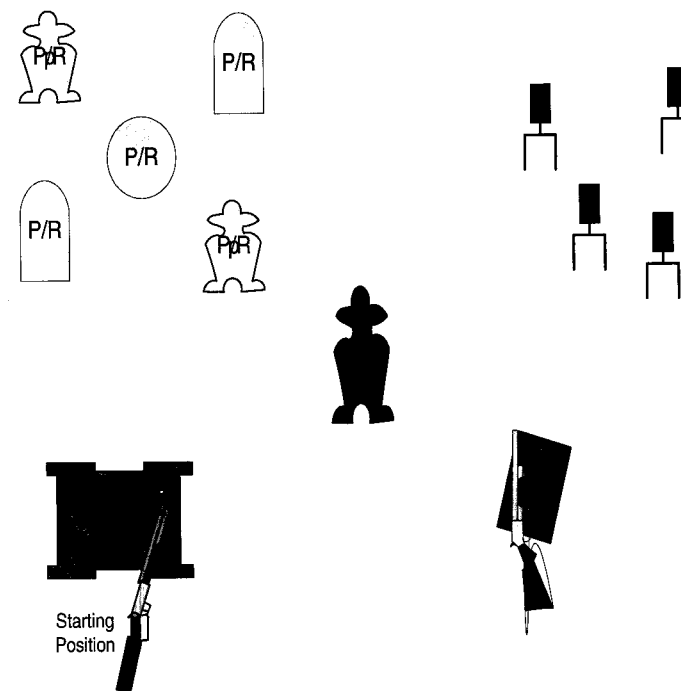
Sponsored by Evil Roy Shooting School

Boss announces "It's a pretty day for making things right". You tell **Boss** "Better enjoy it because once it starts it's going to be messy like nothing you've ever seen. Closing his shotgun **Boss** replies "I haven't survived all these years without being in some fights **Charlie**." You tell **Boss** how you think the fight will go. That **Baxter** and his men will be over confident. "It'll happen fast once I start in on them". "Sounds like you have this all worked out **Charlie**" is **Boss's** response....you chuckle "All except the part where we don't get killed." **Boss** says "We better smoke these while we can then" as he's pulls the Cuban cigar from his pocket. You pull out your cigar and melted candy bar that the store clerk said was from Switzerland, Europe.

Starting Line – "All except the part where we don't get killed."



Stage 3



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun
Staging: Rifle staged in vertical rack, Shotgun on barrel

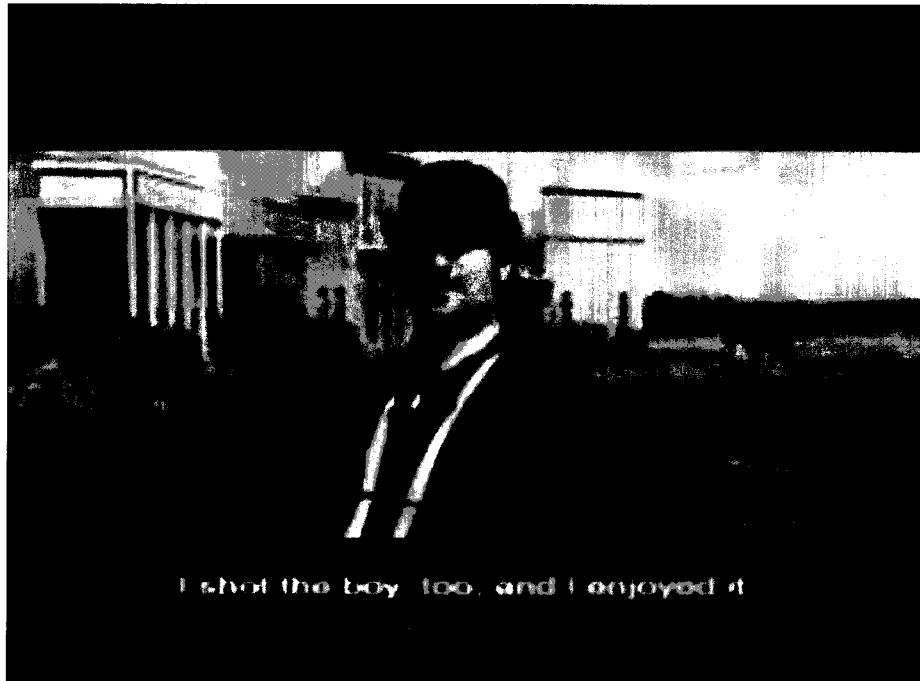
Start behind wagon holding a chocolate bar with both hands. State Line. ATB with Rifle put 2 rounds on each target no double taps. Make rifle safe in vertical rack. With shotgun engage the knockdowns and make safe. With pistols from the left of the cowboy Nevada sweep one set of diagonal targets and then the other set.

Stage 4

Sponsored by Salt Creek Trading Post

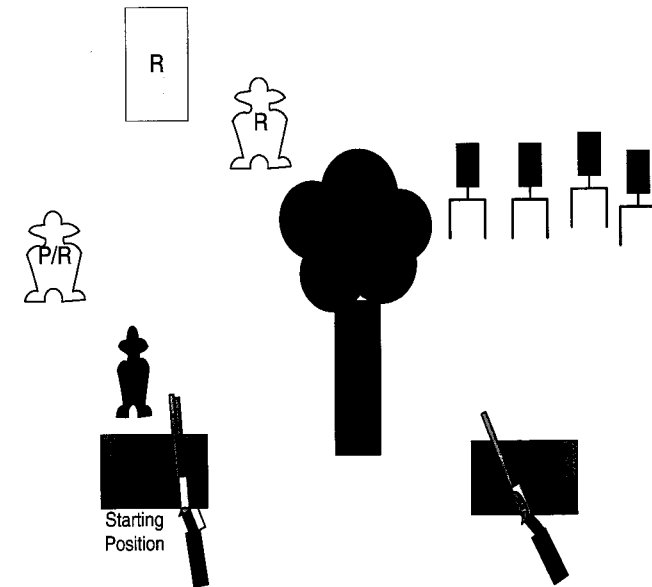
Baxter, holding a rifle, and four of his men are walking down the center of the street. You and Boss walk towards them and stop. Baxter yells out "You should have run when you had the chance Spearman!" Boss yells back "Not much for running from cowards!" You and Baxter's gunslinger, Butler, are staring each other down. Butler has smirk on his face.....almost gloating. You start walking at Butler and Boss follows. You ask "Are you the one who killed our friend?" "That's right. I shot the boy too and enjoyed it" are Butler's last words as you pull your pistol and shoot him right between the eyes.

Starting Line – "Are you the one who shot our friend?"



I shot the boy too, and I enjoyed it

Stage 4



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Shotgun on right table, Pistols holstered, Rifle on left table

Start behind left table with hands on pistols. State line. Atb engage the gunslinger with 1 round and then the pistol target with 4 rounds. With shotgun engage 4 knockdowns. Make safe. With rifle engage the targets with a 1,4,5 sweep from either end. Make safe. With pistol engage the pistol target with 5 rounds. Paper gunslinger poster must be hit or it is a miss.

Stage 5

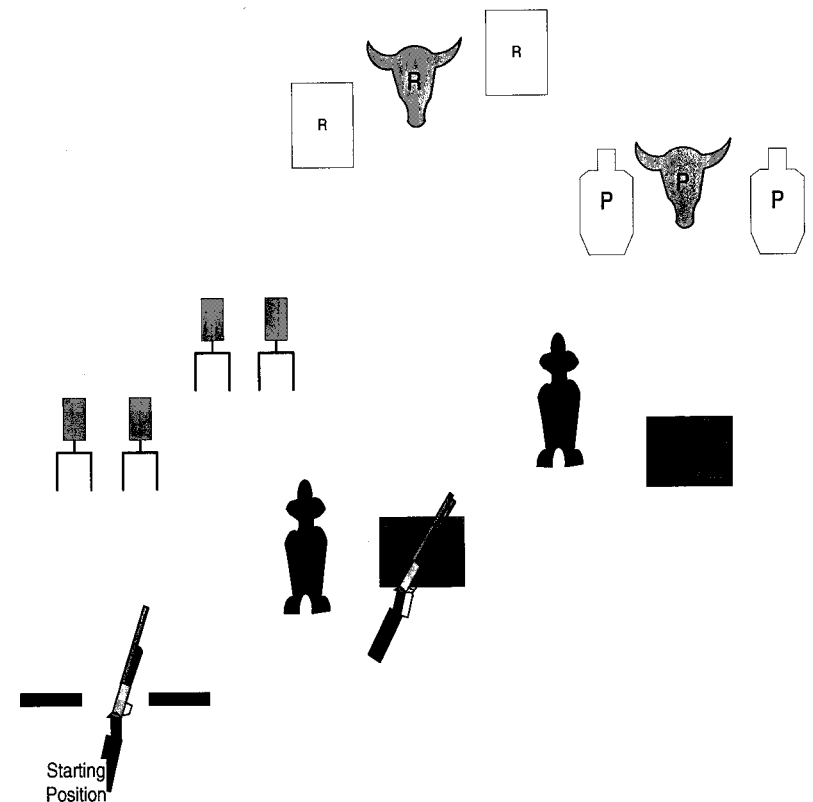
Sponsored by Clark's Bullets by Scarlett

Walking away from Doc Barlow's after checking on Button and having breakfast with Sue, Boss asks "You just gonna go off like that without saying nothing? "Ain't much to say Boss." "I see how you look at that gal and how she looks at you. It ain't right to walk away without a word." You fire back "What do you want me to tell her Boss? We probably ain't gonna make it. That'll be a big fat comfort." Boss replies "I don't know what you should tell her Charlie. I mean I wish I'd said more to my wife before she passed. This may be the last time she sees you in this world or you her. So tell her whatever you can because she's entitled to more than just your backside walking away."

Starting Line – "What do want me to tell her Boss?"



Stage 5



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun
Staging: Shotgun at port arms. Rifle on center table.

Shotgun at Port Arms. State line. Atb With shotgun thru the doorway engage 2 knockdowns. Then move towards the rifle and before passing the cowboy engage 2 knockdowns. Knockdowns may be made up at any time. Move to rifle and make safe. With rifle from either end single tap sweep the targets then double tap the first target for 5 rounds. Repeat instructions starting on the opposite end. Make safe. With pistol muzzle to the right of the cowboy repeat the rifle instructions

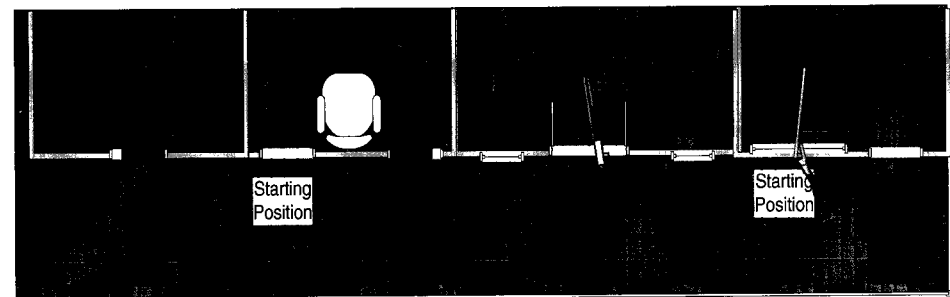
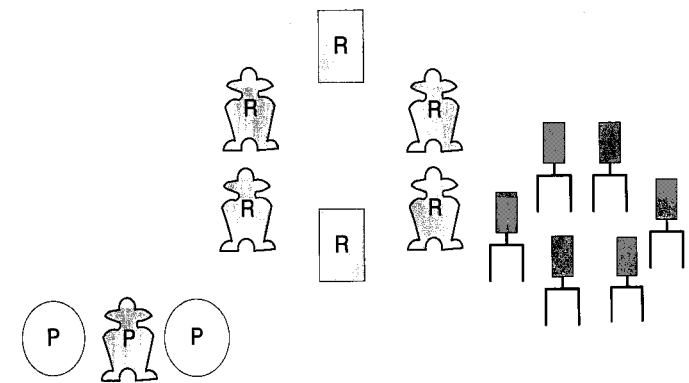
Stage 6

You and Boss walk into the town bar and Boss asks for a drink. The bartender points at a sign with the message “No Varmints or Vagrants” and loudly states “Free grazers are the first”. The bartender leans over the bar to talk to a patron and Boss slides a mug at the bartender hitting him in the head. Boss demands a drink. The bartender refuses again saying that Baxter would have his job if he served drinks to free grazers. As you grab your shotgun you ask “Baxter owns this bar?” The bartender nods an affirmation and you blow the sign to smithereens! “Now we’ll have our drinks!”

Starting Line – “Now we’ll have our drinks!”



Stage 6



Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging: Rifle staged on bar. Shotgun staged in Bank Window.

Stage can start with the pistols at the left Barber door or the shotgun at the Bank window. State line. Atb With Pistols triple tap the center target then single tap the outside targets. Repeat instructions from the other barber doorway. With rifle triple tap either the top or bottom center target, then single tap two outside targets, then triple tap the other center target, then single tap the other outside targets. With shotgun engage the 6 knockdowns.

Stage 7:

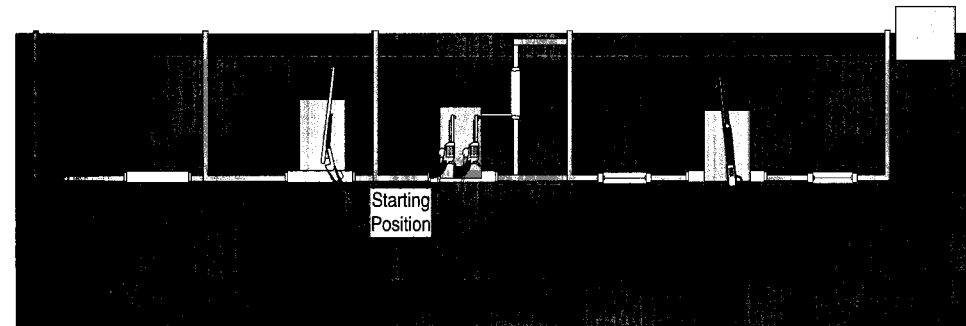
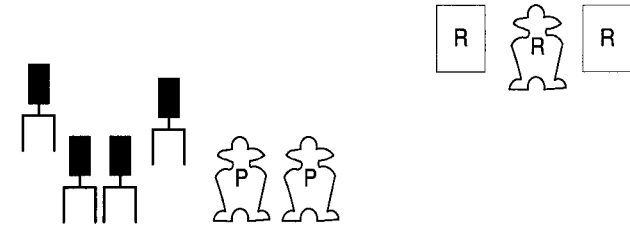
Sponsored by Bullets by Chance

Baxter is wounded and holed up in the jail where he has Doc Barlow hostage. Laying behind a water trough Boss yells out "I'm gonna kill you Baxter!" You suggest waiting for Baxter to bleed to death. Boss replies "I ain't waiting. Button needs that Doctor right now." Baxter yells "I'm waiting for you Spearman" which triggers Boss to say "I'm coming for you! You son of a bitch!" Boss busts through the door and they shoot it out.

Starting Line – "I'm coming for you!"



Stage 7



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols staged on table in jail. Rifle in hotel doorway.
Shotgun in lawyer doorway.

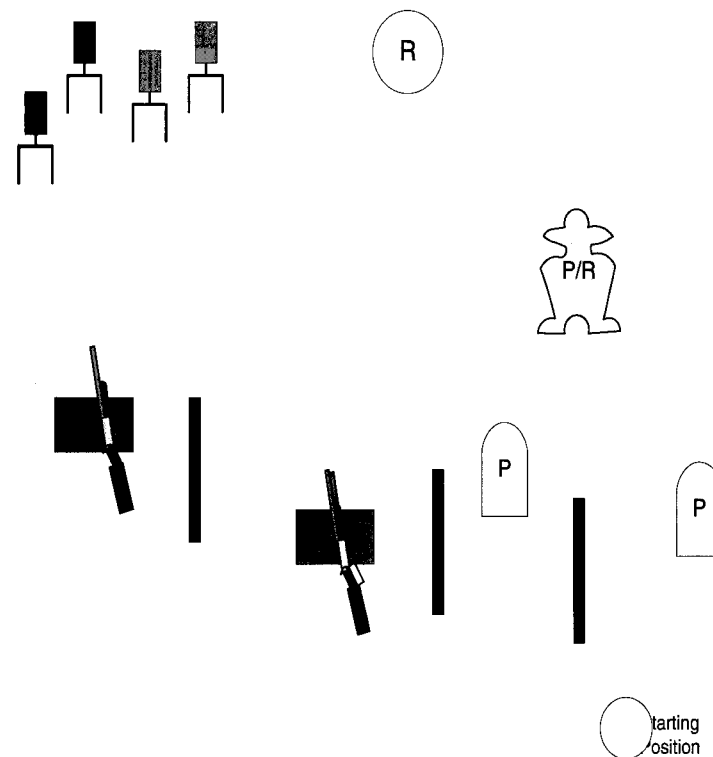
Start on either side of jail doorway with back against the wall and toes pointing straight off the boardwalk. State line. Atb with pistols double tap the two targets and single tap any rifle target in any order for 5 rounds then repeat instructions. Make pistols safe on table. With rifle double tap the three rifle targets then starting on a pistol target, single tap a pistol target and the rifle targets. Make safe. With shotgun engage the knockdowns.

Stage 8

Stage 8: Sponsored by Classic Leather Works

Sue and Button have made their way to the gunfight. Button tries to confront Baxter's men at the other end of the street. Sue screams when one of them grabs her. The town folk now join the fight killing some of Baxter's men and the fella holding Sue hostage backs into an alley way. You've made your way through that alley and come up behind Sue and the bad guy. When he turns to face you, your pistol rings out 3 times. He drops dead and Sue, splattered with blood, stares at you in disbelief.

Starting Line – "Sue!"



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Rifle staged on near table. Shotgun staged on far table.

Holding toy pistol. State line. Atb With pistols from right of the first alley put 2 rounds on the close target then 3 rounds on the far target. Move to the first alley and repeat instructions. Move into second alley and with rifle repeat pistol instructions twice. Make safe. Move to shotgun and engage the knockdowns

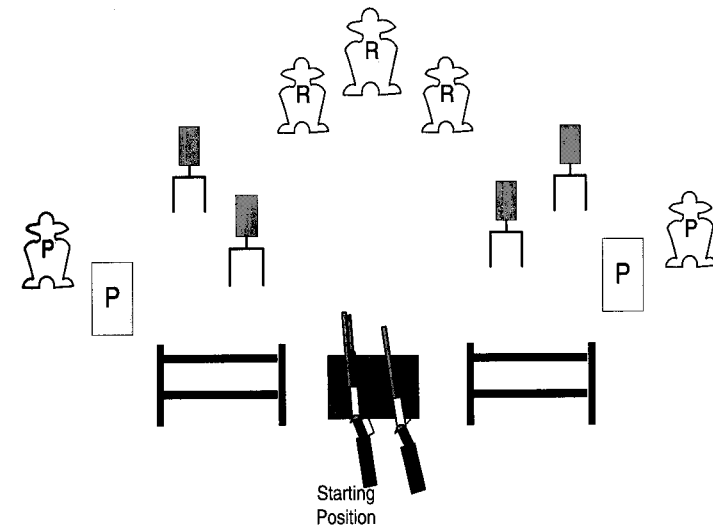
Stage 9

As the gunfight continues in the streets, you use your rifle to wound Baxter and then go after one of his men. You work your way down the street firing from behind cover. He takes cover in a recessed doorway and you shoot him in his exposed foot. He tries to open the door. The owner of the building points his shotgun at him and the startled bad guy steps back into open. You fire your rifle and bring him down.

Starting Line – “I’m gonna get you Baxter!”



Stage 9



Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Rifle staged on center table. Shotgun staged on center table.

Start with Rifle in hand but not shouldered. State Line. Atb With rifle engage two targets with 1 round and one target with 8 rounds any order. With first pistol muzzle beyond an outside fence post engage the two targets with 5 rounds. With shotgun engage the 4 knockdowns. With pistol muzzle beyond the other outside fence post engage the two pistol targets for 5 rounds.

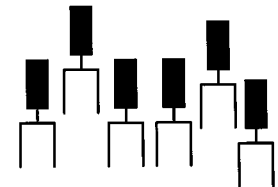
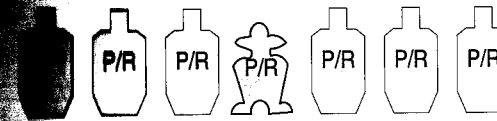
Stage 10:
Sponsored by Bradway Custom
Engraving

A group of riders wearing spook masks are on the hill across from you, Button and Boss Spearman. "I've seen men like Baxter before. He aims to have this herd or scatter it to the wind" says Boss. Button disagrees with him. You tell Button "Most of the time a man will tell you his bad intentions if you listen and let yourself hear." Y'all start riding towards the men wearing the spook masks and they scatter. At Boss's suggestion, later that evening the two of you ride out to even the score for them almost killing Mose.

Starting Line – "A man will tell you his bad intentions."



Stage
10



Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun
Staging: Rifle staged on left table. Shotgun staged on right table.

State line. Atb With shotgun knockdown a maximum of 4 knockdowns (you must fire at least one round). Make safe on right table. Using rifle and pistols engage 6 of the targets with 3 rounds and 1 target with 2 rounds. With Shotgun engage any remaining knockdowns.