Wolverton Mountain Peacekeepers Sept. 18, 2021 Monthly Match Gunsmoke

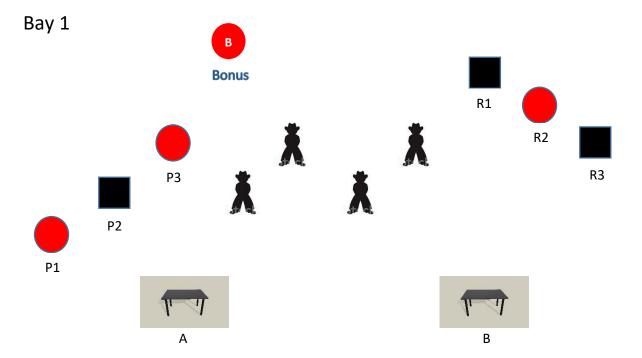


One or two posses. Set up two bays with three stages each.

It is September 1879 in Dodge City, Kansas. Marshal Matt Dillon has left town once again and you, Festus are charged to keep the peace and protect the good citizens of Dodge.

The outlaw gang heard Matt was gone and has invaded the town with evil intentions in mind. The outlaws have been drinking in the Long Branch Saloon all day and are looking for trouble.





Stage 1 Saving Miss Kitty. As you enter the Long Branch Saloon you see two laughing outlaws are dragging Miss Kitty up the stairs with evil intentions in mind.

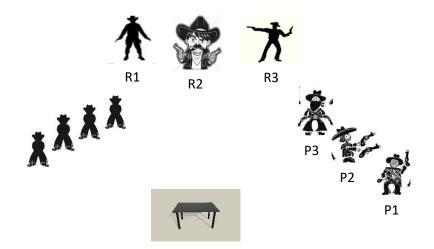
10, 10, 2+ Shoot pistols, shotgun, rifle. Must use both positions. Standing at table A, SASS default, when ready shout loudly "I'll save you Miss Kitty". ATB with pistols starting on P1, alternate between the two outlaws {P1 and P3} for ten rounds. 1,3,1,3,1,3,1,3,1,3 Don't shoot Miss Kitty (P2). Four outlaws jump up from their poker game and draw on you. With shotgun, from A or B engage them with shotgun until down. From table B engage rifle targets same as pistol instructions.

Stage 2. Abilene Sweep: Named after Abilene (SASS#27489, TX), who posted it on the SASS Wire. Nine shots on five targets, 1-2-2-3-3-2-2-1.

10 pistol, <u>9</u> rifle, **2+** shotgun. Shoot rifle, shotgun, pistols. Must use both positions. With hands on table B when ready shout "Here's hot lead coming your way". ATB with rifle engage rifle targets in an Abilene Sweep starting from either end. With shotgun engage fallers until down from either table. At table A pistols same as rifle instructions. Put 10th pistol round on bonus target for 5 second bonus, no miss.

Stage 3. Five on Three: Literally, five shots on three targets, with the exact order at the discretion of the shooter. Examples might be 1-2-3-3-3, or 1-2-2-2-3, or...

10, 10, 2+ With hands at side at table B, when ready shout "I can't remember the order". ATB engage rifle targets in a five on three sweep repeating with second five shots on three targets. May double tap between sweeps. From table A or B with shotgun, engage fallers until down. At table A, shoot pistols same as rifle instructions.



Stage 4. Kansas Sweep: Submitted by Chain Blue (SASS#50574, KS), who described it as "Three rifle targets ten rounds in rifle... double tap R1 R2 R3 then single tap 2, 1, 2, 3..." Ten rounds, three targets: 1-1-2-2-3-3-2-1-2-3

10,10, 4+ shoot rifle, shotgun, pistols. With hands flat on table, when ready say "**Sure hope Matthew gets back in town soon**". ATB with rifle engage rifle targets in a Kansas sweep starting from either end. With shotgun, engage shotgun targets until down. With pistols same instructions as rifle.

Stage 5. Tough Hombre Sweep: Submitted by Grampaw Willie (SASS#26996, MI). Five shots on three targets, 2-2-1-3-2. Grampaw Willie described it this way: "P2 represents the baddest, meanest, most dangerous adversary. Hit P2 twice then take care of his henchmen: P1, P3. Then come back and finish off Old Tougher than Leather: 5th shot on P2."

10. 10. 4+ Shoot pistols, rifle, shotgun. When ready with hands on holstered pistols say "**This looks like one tough hombre**". ATB with pistols double tap the center target, then one on each outside target starting on either end, then last round on center. 2,2,1,3,2 or 2,2,3,1,2. Repeat with second pistol. With rifle, engage rifle targets same instructions as pistols. Engage shotgun targets until down.

Stage 6. Wild Rover's sweep designed for shooters who occasionally have senior moments and can't remember sh**. It's an old fashioned TV Western shootout. The street is full of outlaws and lead is flying everywhere. A handful of townsfolk grabbed guns to help you end the trouble. Everyone is shooting.

10, 10, 4+ Standing at table with shotgun in hand, when ready shout "**Just Shoot um, Shoot um all**." ATB engage shotgun fallers until down. With pistols and rifle, engage targets any order for 20 rounds. <u>Must hit each target at least once</u>. Round count.