

Stage 1 Berm 4 - Fort

A Christmas Story inspired by Silver City Rebel

It's 1940, in the northern Indiana town of Hohman. 9-year-old Ralph "Ralphie" Parker wants only one thing for Christmas -- an official Red Ryder carbine-action 200-shot range model BB rifle with a compass in the stock. Between his younger brother Randy and having to handle school bully Scut Farkus, Ralphie doesn't know how he'll ever survive long enough to get the BB gun for Christmas.

Round count

8 rifle
10 pistol
4 + shotgun on your person

Shooting Order

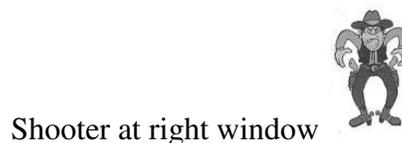
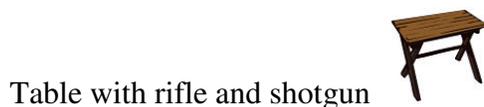
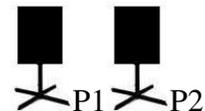
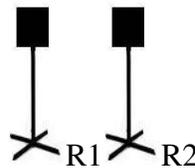
pistol
pistol
rifle
shotgun

Staging

Rifle and shotgun staged on table in doorway. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing at the right window. Shooter indicates ready by saying the line ***"I want a Red Ryder carbine action - 200-shot - range model BB gun with a compass in the stock"*** At the beep, shoot the pistol targets with 4 rounds on one target and 1 round on the other target. With 2nd pistol, start on the other target with 4 rounds then put one round on the first target engaged. (IE, P1 four times, P2 once, then P2 four times and P1 once) may be shot from either direction. Holster and move to rifle, put 4 rounds on each target in any order. Return open and empty rifle to table and take shotgun. Activate shotgun spinner. Shoot the spinning clays - if all clays are broken the shooter will get a ten second bonus. The spinner must be engaged at least 6 times *or* until all clays are broken. Clean it in 4 and you are done! It is not necessary to shoot more than 6 times - but it is the shooters option to do so for the bonus.



Stage 2 Berm 5 Jail

A Christmas Story inspired by Silver City Rebel

Ralphie dreams of protecting his family's home as they are being attacked by prison-striped villains. When he is briefed on the situation by his parents, he states, "Good thing I have *old blue*." Then Ralphie goes about saving the day by blasting the bad guys.

Round count

10 pistol

7 rifle

2 + shotgun on your person

Shooting Order

rifle

shotgun

pistol

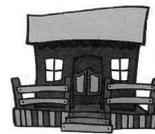
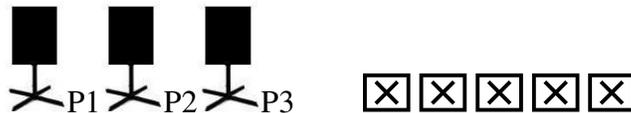
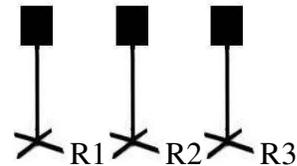
pistol

Staging

Rifle staged held at port arms at the right window. Shotgun staged on the target box. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts by standing at the right window with rifle at the ready. Shooter indicates ready by saying the line "*Good thing I have Old Blue!*" At the beep, engage the rifle targets, through the window, in a Nevada sweep beginning on the right target. Make rifle safe in stand or on target box. Engage the two shotgun targets in any order. Return open and empty shotgun to box. With first five pistol shots, shoot a Nevada sweep on the pistol targets beginning on the right. With the second five pistol shots, shooter to engage flag popper target. Each flag raised is a 5 second bonus - with a maximum of a 2 bonuses (10 second max.). There are no misses on flag popper target - just the opportunity to gain a couple of bonuses.



Shooter starts at right window, rifle at ready

Stage 3 Berm 6 Cemetery A Christmas Story inspired by Silver City Rebel

When Ralph asks his mother for a Red Ryder BB gun for Christmas, she says, "No, you'll shoot your eye out". When Mrs. Shields, Ralph's teacher assigns the class to write a theme about what they want for Christmas, Ralph sees a golden opportunity to express his desire to have a Red Ryder BB gun. Ralph gets a C+ on the theme, and Mrs. Shields has written "You'll shoot your eye out" on the theme. Ralph's next plan is to ask Santa Claus for a Red Ryder BB gun, and how does Santa respond? By saying "You'll shoot your eye out, kid."

Round count

- 10 pistol
- 6 rifle
- 4 + shotgun on your person

Shooting Order

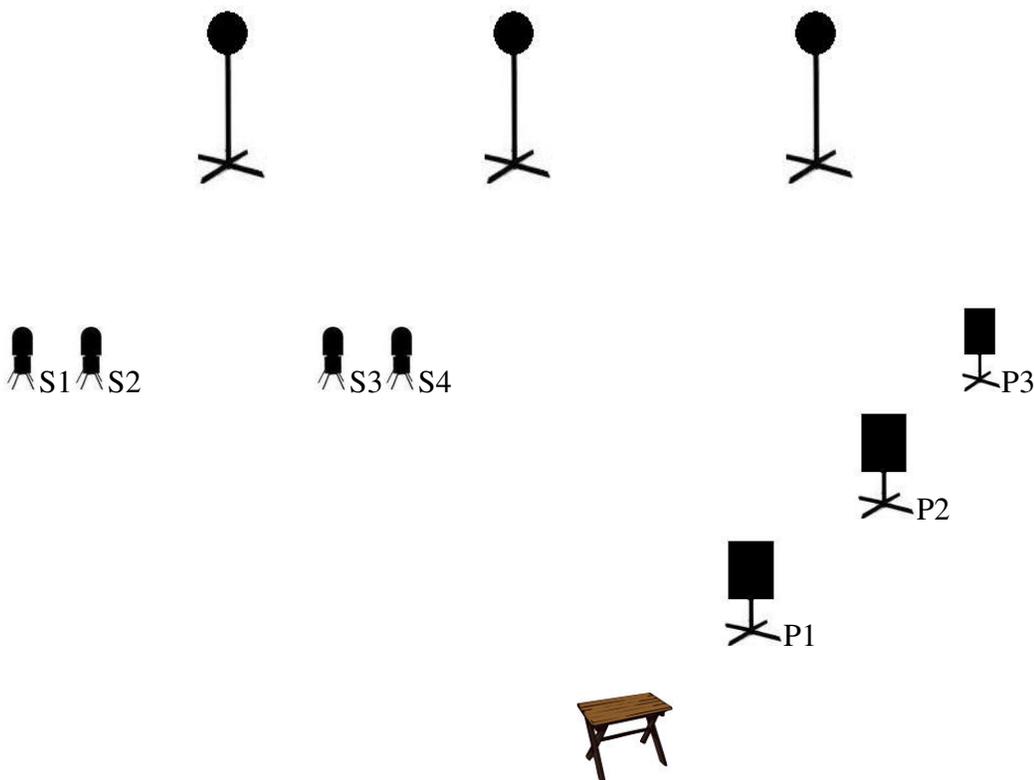
- rifle
- pistol
- pistol
- Shotgun

Staging

Shotgun staged on table. Two pistols loaded with five rounds each and holstered. Rifle held at port arms with both feet behind the table in the gate.

Procedure

Shooter starts standing with both feet behind the table and rifle held at port arms. Shooter indicates ready by saying the line ***"You'll shoot your eye out, Kid!"*** At the beep, shoot the rifle "eye" targets by double tapping in any order. Lay open and empty rifle on the table. With each pistol, put at least one round on each pistol target (5 on 3 in any order). Return pistols to holsters and take shotgun. Move past left gate post with shotgun. Shoot shotgun targets in any order. If there are no misses on the rifle targets you will receive a 5 second bonus because you shot all of your eyes out.



Stage 4 Berm 7

A Christmas Story inspired by Silver City Rebel

On Christmas morning, Ralph's disappointment turns to joy as his father points out one last, half-hidden present, perhaps from Santa. As Ralph unwraps the BB gun, Mr. Parker explains the purchase to his wife, stating that he had one himself when he was 8 years old. Ralph goes out to test his new gun shooting at a paper target perched on top of a metal sign, and predictably gets a ricochet from the metal sign. This ricochet ends up hitting just below his eye, which causes him to flinch and lose his glasses. While searching for the glasses, Ralphie ends up stepping on them with his snow boot, breaking the glasses. However, he concocts a story to his mother about an icicle falling on him and breaking his glasses, which she believes.

Round count

- 10 pistol
- 8 rifle
- 2 + shotgun on your person

Shooting Order

- BB gun
- rifle
- pistol
- pistol
- shotgun

Staging

BB gun at port arms in left window. Rifle in left window. Shotgun in right window. Two pistols loaded with five rounds each and holstered

Procedure

Shooter starts with Red Ryder BB gun held at port arms at left window. Shooter indicates ready by saying the line **“OK Black Bart, Now you git yours!”** At the beep, shoot the BB gun target with one shot, *carefully* put the Red Ryder BB gun in the window, lever does not have to be open. With rifle, shoot an end target with 2 rounds, put 4 rounds on the middle target and 2 rounds on the other end target. Return open and empty rifle to window, move to anywhere in doorway. With pistols, shoot an outside target with 3 rounds, put 4 rounds on the middle target and then put three rounds on the other outside target. Holster and move to the right window. Shoot the two shotgun targets in any order.

