

The sheriff has gone on a week long trip and left you, his deputy, in charge. As he left he said “It should be a quiet week.”

Berm 2 Stage 1 Wagon A Quiet Week by Pig Iron Lane

As you make your morning rounds, you see a strange cowboy tending several horses near the back of the town bank. When he sees you, he yells and three of his confederates emerge from the bank with guns drawn. With no time to think and no where to take cover, all you can do is draw down and blast away.

Round count

10 pistol
10 rifle
4 + shotgun on your person

Shooting Order

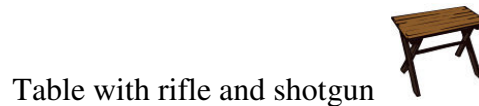
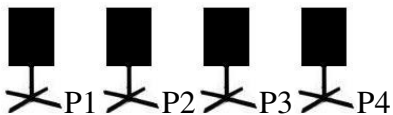
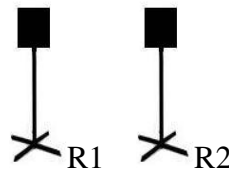
pistol
pistol
rifle
shotgun

Staging

Rifle staged on table. Shotgun staged on table. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing with at least one foot touching the starting block. Shooter indicates ready by saying the line **“So much for a quiet week”** At the beep, draw first pistol and engage P1 through P4 with at least one round on each. Repeat with the second pistol (again in any order). Holster and move to the table. Take rifle and engage R1 and R2 with alternating double taps for ten rounds, from either direction. Return rifle open and empty to table and with shotgun shoot the shotgun targets in any order.



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Berm 3 Stage 2 Well A Quiet Week by Pig Iron Lane

You decide to take an early morning ride out north of town. About five miles out, you see buzzards circling and decide to check it out. What you find is some poor fellow tied to a tree with a pack of coyotes closing in. Dispatching the varmints with your pistols and long guns, you recognize Mr. Owens of the mining company. In his dying gasp, as you cut him loose he says, “You’ve got to warn the sheriff and save the payroll.

Round count

10 pistol
10 rifle
2 + shotgun on your person

Shooting order

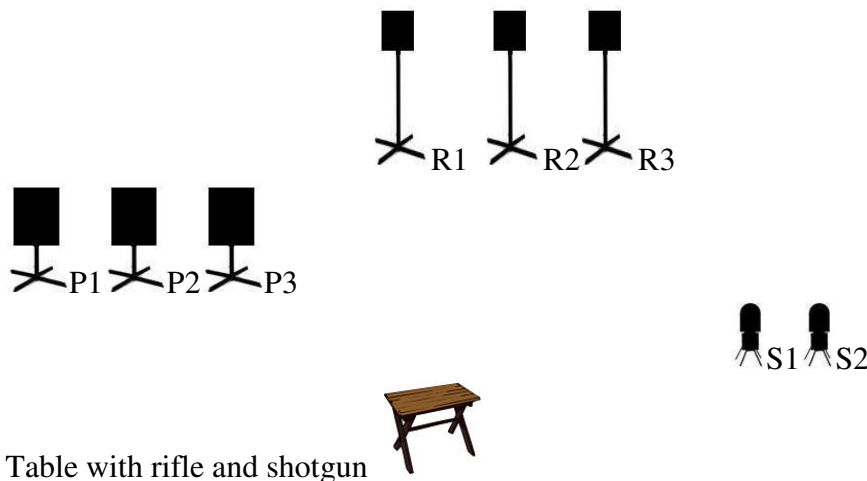
shotgun last

Staging

Rifle and Shotgun staged on table. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing by table with both hand shading eyes. Shooter indicates ready by saying the line **“This can’t be good”** At the beep, shoot the three pistol targets with two 2 -1 -2 sweeps from the same direction. with rifle, shoot the three rifle targets with two 2 -1 -2 sweeps from the same direction. Guns may be shot in any order you choose. Finish by taking the shotgun and shooting the two shotgun targets in any order.



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Berm 4 Stage 3 Fort A Quiet Week by Pig Iron Lane

Riding all night, you've tracked a gang of outlaws to their intended ambush of the stage. Skirting them, you ride on to intercept the stage carrying the mining company payroll and hopefully the sheriff. You just manage to reach the stage, climb inside and warn the sheriff before the outlaws are on the attack.

Round count

10 pistol
10 rifle
4 + shotgun on your person

Shooting Order

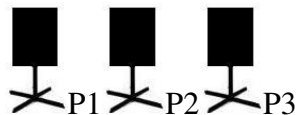
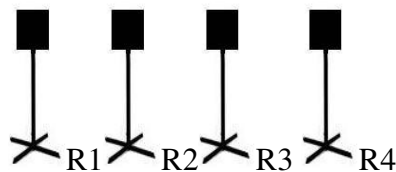
rifle
pistol
pistol
shotgun

Staging

All guns staged on the table except rifle which is held at ready.

Procedure

Shooter starts sitting in the stagecoach (a chair at the table) holding the rifle ready but not levered. Shooter indicates ready by saying the line **"Hey boss, how about a raise?"** At the beep, lever the rifle and engage R1 through R4 in a Nevada sweep from either direction. Replace rifle, open and empty on the table. With the first pistol put five rounds on P1 through P3. (5 on 3) Repeat with the second pistol. Pistols are returned to the table. With the shotgun shoot the 4 shotgun targets in any order. Shooter may stand at any time.



Shooter sitting in stagecoach (table)

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Berm 5 Stage 4 Jail A Quiet Week by Pig Iron Lane

Returning from Miss Constance's café with a tray of food for you and your prisoner from the bank holdup, you are met at the door of the jailhouse by an armed cowboy. He says, "You got my brother in there and I come to get him out." Ace deputy that you are, you can handle one cowpoke, but a glance out back tells you he may have help.

Round count

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

Shooting Order

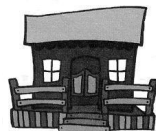
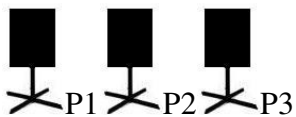
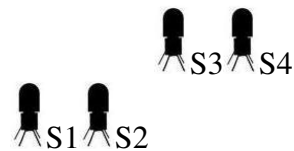
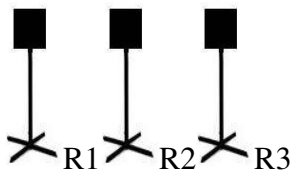
- pistol
- rifle
- pistol
- shotgun

Staging

Rifle and Shotgun staged on target box. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing behind line in the doorway of the jail with a tray in both hands. Shooter indicates ready by saying the line **"Does this mean there'll be two for dinner?"** At the beep, place the tray on the target box using both hands. Draw first pistol. Engage P1 with 5 shots. Holster pistol and take rifle. Engage R1 through R3 with three rounds each in any order, the tenth shot goes on R2. Replace open and empty rifle on box and with second pistol, put at least two rounds each on P2 and P3. Holster and take shotgun. Move to the right window and shoot the shotgun targets in any order.



Shooter starts in front door of the jail

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Berm 6 Stage 5 Cemetery A Quiet Week by Pig Iron Lane

You’ve assembled a posse and are on the trail of the gang who robbed the bank and staged the jail break. Hard riding and persistence has run them to earth. This time the odds are in your favor.

Round count

10 pistol
10 rifle
4 + shotgun on your person

Shooting Order

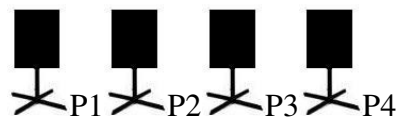
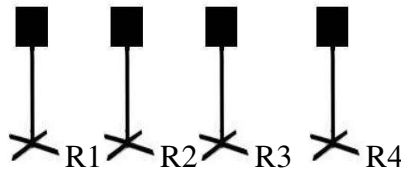
rifle
shotgun
pistol
pistol

Staging

Rifle at port arms and shotgun staged on table. Two pistols loaded with five rounds each and holstered.

Procedure

Shooter starts standing next to the table with the rifle at port arms. Shooter indicates ready by saying the line **“This sure doesn’t seem like a Wednesday.”** At the beep, engage the rifle targets in a Lawrence Welk sweep beginning on either end. (1 on target one, 2 on target two, 3 on target three and 4 on target four) Put the rifle open and empty on the table and with take shotgun. Move to the left of the post. Shoot the four shotgun targets in any order. Put the shotgun back on the table and move to the right of the post; with the pistols engage the pistol targets in a Lawrence Welk sweep beginning on either end.



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Berm 7 Stage 6 Livery Stable A Quiet Week by Pig Iron Lane

The sound of shooting takes you at a run to the corral at the livery stable. Instead of trouble, you find a gun peddler has set up demo targets and has drawn quite a crowd. Scanning the crowd you spy Miss Connie, but she seems to be in the company of a rich rancher’s son. OK well, maybe you can impress her with your shooting.

Round count

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

Shooting Order

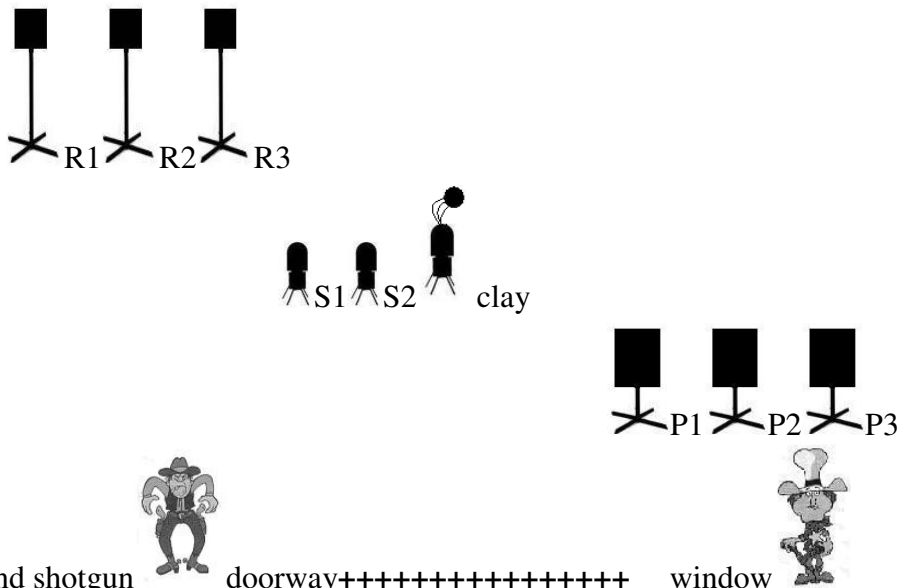
- rifle
- shotgun
- pistol
- pistol

Staging

Shotgun and rifle in left window. Two pistols loaded with five rounds each and holstered

Procedure

Shooter starts at the left window with hands flat on platform. Shooter indicates ready by saying the line **“I wish I was born rich instead of good looking”** At the beep, pick up rifle and engage each rifle target at least twice with no double taps. Return rifle to platform, take shotgun and move to doorway. Shoot the four shotgun targets in any order. Bust the clay and you not only get a 5 second bonus but you might just impress Miss Connie with your shooting. Miss it and there is no penalty, it’s just not very impressive. Place shotgun safely in right window. Then engage each pistol target at least twice each (in the ten shot string) with no double taps.



Window with rifle and shotgun

doorway+++++

window