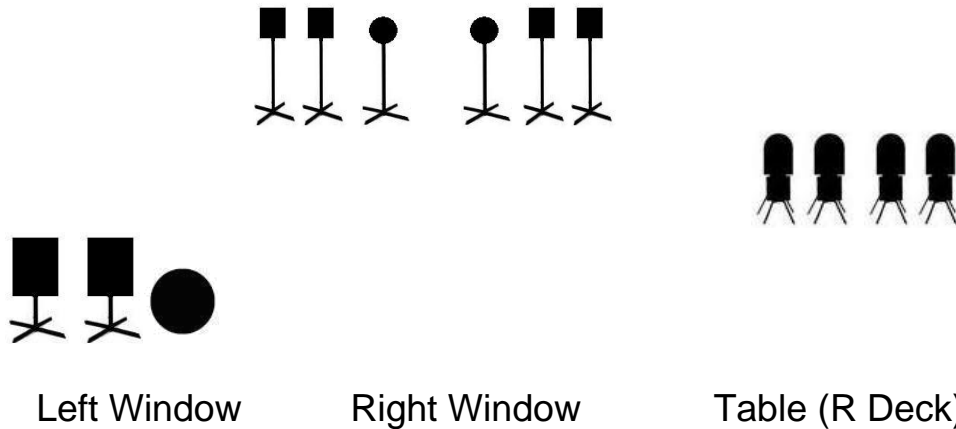


Stage One (Saloon) Count: 10-10-4+ Order: P/R/S

Gen. Pierre Gustave Toutant Beauregard had 24,000 Confederate Army troops in camp on winding Bull Run creek, near Manassas Junction, about 25 miles Southwest of Washington DC. Brig. Gen. Irvin McDowell was ordered to attack them, with 30,000 troops, another 10,000 held in reserve. It would be the first major land battle of the Civil War.



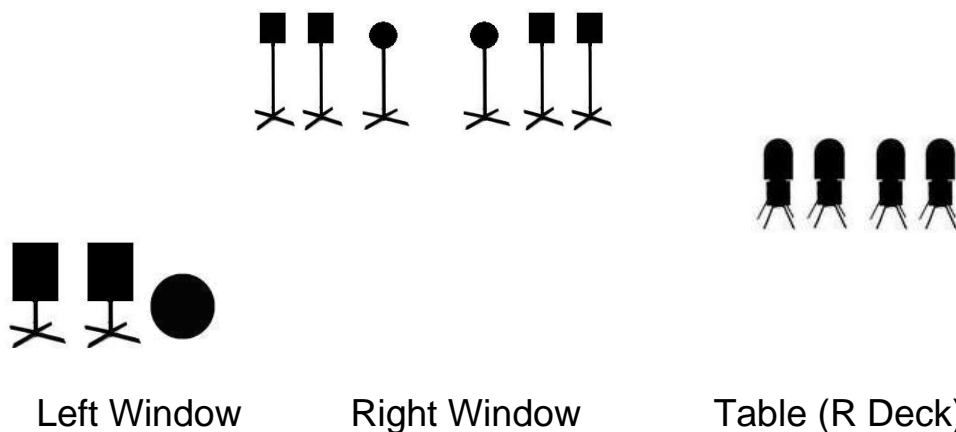
Staging: Pistols holstered, rifle loaded with 10 rounds staged in right window, shotgun staged on table on right deck.

Start: Standing on left deck, hands at default.

Procedure: When ready, say **“To arms!”** ATB, with first 5 pistol rounds shoot the targets in a 1-1-3 sweep (single tapping rectangles and triple tapping circle), starting on the LEFT, then shoot a 3-1-1 sweep starting from the RIGHT with second 5 pistol rounds. Move to rifle and shoot the targets in a 1-1-3-3-1-1 sweep (single tapping rectangles and triple tapping the circles) starting from either end. With shotgun shoot the 4 knockdowns in any order.

Stage Two (Saloon) Count: 10-10-4+ Order: S/R/P

Despite Union plans to prevent it, Gen. Joseph Johnston brought several thousand Confederate reinforcements to Manassas, one brigade under the command of Gen. Thomas Jackson—who in this battle gained the moniker “Stonewall.” After skirmishing at Blackburn’s Ford, the Battle of Bull Run (First Manassas) began in earnest on July 21, 1861.



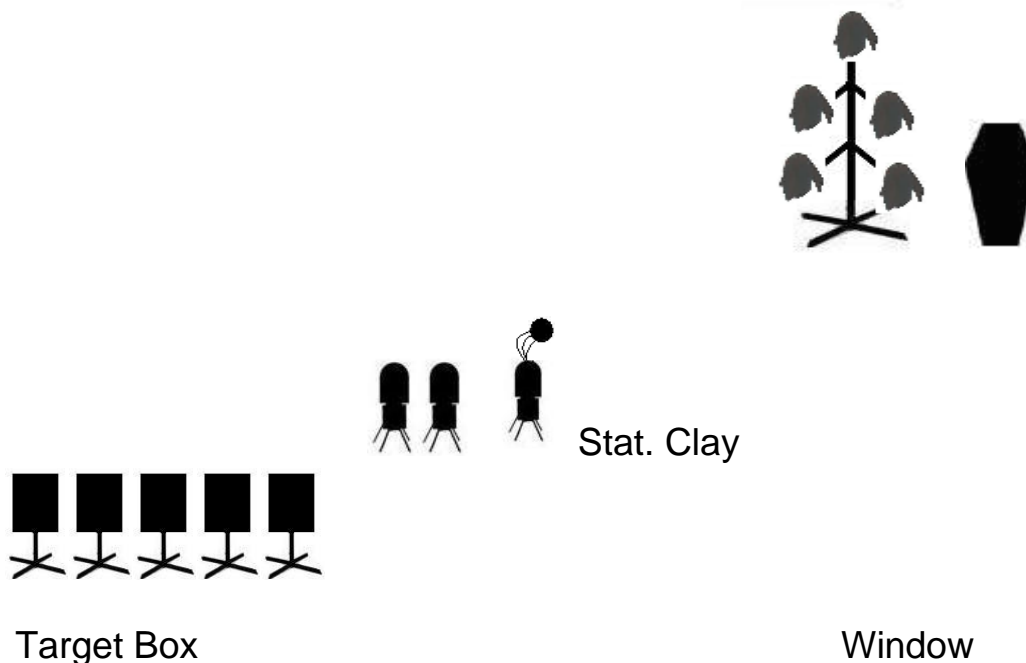
Staging: Pistols holstered, rifle loaded with 10 rounds staged in right window, shotgun in hand.

Start: Standing behind table on right deck, shotgun in both hands.

Procedure: When ready, say “**There he stands like a stone wall.**” ATB, with shotgun shoot the 4 knockdowns in any order. Make shotgun safe on deck table. With the first 5 rifle rounds, shoot either the left or right bank of 3 targets in a 2-1-2 sweep, starting from either end, then repeat instructions with the last 5 rounds on the other bank of 3 targets. With pistols, shoot the targets in a 2-1-2 sweep, starting from either end, then repeat instructions.

Stage Three (Jail) Count: 10-10-4+ Order: R/S/P

The Battle of Bull Run raged throughout the day, disorganized and chaotic. Friendly fire incidents occurred on both sides. The Confederates learned of a complicated Union plan to demonstrate in front of the Rebel army while executing a flanking movement on the Confederate left. When the lead Union brigade, under Col. Ambrose Burnside, crossed the creek at Sudley Ford about 9:30 a.m, the Rebels were waiting for them.



Staging: Pistols holstered, rifle loaded with 10 rounds, and shotgun both staged on window shelf.

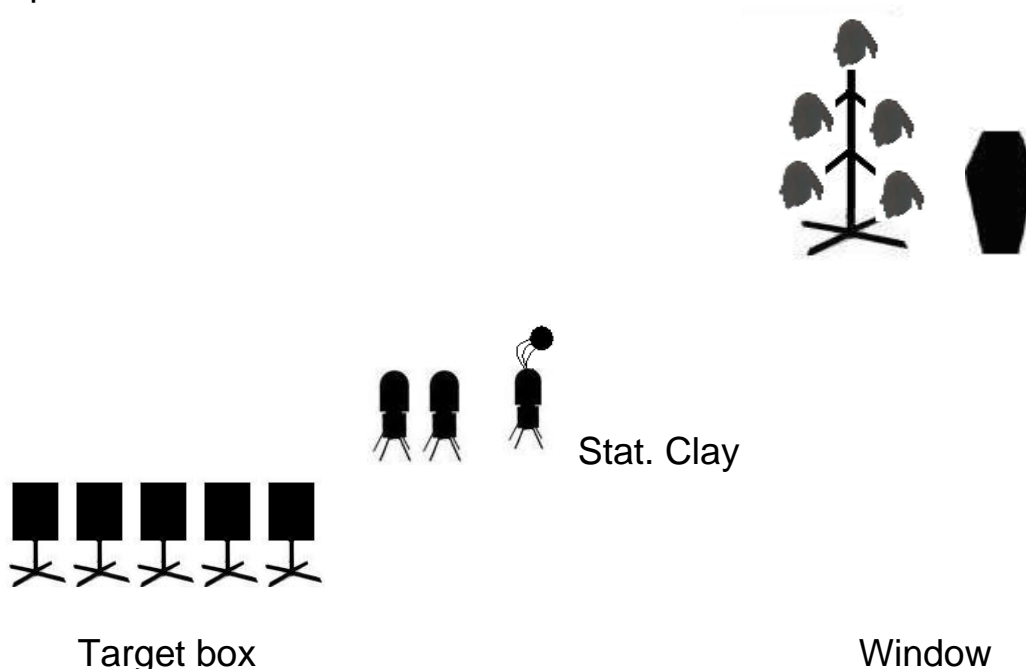
Start: Standing with feet outside doorway, hands anywhere.

Procedure: When ready, say “**Look to your left.**” ATB move to rifle and, through window, starting on any target, double tap each Indian head target. With shotgun, through doorway shoot the 2 knockdowns, popper and flying clay, starting on any target. Misses on the flying clay may be made up on the stationary clay. Make shotgun safe on target box. With pistols, double tap each target, starting from either end. **Note: tombstone not in use on this stage.**

Stage Four (Jail) Count: 10-10-4+

Order: R/P/S

At Henry Hill, Gen. Erasmus Keye's Federal brigade briefly drove Gen. Thomas Jackson's men back into the woods. Rebel musket fire from Virginians and South Carolinians on Keye's troops, now on open ground, rapidly forced the Union troops to withdraw from the hill to Warrenton Turnpike.



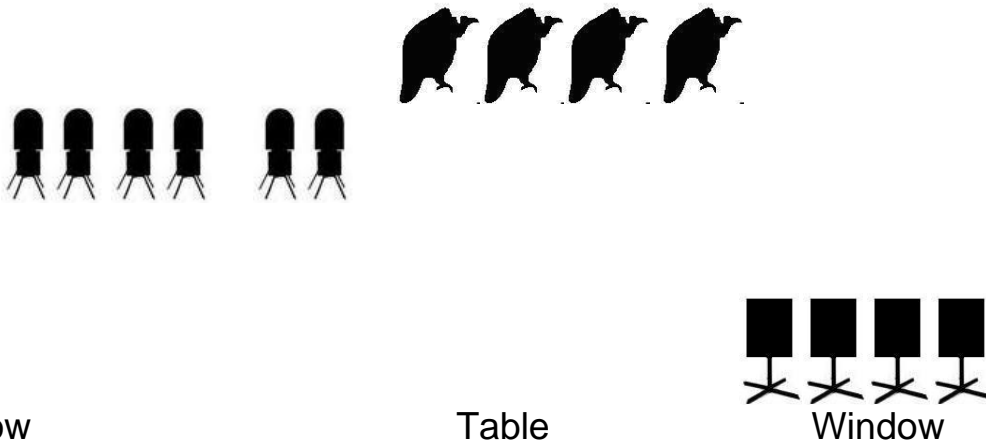
Staging: Pistols holstered, rifle loaded with 10 rounds staged on window shelf, shotgun staged on target box.

Start: Standing tall at window, hands on window frame at shoulder height.

Procedure: When ready, say **“Into the woods, men.”** ATB, with rifle, alternate 10 rounds on the Indian head tree and the tombstone, starting on any Indian head, engaging each head once and the tombstone with 5 rounds. Make rifle safe on window shelf. With pistols, shoot 2 Nevada sweeps, starting from either end each time. With shotgun shoot the 2 knockdowns, popper and flying clay, starting on any target. Misses on the flying clay may be made up on the stationary clay.

Stage Five (Livery) Count: 10-10-6+ Order: S/R/P

The last major action of the day was at Chinn Ridge. After an initial flanking move, Union Col. Howard's troops were forced to retreat by newly-arrived Rebel reinforcements, commanded by Col. Arnold Elzey. A Confederate horse battery helped persuade the Federal troops to withdraw.



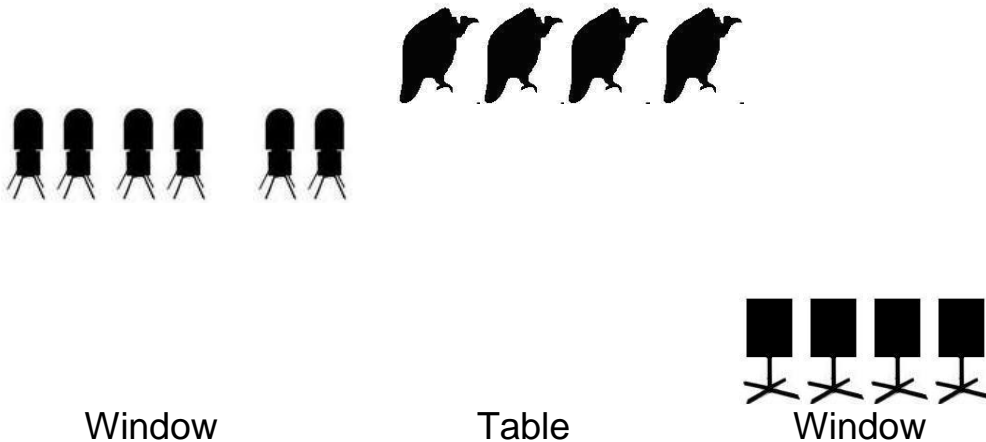
Staging: Pistols holstered, rifle loaded with 10 rounds staged on table, shotgun in hand.

Start: Standing at left window, shotgun in both hands.

Procedure: When ready, say “**Fall back!**” ATB, through window shoot left 4 knockdown targets. Move to opening and shoot 2 right knockdowns. Make shotgun safe on table. With rifle, starting from either end, shoot a continuous sweep of alternating single and double taps, **STARTING WITH** a single tap (e.g. 1-2-2-3-4-4-3-2-2-1). Move to right window and with pistols shoot the 4 targets following the same instructions given for rifle.

Stage Six (Livery) Count: 10-10+-4+ Order: P/R/S

In the chaotic retreat to Washington DC, through citizens who had come to picnic while watching the fighting, hundreds of Union soldiers were taken prisoner, as was Congressman Alfred Ely of New York. Though the casualties were light in comparison with later battles (2,700 on the Union side, 1,900 on the Confederate), the battle made clear that it would be a long and terrible war.



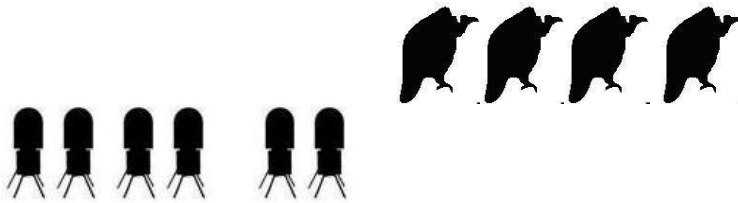
Staging: Pistols holstered, rifle loaded with 10 rounds staged on table (at least 1 rifle round on your person if you plan to shoot the optional bonus target), shotgun in left window.

Start: Standing at right window, hands on pistols.

Procedure: When ready, say **“A long war lies ahead.”** ATB, with pistols shoot a REGRESSIVE sweep as follows, starting from either end: 1-1-1-1-2-2-2-3-3-4. Move to rifle and shoot the 4 buzzard targets following the same instructions as for pistols. You may reload 1 rifle round and shoot a knockdown for a 5-second bonus. A failure to hit or knock down the bonus target is not counted as a miss. Move to left window and shoot any 4 knockdown targets.

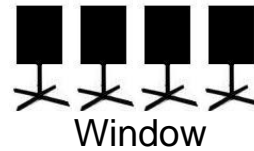
Warm Up (Livery) Count: 10-10-4+

Order: R/P/S



Window

Table



Staging: Pistols holstered, rifle loaded with 10 rounds, staged on table, shotgun staged in left window.

Start: Start behind table with both hands on hat.

Procedure: When ready, say “**Bull Run.**” ATB, with rifle, shoot the 2 rightmost knockdowns, then double tap each of the 4 buzzards. Move to right window and with pistols, starting from either end, double tap sweep the 4 targets, THEN single tap the 2 inside targets. Move to shotgun and shoot 4 knockdowns in any order. You may make up any rifle knockdowns still standing before or after shooting the shotgun knockdowns.