

"Jake and Blackhawk's Excellent Adventure."

Today's match is based on an actual event. It all began one day when Jake and Blackhawk were discussing the finer points of historical happenings. "Wouldn't it be a hoot to go back in time and see them for ourselves?" said Jake. "Yeah," said Blackhawk, "I wish we could do something like that." No sooner than the words were out of Blackhawk's mouth than - out of a cloud of smoke - there appeared what looked, all the world, like an ordinary outhouse. Out stepped a strangely dressed gentleman (even stranger than B-Western) who introduced himself as Rufus. "If you two cowboys step inside my time machine, I'm here to fulfill your wish." Now, although Jake and Blackhawk were not faced with a critical history test, they are not teenagers, neither is a member of a rock band (that I know of) and the future of the world is not in their hands, I do hope you enjoy reliving what came to be known as "Jake and Blackhawk's Excellent Adventure."

Stage 1 Annie Oakley

Bay 2 Shifty Eye Saloon

Blackhawk and Jake step out of their time traveling outhouse and immediately see a young woman. She is near tears while practicing with her old rifle. Blackhawk says, "Look Dude - there's Belle Starr. Jake is a better historian and corrects Blackhawk. "No, that is Annie Oakley. Can you believe she is trying to make trick shots with a rusty Rossi?" Blackhawk says, "Hi there, little Annie. Try out my most excellent Marlin".

Round count

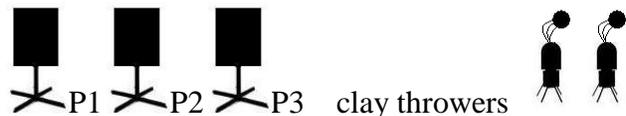
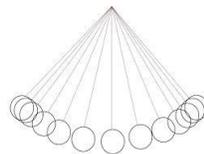
10 pistol
 10 rifle
 4 + shotgun on your person

Shooting Order and Staging Instructions

rifle - staged on swinger table
 pistol - holstered
 pistol - holstered
 shotgun - staged on right porch table

Procedure

Shooter starts standing with hands flat on swinger table. Shooter indicates ready by saying line **"Here Annie, try my Marlin."** ATB: Activate the pendulum. Put ten rifle rounds on the swinger target. Make rifle safe. With pistols, starting on either end, put 3 rounds on 1st target, 4 rounds on the center target and three rounds on the other end target. Sweep - not round count. Move to right porch and shoot popper targets and clays. Misses on flyers can be made up on stationary clays.



① position - table

② anywhere inside building



③ Right porch

Stage 2 Wild Bill Hickok

Bay 3 Well

The next leg of the adventure brings Blackhawk and Jake to Deadwood, August 2, 1876. A card game is in progress. As they approach the table, Blackhawk is looking for a spittoon for his gum. Wild Bill Hickok, he says, "Don't bother me now boys. One more ace to go with these eights and I win it all." Jake says, " We gotta go now, forget the aces and watch your back, Bill."

Round count

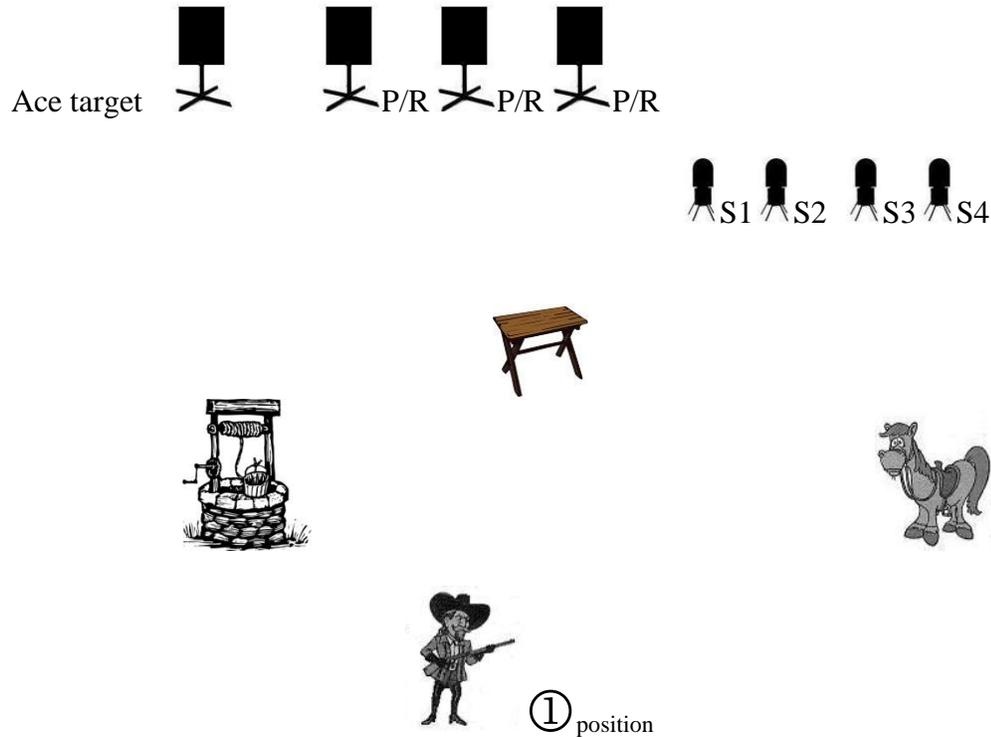
- 10 pistol
- 10 rifle
- 4 + shotgun on your person

Shooting Order and Staging Instructions

- rifle - in hand
- shotgun - on horse
- pistol - holstered
- pistol - holstered

Procedure

Shooter starts with one foot touching starting stone with rifle in hand. Shooter indicates ready by saying line **"Forget the aces and watch your back, Bill!"** ATB: Put 2 rounds on the Ace target and 8 rounds on the other 3 targets (at least one on each). Make rifle safe on horse and take shotgun. Shoot 4 shotgun targets until down in any order - make shotgun safe on horse or on table. Shotgun targets may be shot anywhere between horse and table. Shoot pistols as per rifle instructions. Pistols may be shot anywhere between horse and table.



Stage 3 Custer's Last Stand

Bay 4 Fort

Jake and Blackhawk emerge from their time traveling outhouse. It is the night of June 24, 1876. Sentries take them straight to Custer's tent. Custer says, "I don't know who you boys are but I've got a few Indians to deal with tomorrow. We would be happy to have you join us, if you don't want to help then be on your way. I don't have time for the likes of you". Jake says, "That is a most excellent suggestion. Good bye Mr. Custer."

Round count

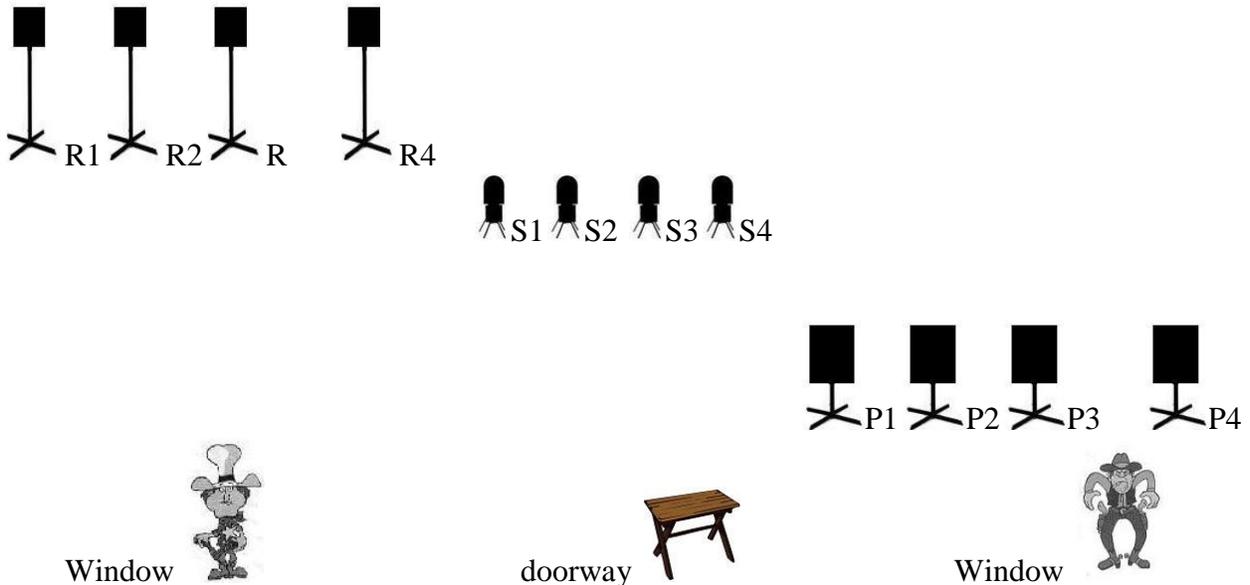
- 10 pistol
- 10 rifle
- 4 + shotgun on your person

Shooting Order and Staging Instructions

- rifle - in left window
- shotgun - on table
- pistol - holstered
- pistol - holstered

Procedure

Shooter starts at left table with hands on pistols. Shooter indicates ready by saying the line "**That's a most excellent suggestion, Mr. Custer.**" ATB: With rifle, sweep four rifle targets starting on the left - R1. Then alternate R1,R4,R2,R4,R3,R4. Return rifle to window. Go to table and knock down shotgun targets in any order. Return shotgun to table. With pistols, through right window, follow rifle instructions.



Stage 4 Billy the Kid

Bay 5 Jail

Round count

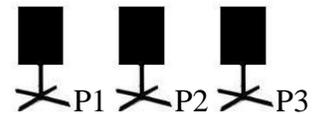
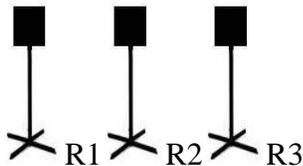
10 pistol
10 rifle
4 + shotgun on your person

Shooting Order and Staging Instructions

pistol - holstered
pistol - holstered
rifle - on target box
shotgun - on target box

The time traveling outhouse jerks to a stop as Jake and Blackhawk arrived to a ruckus inside the Lincoln County jail. Billy the Kid is running down the back stairs - spraying bullets all around as he goes. "Hey Jake, is that who I think it is? He isn't nearly so goofy looking in person. Maybe he is one of those people, like me, who just doesn't photograph so well" "Who cares" yells Jake, "Blackhawk - it is time to leave Lincoln."

Procedure: Start, standing with both feet inside of the jail cell. When ready, say the line, **"Blackhawk, it's way past time to leave Lincoln!"** At the beep, move to the window. Shoot pistol targets in a 5 round Nevada sweep from either direction. Repeat instructions with second pistol. Move to target box. Shoot rifle according to pistol instructions. Place open, empty rifle on target box. Shoot shotgun targets in any order until down.



Shooter starts with both feet inside jail cell



Stage 5 Gunsmoke

Bay 6 Boot Hill

Blackhawk steps out of the time machine and says, "Whoa, are you sure this is Dodge City? Why is everything black and white?" Jake answers, "This is the famous Boot Hill. I reckon we can find Marshall Dillon and Miss Kitty all right, but they won't be in color for another seven years. I suppose we can always fast forward. In the meantime let's ask that limping guy - which way to the Long Branch?"

Round count

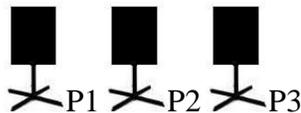
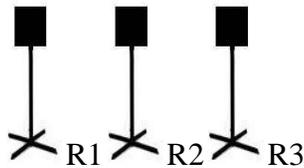
- 10 pistol
- 10 rifle
- 4 + shotgun on your person

Shooting Order and Staging Instructions

- pistol - holstered
- pistol - holstered
- rifle - on table
- shotgun - on table

Procedure

Shooter starts behind left fence in the "Marshall Dillon pose" with hands near but not on pistols. Shooter indicates ready by saying the line "**Anytime you're ready.**" ATB: With pistols alternate for 5 rounds on the two left targets and then put 5 rounds on the right target. Holster and move to rifle. Repeat pistol instructions with rifle. Make rifle safe on table. Take shotgun to the right of the post and knockdown all shotgun targets in any order.



Stage 6
Bay 7

Wyatt Earp
OK Corral

The clock on the time traveling outhouse reads, 2:55 pm, Oct. 26, 1881. The two travelers step out to find themselves right in the middle of Fremont Street, Tombstone, Arizona. Blackhawk looks up to see the three Earp brothers and Doc Holliday coming right at him. Jake glances over his shoulder to see the McLaury and Clanton brothers along with Billy Claiborne. Ike Clanton runs up to Wyatt and claims to be unarmed. Wyatt tells Ike to heel himself or leave. Blackhawk says, "Leaving sounds outstanding. Party on Dudes."

Round count

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

Shooting Order and Staging Instructions

- Shotgun in hand
- Rifle in right window
- pistol - holstered
- pistol - holstered

Procedure

Shooter starts at center table with shotgun in hand. Shooter indicates ready by saying the line "**Strange things are afoot at the Circle K.**" ATB: Shoot shotgun targets until down. Make shotgun safe. Move to right window and with rifle, put 10 rounds on the four targets (at least 2 on each) NO double taps. Make rifle safe and move to left window. Repeat rifle instructions with pistols through the left window.

