

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

**Berm 2      Stage 1      Shifty Eye Saloon      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
- 2+ shotgun on your person

**Shooting Order**

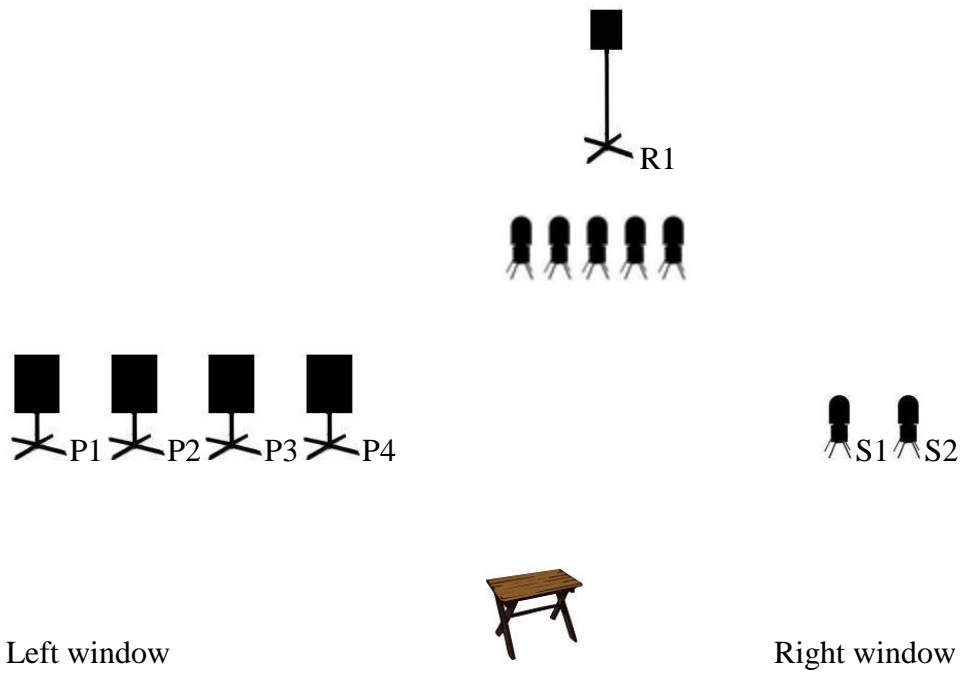
- pistol
- pistol
- rifle
- shotgun

**Staging**

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

**Procedure**

Shooter starts standing with hands on hat at the left window. Shooter indicates ready by saying the line “**So much for a quiet week**” At the beep, with pistols shoot 10 on 4 with at least one round on each target. Move to table. With rifle, alternate between KDs and stationary target beginning on a KD. Make rifle safe and with shotgun shoot the shotgun targets in any order. Then any KDs left standing may be made up with shotgun.



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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
- 4 + shotgun on your person

**Shooting order**

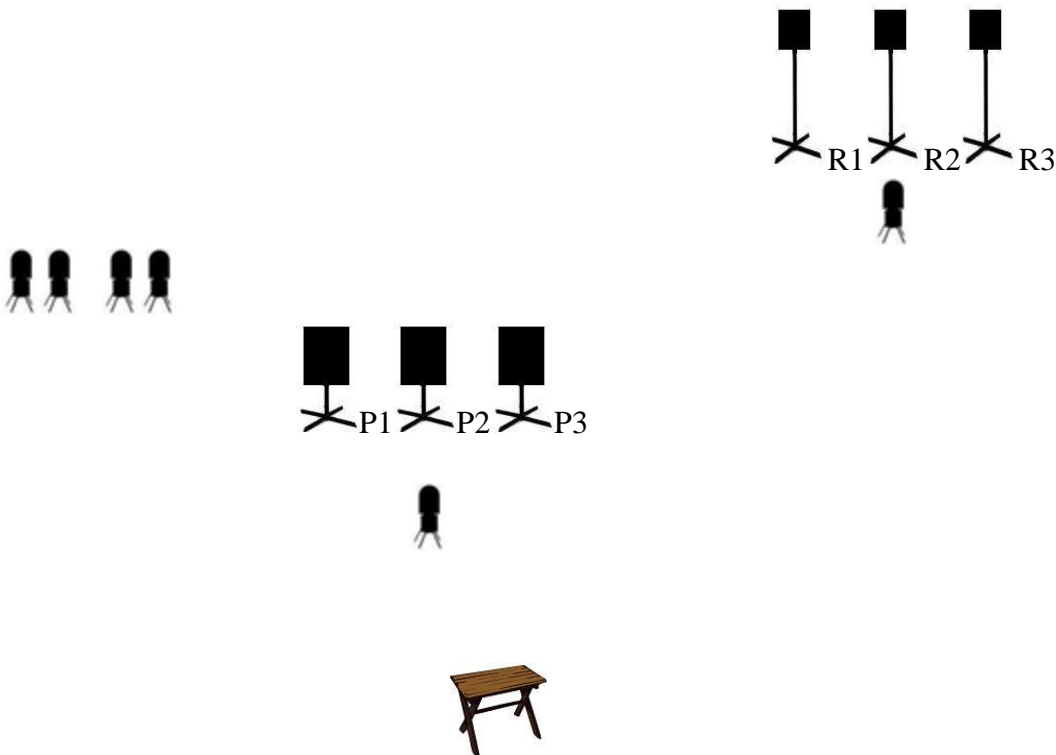
shotgun last

**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, with rifle shoot the KD and then shoot three sweeps of the stationary targets beginning on the same end each time. Repeat rifle instructions with pistols. Rifle and pistols may be shot in any order you choose. Finish by shooting the four shotgun targets in any order, then standing KDs may be made up.



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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**

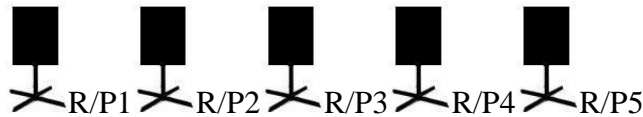
rifle first

**Staging**

Shotgun on table, rifle held at port arms.

**Procedure**

Shooter starts with rifle at port arms, one foot touching starting stone. Shooter indicates ready by saying the line “**Hey boss, how about a raise?**” With rifle, double tap two outside targets then single tap the three center targets with two sweeps from the same end each time. Repeat rifle instructions with pistols. With the shotgun shoot the 4 shotgun targets in any order. You can end with either shotgun or pistols.



**O** starting stone

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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**

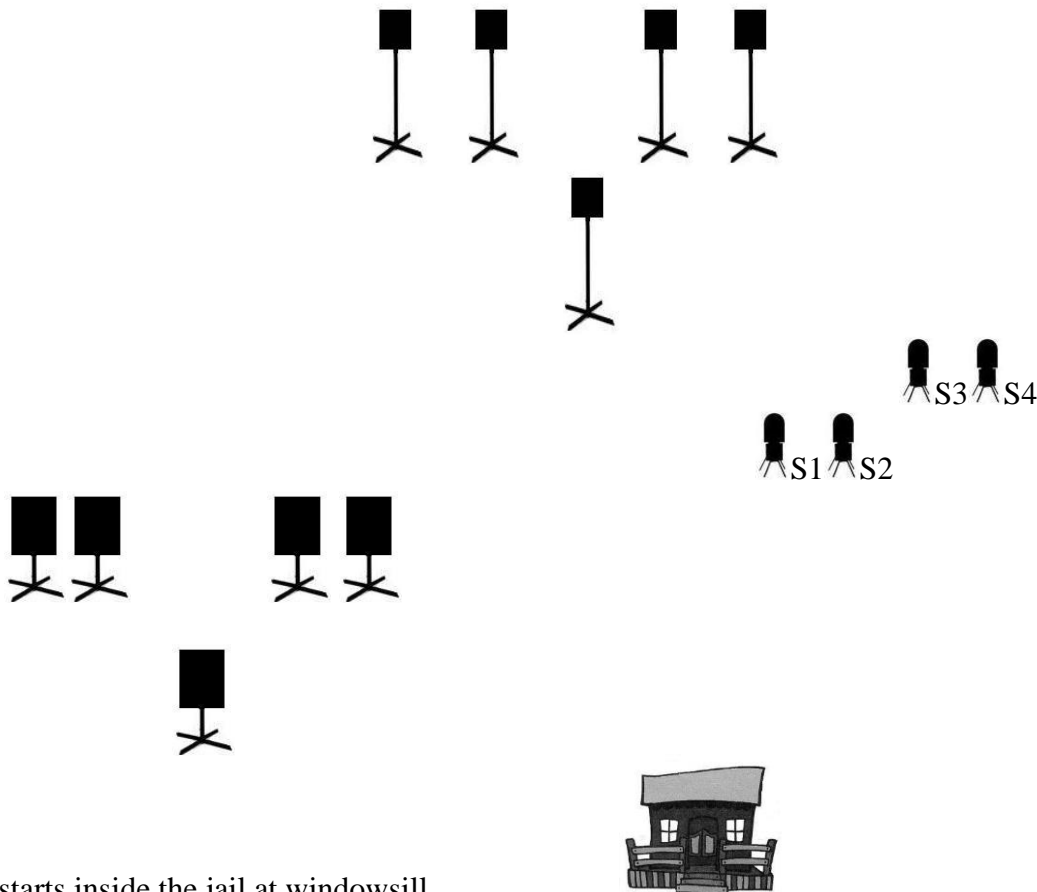
Pistols last

**Staging**

Rifle on target box, shotgun staged in window. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts standing at right window with hands anywhere but shotgun flat on windowsill and ammo still in belt. Shooter indicates ready by saying the line **“Does this mean there’ll be two for dinner?”** At the beep, from the right window and shoot the shotgun targets in any order. Make shotgun safe. With rifle, single tap the center target then double tap each outside target, single tap the center target and double tap each middle target - NOT a round count. Make rifle safe. Repeat rifle instructions with pistols.



Shooter starts inside the jail at windowsill

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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 have 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**

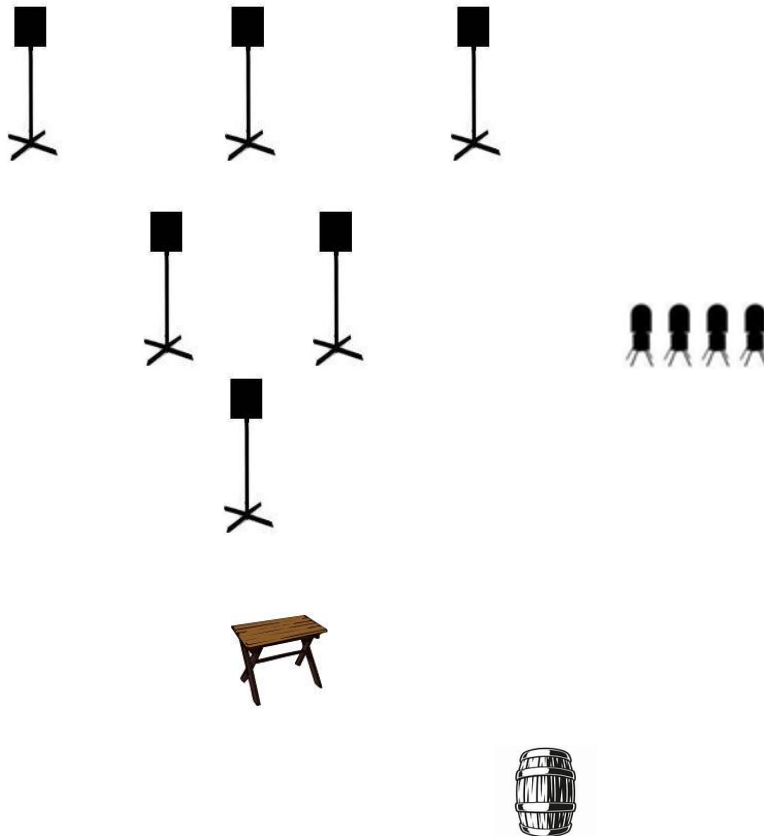
- rifle
- shotgun
- pistol
- pistol

**Staging**

Rifle in hands and shotgun staged on barrel. Two pistols loaded with five rounds each and holstered.

**Procedure**

Shooter starts standing touching starting stone with the rifle in hands. Shooter indicates ready by saying the line **“This sure doesn’t seem like a Wednesday.”** At the beep, engage the rifle targets by placing one round on each center vertical target then one round on each center horizontal target, then place one shot on either outside target. Repeat sequence finishing on the other outside target. From the barrel, shoot shotgun targets in any order, making shotgun safe on barrel. Move as desired. Repeat rifle instructions with pistols.



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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**

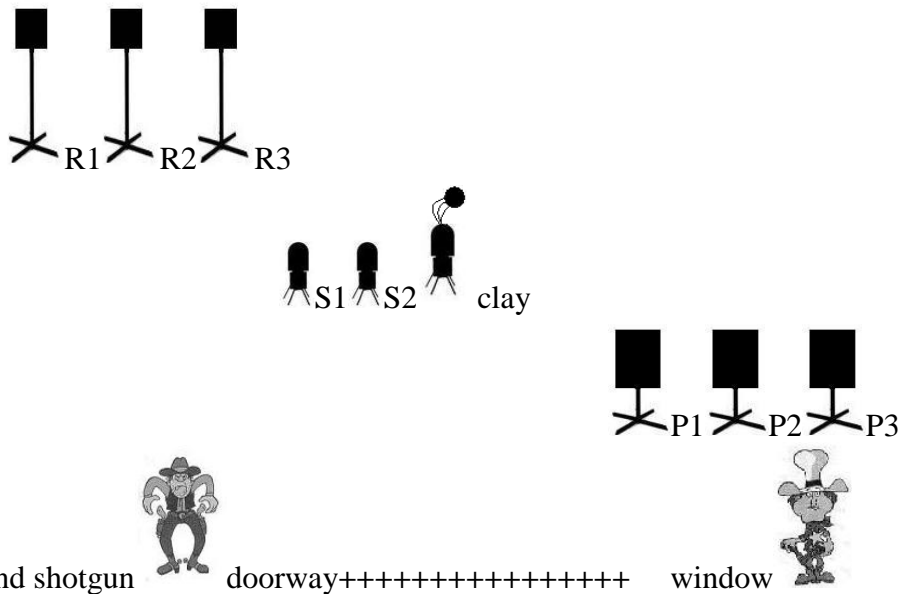
- rifle
- shotgun
- pistol
- pistol

**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