

Ammo Count:  
 10 Pistol  
 10 + 1 Rifle  
 5 Shotgun

# Eas'dern Shore Renegades

July 2008

## STAGE 1

Stage written by  
 Hand Cannon

### "Buckboard"

You are about to go to town in your buckboard, but trouble finds you first. You see 5 of the Dalton gang spinning around blocking your way. You throw buckshot at the one closest to the ground and then fire 4 more shots to take out as many as you can. With your shotgun empty, you pick up your rifle and fire 11 shots at the bunch as they retreat. When shotgun and rifle are both empty, you jump on the buckboard and shoot your way through the rest of the gang with your pistols.



Pistols loaded with 5 rounds each (hdoec) staged on the Buckboard Dash.

Rifle loaded with 10 rounds (hdoec) + 1 to be loaded from your person; rifle is staged on the Table.

Shotgun (oae) held at Cowboy Port-arms.

Shooter starts standing behind the Table, holding the shotgun at Cowboy port-arms. When the Shooter is ready, yell: **"Oh, no!! Here they come!!"** At the buzzer, load your shotgun and shoot the plate on the Texas Star that is closest to the ground. Then with 4 more rounds shoot the other 4 plates. A miss is a miss. Place shotgun (oae) on the table and pick up your rifle. Shoot the rifle targets in a 10 shot Nevada Sweep, beginning on the right (R4-R3-R2-R1-R2-R3-R4-R3-R2-R1). Reload 1 round and shoot the clay bird in the holder (R5). If the bird does not break, it is a miss.

Place the rifle (oae) back on the Table, climb on the Buckboard and from a seated position, (pysc) shoot the pistol targets from the outside-in beginning on the left (P1-P5-P2-P4-P3) ~ then repeat with the second pistol. Dismount the Buckboard, and safely (without breaking the 170 line) reholster your pistols and move to the unloading table, retrieving your long guns on the way.

