



# TEJAS PISTOLEROS

*"A Traditional Cowboy Action Shooting Club"*



## STAGE 1 Trading Post

**SCENARIO:** from the movie **WILD BILL** starring Jeff Bridges & Ellen Barkin.

**SET UP:** (see diagram on back) **5 big pistol targets, 3 big rifle targets, 4 shotgun knockdowns**

### **AMMO**

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>9</b>	

### **FIREARMS STAGED**

Shotgun	in hand at cowboy port arms
Pistols	holstered
Rifle	On Bay Window Ledge, muzzle pointed downrange

**STARTING POSITION:** (To include placement of hands)

Standing at Front Porch Window with shotgun in hand at cowboy port arms. When ready, let the Timer Operator know by saying the line: **"DON'T EVER TOUCH ANOTHER MAN'S HAT!"**

**AT THE BUZZER:** (do not begin stage run before the buzzer sounds)

**ENGAGE** the 4 shotgun knockdowns in any order. Make shotgun safe and move to Bay Window. Retrieve rifle and **ENGAGE** the 3 rifle targets 3 times each with 9 rounds. Make the rifle safe and move to the Backdoor. **ENGAGE** the 5 pistol targets twice each, using both pistols as necessary.

### **PROCEDURALS AND SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss. Any shotgun knockdown target left standing will be scored as a miss. Shooter's choice on making up missed shotgun knockdowns.



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## STAGE 2 Stagecoach

**SCENARIO:** from the movie **WILD BILL** starring Jeff Bridges & Ellen Barkin.

**SET UP:** (see diagram on back) **2 big pistol target, 4 big rifle targets, 2 "see the color" shotgun targets.**

### **AMMO**

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>8</b>	

### **FIREARMS STAGED**

Shotgun	in boot at rear of stagecoach
Pistols	holstered
Rifle	in hand

**STARTING POSITION:** (To include placement of hands) Standing at **Front** of stagecoach, with rifle in hand at cowboy port arms. When ready, let the Timer Operator know by saying the line: **"I DON'T APOLOGISE . . . NOT TO YOU OR ANYBODY ELSE . . . NOT EVER!"**

**AT THE BUZZER:** (do not begin stage run before the buzzer sounds)

**ENGAGE** the 4 rifle targets twice each with 8 rounds, **no double taps**. Make rifle safe and draw 1<sup>st</sup> Pistol. **ENGAGE** pistol target (**P2**) with 5 rounds. Holster and move to rear of stagecoach. Retrieve shotgun and **SWEEP** the two shotgun targets twice with 4 rounds. Make the shotgun safe and draw 2<sup>nd</sup> Pistol. **ENGAGE** pistol target (**P1**) with 5 rounds.

### **PROCEDURALS AND SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Spotters must "see color" for shotgun targets to be scored as a hit. Shotgun misses CAN NOT be made up on "see the color" shotgun targets. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss.



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## STAGE 3 Line Shack

**SCENARIO:** from the movie **WILD BILL** starring Jeff Bridges & Ellen Barkin.

**SET UP:** (See diagram on back) **5 regular pistol targets, 5 regular rifle targets, 4 knockdown shotgun targets.**

### AMMO

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>10</b>	

### FIREARMS STAGED

Shotgun	Bay Window Ledge
Pistols	holstered
Rifle	in hand at cowboy Port Arms

**STARTING POSITION:** (To include placement of hands)

Standing at Front Porch Window with Rifle in hand at cowboy Port Arms. When ready, let the Timer Operator know by saying the line: **"MIGHTY INTERESTING GAME POKER. CAN'T TELL YA HOW MANY TIMES IN MY LIFE I GONE BUST."**

**AT THE BUZZER:** (do not begin stage run before the buzzer sounds)

**SWEEP** the 5 Rifle targets twice. Make the Rifle safe and move to Back Door. From the Back Door, **SWEEP** the 5 pistol targets twice, using both pistols as necessary. Holster; move to Bay Window, and retrieve shotgun. From the Bay Window, **ENGAGE** the 4 shotgun knockdowns in any order.

### PROCEDURALS AND SCORING

+10 Second Penalty for failure to comply with scenario instructions as written. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss. Any shotgun knockdown target left standing will be scored as a miss. Shooter's choice on making up missed shotgun knockdowns.



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## STAGE 4 Gallows

**SCENARIO:** from the movie **WILD BILL** starring Jeff Bridges & Ellen Barkin.

**SET UP:** (see diagram on back) **3 big pistol targets, 4 regular rifle targets, 4 shotgun knockdown targets**

### **AMMO**

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>8</b>	

### **FIREARMS STAGED**

Shotgun	leaning against guardrail <b><u>in any corner</u></b> beneath gallows
Pistols	holstered
Rifle	in hand

### **STARTING POSITION:** (To include placement of hands)

Standing anywhere beneath gallows, facing downrange, with Rifle in hand at cowboy port arms. When ready, let the Timer Operator know by saying the line: **"A MAN THAT CHEATS AT CARDS AIN'T GOT NO RELIGION."**

### **AT THE BUZZER:** (do not begin stage run before the buzzer sounds)

**ENGAGE** the 4 rifle targets twice each with 8 rounds. Make the rifle safe and move Center Section (gap) beneath Gallows. From the Center Section, using both pistols as necessary, **ENGAGE** the 3 pistol targets **at least** 3 times each. Holster, retrieve shotgun, and move to just outside either Section beneath gallows. **SWEEP** the 2 shotgun targets in front of you. Move to just outside the other Section beneath gallows. **SWEEP** the 2 shotgun targets in front of you.

### **PROCEDURALS AND SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss. Any shotgun knockdown target left standing will be scored as a miss. Shooter's choice on making up missed shotgun knockdowns.



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## STAGE 5 Fort Tejas

**SCENARIO:** from the movie **WILD BILL** starring Jeff Bridges & Ellen Barkin.

**SET UP:** (see diagram on back) **1 regular pistol target, 3 regular rifle targets, 2 See Color shotgun targets, Falling Plate Rack.**

### **AMMO**

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>9</b>	

### **FIREARMS STAGED**

Shotgun	leaning against Fort Wall
Pistols	holstered
Rifle	in hand at cowboy port arms.

**STARTING POSITION:** (To include placement of hands)

Standing at Firing Port in Fort Wall with rifle in hand at cowboy port arms. When ready, let the Timer Operator know by saying the line: **"WHISKEY IS GOOD FOR A MAN. HELPS YOU SEE THINGS IN PERSPECTIVE."**

**AT THE BUZZER:** (do not begin stage run before the buzzer sounds)

From the Firing Port, **NEVADA SWEEP** the 3 rifle targets with 9 rounds. Make the rifle safe, retrieve shotgun, and move to Gap. From the Gap, **SWEEP** the 2 shotgun targets twice with 4 rounds. Make the shotgun safe and move to Right Section beneath Fort Scaffold. Using both pistols as necessary, **ENAGAGE** the Falling Plate Rack until all plates are down, then **ENGAGE** Pistol Target (**P1**) with all remaining pistol rounds. Only falling plates that fail to go down will be scored as pistol misses.

### **PROCEDURALS AND SCORING**

+10 Second Penalty for failure to comply with scenario instructions as written. Spotters must "see color" for shotgun targets to be scored as a hit. Shotgun misses CAN NOT be made up on "see the color" shotgun targets. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss.



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## Stage 6 Corral

**SCENARIO:** SPEED STAGE. Current Record is 18.46 set by Big Jake in December 2007.

**SET UP:** (See Diagram on back) **4 shotgun knockdowns, 5 regular pistol targets, 5 regular rifle targets, and 2 tables.**

### **AMMO:**

<b>SHOTGUN</b>	<b>4</b>	<b>(Mod '97s may be stoked on the clock)</b>
<b>PISTOLS</b>	<b>10</b>	
<b>RIFLE</b>	<b>10</b>	

### **FIREARMS STAGED:**

Shotgun on either table, muzzle pointed down range  
Pistols holstered. Pistols will be drawn from and returned to leather.  
Rifle in hands at cowboy port arms

### **STARTING POSITION:** (To include placement of hands)

Standing in between the tables with rifle at Cowboy Port Arms: Butt Stock at gun belt, muzzle towards downrange. When ready, let the Timer Operator know by saying the line: **"COME ON . . . DEAL 'EM UP JOE. MY LUCK'S RUNNIN'."**

### **AT THE BUZZER:** (Do not begin the stage run before the buzzer sounds)

**ENGAGE** the 5 rifle targets twice each with 10 rounds. Make rifle safe. Using both Pistols as necessary, **ENGAGE** the 5 pistol targets twice each with 10 rounds. Holster, retrieve shotgun, **ENGAGE** the 4 Shotgun Knockdowns in any order.

### **PROCEDURALS AND SCORING:**

+10 Second Penalty for failure to comply with scenario instructions as written. Any target not engaged (hit) with the appropriate type firearm will be scored as a miss. Any shotgun knockdown target left standing will be scored as a miss. Shooter's choice on making up missed shotgun knockdowns.