

Big Bend Bushwhackers, 3/14/10, The Lumberjack



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FOR MURDER
AND INTIMIDATION



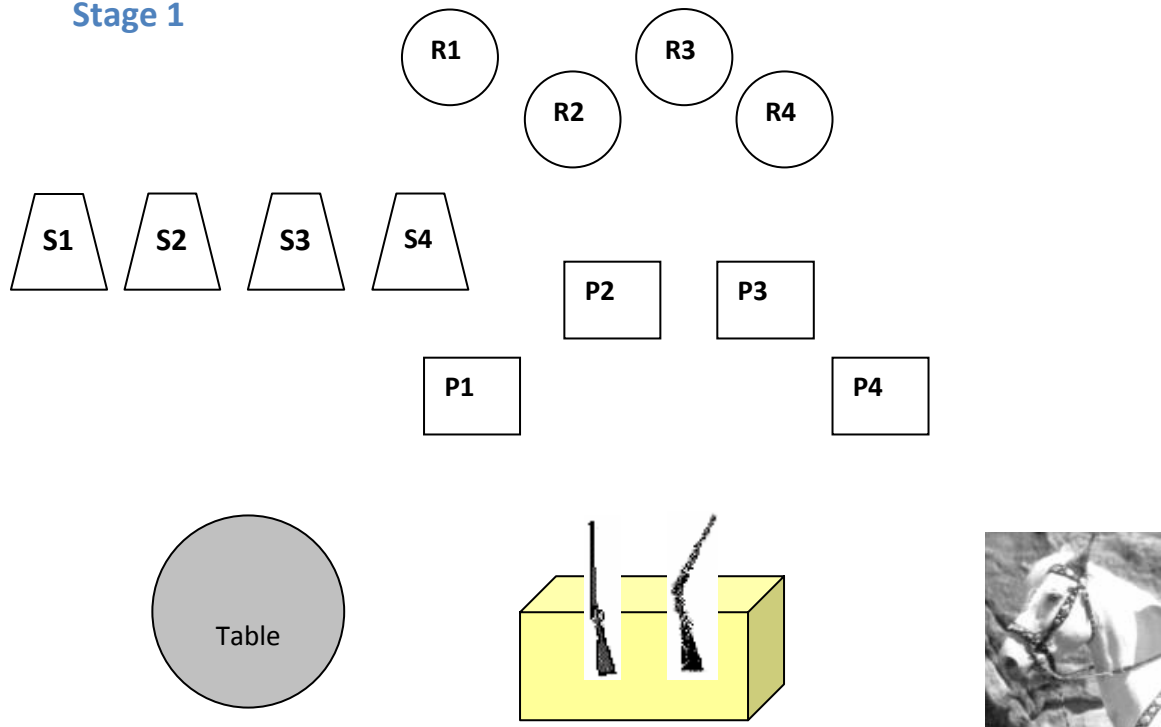
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Stage 1



Shots ring out and the new groom, Ben Jordan, falls dead. Hoppy sees several men riding away, hops on Topper and, with sidekick California Carlson, gives chase. In a canyon a half mile out, they stop, turn and take cover. Hoppy and California do the same and the fight is on.

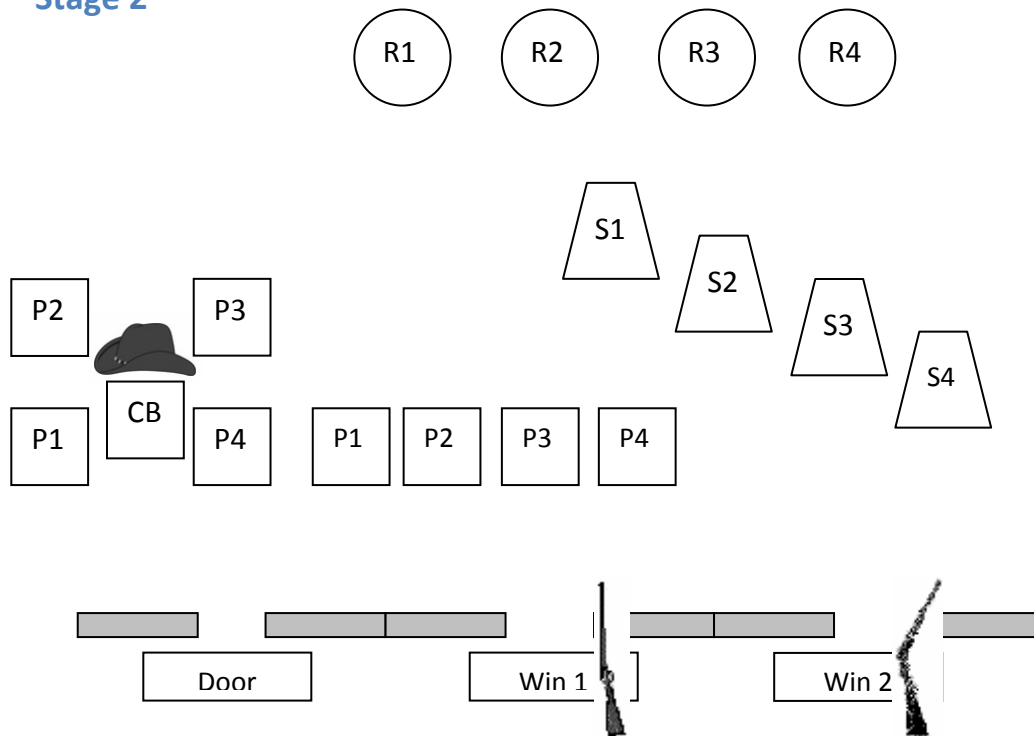
Starting Position: Arms around Topper's neck.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on "rock" (hay bales). Shotgun open and empty staged on "rock" with at least 4 rounds on your person.

Procedure: Give Topper an air kiss and move to a standing position behind the "rock." Shooter says "**Show us your hands or the lead's gonna fly**" and waits for the beep. At the beep, engage the rifle targets in an Arizona or Progressive Sweep, starting on the left: 1-2-2-3-3-3-4-4-4-4. Put the rifle down, action open, on the "rock." Then engage the pistol targets in the same order, L to R: 1-2-2-3-3-3-4-4-4-4. Finish the fight by engaging the 4 shotgun targets in any order.

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Stage 2



Newly-widowed Julie Jordan heads for Pinerock to pay the taxes on the Bar 20, a ranch filled with timber the RR company needs for ties as the track comes west. Fenwick tells Taggart and his thugs to make sure they do not prevent the tax sale where he plans to buy the ranch on the cheap. When Julie, Hoppy, California and Buck Peters reach the courthouse, Taggart and his group open fire.

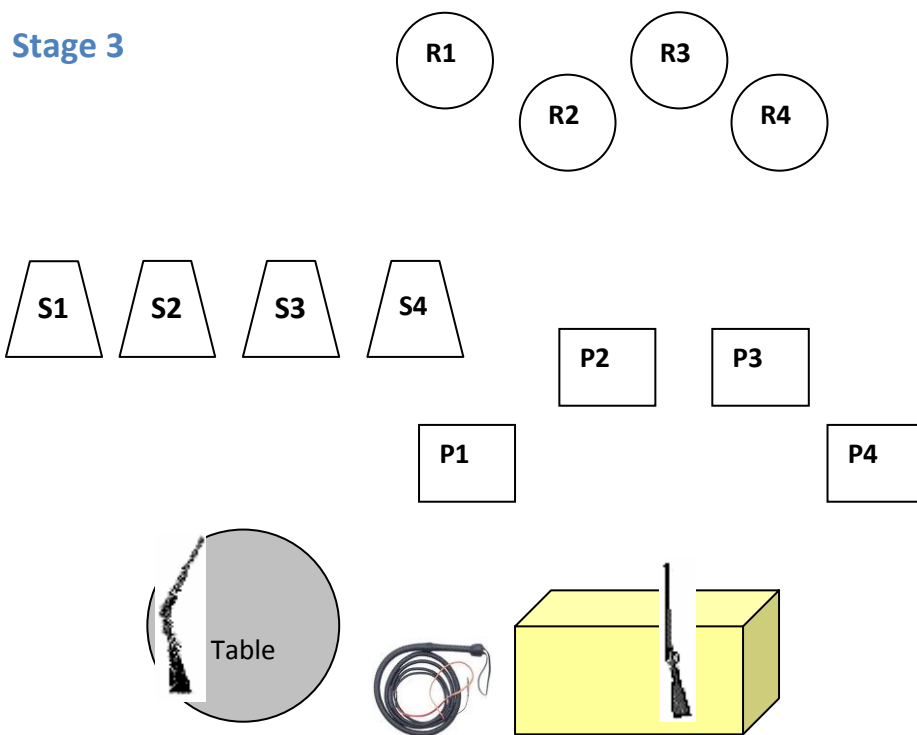
Starting Position: Shooter's back flat against wall to L or R of door.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 9 rounds and staged in Window 1. Shotgun open and empty staged in Window 2.

Procedure: Shooter says "**Keep your head down, Julie**" and waits for the beep. At the beep, engage connected pistol targets on L in an Abernathy Sweep (1-1-4-2-2-4-3-3-4), then shoot Cowboy with 10th round. (Hitting Cowboy earns 5 second bonus). Move to Window 1 and engage rifle targets in Abernathy Sweep: 1-1-4-2-2-4-3-3-4. Put rifle down in Window 1, action open. Move to Window 2 and engage 4 shotgun targets in any order.

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Stage 3



Ben had allowed workers cutting timber for him to squat on the Bar 20, but Fenwick wants them off when he buys the ranch. They are at the general store buying supplies and Fenwick instructs Taggart and crew to run the squatters out of town. Hoppy and his sidekicks see the ruckus and jump in to help. He grabs a bullwhip from the hands of one of the troublemakers and gunfire erupts.

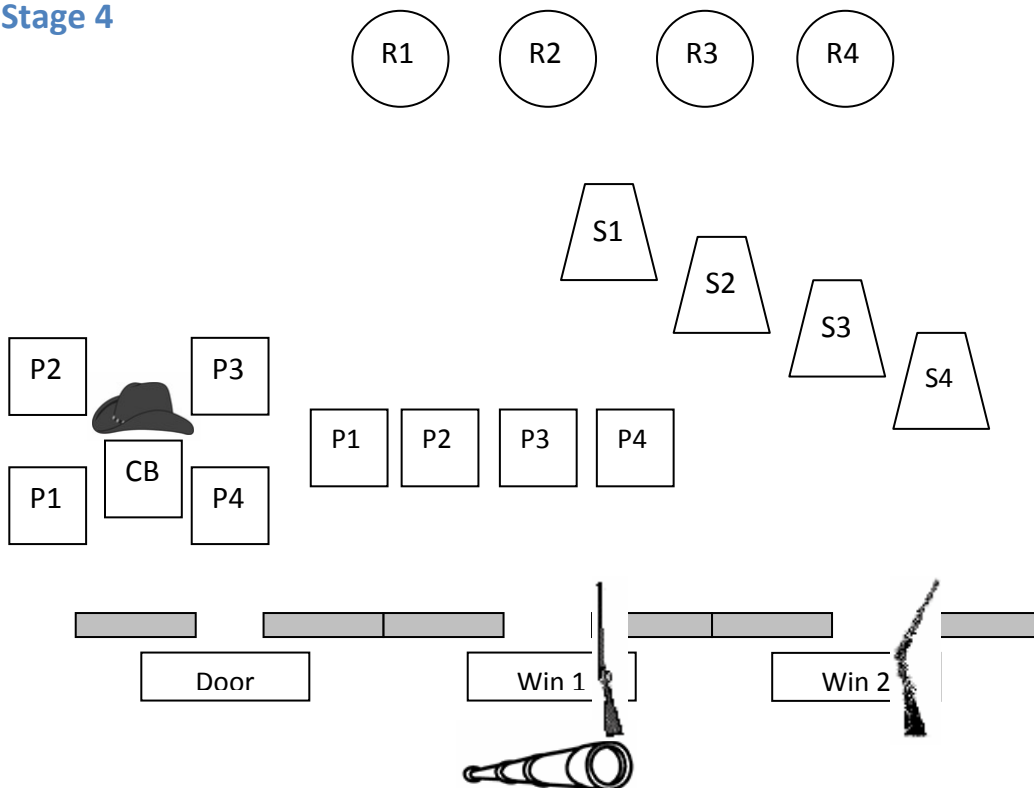
Starting Position: Holding the bullwhip in both hands above head.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on the hay bales. Shotgun open and empty and staged on the table.

Procedure: Shooter says “**Grab your irons, bully boy**” and waits for the beep. At the beep, drop the whip and engage the 4 shotgun targets outside/inside starting with either outside target and finishing with either inside target: e.g., 1-4-3-2. Lay the shotgun open and empty on the table. Then go to your rifle and engage the 4 targets in a Myakka Sweep from the left: 1-2-3-4-1-2-3-1-2-1. Put rifle down on hay bales, action open. Finally engage the pistol targets in a Myakka Sweep from L: 1 -2-3-4-1-2-3-1-2-1.

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Stage 4



Hoppy rides to the Bar 20 looking for Julie. He sees riders at a distance through his spyglass, and thinks it may be some of the people on Julie's payroll. Instead it is Taggart's sidekick Slade. As Hoppy draws closer, he looks through his spyglass again and sees Slade pull his Winchester from his scabbard and begin unloading in Hoppy's direction. He is forced to defend himself.

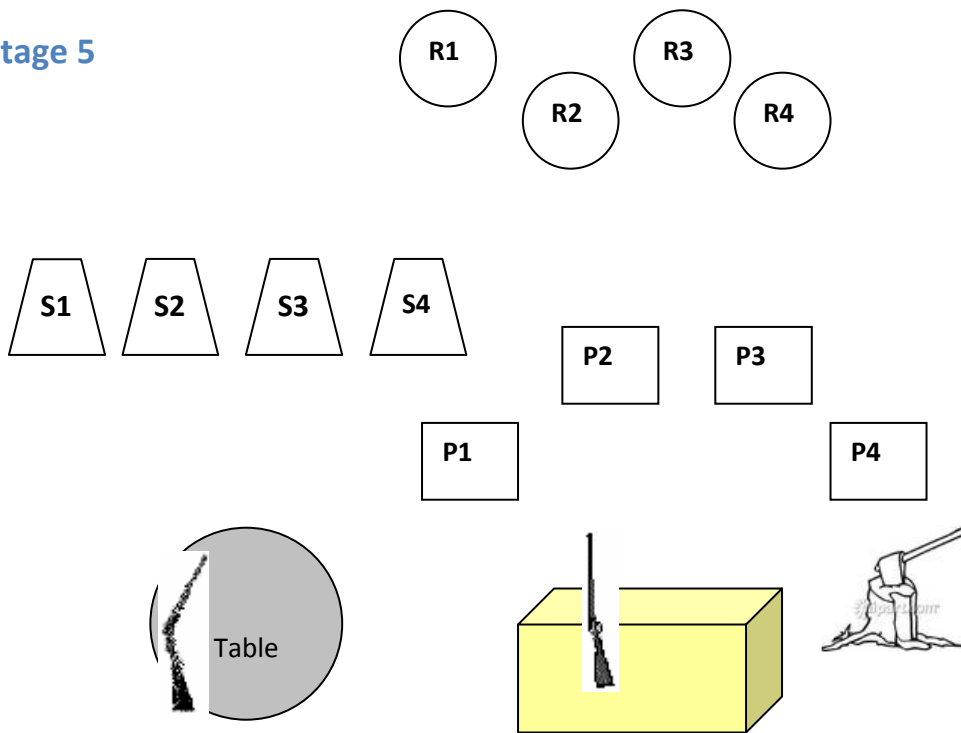
Starting Position: At Window 1, looking through spyglass.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged in Window 1. Shotgun open and empty staged in Window 2.

Procedure: Shooter says "Slade, you found trouble this time" and waits for the beep. At the beep, put spyglass down in window and engage 4 pistol targets (on the right) L to R twice with double tap on P4: i.e. 1-2-3-4-4-1-2-3-4-4. (Do NOT shoot 4 connected targets with Cowboy in center) Engage 4 rifle targets L to R in same sequence: 1-2-3-4-4-1-2-3-4-4. Engage 4 shotgun targets in L to R sweep.

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Stage 5



Fenwick supplies a crew (Taggart, Slade and other blackhearts) to Julie to cut timber under her contract with the RR Co. Fenwick has secretly told the crew to go slowly so Julie will be in default and owe a big penalty to the RR--figuring he can get the ranch from her that way. Julie finds out and heads to the lumber camp, with Hoppy and friends in tow, to confront the bogus lumberjacks. As they arrive, Taggart and his crew grab their guns, spoiling for a fight.

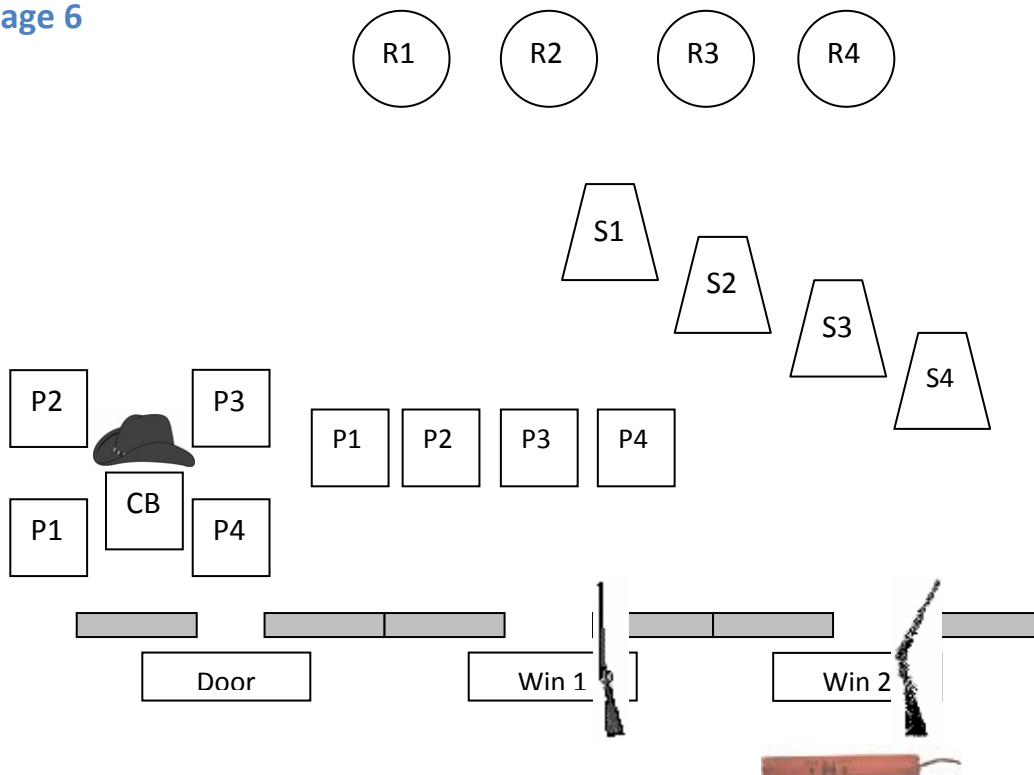
Starting Position: Holding axe handle stuck in stump with both hands.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged on hay bales. Shotgun open and empty staged on table.

Procedure: Shooter spits and says, **“You better shoot faster than you cut timber”** and wait for the beep. At the beep, move to hay bales and engage 4 rifle targets in a Palindrome Sweep from L: 1-1-1-2-2-3-3-4-4-4. Engage 4 pistol targets in same Palindrome Sweep from L. Move to table and engage 4 shotgun targets inside/outside starting with either inside target and finishing with either outside target, e.g. 2-3-4-1.

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Stage 6



Hoppy gets an honest crew of lumberjacks to replace the phonies Fenwick supplied Julie. Taggart and accomplices decide to disrupt their work, with guns and explosives. When sticks of lit dynamite come sailing into camp, Hoppy and gang realize they better act quickly.

Starting Position: Holding stick of dynamite and standing at Window 2.

Staging: Two revolvers loaded with 5 rounds each and holstered. Rifle loaded with 10 rounds and staged in Window 1. Shotgun open and empty staged in Window 2.

Procedure: Shooter says “**You devils have seen your last sunset**” and waits for the beep. At the beep, throw dynamite over shoulder (NOT down range of firing line) and engage 4 shotgun targets in any order. Move to Window 1 and engage 4 rifle targets in a Continuous Nevada Sweep from either end: e.g., 1-2-3-4-3-2-1-2-3-4. Move to doorway and engage 4 pistol targets on right in a Continuous Nevada Sweep from either end: e.g., 1-2-3-4-3-2-1-2-3-4. (Do NOT shoot 4 connected targets with Cowboy).