

# The Double B Ranch Presents

BBRR Monthly SASS Match - 2017

## "A Private War for a Tired Veteran"



All SASS Rules will apply as supplemented by BBRR Rules.

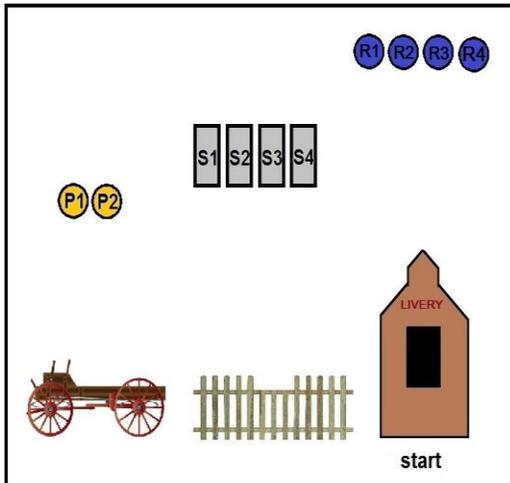
### Look who's coming

For those of you who are considering joining us please let us know by [email](#). If you are curious about who's coming check out the website at <http://www.doublebcowboys.com/matches.html>

### Contact

For those of you with questions please feel free to contact us at [capt.cutter@doublebcowboys.com](mailto:capt.cutter@doublebcowboys.com)

# Stage 1 – An Unexpected Party



William Benson lived on a small farm in Braxton County, West Virginia with his brother George. William and George were both veterans of the war between the North and South. They fought for the Union in support of the newly formed state of West Virginia. They both survived the carnage without any injuries but they will never forget the terrible things they saw during those violent years. Today, 10 years after the war, the brothers only wanted a peaceful life, to quiet their nightmares, as they worked their land.

It was a warm June morning, William was out mending fences when he spotted the smoke. Huge billows rising up over the tree tops, it looked like it was coming from his farm. William left on his horse and raced towards the smoke. As he broke out of the treeline he could see his house and barn engulfed in flames. He also spotted six mounted men in a circle around the house, they were firing their rifles through

the broken windows. William charged with his rifle in hand, he had to stop these men and save his brother. The men weren't watching their backs, William dropped two before the others saw him, but it didn't make any difference, William cut them down with his pistols. He then raced to the house but the flames prevented him from entering. He was too late.

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STARTING POSITION: Standing behind Livery, holding rifle Arizona surrender.

RIFLE STAGED: Arizona surrender.

SHOTGUN STAGED: flat on Fence.

PISTOLS STAGED: in holsters.

COMMAND: **"I'm Looking at a Dead Man."**

**On the Buzzer:**

RIFLE: Engage R1 to R4  
23-14-23 sweep (2,3,2,3,1,4,1,4,2,3)  
Restage rifle on Livery.

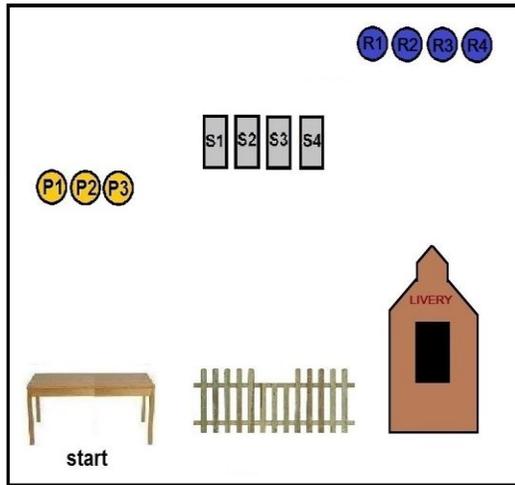
SHOTGUN: Move to Fence.  
Engage 4 targets in **any order**.  
Shotgun targets must fall.  
Restage shotgun on Fence.

PISTOLS : Move to Buckboard, Engage P1 to P2  
32 sweep (1,1,1,2,2 – 1,1,1,2,2)

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 10 rifle, 4+ shotgun

## Stage 2 – The Rear Guard



William stood there helplessly watching the flames as they died down. As soon as he could he searched the house. There was no mistaking George's bullet riddled blackened body lying next to the back door. These men, whoever they were, trapped George in his own burning house and murdered him. But why?

William took George's body to town, directly to the sheriff's office. He needed answers. The sheriff told him that he had reports of a large group of men attacking farms in Braxton and Webster counties. There are at least 50 of them and they are believed to be from Virginia. William didn't care where they were from, he just knew he had to avenge his brother's death. He headed straight to the gunsmith to purchase new guns. Then he headed out on his own. A group of men that large are not hard to follow and within two days he caught up to them, at least some of them.

Six men were camped in a clearing next to the river, they were watching the road. They must be a rear guard left behind by the main group. William waded into their camp with both pistols firing.

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STARTING POSITION: Standing behind Table. One pistol in hand.

RIFLE STAGED: flat on Livery.

SHOTGUN STAGED: flat on Fence.

PISTOLS STAGED: One in holster, one in hand.

COMMAND: **"It's Payback Time You Murderin' Dogs."**

**On the Buzzer:**

PISTOLS: Engage P1 to P3  
Nevada sweep (1,2,3,2,1- 1,2,3,2,1)  
Reholster pistols.

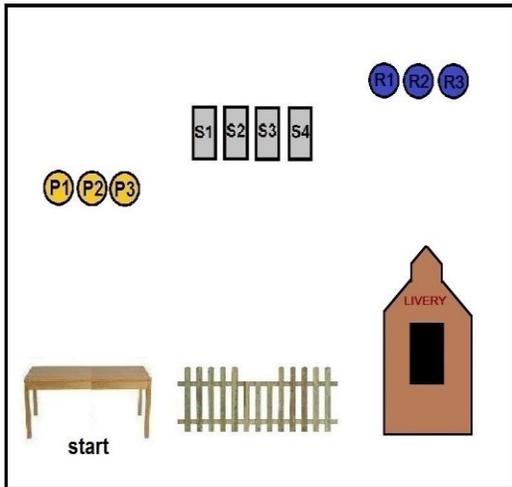
RIFLE: Move to Livery, Engage R1 to R4  
Continuous Nevada sweep (1,2,3,4,3,2,1,2,3,4)  
Restage rifle on Livery.

SHOTGUN: Move to Fence.  
Engage 4 targets in **any order**.  
Shotgun targets must fall.

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 10 rifle, 4+ shotgun

## Stage 3 – Conversation Over a Campfire



William squatted next to the fire tending to his pot of beans. Lined up on the river bank were five corpses, the sixth man was tied to a nearby tree bleeding from a bullet wound in his stomach. It was time for some tough questions and some straight answers. The man wouldn't talk at first so William untied him and held him over the campfire to encourage him. Eventually the man talked.

The man explained that the group William was following was led by a man named Joshua Tuck from Virginia. Tuck's father died in the war and he blamed everyone in West Virginia for splitting off from Virginia and helping the Yankees. Tuck figured that his father would still be alive if Virginia had stayed together and fought for the South. So Tuck managed to convince a large group of men to join him on a Righteous Crusade delivering justice to all the traitors living in West Virginia.

William thanked the man for the information, then he poured a small can of stove oil on him and lit him on fire, poetic justice for his brother George. Then he mounted and rode off after his quarry. As he rounded the first bend in the road he came face to face with four strangers. These men were sent back to check on the rear guard. The men didn't say a word, they just reached for their guns, William had to move fast to survive this.

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STARTING POSITION: Standing behind Table, Hands resting on hips.

RIFLE STAGED: flat on Livery. **Loaded with 9 rounds.**

SHOTGUN STAGED: flat on Fence.

PISTOLS STAGED: in holsters.

COMMAND: **“Holy Crap, I Don't Like These Odds.”**

**On the Buzzer:**

PISTOL 1: Engage P1 to P3  
Left-Right Wing sweep (**1,1,3,3,2**)  
Restage pistol on table.

RIFLE: Move to Livery, Engage R1 to R3  
Left-Right Wing sweep (**1,1,3,3,1,1,3,3**)  
Fire last shot at **P2**. No bonus, a miss counts as a miss.  
Restage rifle on Livery.

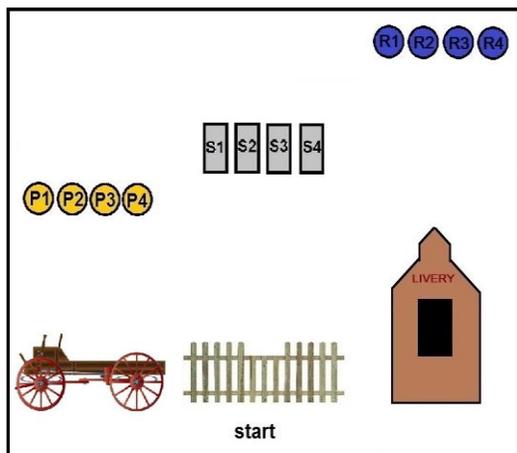
SHOTGUN: Move to Fence.  
Engage 4 targets in **any order**.  
Shotgun targets must fall. Restage shotgun on Fence.

PISTOL 2: Move to Table, Engage P1 to P3  
Left-Right Wing sweep (**1,1,3,3,2**)

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 9 rifle, 4+ shotgun

## Stage 4 – In the Nick of Time



William dragged the bodies of the four dead men into the woods and started down the road again. This time he was a bit more cautious, he didn't want any more surprise encounters. Around sundown on the second day he spotted smoke rising over the trees, looks like another farmhouse was on fire. William hurried his pace.

As he crested a hill he could see a familiar scene. A burning house with six men surrounding it and shooting at the windows, just like the fire at his farm. This time however he was early enough to see the main group galloping down the road away from the fire. Apparently the routine was to trap the homesteaders in the house and start a fire. Then move on leaving 6 men to finish the job. William didn't hesitate, he rode hard and struck fast. The men put up a fight but they didn't stand a chance, William was too fast.

After William dispatched the six renegades he made his way straight to the house, he kicked in the door, rushed in and one-by-one dragged a man, woman and two children from the burning building, they were all alive and very grateful. This time he was not too late.

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STARTING POSITION: Standing behind Fence. Holding shotgun, loaded but open.

RIFLE STAGED: flat on Livery.

SHOTGUN STAGED: Holding with both hands.

PISTOLS STAGED: in holsters.

COMMAND: **“Not This Time You Rebel Scum!”**

**On the Buzzer:**

SHOTGUN: Engage 4 targets in **any order**.

Shotgun targets must fall.

Restage shotgun on Fence.

RIFLE: Move to Livery  
Engage R1 to R4

Missouri Hillbilly sweep **(1,1,2,3,4,4,3,2,1,1)**

Restage rifle on Livery.

PISTOLS: Move to Buckboard, Engage P1 to P4

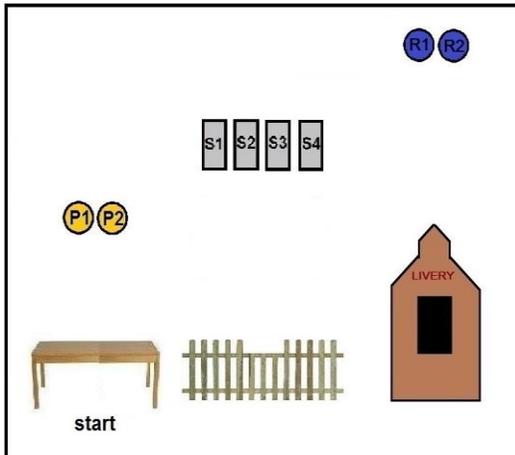
Missouri Hillbilly sweep **(1,1,2,3,4 - 4,3,2,1,1)**

Reholster pistols.

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 10 rifle, 4+ shotgun

## Stage 5 – Caught in a Trap



William helped the family hitch up the buckboard and sent them off to town, then he watered his horse and checked his gear. By his count he had killed 22 of the fifty men he was after. So far so good.

Early the next morning William started off on his quest. He had rode about ten miles when he came upon an overturned carriage, no horses, no people, just a carriage. As he approached he spotted a lot of tracks and some small pools of dried blood. Something bad happened here he thought.

As he was pondering the scene 15 men rushed out of the bushes and got the drop on him, William knew it was useless to resist. They ordered him off his horse and took his guns and laid his pistols on the side of the carriage. They asked him if he had seen a posse or a troop of soldiers following

them, apparently they were trying to figure out what happened to the men they left behind. They had no idea that it was just one man dogging them the whole time. After 15 minutes ten of the men rode off to rejoin the main group, which left only five for William to deal with. When he saw his chance he took it. He scooped up his pistols and started blasting away. The men were surprised, and then they were dead. Now the total was 27.

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STARTING POSITION: Standing behind Table, both hands raised over shoulders.

RIFLE STAGED: flat on Livery.

SHOTGUN STAGED: flat on Fence.

PISTOLS STAGED: flat on table.

COMMAND: **“You Boys Are Too Trusting.”**

**On the Buzzer:**

PISTOLS: Engage P1 P2 targets.

**(2,1,2,1,2 – 1,2,1,2,1)**

Reholster pistols.

SHOTGUN: Move to fence

Engage S3-S4 targets in **any order**.

Shotgun targets must fall.

Restage shotgun on Fence.

RIFLE: Move to Livery, Engage R1 R2 targets.

**(2,2,2,2,2,1,1,1,1,1)**

Restage rifle flat on Livery.

SHOTGUN: Move to fence

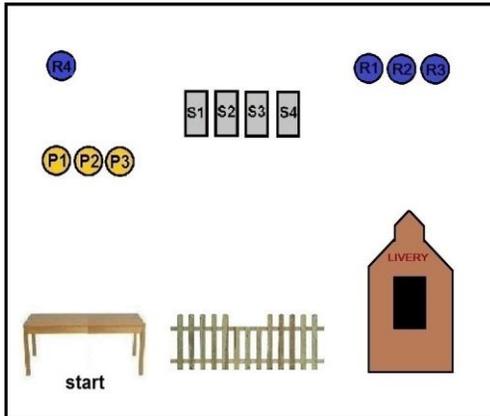
Engage S1-S2 targets in **any order**.

Shotgun targets must fall.

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 10 rifle, 4+ shotgun

## Stage 6 – Setting a Trap



William knew he had to act fast; the men he just killed would soon be missed. He reloaded his guns and rode hard hoping to find the main group of renegades, especially Joshua Tuck, he had plans for Mister Tuck. About mid-afternoon he found their camp, he was expecting there to be close to 30 men, he was in luck, there were only 20.

William picked his spots and staged his guns carefully, then he opened fire. He managed to drop six of them before they got to cover, the rest of the men were pinned down in the clearing with no place to go. William quickly moved from rock-to-rock systematically eliminating the renegades until only Joshua and four others were left alive. In an act of desperation the renegades rushed William's position, all except Joshua that is, he jumped on a horse and ran like a coward.

William grabbed his shotgun and quickly shot and killed the four men running at him, then he turned his attention to Mister Tuck. It was a long shot, a difficult shot. William steadied himself and took aim with his rifle. He could almost hear his brother's hearty laugh echoing through the trees as he squeezed the trigger.

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STARTING POSITION: Standing behind Table.

RIFLE STAGED: flat on Livery.

SHOTGUN STAGED: flat on Fence.

PISTOLS STAGED: in holsters.

COMMAND: **"I Wish My Brother George Were Here."**

**On the Buzzer:** Move to Livery

RIFLE: Engage R1 to R3  
3-4-3 sweep (**1,1,1,2,2,2,3,3,3**)  
Restage rifle on Livery

PISTOLS : Move to Table, Engage P1 to P3  
Hop Toad Shuffle (**2,1,2,3,2 - 2,1,2,3,2**)  
Restage pistols in holsters.

SHOTGUN: Move to Fence.  
Engage 4 targets in **any order**.  
Shotgun targets must fall.  
Restage shotgun on Fence.

RIFLE: Move to Livery.  
Reload and fire one round at **R4**  
If you miss R4 it counts as a miss.  
If you hit R4 you receive a '20 second' bonus.  
If you fail to fire at R4 you receive a '20 second' penalty.

Stage is complete move to unloading area.

AMMO Required: 10 pistol, 10 rifle +1, 4+ shotgun