

The Double B Ranch Presents

Wild Bunch Action Shooting 2017

"Case #13 - Poisonville"

Friday, August 11, 2017

At The Cap Pele Gun Range

Registration opens at 09:00

Safety Meeting and Range Rules 09:30

Shooting starts at 10:00

Minimum Ammo: Rifle 60, Pistol 100, Shotgun 25+

Lunch will be provided (sandwiches, bottled water, and soft drinks).

The tent will be set up in case of rain (or sun).

Washroom facilities are available on site.

All SASS Rules will apply as supplemented by BBRR Rules.

Who's coming

If you plan on coming to this match I need you to pre-register.

So please let us know by [email](#).

If you are curious about who's coming check out the website at

<http://www.doublebcowboys.com/invitational.html>

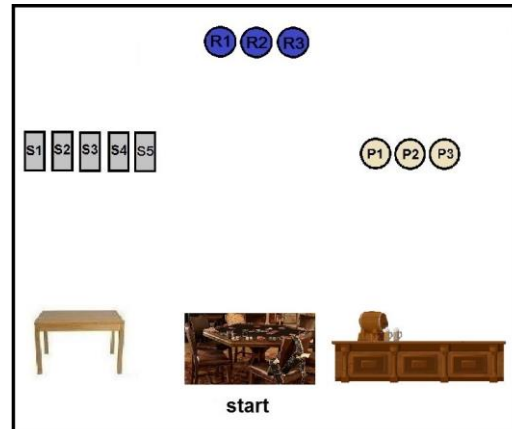
Contact

For those of you with questions please feel free to contact us at

capt.cutter@doublebcowboys.com

Stage 1 – Welcome to Piersonville

Date: Aug 11, 1917. As an agent of the BBRR Detective Agency, you are called to Piersonville, a small city 100 miles north of St. Louis Missouri, population 17,500. Your assignment is to investigate corruption and death threats to newspaper editor Donald Morgan. When you arrive you discover Donald is dead, murdered. A young reporter, Lewis Clay, tells you that he suspects the killers are the men that Donald hired to guard him. He explains that Donald hired the Red Rose Squad for security, a local gang with questionable ethics. They work out of the Continental Saloon on Nickle Street. You go to the saloon and ask a few questions. No luck, everyone was tight lipped. As you are about to leave in walks Bill Starkey, the boss of the Red Rose Squad, he is accompanied by 6 of his men. He laughs at your questions and readily admits to killing Donald Morgan, and then he orders his men to shoot you where you stand.



STARTING POSITION: Standing behind card table, rifle port arms.

RIFLE STAGED: Port arms. Loaded with 9 rounds

SHOTGUN STAGED: flat on small table. Loaded 5 rounds

PISTOL STAGED: in holster.

COMMAND: **“Thanks for the confession, now die!”**

On the Buzzer:

RIFLE: Engage R1 to R3
(R1,R2,R3,R1,R2,R3,R1,R2,R3)
Restage rifle on card table.

PISTOL: Move to Bar. Engage P1 to P3
Nevada sweep **(P1,P2,P3,P2,P1)** 3 times, 15 rounds.
Restage pistol on Bar.

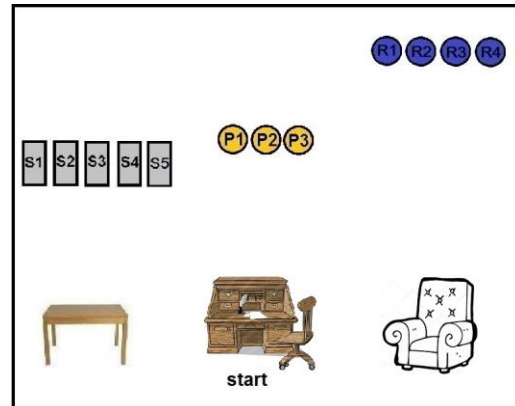
SHOTGUN: Move to Small Table. Engage S1 to S5
Odds & Evens **(S1, S3, S5, S2, S4)**.
Engage targets in order, targets must fall to count.
One shot only at each target. Anything standing is a miss.

Stage is complete (clear pistol) move to unloading area.

AMMO Required: 15 pistol, 9 rifle, 5 shotgun

Stage 2 – Easy Money

After the shootout you stick around to give your report to the local police. You get a bad vibe off of the sergeant Tim Noone. He lets you go, but tells you not to leave town. As you walk away you are approached by an elderly man. He invites you to the offices of Eli Morgan, industrialist tycoon and father to Donald. At the office Eli offers you a job, \$10,000 to find the man who killed his son, and another \$10,000 to kill him. He throws the money on the desk in front of you. You tell Eli that you already know who the killer is and that you killed him earlier today. You thank him for the money as you reach to pick it up. Eli feels like he's been cheated somehow, he reneges on the offer. You insist. Eli shouts an order and five men rush into the room with guns drawn. There's no time to argue, you pull your 1911 and the fireworks begin.



STARTING POSITION: Standing behind desk.

RIFLE STAGED: flat on desk. Loaded with 10 rounds.

SHOTGUN STAGED: flat on small table. Loaded 5 rounds.

PISTOL STAGED: in holster.

COMMAND: **“Thanks for the money Old Man!”**

On the Buzzer:

PISTOL: Engage P1 to P3
(P1,P1,P3,P3,P2) 4 times, 20 rounds
Restage pistol on desk.

SHOTGUN: Move to Small Table. Engage S1 to S5
Backwards sweep (**S5, S4, S3, S2, S1**).
Engage targets in order, targets must fall to count.
One shot only at each target. Anything standing is a miss.
Restage shotgun on table

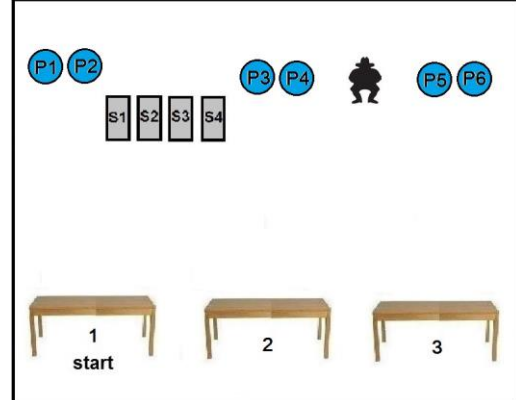
RIFLE: Move to Chair, take rifle. Engage R1 to R4
(R1,R2,R3,R4,R1,R2,R3,R4,R1,R4)
Restage rifle on desk.

Stage is complete (clear pistol) move to unloading area.

AMMO Required: 20 pistol, 10 rifle, 5 shotgun

Stage 3 – Dirty Cops & Dirty Robbers

Five men lay on the floor bleeding, Eli is madder than ever. After your encounter with the police you feel it's unwise to stick around. You head back to your hotel to get some sleep. You wake up in the night, there was a noise at your door. You grab your pistol and open the door. A limp body falls into your room. It is a young woman, and she's dead. There is commotion on the street. Through the window you see a dozen cops running in the front door of the hotel. You smell a frame. You rush back in your room and stuff the \$20,000 through a hole in the closet ceiling. The cops arrive, it's the same sergeant Noone. He tells you to get dressed and orders his men to load the body in the police carriage. You find it odd that he doesn't ask any questions or make any attempt to secure the scene. You overhear him tell his men to take you to the Yard, not the Station. You figure it's a one way trip. As you're escorted through the back doors of the hotel toward the police vehicles there is a shot from down the alley. The cops duck for cover, so do you. As far as you are concerned there are no friendlies in this alley. A cop goes down to your right, you grab his 1911 and his shotgun and come up blasting.



STARTING POSITION: Standing behind table 1, Hands relaxed at sides.

RIFLE STAGED: NO RIFLE.

SHOTGUN STAGED: flat on Table 1, loaded 4 rounds.

PISTOL STAGED: Flat on Table 1. All magazines staged on tables.

COMMAND: **“Who the hell is shooting at me now!”**

On the Buzzer:

PISTOL: Engage P1 to P2 (**P1,P2,P1,P2,P1**)
Restage pistol on table.

SHOTGUN: Pick up shotgun. Engage S1 to S4 (**S2, S1, S4, S3**).
Engage targets in order, targets must fall to count.
One shot only at each target. Anything standing is a miss.

Take shotgun and pistol to table 2.

PISTOL: Engage P3 to P4 (**P4,P3,P4,P3,P4**)
Restage pistol on table 2.

SHOTGUN: Pick up shotgun. From table 2 engage CB twice (**CB,CB**).
Take shotgun and pistol to table 3. (may leave SG on table 2)

PISTOL: Engage P5 to P6 (**P5,P6,P5,P6,P5**)
Restage pistol on table 3.

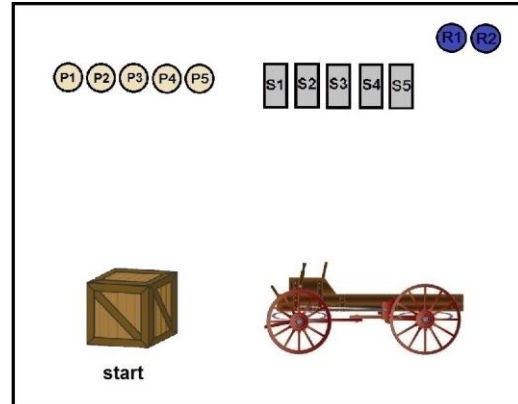
SHOTGUN: From table 2 or 3. Engage CB twice (**CB,CB**).

Stage is complete (clear pistol) move to unloading area.

AMMO Required: 15 pistol, 8 shotgun

Stage 4 – No More Friends

As the echo of the gunshots fade off down the alley you discover you are the only survivor. You examine the bodies of the ambushers. They all have a red rose on the lapel of their jackets. You figure they were seeking revenge for killing Starkey earlier. What's your next move? You're surrounded by dirty cops and gangsters, you hear Sergeant Noone and his men stomping down the stairs. Time to get scarce. The only friendly in town is the young reporter Lewis Clay. So you head for the newspaper office. An hour later you spot Lewis walking up to the front door, you get his attention and wave him into the alley. Lewis agrees to help you and arranges to meet later in the alley behind your hotel. When you get there you are confronted by a group of hard men who aren't there for the small talk. They pull their hardware, so do you, but you're low on ammo. After you fire your last shot you are knocked in the back of the head. Lights out.



STARTING POSITION: Standing behind box, Hands relaxed at sides.

RIFLE STAGED: flat on Buckboard, unloaded and open.

SHOTGUN STAGED: flat on Fence. Loaded with 5 rounds.

PISTOL STAGED: in holster.

COMMAND: **“So much for small talk!”**

On the Buzzer:

PISTOL: Engage P1 to P5 (**P1,P2,P3,P4,P5**) Restage pistol on box.

SHOTGUN: Move to buckboard. Engage S1 to S5 (**S1, S2, S3, S4, S5**).
Engage targets in order, targets must fall to count.
One shot only at each target. Anything standing is a miss.

PISTOL: Move to box. Engage P1 to P5 (**P1,P2,P3,P4,P5**) Restage pistol on box.

RIFLE: Move to buckboard. Load 2 rounds in rifle. Engage Rifle targets (**R1,R2**)
Restage rifle on Buckboard.

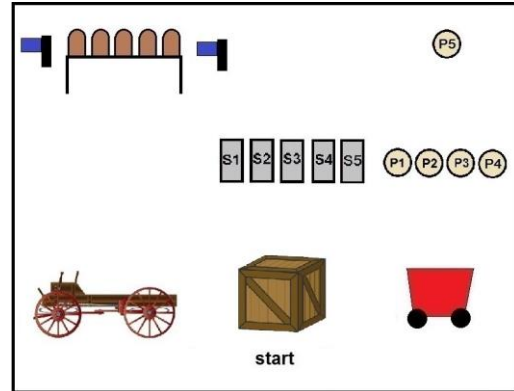
PISTOL: Move to box. Engage P1 to P5 (**P1,P2,P3,P4,P5**)

Stage is complete (clear pistol) move to unloading area.

AMMO Required: 15 pistol, 2 rifle, 5 shotgun

Stage 5 – Job Well Done

When you wake up you discover you are tied to a chair in an empty warehouse. There is a tall muscular man standing in front of you. He says his name is Max Thaler. He thanks you for getting rid of the Red Rose gang. Turns out he is the leader of a rival gang. His spies told him that you were in town, that you had a meeting with Old Man Morgan, and that Morgan gave you \$20,000. Max wants the money. You tell him that you don't have it. He doesn't believe you. You have to think fast. You tell him that Sergeant Noone took it from you



last night, and that you overheard Noone tell one of his cops to hide it at the Yard. Max figures \$20,000 is worth the trouble so he orders his men to head over to the Yard. He takes you with him. They crash the gate with lead flying, you manage to get out of your restraints and grab a couple of heaters. You fight your way to cover, picking up ammo when you can. The shooting finally stops, as you survey the Yard you see the bodies of Max Thaler and Sergeant Noone as well as a couple dozen men. Looks like you're the sole survivor again. You make your way back to the hotel to recover your money then head straight for the train station. You feel confident that your mission was a success. Two criminal organizations wiped out as well as a dozen dirty cops. And you managed to make \$20,000 in the process.

STARTING POSITION: Standing behind box. Hands tied.

RIFLE STAGED: flat on Buckboard. Loaded with 7 to 10 rounds (shooter's option).

SHOTGUN STAGED: flat on Fence. Loaded with 5 rounds.

PISTOL STAGED: Flat on Mine cart. All magazines staged on mine cart.

COMMAND: **"It sure would be nice if I had a gun!"**

On the Buzzer: Untie hands.

SHOTGUN: Engage S1 to S5. Evens & Odds (**S2, S4, S1, S3, S5**).

Engage targets in order, targets must fall to count.

One shot only at each target. Anything standing is a miss.

PISTOL: Move to Mine cart. Engage P1 to P5 (**P1,P2,P3,P4,P5**) 3 times. 15 rounds
Restage pistol on cart.

RIFLE: Move to Buckboard, Engage Plate rack plus 2 flippers.
(**Plate Rack, any order** then engage **F1 F2**) plate rack targets must fall to count.
Any leftover rounds fire into berm.

Stage is complete (clear pistol) move to unloading area.

AMMO Required: 15 pistol, 10 rifle, 5 shotgun