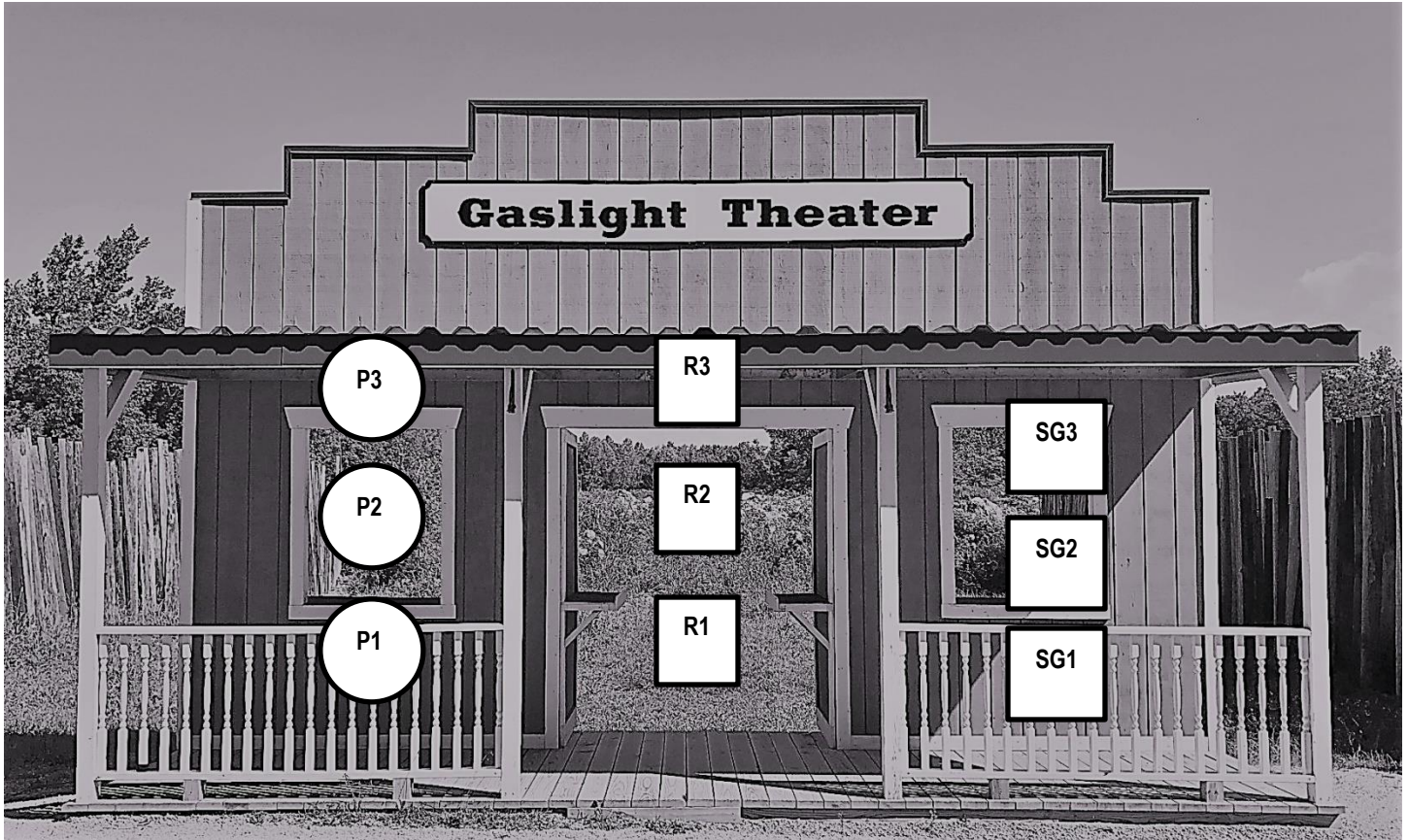


LONESOME DOVE (1989)

Stage 1 – The Gaslight Theater

CAPTAIN WOODROW F. CALL



Ammunition and Staging:

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 5 rounds, staged on right window shelf.

Starting Position

Shooter starts at left window, holding prop pistol and gun belt.

Ready Line

"It is better to have that and not need it, then to need it and not have it."

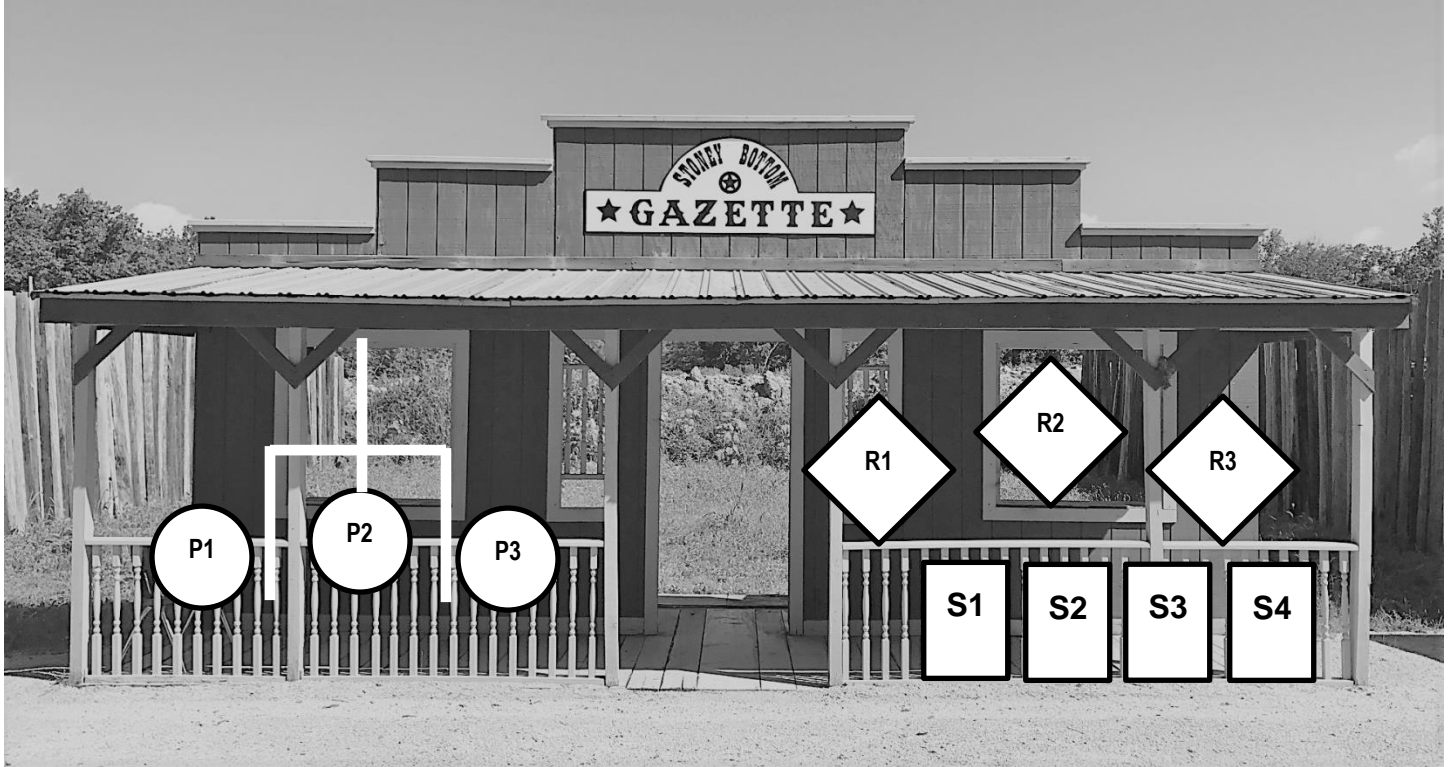
At The Beep

Place prop pistol and gun belt on shelf. Using pistols, engage pistol targets in a Nevada sweep starting on the bottom target (P1, P2, P3, P2, P1). Repeat. Holster. Move to doorway and engage rifle targets in the same manner. Make rifle safe. Move to right window, and using shotgun engage shotgun targets in a Nevada sweep starting on the bottom target (SG1, SG2, SG3, SG2, SG1). Note: If shotgun target is missed, it be scored as a miss.

LONESOME DOVE (1989)

Stage 2 – The Stoney Bottom Gazette

CAPTAIN AUGUSTUS “GUS” MCCRAE



Ammunition and Staging:

Rifle – 10 rounds staged on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

Starting Position

Shooter starts at left window, holding coin.

Ready Line

“Well, rye will do, provided it gets here quick.”

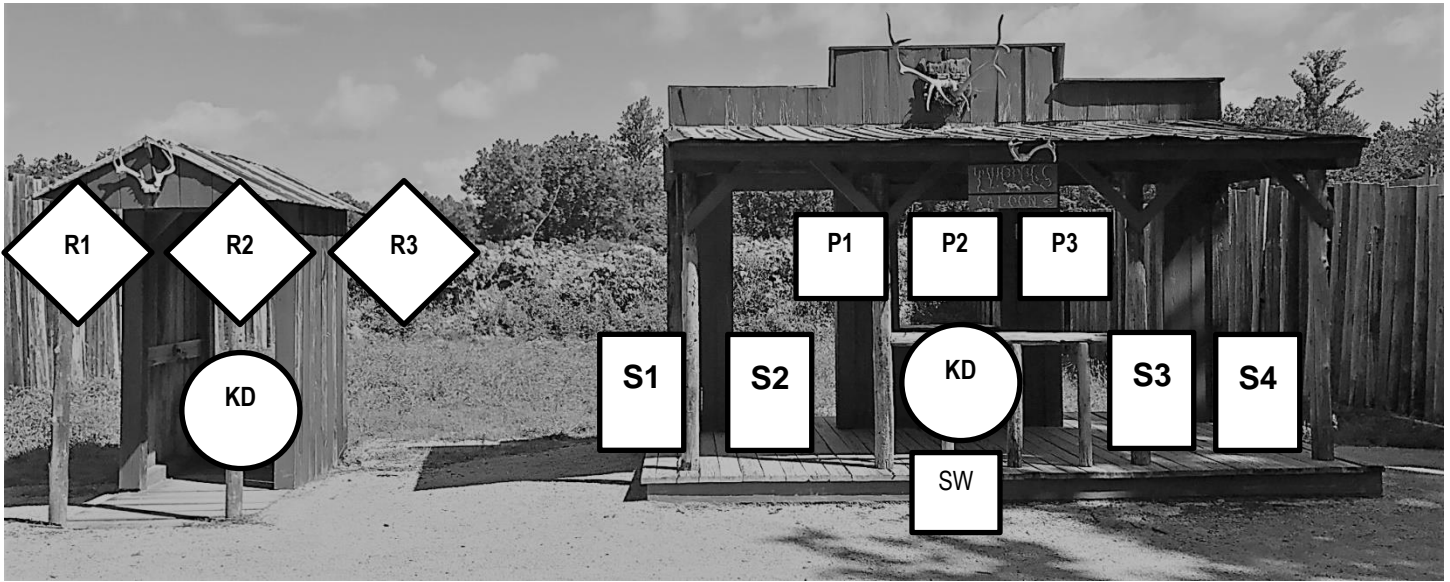
At The Beep

Place the coin on the counter, then slam the bartender’s head into the bar counter, releasing the swinging target. Using pistols, engage swinging target six times, then double tap the two outside targets in any order (Ex: P2, P2, P2, P2, P2, P2, P1, P1, P3, P3). Holster. Move to the right window and using rifle, engage rifle targets in the same manner. Make rifle safe on window shelf. Pick up shotgun and knock down all four shotgun targets.

LONESOME DOVE (1989)

Stage 3 – The Saloon

JAKE SPOON



Ammunition and Staging:

Rifle – 10 rounds staged on outhouse seat.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts at outhouse, hands on posts.

Ready Line

Well, heck, boys. I'd rather be hung by my friends than by a bunch o' dang strangers.

At The Beep

Pick up rifle and knock down rifle target, then triple tap the three rifle targets in any order. Make rifle safe. Move to Saloon window and shoot pistol targets in the same manner. Pick up shotgun knock down two shotgun targets from each doorway. Any misses on rifle and/or pistol knockdown target(s) will be made up with shotgun, through either doorway, on swinger target (SW). Target does not need to be hit; it is to provide an aiming point only.

LONESOME DOVE (1989)

Stage 4 – The Bank

NEWT DOBBS



Ammunition and Staging:

Rifle – 10 rounds stage on table.

Pistols – 5 rounds each, holstered or on table.

Shotgun – 2+ rounds, staged on table.

Starting Position

Shooter starts at table outside of bank, as gamey as possible, but not touching guns.

Ready Line

"But he ain't human like the rest of us."

At The Beep

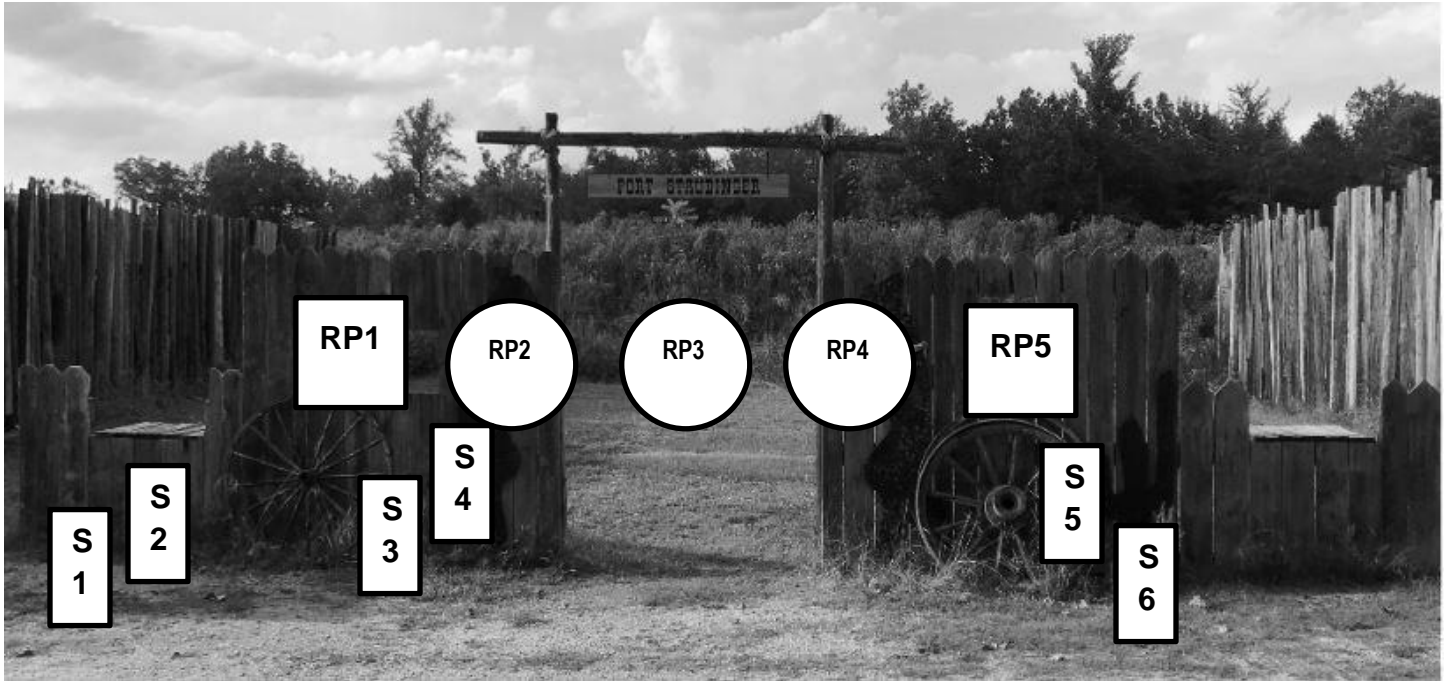
Guns may be shot in any order, but do not end with the rifle. With the rifle, engage the targets in a 2-3-3-2 sweep (RP1, RP2, RP3, RP4) starting on either end. Repeat instructions with the pistols.

Pistols may be holstered or re-staged on table. With shotgun, knock down both shotgun targets.

LONESOME DOVE (1989)

Stage 5 – Fort Staudinger

LORENA WOODS



Ammunition and Staging:

Rifle – 10 rounds staged on horse.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds staged on horse.

Starting Position

Shooter starts at fort entrance, in SASS default position.

Ready Line

“You’re lucky to hit the river, drunk as you are.”

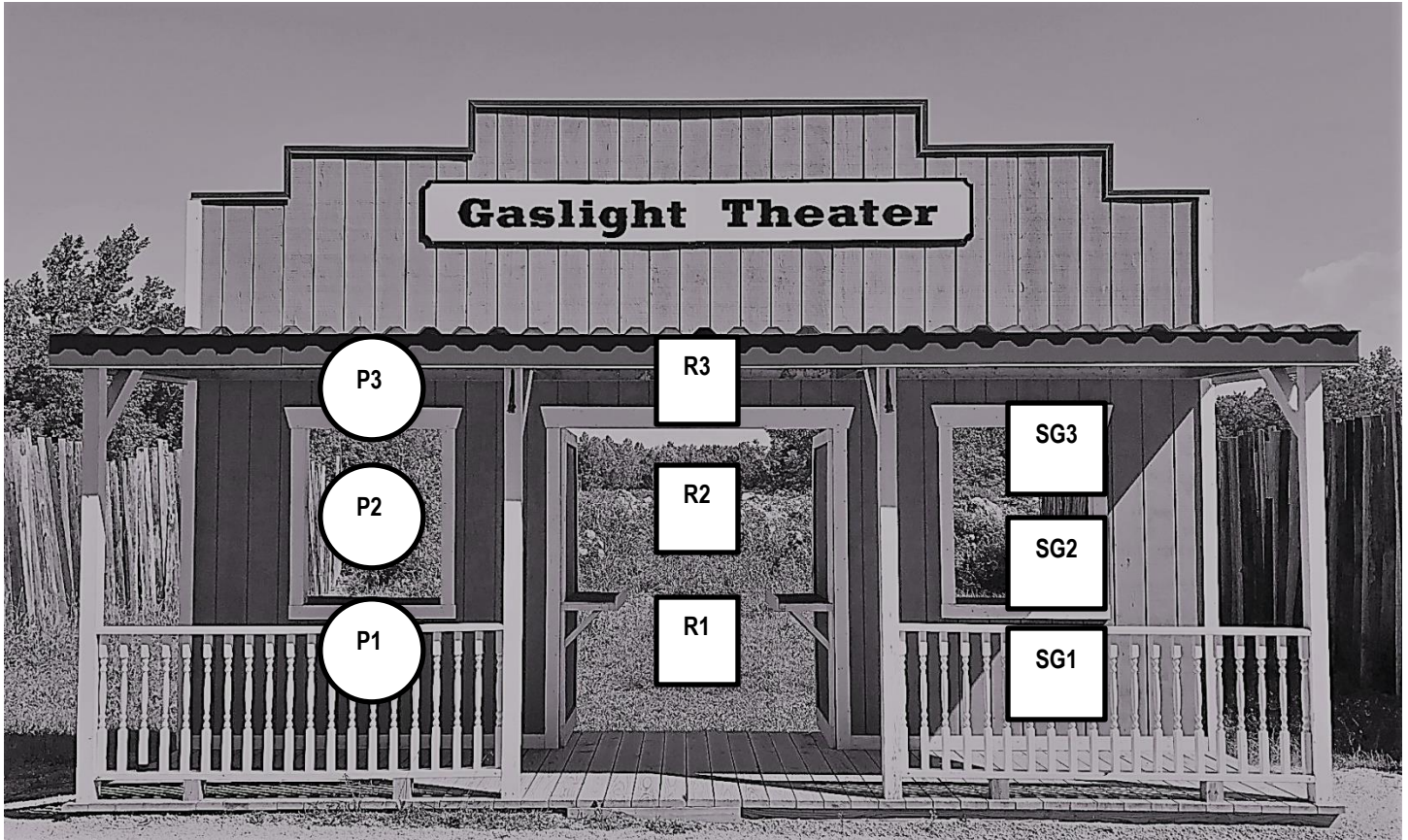
At The Beep

Using rifle, engage the pistol/rifle targets by double tap sweeping the center three targets starting on either RP2 or RP4), then single tap the end targets twice each (Ex: RP2, RP2, RP3, RP3, RP4, RP4, RP5, RP1, RP5, RP1). Make rifle safe on horse. Pick up shotgun and knockdown S1 and S2 (any order), then move to fence and knock down S3 and S4 (any order), then move to second fence and knock down S5 and S6 (any order). Make shotgun safe on table. Using pistols, engage pistol/rifle targets in the same manner as the rifle.

LONESOME DOVE (1989)

Stage 6 – The Gaslight Theater

JOSH DEETS



Ammunition and Staging:

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 5 rounds, staged on right window shelf.

Starting Position

Shooter starts with shotgun shouldered, hand touching ammunition.

Ready Line

"What we doin' way up here, Mr. Gus? This ain't our country . . ."

At The Beep

Using shotgun, engage shotgun targets in an Indiana sweep (ex: SG2, SG2, SG1, SG2, SG3), ending on either SG3 or SG1. Note: If shotgun target is missed, it will be scored as a miss. Make shotgun safe. Move to doorway and engage rifle targets in an Indiana sweep (P2, P2, P1, P2, P3) ending on either top or bottom target. Repeat. Make rifle safe. Move to left window and using pistols, engage pistol targets in the same manner.

LONESOME DOVE (1989)

Stage 7 – The Stoney Bottom Gazette

PEA EYE PARKER



Ammunition and Staging:

Rifle – 10 rounds staged on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

Starting Position

Shooter starts at left window, in SASS default position.

Ready Line

“Sharpshooter? I ain’t no sharpshooter. I usually miss unless I got time to take careful aim.”

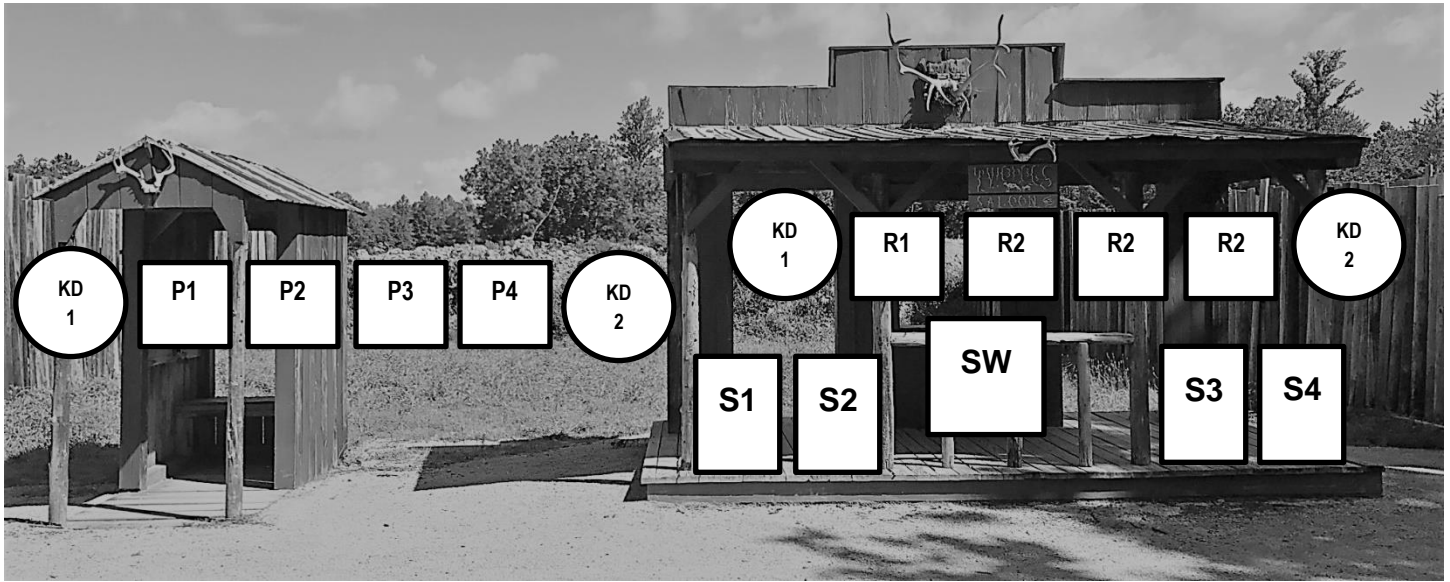
At The Beep

Hit the release lever, releasing the swinging target. Using rifle, engage the rifle targets in a Nevada sweep, starting on either end, double tapping the middle target each time you pass it (ex: R1, R2, R2, R3, R2, R2, R1, R2, R2, R3). Make rifle safe. Move to doorway, and using pistols engage pistol targets in the same manner. Holster. Move to right window and knock down all four shotgun targets.

LONESOME DOVE (1989)

Stage 8 – The Saloon

JULY JOHNSON



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts at outhouse, hands on posts.

Ready Line

“Roscoe, what in God’s name are ya doin’ in Texas!?”

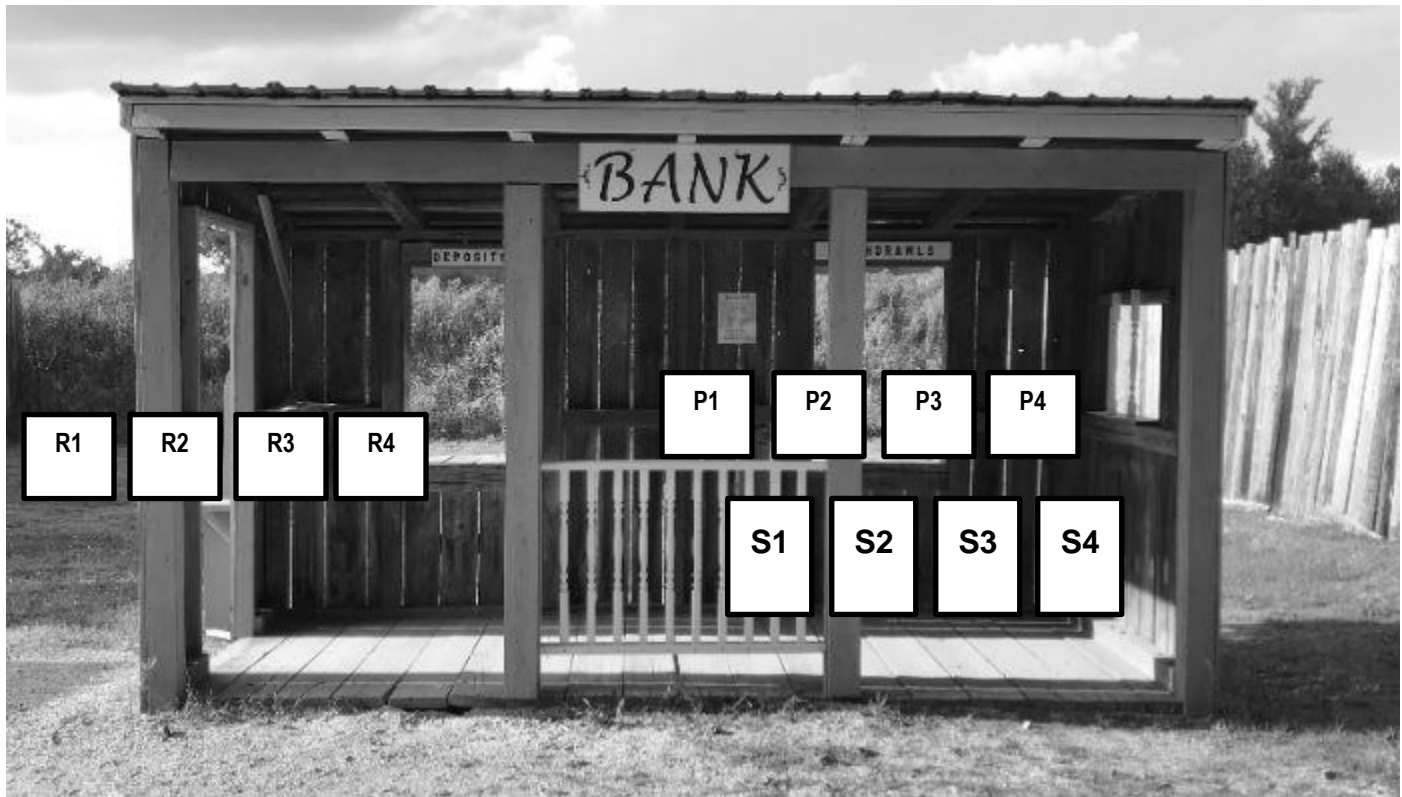
At The Beep

Engage the pistol targets in the following manner: KD1, P1, P2, P3, P4, KD2, P4, P3, P2, P1), starting from either end. Holster. Move to Saloon window and shoot rifle targets in the same manner. Pick up shotgun and knock down two shotgun targets from each doorway. Any misses on rifle and/or pistol knockdown targets will be made up with shotgun, through either doorway, on swinger target (SW). Target does not need to be hit; it is to provide an aiming point only.

LONESOME DOVE (1989)

Stage 9 – The Bank

ROSCOE BROWN



Ammunition and Staging:

Rifle – 10 rounds stage on cactus.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, right window shelf.

Starting Position

Shooter starts at cactus outside of bank with hands on hat.

Ready Line

"I can find Texas how do I find July?"

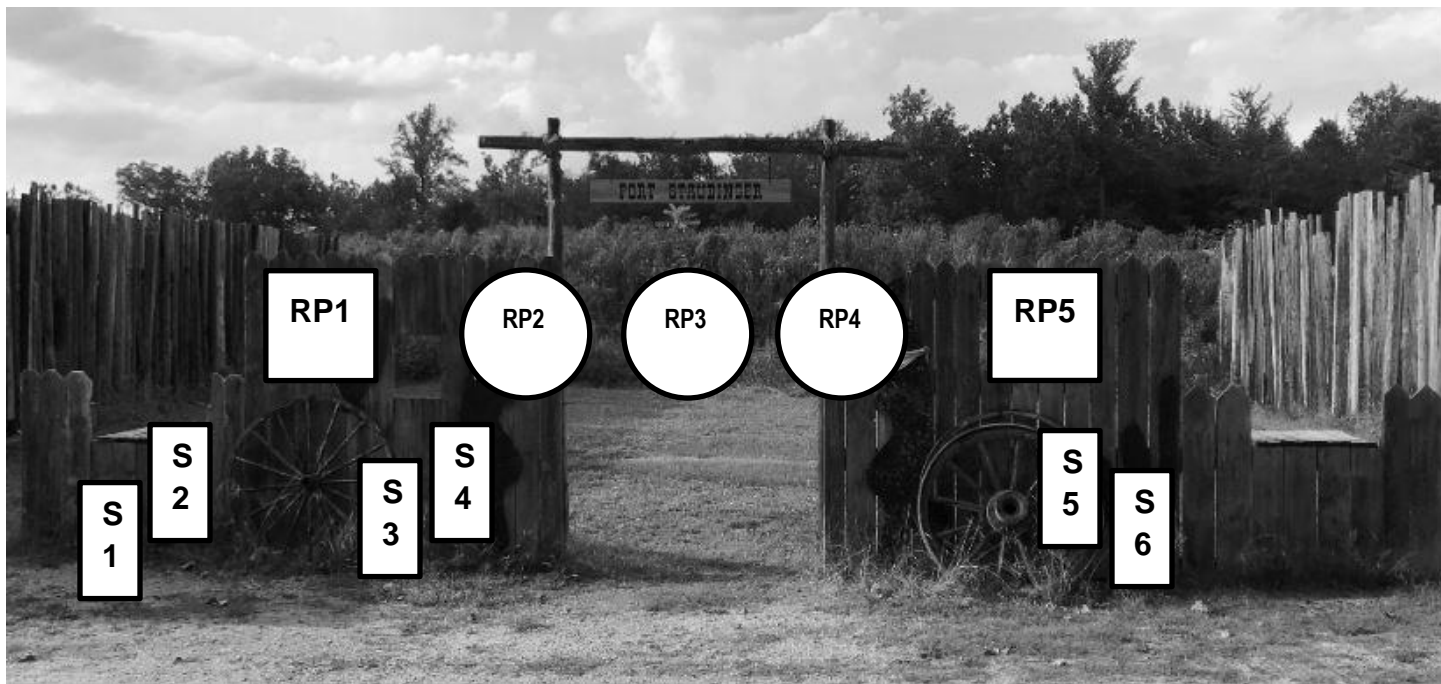
At The Beep

With the rifle, engage the targets in a progressive sweep starting on either end (ex: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4). Make rifle safe on cactus. Move to left window and repeat instructions with the pistols. Holster. Move to right window, and with shotgun knock down all four shotgun targets.

LONESOME DOVE (1989)

Stage 10 – Fort Staudinger

PO CAMPO



Ammunition and Staging:

Rifle – 10 rounds, in hand, rifle butt touching leather.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, on horse.

Starting Position

Shooter starts at fort entrance, rifle in hand, rifle butt touching leather.

Ready Line

“She could make good biscuits, but her behavior was terrible.”

At The Beep

Using rifle, engage the pistol/rifle targets by Nevada sweeping the center three (the round targets starting on either RP2 or RP4), then sweeping all five targets from either end. (Ex: RP2, RP3, RP4, RP3, RP2, RP1, RP2, RP3, RP4, RP5). Make rifle safe on horse. Pick up shotgun and knockdown S1 and S2 (any order). Move to fence and knock down S3 and S4 (any order), then move to second fence and knock down S5 and S6 (any order). Make shotgun safe on table. Using pistols, engage pistol/rifle targets in the same manner as the rifle.