

# Outlaw Shady Wayne – (2021)

## Stage 1 – The Gaslight Theater

*After outwitting the Union cavalry, Shady and Jamie rest for the night. In the morning, they are surprised by two local fellows looking to make a quick buck for the capture of Shady. The overconfident bounty hunters, Abe and Lige, call to their friend.*

**Abe: “Benny! Come up! We got us the Shady Wayne!”**



### **Ammunition and Staging:**

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand.

### **Starting Position**

Shooter starts at doorway with shotgun and shells in hand, but shells not touching shotgun (gamey as possible).

### **Ready Line**

**“Benny! Come up! We got us the Shady Wayne!”**

### **At The Beep**

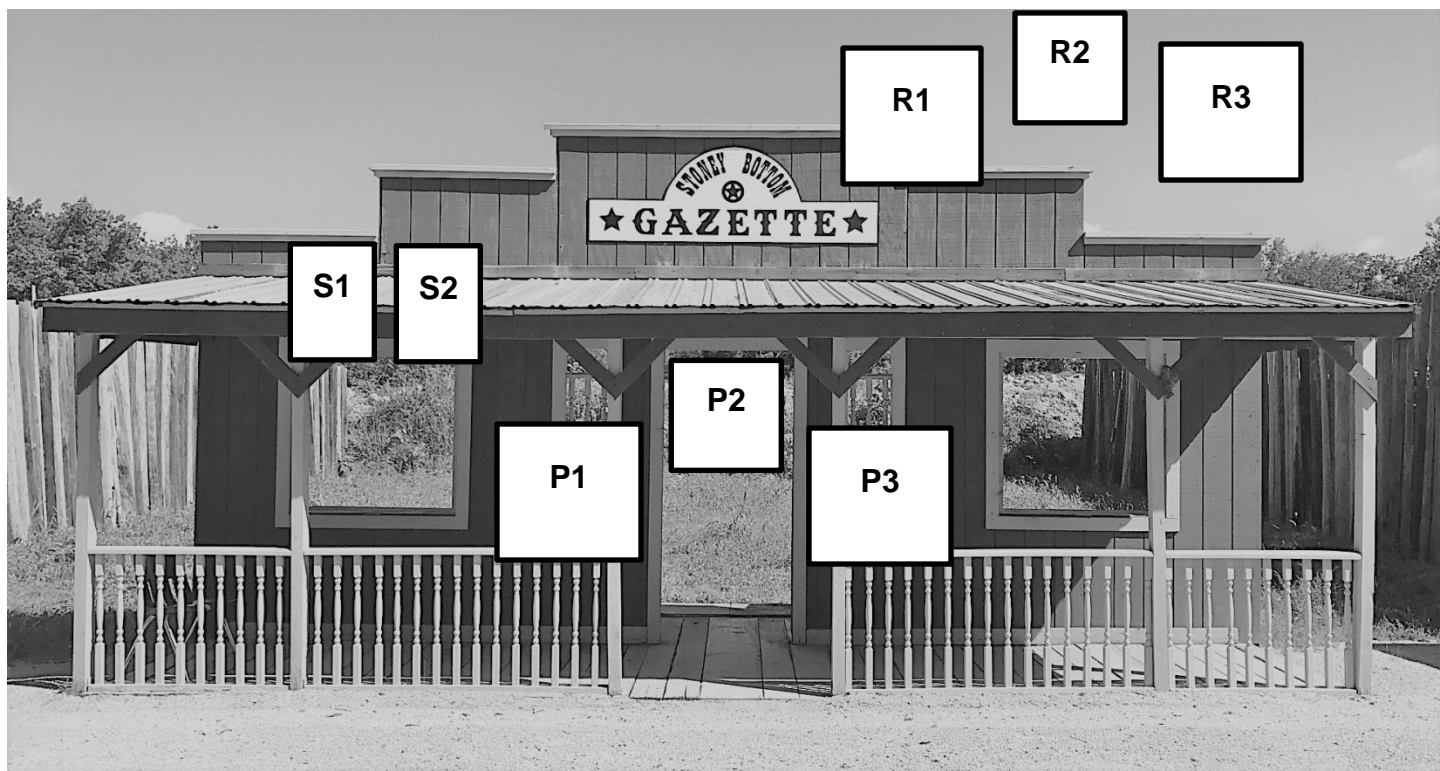
Engage shotgun targets ‘till down making shotgun safe on door shelf. Move to left window & engage rifle targets in a Max Indiana vertical sweep; R2, R2, R2, R2, R1, R1, R2, R2, R3, R3. After center target is engaged shooter may engage bottom or top target next to finish the sweep. Make rifle safe on right window shelf. Move to left window and engage pistol same as rifle.

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## Stage 2 – The Stoney Bottom Gazette

*After escaping the bounty hunters, Shady visits a trading post to procure a horse for Lone Watie. He is recognized by two no-good trappers who wish to claim the reward.*

*Trapper: “Mr. Chain Blue Lighting his-self!”*



### **Ammunition and Staging:**

Rifle – 10 rounds on right window shelf

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on left window.

### **Starting Position**

Shooter starts at right window with hands flat on shelf.

### **Ready Line**

*“Mr. Chain Blue Lighting his-self!”*

### **At The Beep**

Starting on left or right rifle target double tap each outside target twice (no quad taps) ending with a double tap on center target; R1, R1, R3, R3, R1, R1, R3, R3, R2, R2. Make rifle safe on window shelf. Move to doorway and engage pistol targets same as rifle. Move to left window and engage shotgun targets ‘till down.

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## Stage 3 – The Saloon

*Shady must rescue Lone Watie, who was captured along with a Kansas family, from a band of cutthroat Comancheros. Lone Watie sees Shady sitting on a distance hilltop and comments to Granny.*

*Lone Watie: “Get ready little lady, Shady is coming to breakfast.”*



### **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 window with hands on hat.

### **Ready Line**

*“Get ready little lady, Shady is coming to breakfast.”*

### **At The Beep**

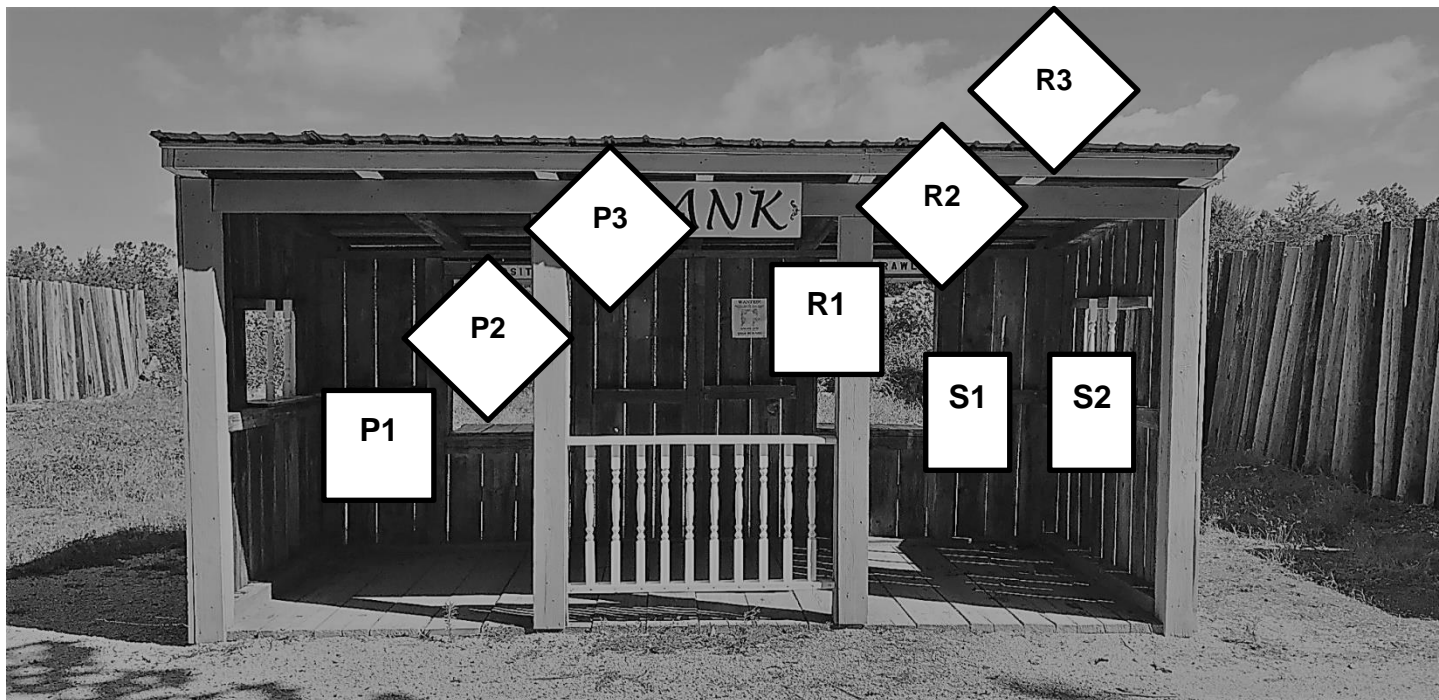
Shooters’ choice of rifle or pistol(s) engage center target with 4 shots and then sweep the targets with a single tap twice from either end; **yes you may**. Example; R2, R2, R2, R2, R1, R2, R3, R1, R2, R3. Ending with shotgun engage each set of targets from each doorway; shooters choice. R/P/S or P/R/S

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## Stage 4 – The Bank

*After their gunfight with the troopers, Shady and Lone Watie lament the loss of their Navaho companion, Little Moonlight. Shady states that it seems whenever he gets to liking someone, they aren't around for long.*

*Lone Watie: "I notice with you get to DIS-liking someone, they ain't around for long neither."*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on right window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right window shelf.

### **Starting Position**

Shooter starts with both hands on front rail.

### **Ready Line**

*"I notice with you get to DIS-liking someone, they ain't around for long neither."*

### **At The Beep**

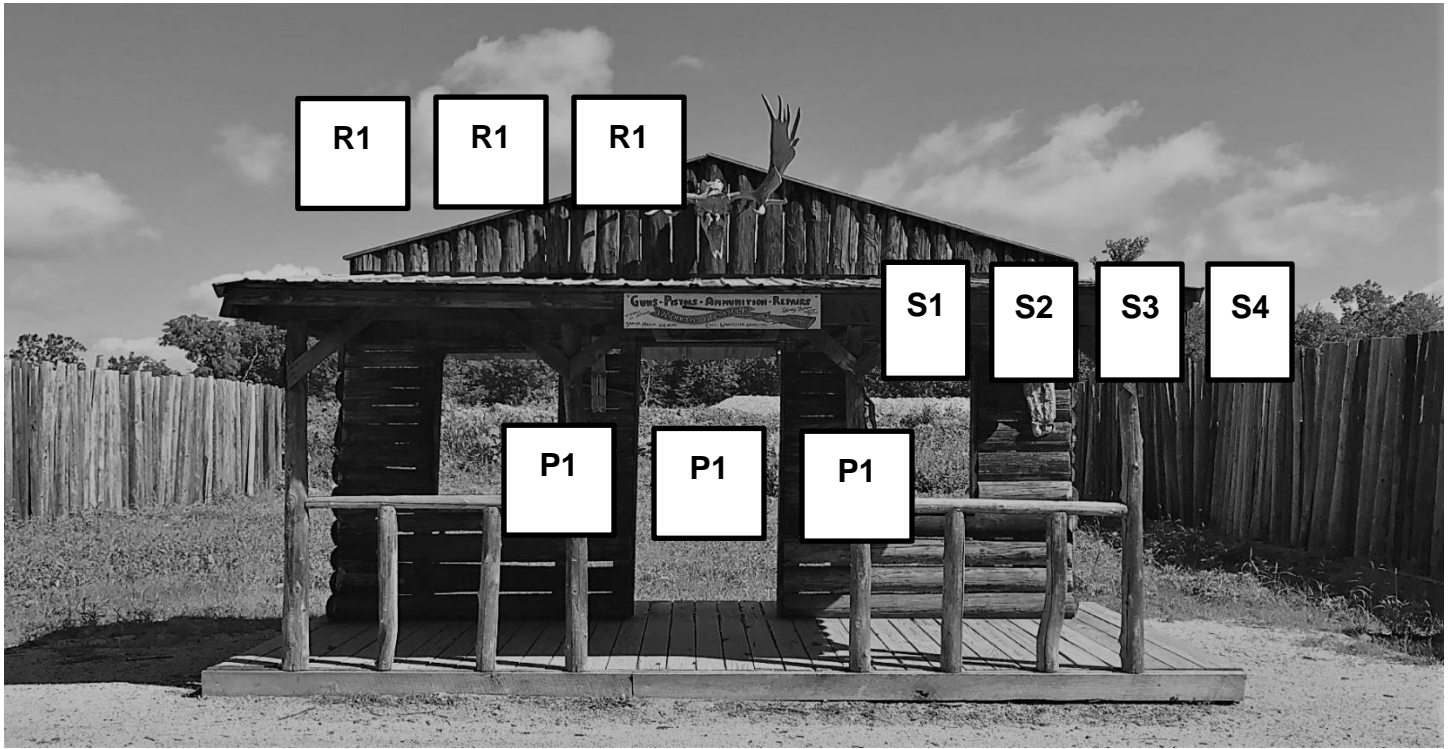
Shooters' choice of firearm not ending with rifle. Engage rifle/pistol targets in two Ohio sweeps starting on lower or upper target and **yes you may**. Engage shotgun 'till down.

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## Stage 5 – The Hardware Store

*Shady, Lone Watie, and Little Moonlight make their way to Texas. While buying supplies in a general store, Shady is recognized by the carpetbagger he spat on in Missouri, and is confronted by four cavalry troopers.*

*Shady: “Are you gonna’ pull those pistols, or whistle Dixie?”*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window shelf.

### **Starting Position**

Shooter starts at doorway in Texas surrender position. Both hands may be on cross-draw.

### **Ready Line**

*“Are you gonna’ pull those pistols, or whistle Dixie?”*

### **At The Beep**

As a round count engage the pistol targets with three rounds each; shooters choice on placement of extra round. Move to left window and engage rifle targets same as pistols. Make rifle safe at left window. Move to right window and engage shotgun targets ‘till down.

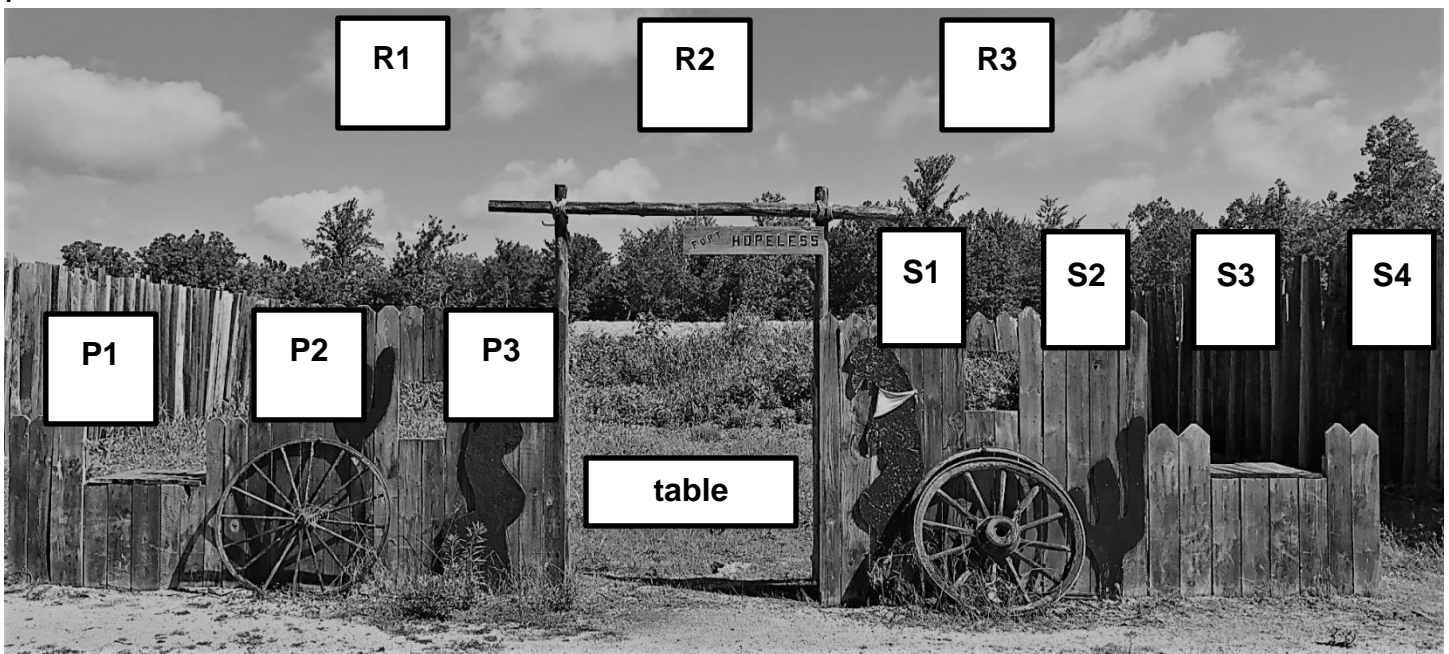


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## Stage 6 – Fort Staudinger

*Having finally arrived at their destination in Texas, Shady is confronted in the saloon by a bounty hunter. He tries to convince the bounty hunter to simply walk away. The bounty hunter declines, stating that everyone has to earn a living somehow.*

*Josey: “Dyin’ ain’t much of a livin’, boy.”*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on center table.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds staged on right shelf.

### **Starting Position**

Shooter starts at left or right shelf with arms crossed.

### **Ready Line**

*“Dyin’ ain’t much of a livin’, boy.”*

### **At The Beep**

Engage shotgun targets ‘till down making safe on right shelf OR engage pistol targets in a double tap Nevada sweep. Move to center table and engage rifle targets same as pistol targets making rifle safe on table. Pistol/rifle/shotgun OR shotgun/rifle/pistol.