

The Hitchin

Stage 1 – Next to Bank

It's a beautiful spring day in Lost River and ya got a case of cabin fever. Ya decide to ride out and meet the stage that's due in today. Ya never know when them Olivers will try and rob it again. A few miles out of town ya hear shootin and a woman screaming. As ya come over the hill ya see them Olivers robbin the stage and accosting a pretty woman. Ya ride in, guns a blazin.

Round Count: 10 Pistol, 10 Rifle, 4 shotgun

Staging: Pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged in the scabbard. OE shotgun staged on the bail with 4 shotgun shells on your person.

Procedure: Shooter starts standing behind the horse. When ready shooter yells "**Yea Haw.**" At the beep grab the rifle and engage the rifle targets 3-2-2-3. Place OE rifle back in the scabbard. Move to the side of the horse. With your pistols engage the pistol targets 3-2-2-3. Holster pistols. Move to the shotgun. Engage the shotgun swingers twice each. Retrieve rifle and go to the unloading table.

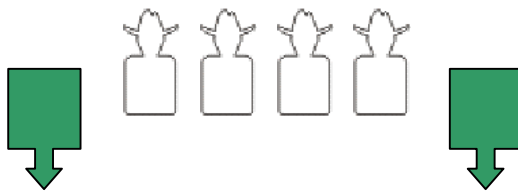
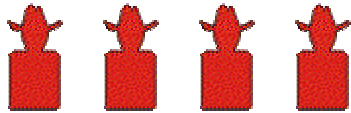
Props: Horse w/saddle and scabbard

Bail

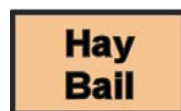
4 rifle targets

4 Pistol targets

2 shotgun swingers



RAIL



Stage 2 – Telegraph Office

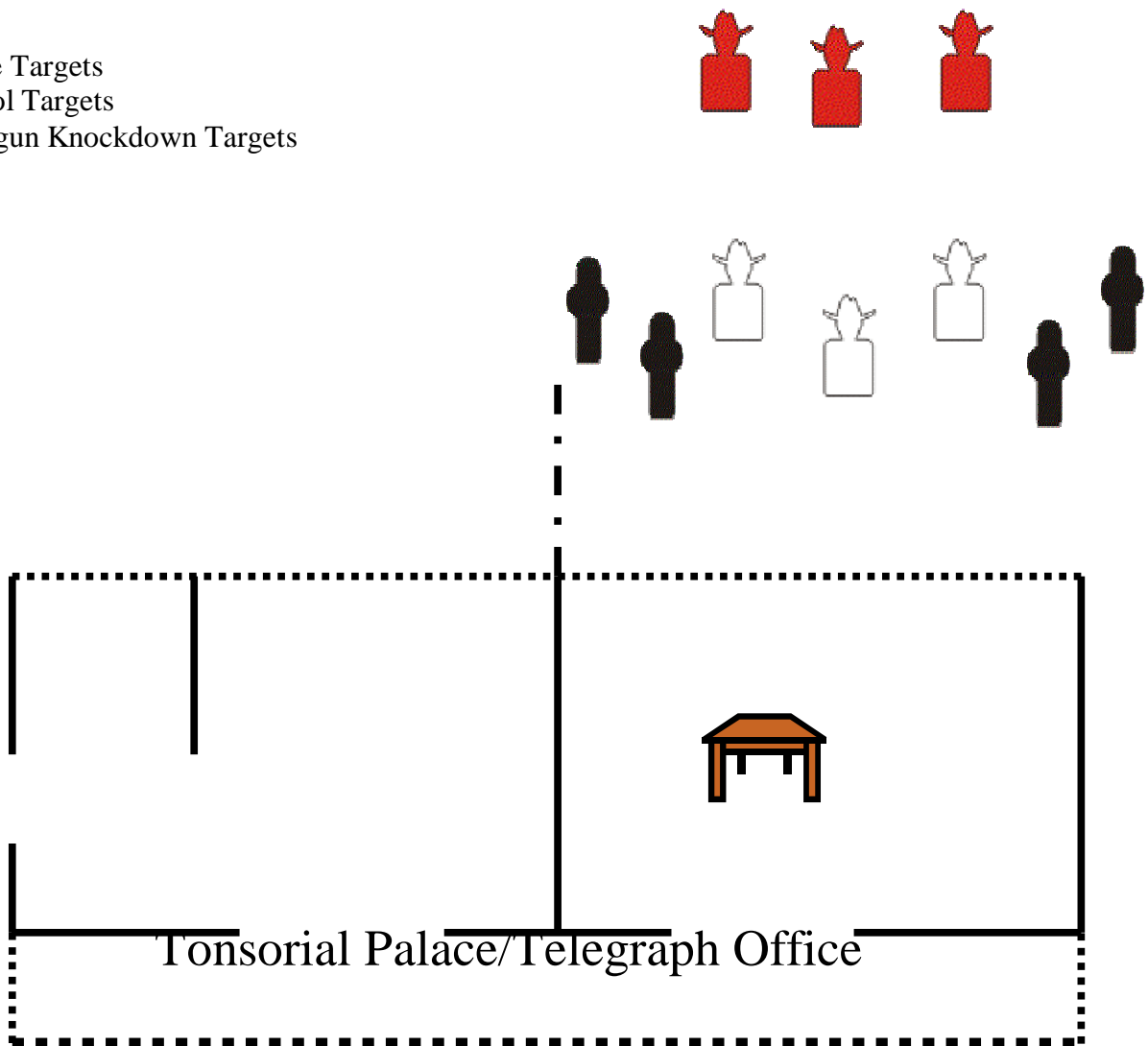
Well ya foiled the stagecoach robbery and saved the purdy lady. She says her name is Catrina Littlejohn and she's come from Norfolk and going to Lost River to marry Missouri Marshal. Your shocked, you've known the Marshal for a long time and he ain't never mentioned no lady friend. The Marshal is a good man but a plain, simple man, not the kind a fancy lady like Miz Littlejohn would take too. Somthin ain't right so ya head to the Telegraph Office to send a wire to Beartooth, a detective friend in Norfolk. Ya want to find out more about this Miz Littlejohn. When ya git to the telegraph Office ya find them Olivers roughin up Will Sonnet, the telegraph operator, askin about Miz Littlejohn. You ask them what they want with Miz Littlejohn. They reply "What any man would want with a good lookin woman like that" and they go for their guns.

Round Count: 10 Pistol, 10 Rifle, 4 Shotgun

Staging: Pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on the table. OE shotgun staged on the table.

Procedure: Shooter starts standing in the door to the telegraph office, hands hanging loosely at their side. When ready shooter says "**What you want with Miz Littlejohn**" at the beep move to the rifle and engage the rifle targets in a double tap Nevada sweep. Put OE rifle back on the table. Grab shotgun and knock down the 4 shotgun targets, any order. Make shotgun safe. Draw first pistol and Nevada sweep the pistol targets, either direction. Holster first pistol and repeat with second pistol. Holster pistol, retrieve long guns and go to the unloading table.

Props: Table
3 Rifle Targets
3 Pistol Targets
4 Shotgun Knockdown Targets



Stage 3 – The Cabin.

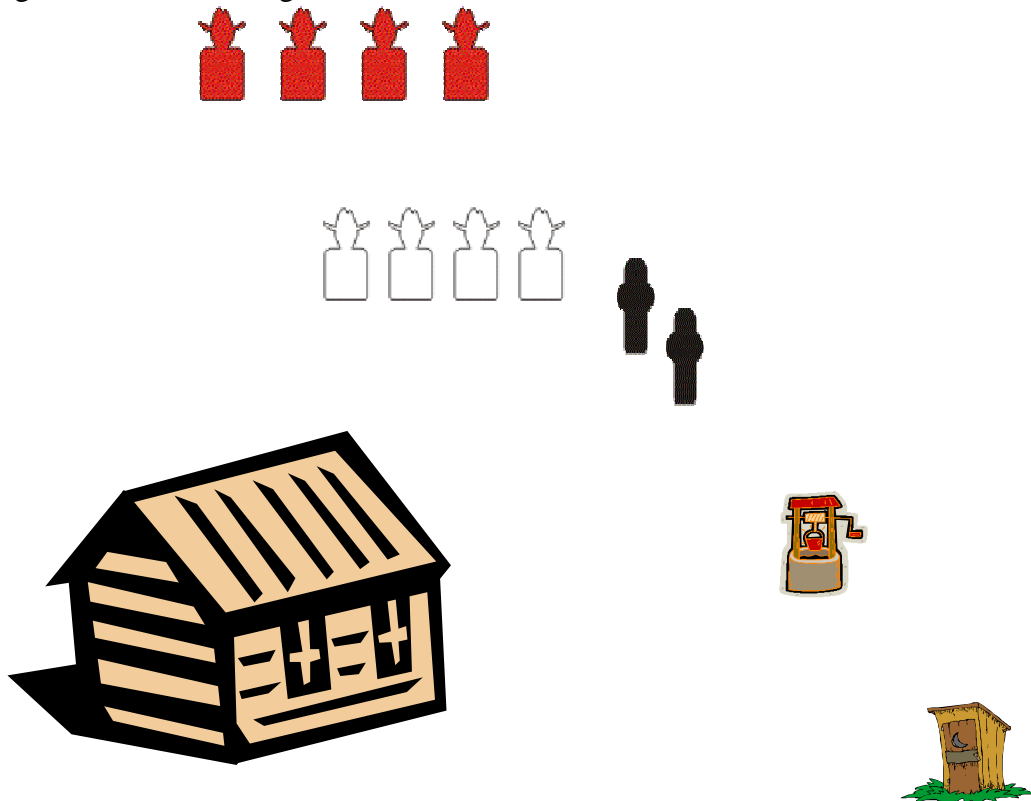
Well ya run off them Olivers and sent off yur telegram. Now all ya can do is wait. A few days pass. The marshal seems quite taken with Miz Littlejohn and she seems to genuinely like him too. You sure hope yur wrong about her. Missouri Marshal has to leave town to take a prisoner, the notorious card cheat Black Jack, to Richmond to stand trial. He ask ya to look after Miz Littlejohn while he's gone. She is staying at the Marshal's cabin and he's been livin in the jail until they is married. Ya head over to the Marshal's cabin to see if Miz Littlejohn needs anything. On your way, Will Sonnet runs up and gives ya a telegram. It's from Beartooth; it reads "Catrina Littlejohn aka Tricky Trina. Tricks her targets into giving her all their money and then she leaves town." Jus what ya was afraid of. As you approach the cabin ya hear screamin. It's them Olivers and they got Miz Littlejohn. Ya try ta stop them but there's just too many of them and yur not gitin yurself killed over some con artist. They git away, taking Miz Littlejohn with them to the Saloon.

Round Count: 10 Pistol, 10 Rifle, 2 Shotgun

Staging: Pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, pointed safely down range OE Shotgun staged on the porch table

Procedure Shooter starts standing on the cabin porch with rifle held pointing safely down range. When ready the shooter states; "**Oh no, it's them Olivers**" At the beep engage the rifle targets 1rd on R1, 2rds on R2, 3rds on R3 and 4rds on R4. Place OE rifle back on the table. Using pistols as needed engage the pistol targets the same as the rifle targets. Holster pistols, git shotgun and knock down the 2 shotgun targets. Retrieve rifle and go to the unloading table.

- Props: 4 Rifle Targets
- 4 Pistol Targets
- 2 shotgun Knockdown Targets



Stage 4 - The Saloon

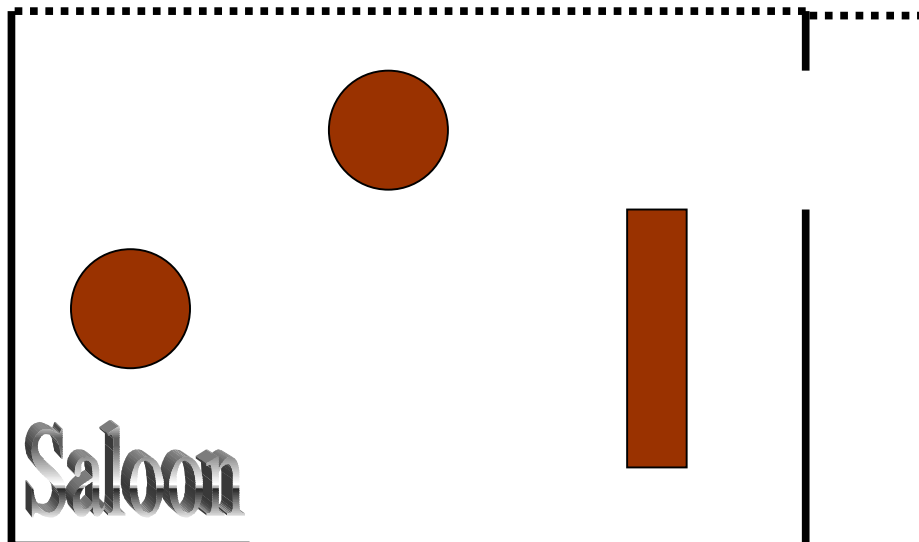
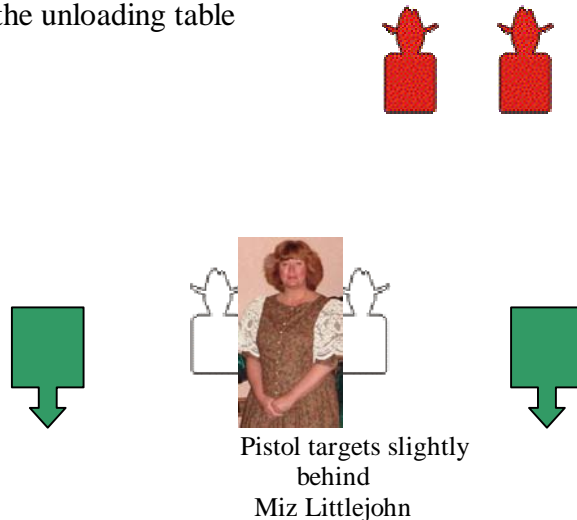
When Missouri Marshal returns you tell him that the Olivers have taken Miz Littlejohn and are holed up in the Saloon. You give him the telegram from Beartooth. As he reads it he looks heartbroken. He stuffs the telegram in his pocket and ask ya to go with him to rescue her from the Olivers. He says no matter what she's done, she doesn't deserve to be the Oliver's entertainment. You and the Marshal have been friends for a long time so ya go with him to the saloon. As ya enter the saloon, you tell them to let the woman go but they just laugh and reply with gunfire.

Round Count: 10 Pistol, 10 Rifle, 4 Shotgun

Staging: Pistols loaded with 5 rounds each, HDEC, holstered. Rifle loaded with 10 rounds, HDEC, staged on the bar. OE Shotgun staged on the table.

Procedure: Shooter starts standing in the doorway to the saloon. When ready, shooter states "**Let her go!**" At the beep shooter gets rifle and dumps 5rds on the left rifle target then dumps 5rds on the right rifle target. Keeping muzzle safely down range, shooter moves to the table and places OE rifle on the table. Pick up shotgun and engage the shotgun swingers with two rounds each, any order. Place OE shotgun on the table. Drawing pistols as needed, dump 5rds on the left pistol target then 5rds on the right pistol target. Be careful, don't shoot Miz Littlejohn. Hitting Miz Littlejohn is a procedural and just plain impolite. Holster pistols, retrieve long guns and go to the unloading table

Props: 2 Rifle Targets
2 Shotgun swingers
2 Pistol Targets
"Miz Littlejohn"



Stage 5 – The Mercantile

Well you and Missouri Marshal rescue Miz Littlejohn. He shows her the telegram and she starts crying. She said it was true, that at first she was going to git his money and run but she hadn't counted on falling in love with him. She said that she was sorry and that she wasn't good enough for him. The Marshal jus looks at her and says "There's a preacher workin part time at the Mercantile. We can go see him or you can go to jail." She looks at him puzzled. The Marshal says "Marry me or jail, the choice is yours."

Round Count: 0

Procedure: All shooters will gather outside the Mercantile. Tricky Trina, Wichita Wanda, Arcey and Missouri Marshal will be staged on the Mercantile boardwalk with the preacher. Upon conclusion of "The Hitchin" all shooters will yell, with feeling and emotion, YEEEE HAWWWWW!!!!!!!

