



STAGES FOR DECEMBER, 2016
REPRISE NO. 10
BY FLATBOAT BOB

The Week Before Christmas in Who-ville

T'was the week before Christmas and all through the bunkhouse not a creature was stirring, not even a mouse (but you couldn't have heard it anyway because of Longhorn Louie's snoring); when out in the corral there arose such a clatter I sprang from my bed to see what was the matter. And what to my wondering eyes should appear but a slimy green creature in a wagon with a doggy reindeer. It could be Goosefoot or maybe Remo but from this distance it's hard to tell. What was evident, however, was that he was loading up all of the toys that Missouri Marshal had collected for the tots. So, I grabbed my shotgun, tore open the shutters and threw up the sash; but like a flash the slimy green creature and his doggy reindeer flew out of sight.

All the cowboys and cowgirls of Who-ville, Texas, are on the lookout for that monster whose "heart's an empty hole." Missouri Marshal forms a posse of Whos to search for the tots' toys by first looking for Goosefoot (who some suspect is Santa Claus in disguise). Potter County Kid suggests to the marshal's deputy, Striker, and his sidekick Mad Dog Savage, that they follow the wagon tracks with the big dog prints in front when they are ambushed outside of town by several green slimy creatures "as charming as eels". The lead starts to fly!

Back in town Judge N. O. Heart and his bailiff Will Sonnet are holding hearings to issue warrants for the slimy creature (who somewhat resembles Cockroach) whose heart is said to be "two sizes too small". (One-Eyed Jane believes that The Grinch is the one who stole the Judge's heart also.) Doc Pill Filler says it may not have been The Grinch at all but Prairie City Slim, a real badger. So, Red Cavanaugh and Ricochet set out to sweep up all the badgers in the area and put an end to this mystery.

While the posse is out, Wichita Wanda, Cotton Connie, One-Eyed Jane, Cassie La Rue, and Cardinal Wind decide to do some Christmas decorating. They first start to work on the Christmas cactus by hanging a wreath on it. Then out of nowhere comes that "nasty, wasty, skunk" chased by a man in green. Daggone it, that's One-Eyed Rooster. It looks like he and Beartooth are on reindeer patrol, but he's caught a skunk! Quilla Sue (Remember from years past she is Quilla Star's twin sister!) grabs her gun and lights up the sky.

Stogie and Cody Maverick have been tracking this group of toy thieves for some time. Stogie tells Wanda and Barbara Blue Eyes that he and Cody have been undercover posing as buyers of stolen toys; and they think they know who the slimy green creature with the doggy reindeer is. So, they get Tumbleweed Tink and Sassy Shooting Sours to pose as elves buying hot toys. Then Swifty McDraw, JC Phoenix, Cold Blue Mike, Wistful McClintock. Major B. S. Walker

and Pony Racer spring the trap on the unsuspecting green creatures and lead starts to fly.

After all of the shooting is over, the slimy green creatures (thought to be The Grinch and his henchmen) turn out to be The Gun Grabbing Brady Gang from Foggy Bottom trying to ruin another good Christmas. (However, Foggy Bottom is part of the swamp that's going to be drained by the new sheriff in town!) They actually are very much like the Grinch with hearts that are ten times too small and brains full of spiders. As the cowboys and cowgirls sit around talking about how fortunate they are that the toys for tots have been returned and that the children will have a good Christmas, they hear prancing and pawing of little hooves on the roof and see a jolly old elf spring to his sleigh, to his team give a whistle, and away they all fly like the down of a thistle. But they hear him exclaim ere he drives out of sight "May all your targets be big and near; may your Christmas be merry; and your New Year filled with cheer!"



STAGE ONE (bay 2)

10 rifle, 10 pistol, 6 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the reindeer at the left. Open, empty shotgun is staged safely. Shooter should have at least six shotgun shells on his person.

The shooter starts standing by the reindeer and yells, "You're a bad banana with a greasy black peel!" At the beep pick up the rifle and sweep R1, R2, and R3. Then place three rounds on R4; then sweep R5, R6, and R7. And with the tenth round engage the clay bird for a five second bonus. Make rifle safe. Move to the bar; and with the shotgun sweep S3, S4, S5, and S6. Move to the reindeer at the right and engage S7 and S8. Make shotgun safe. Draw pistols according to category and sweep P4, P5, and P6. Then place three rounds on P7; then sweep P8, P9, and P10. Then engage the clay bird for a five second bonus. (A miss on either bird does not count as a miss.) Holster pistols; pick up long guns and move to the unloading table.

STAGE TWO (bay 2)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the reindeer at the left. Open, empty shotgun is staged safely. Shooter must have at least four shotgun shells on his person.

Shooter starts standing with both hands on the reindeer and yells, "You are foul ones!" At the beep draw pistols according to category and engage the pistol targets in the following order: P4, P7, P5, P7, P6, P8, P7, P9, P7, P10. Holster pistols. Pick up shotgun and engage S7 and S8 in any order. Make shotgun safe. Move to the reindeer at the left. Make shotgun safe. Pick up rifle and engage the rifle targets in the following order: R1, R4, R2, R4, R3, R5, R4, R6, R4, R7. Make rifle safe; pick up shotgun and engage S1 and S2. (All shotgun targets may be shot in any order from the appropriate position.) Make shotgun safe. Pick up rifle and move to the unloading table.

STAGE THREE (bay 2)

10 pistol, 10 rifle, ? shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the bar. Open, empty shotgun is staged on the bar. Shooter must have as many shotgun shells as he feels necessary on his person.

The shooter starts standing behind the bar with both hands on the cup held at shoulder height and yells, "Your soul is an appalling dung heap!" At the beep the shooter picks up the rifle and places one round on each of the rifle targets. Make rifle safe. Draw pistols according to category and place two rounds each on P1, P2, and P3. Then engage the four knockdown targets with the remaining four rounds. Any knockdown targets that are still remaining may be engaged with the shotgun. (Misses on the knockdowns will not count unless they remain standing.) Pick up long guns and move to the unloading table.

STAGE FOUR (bay 3)

10 pistol, 10 rifle, 6 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the barrel at the left. Open empty shotgun is staged safely. The shooter should have at least six shotgun shells on his person.

The shooter starts standing behind the barrel at the right and yells, "Stink. Stank. Stunk!" At the beep, draw pistols according to category and sweep P7, P8, P9, P10 and P11. Make pistols safe. Move to the barrel at the left. Pick up rifle and Nevada sweep R1, R2, and R3 for ten rounds. Make rifle safe. With pistols engage P1, P2, and P3 with a Nevada sweep. Holster pistols. Pick up shotgun and engage S1, S2, S3, and S4, in any order. Then engage the trip target and bird for a five second bonus. Make shotgun safe. Pick up rifle and move to the unloading table.

STAGE FIVE (bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged in the sleigh. Open, empty shotgun is pointed safely down range. Shooter should have at least four shotgun rounds on his person.

The shooter starts standing behind the barrel at the left with shotgun pointed safely down range and yells, "Your heart is full of unwashed socks!" At the beep engage S1, S2, S3, and S4 in any order. Make shotgun safe on the barrel. Move inside the sleigh and with the rifle engage the rifle targets in the following sequence: R1, R2, R3, R4, R5, R9, R8, R7, R6, R5. Make rifle safe. Draw pistols according to category; engage the pistol targets by placing one round on P4, then one round on P6, then three rounds on P5 and then repeat. Holster pistols; pick up long guns and move to the unloading table.

STAGE SIX (bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and staged on the sleigh. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the sleigh. Open, empty shotgun is staged on the sleigh also. The shooter must have at least four shotgun rounds on his person.

Shooter starts standing in the sleigh pointing down range with his trigger finger and yells, "Merry Christmas to all, and to all a good night!" (Guns may be shot in any order but the shotgun must be last.) At the beep--Pistols: place ten rounds on P4, P5, and P6—all targets must be engaged. Pistols may be returned to holsters or the sleigh. Rifle: engage the rifle targets in the following order: R9, R1, R2, R3, R4, R5, R6, R7, R8, R9. Make rifle safe. Pick up shotgun and engage S4 and S5 and the two bells in any order. Make shotgun safe; reholster pistols; pick up long guns and move to the unloading table.