STAGES FOR JANUARY 15, 2017 BY FLATBOAT BOB (Story line reprised)

Charley Parkhurst
Aka: One Eyed Charley, Mountain Charley, Six-Horse Charley
(1812-1879)

Charley Parkshust was a tobacco chewing, cussing, gambling California stage driver who was found dead in bed on December 18, 1879. To the surprise of Charley's friends, the person they found was not who they thought he was. Charley was a woman! Born as Charlotte Darkey Parkhurst in New Hampshire, she was raised in an orphanage before she ran away disguised in boy's clothing. The trick worked so well that she continued the disguise finding work in a livery stable in Worchester, Massachusetts.

Around 1849 two of Charley's friends named James Birch and Frank Stevens went to California, where they consolidated several small stage lines into the California Stage Company. Charley followed them to California and went to work as a stage driver, where she earned a reputation as one of the finest drivers on the west coast. Shortly after arriving, she lost the use of one eye after being kicked by a horse.

During the next two decades she would drive stages for a number of stage lines, including Wells Fargo on its stage run from Santa Cruz to San Jose. She wore gloves in both summer and winter to hide her small hands and pleated shirts to hide her figure. Over one eye she wore a patch, giving her a tough looking appearance. One of the unknowing companions would say of her: "She outswore, out-drank, and out-chewed even the Monterey whalers." In 1868, she was a registered voter, making her the first woman to vote in California.

After giving up driving, she worked at lumbering, cattle ranching and raising chickens before retiring to a quiet life in Watsonville, California. When she died on December 18, 1879 of cancer, her true sex was revealed for the first time to an abundance of startled friends. The San Francisco Morning Call said of her upon her death, ". . . the most dexterous and celebrated of the California drivers, and it was an honor to occupy the spare end of the driver's seat when the fearless Charley Parkhurst held the reins."

Taken from: The Great Nor'easter, SASS New England Regional, 2007

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 horse 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 horse and yells, "You don't shoot like a girl!" 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 horse 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 horse 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 horse and yells, "You don't shoot like a girl!" 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 horse 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, "You don't shoot like a girl!" 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 right. 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 left and yells, "You don't shoot like a girl!" At the beep, draw pistols according to category and sweep P1, P2, P3, P4 and P5. Make pistols safe. Move to the barrel at the right. Pick up rifle and Nevada sweep R7, R8, and R9 for ten rounds. Make rifle safe. With pistols engage P9, P10, and P11 with a Nevada sweep. Holster pistols. Pick up shotgun and engage S5, S6, S7, and S8, 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 wagon. 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 right with shotgun pointed safely down range and yells, "You don't shoot like a girl!" At the beep engage S5, S6, S7, and S8 in any order. Make shotgun safe on the barrel. Move inside the wagon 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 P6, then one round on P8, then three rounds on P7 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 wagon. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the wagpn. Open, empty shotgun is staged on the wagon also. The shooter must have at least four shotgun rounds on his person.

Shooter starts standing in the wagon pointing down range with his trigger finger and yells, "You don't shoot like a girl!" (Guns may be shot in any order but the shotgun must be last.) At the beep--Pistols: place ten rounds on P6, P7, and P8—all targets must be engaged. Pistols may be returned to holsters or the wagon. 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 S1 and S2, S3, and S4 in any order. Make shotgun safe; reholster pistols; pick up long guns and move to the unloading table.