

Mattaponi Sundowners

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Stages by Ripsaw

THE NEWTON KANSAS GENERAL MASSACRE

Newton, Kansas was the end of the railhead on the Chisolm Trail for a brief time in the late 19th Century. Lots of hot-headed cowboys and railroad workers made for some rough times.

On August 11 of 1871, Mike McCluskie, a railroad foreman, part-time lawman, and full-time hothead got into it with a hard-drinking Lone Star gambler known as William Bailey over some local election results. McCluskie shot first, killing Bailey and fleeing town. Bailey's horde of Texas cowboy friends promised to exact their revenge if he ever returned.

About a week later, McCluskie was back. Bailey's avengers, led by a cowboy named Hugh Anderson, found the man sitting at a faro table at the local dance hall.

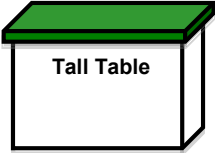
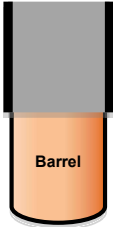
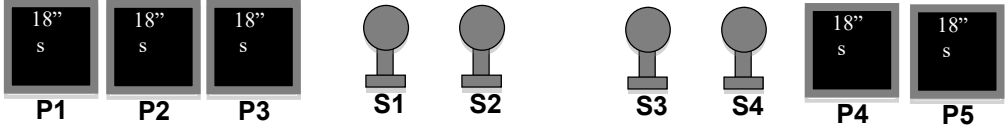
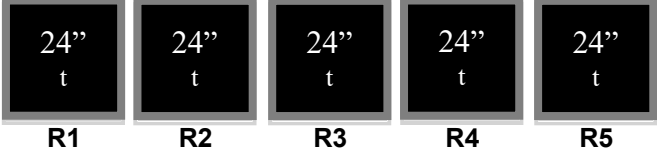
"You are a no good coward," Anderson told McCluskie, according to later court testimony. "And I will blow the top of your head off."

Anderson fired low, hitting McCluskie in the neck. Down went McCluskie, furiously firing slugs. Several more cowboys then opened fire, along with a young friend of McCluskie's named Jim Riley, who emptied his barrel into the smoky fray.

"It was the ultimate saloon fight — the place just exploded with crossfire," says Western historian Bill O'Neal. "All that black powder emitting vast clouds of white smoke inside a place like that must've been like a fog machine."

Final toll when the smoke and utter chaos had cleared: five killed and six wounded. Mike McCluskie would live until the following morning, claiming just before dying that his real name was Arthur Delaney — a name just as forgotten.

Stages 1-3 Diagram



STAGE: 1

RC/SO: Rifle-10, Pistols-5 each, Shotgun 2+

Pistols holstered, Rifle held at cowboy port arms, Shotgun staged on the Tall Table

Shooter starts standing at the Tall Table with rifle at cowboy port arms. When ready, the shooter says, "You are a no good coward." At the beep, with rifle, shoot the 5 rifle targets, R1-R5 with a 10 round single tap Nevada Sweep from either direction. For example, R1, R2, R3, R4, R5, R4, R3, R2, R1, R2. Make rifle safe. Then, with Pistols, shoot the 2 Pistol targets, P4 and P5 with the same directions as the rifle. For example, P4, P5, P4, P5, P4, P5, P4, P5. Then, with the shotgun, shoot the two knockdowns, S3 and S4 in any order.

STAGE: 2

RC/SO: Shotgun- 2+, Rifle-10, Pistols-5 each, Shotgun 2+

Pistols holstered, Rifle staged on the barrel, Shotgun at Cowboy Port Arms

Shooter starts standing at the Barrel holding the Shotgun at Cowboy Port Arms. When ready, shooter says, "You are a no good coward." At the beep, shoot the 2 knockdowns, S1 and S2 in any order, make shotgun safe. With rifle, shoot the 5 Rifle targets with a 2-2-1 sweep starting on one end, then a 2-2-1 sweep starting from the other end. For example, R1, R1, R2, R2, R3, R5, R5, R4, R4, R3. Make rifle safe. Then, with Pistols, shoot the 3 pistol targets, P1-P3, with the same instructions as the rifle. Move to the Tall Table with the shotgun and shoot the 2 knockdowns, S3 and S4 in any order.

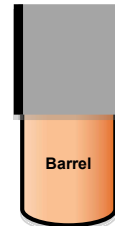
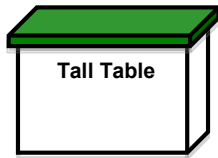
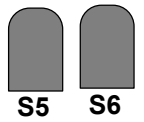
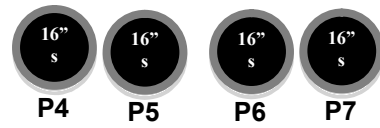
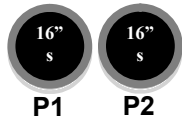
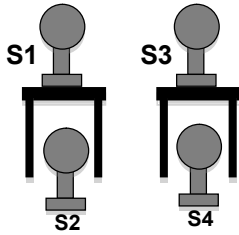
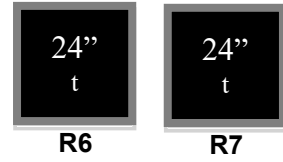
STAGE: 3

RC: Rifle-10, Shotgun-4+, Pistols-5 each Shooting order is Cowboy's Choice.

Pistols holstered, Rifle & Shotgun staged safely or held at Cowboy Port Arms

Shooter starts standing at either the Barrel or the Tall Table with either the rifle or the shotgun held at Cowboy Port Arms. When ready, shooter says, "You are a no good coward." At the beep, shoot all the targets with at least one round. Left and right Pistol and shotgun targets may only be engaged from their respective shooting positions. Rifle cannot be last.

Stages 4-6 Diagram



STAGE: 4

RC/SO: Rifle-10, Shotgun- 4+, Pistols-5 each

Pistols holstered, Rifle at Cowboy port arms, shotgun staged on the Tall Table

Shooter starts standing at the Tall Table with Rifle at Cowboy port arms. When ready, shooter says, “You are a no good coward.” At the beep, with rifle, shoot the 5 rifle targets, R1-R5 with two single tap sweeps from **Left to Right**: R1, R2, R3, R4, R5, R1, R2, R3, R4, R5. Make rifle safe. Then, with Shotgun, shoot the four knockdowns, S1-S4 in any order. Make shotgun safe. Then, move to the barrel and with pistols, shoot the 5 pistol targets, P3-P7 with two single taps sweeps from **Right to Left**: P7, P6, P5, P4, P3, P7, P6, P5, P4, P3.

STAGE: 5

RC/SO: Shotgun 2+, Pistols-5 each, Rifle-10, Shotgun 4+

Pistols holstered, Rifle staged on Tall Table, Shotgun held at Cowboy Port Arms

Shooter starts standing at the Barrel with shotgun at Cowboy port arms. When ready, shooter says, “You are a no good coward.” At the beep, with shotgun, shoot the 2 knockdowns, S5 and S6. Make shotgun safe. Then, with pistols, shoot the 4 pistol targets, P4-P7 with a 1-4-4-1 sweep from either direction. For example, P4, P5, P5, P5, P6, P6, P6, P6, P7. Next, move to Tall Table with the shotgun and with rifle, shoot the 4 rifle targets, R1-R4 with the same instructions as the pistols. Make rifle safe. Then, with shotgun, shoot the 4 knockdowns, S1-S4 in any order.

STAGE: 6

RC/SO: Rifle-10, Shotgun, 4+, Pistols-5 each,

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely

Shooter starts standing at the barrel with rifle at Cowboy port arms. When ready, shooter says, “You are a no good coward.” At beep, with rifle, shoot the two rifle targets, R6 and R7 with a 5-5 sweep from either direction. For example, R6, R6, R6, R6, R6, R7, R7, R7, R7, R7. Make rifle safe. Next, move to the Tall Table, and with shotgun, shoot the 4 knockdowns, S1-S4 in any order. Make shotgun safe. Last, with pistols, shoot the 2 pistol targets, P1 and P2 with the same instructions as the rifle.