

Firefly

Or something very nearly like it.

The following scenarios were taken from the 2014 Tennessee state shoot presented by the Wartrace regulators in Wartrace Tennessee and adapted to work on our range.

The theme of the shoot is based on an American space western sci-fi drama television series called Firefly. If you have not heard of it, don't be surprised, not many people have including me. The show premiered in 2002 and was cancelled after 11 of the 14 produced episodes were aired. Even though the series had some outstanding special effects the space western plot apparently did not catch on.

The TV series now available on DVD and streaming services like Netflix and still has a cult following that help spawn the Space western movie Serenity in 2005.

So come and travel through western space with the crew of the Serenity and do battle with the Alliance and the Reveres as you try and colonize western space.

Bullhead Moody

Stage1

In a ghost town on the outer frontier, the crew tries to figure out what happened to all the inhabitants as well as find a way out of town without being killed themselves. Jayne, hired gun of the Serenity, tires of Rivers's cries over the lost civilization and shouts "She's damaging my claim".

Ammo: 10 Pistol, 10 Rifle, 4 + Shotgun

R1 R2 R3 R4

P1 P2 P3 P4



Shooter starts standing at either box with hands not touching guns. Pistols are holstered. Rifle is staged on either box. Shotgun is staged on opposite box. Gun order is shooters choice but rifle cannot be shot last. To start the clock shooter says "She's Damaging my claim!". At the beep.

RIFLE shot from staged location, starting on either end rifle target double tap R1, triple tap R2, double tap R3, triple tap R4. Make rifle safe

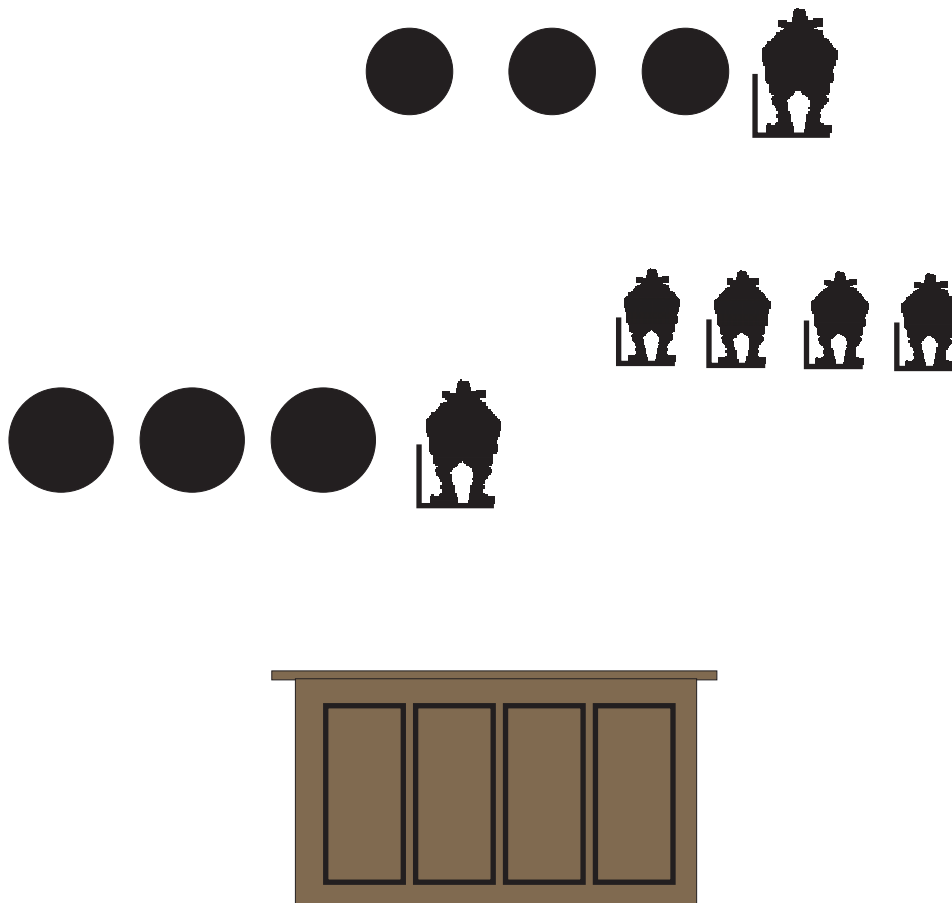
PISTOLS shot from between boxes, starting on either end double tap P1, triple tap P2, double tap P3, triple tap P4.

SHOTGUN Shot from staged location, engage poppers in any order. Make shotgun safe.

Stage2

Inara Serra is a companion who chooses her own clients, but has started to have feelings for the ships Captain, Malcolm Reynolds. As Mal spreads out all his firearms on the galley table, checking each one prior to the big confrontation, Inra reminds him that **“Concealed weapons always go to the left of the place setting”**.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun



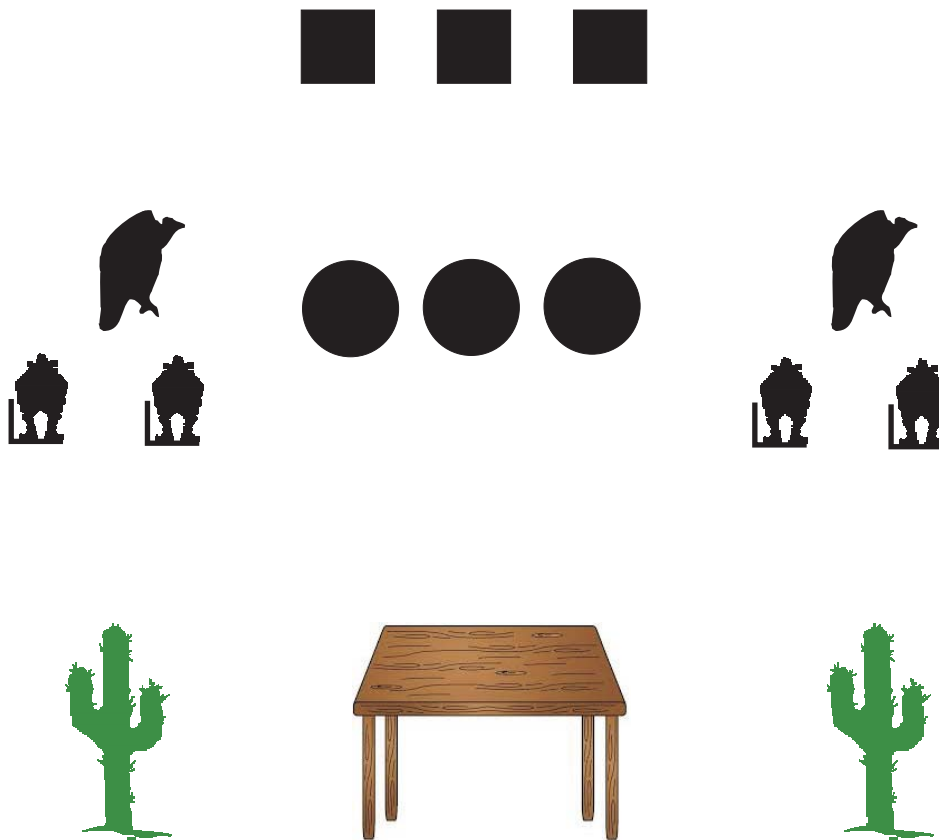
Shooter may start with any gun fired from the correct position. Long guns are staged on the bar and pistols are holstered. Gun order is shooters choice but rifle may not be shot last. Shooter hands are anywhere not touching guns. To start the clock shooter says **“Concealed weapons on the left”** At the beep.

PISTOLS shot from left side of the bar, Triple tap each pistol target then place tenth round on pistol knock down target. Target must fall to be counted as a hit.
RIFLE shot from center of bar, triple tap each rifle target then place the tenth round on the rifle knock down target. Target must fall to be counted as a hit. Make rifle safe.
SHOTGUN shot from right side of the bar, any order, and poppers must fall. Make shotgun safe.

Stage 3

Wash, Serenity's engineer, reminisces about earth's history as he guides the team toward their next destination. All is calm until an alarm goes off on the train warning of trouble ahead. Wash exclaims **"Curse your sudden but inevitable betrayal"**.

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun



Shooter starts standing behind the table both hands on the table. Pistols are holstered and long guns are staged on the table. Gun order is shooter's choice but rifle may not be shot last. To start the clock shooter says "Curse your betrayal!" At the beep.

PISTOLS shot from behind table, triple tap the center pistol target then single tap each outside target.

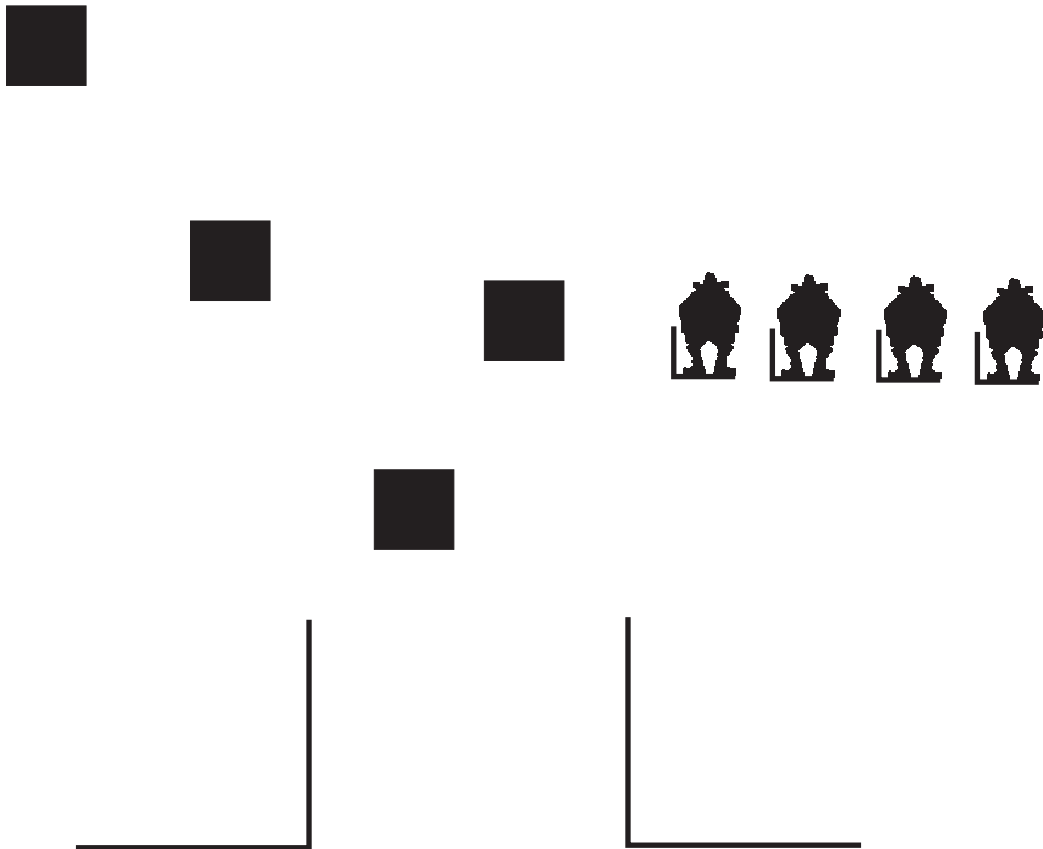
RIFLE shot from behind table, triple tap the center rifle target then single tap each outside rifle target. Repeat instructions with remaining five rounds. Make rifle safe.

SHOTGUN Engage buzzard first then poppers from behind cactus at left and right cactus positions. Poppers at each cactus position may be engaged in any order after engaging buzzard. Make shotgun safe.

Stage 4

Kaylee, Serenity's machinist, struggles in social settings but happily joins the crew as they saddle up to pull off a dangerous job. "Be careful", Mal scolds Kaylee. Not quite paying attention to the captain or the danger they have just entered, she replies, "**Yes sir, Captain Tightpants**".

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun



Shooter starts standing at center of alleyway with hands on pistols. Shotgun is staged on right fence. Rifle is staged on left fence. Gun order is shooters choice but rifle cannot be shot last. To start the clock shooter says "Yes Sir". At the beep.

PISTOLS shot from center of alleyway, engage the two pistol targets with alternating double taps for ten rounds.

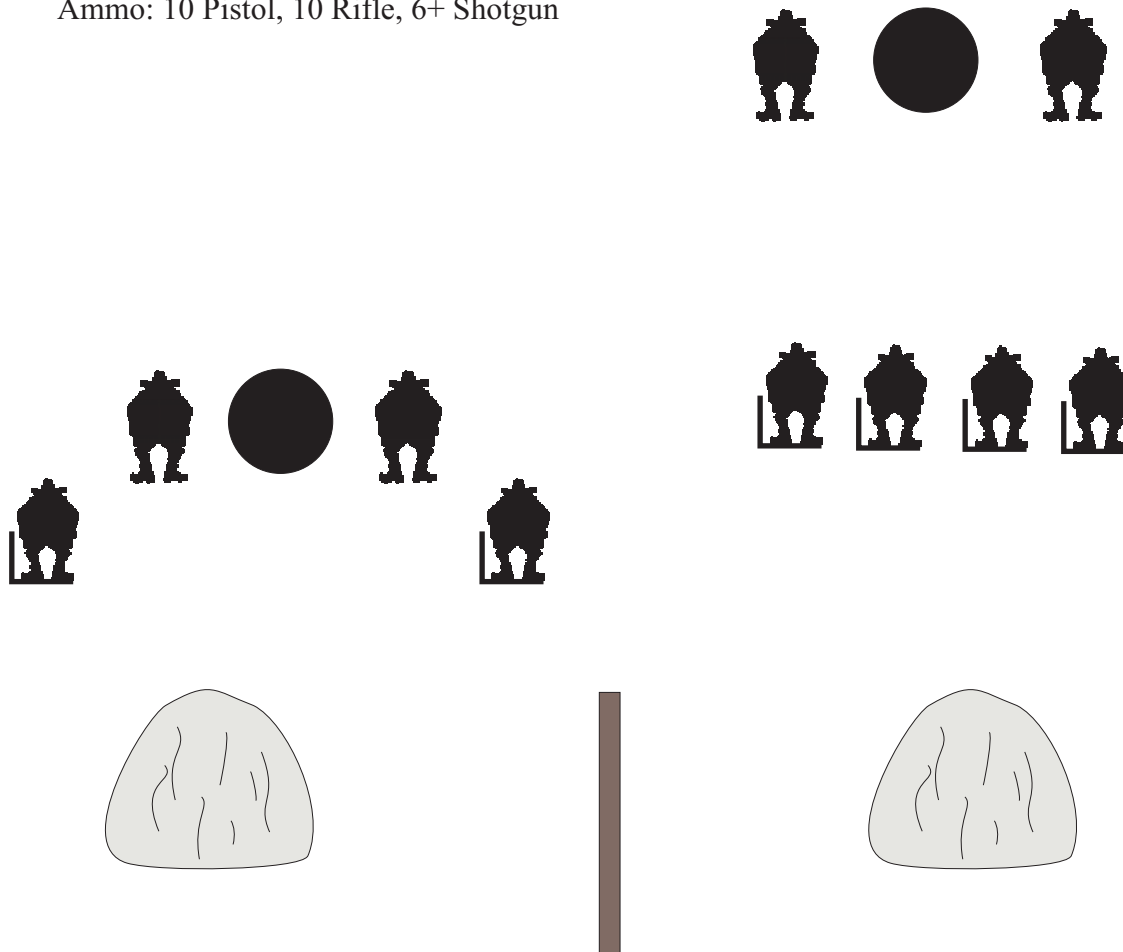
RIFLE shot from left fence, engage the rifle targets with alternating double taps for ten rounds. Make rifle safe.

SHOTGUN shot from right fence, engage poppers in any order, make shotgun safe.

Stage 5

Shepherd Book, a preacher with a clouded past, plans to join Serenity's crew on a mission to rescue tortured Mal from a guarded mineshaft. Zoe questions Book on whether the Bible has some specific things to say about killin. "quite specific", he replies. "It's somewhat fuzzier on the subject of kneecaps".

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun



Shooter starts standing at post with both hands touching post. Pistols are holstered, rifle is staged on right rock, and shotgun is staged on right rock. This is not a shooters choice stage and must be shot in the following sequence.

To start the clock shooter says "it's fuzzier on the kneecaps". At the beep.

RIFLE shot from right rock, double tap each outside rifle target once then the center target 6 times. Make rifle safe.

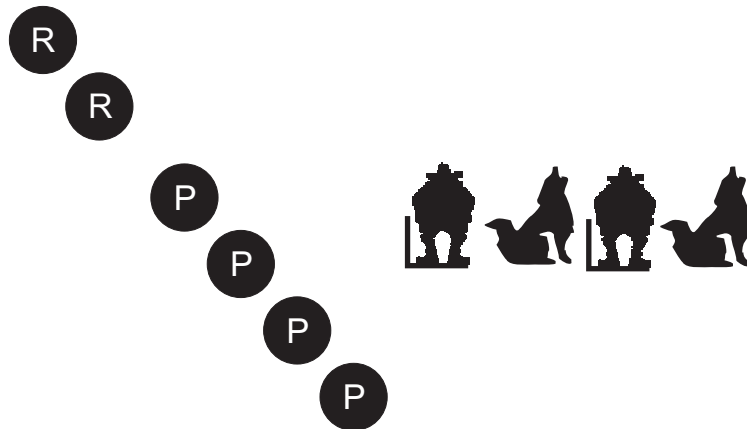
SHOTGUN shot from right rock, engage four poppers PMF. Move to left rock and engage the two shotgun poppers, PMF, make shotgun safe.

PISTOLS From the left rock double tap each outside pistol target then engage the center target with 6 rounds.

Stage 6

The alliance said they were going to waltz through Serenity Valley, but the Browncoats were making them choke on those words. Holding the line, Malcolm Reynolds tries to rally the troops as the Alliance mounts another attack. “We’re not going to die” Mal shouts. **“We are just to pretty for God to let us die.”**

Ammo: 10 Pistol, 10 Rifle plus 1 reload 4 + Shotgun



Shooter begins standing in doorway with thumbs hooked in gun belt. Pistols holstered, rifle staged in left window, shotgun is staged in right window. To start the clock shooter says “were too pretty to die” At the beep.

PISTOLS shot from doorway starting on the nearest target, engage the first four targets in a progressive sweep (1-2-3-4).

RIFLE shot from left window, continue progressive sweep by placing 5 rounds on the 5th target and 6 rounds on the 6th target (requires a reload which may be loaded anytime after the first rifle shot is fired). Make the rifle safe.

SHOTGUN shot from right window, engage poppers first in any order then coyotes in any order PMF. Make shotgun safe.