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Obituary For Common Sense - We mourn the passing of an old friend, by the name of Common Sense. Common Sense lived a long life but died in the United States from heart failure on the brink of the new millennium. No one really knows how old he was, since his birth records were long ago lost in bureaucratic red tape. He selflessly devoted his life to service in schools, hospitals, homes, factories helping folks get jobs done without fanfare and foolishness. For decades, petty rules, silly laws, and frivolous lawsuits held no power over Common Sense. He was credited with cultivating such valued lessons as to know when to come in out of the rain, why the early bird gets the worm, and that life isn't always fair. Common Sense lived by simple, sound financial policies (don't spend more than you earn), reliable parenting strategies (the adults are in charge, not the kids), and it's okay to come in first. A veteran of the Industrial Revolution, the Great Depression, and the Technological Revolution, Common Sense survived cultural and educational trends including body piercing, whole language, and "new math." But his health declined when he became infected with the "If-it-only-helps-one-person-it's-worth-it" virus. In recent decades his waning strength proved no match for the ravages of well intentioned but overbearing regulations. He watched in pain as good people became ruled by self-seeking lawyers. His health rapidly deteriorated when schools endlessly implemented zero-tolerance policies. Reports of a six-year-old boy charged with sexual harassment for kissing a classmate, a teen suspended for taking a swig of mouthwash after lunch, and a teacher fired for reprimanding an unruly student only worsened his condition. It declined even further when schools had to get parental consent to administer aspirin to a student but could not inform the parent when a female student was pregnant or wanted an abortion. Finally, Common Sense lost his will to live as the Ten Commandments became contraband, churches became businesses, criminals received better treatment than victims, and federal judges stuck their noses in everything from the Boy Scouts to professional sports. Finally, when a woman, too stupid to realize that a steaming cup of coffee was hot, was awarded a huge settlement, Common Sense threw in the towel. As the end neared, Common Sense drifted in and out of logic but was kept informed of developments regarding questionable regulations such as those for low flow toilets, rocking chairs, and stepladders. Common Sense was preceded in death by his parents, Truth and Trust; his wife, Discretion; his daughter, Responsibility; and his son, Reason. He is survived by two step brothers: My Rights, and Ima Whiner.

Not many attended his funeral because so few realized he was gone.

--Obituary author unknown.

Territorial Governors ShootOut

September 14, 2002

Presented by



Territorial Governor

Gila Rangers Cowboy Action Club
Silver City, New Mexico Territory

Fowler City
Mimbres Valley

Match Director: WW

Cpt Eli McDaniel – President
Chico Chico – Vice President
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WW – TG & Board Member

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Home of the:

Geronimo Trail Shoot Out
New Mexico State Championship Shoot Out

Stage 1

Range A – Main Street

“Sorry I Missed You”

Ammunition: 10 Revolver, 10+ Rifle, 4+ Shotgun

**Revolvers loaded, 5 each and holstered
Rifle staged at Adobe Wall
Shotgun, staged O/E, at Sheriff’s Office.**

Start seated at the Rangers Headquarters. At the buzzer, you answer a plea for help. You move into the Saloon and taking your 1st revolver, engage P-1 through P-5. Re-holster and drawing your 2nd revolver engage P-5 through P-1. Re-holster and move to the adobe wall and take your rifle and double sweep R-1 through R-5. (**Note: If you had any revolver misses, reload rifle and engage R-3 for those misses.**) Restage O/E rifle and move to the Jail, where taking your scattergun engage S-1 through S-4. (**NOTE: If you had any rifle misses, reload shotgun and engage S-2 or S-3 for those misses, if you had any shotgun misses you also must make up all of those, including if you missed a rifle make up.**) Stage is complete, go to the unloading table.

NOTE: Loading done off person, there are no misses’ only procedurals in this stage. A possible 24 shotgun rounds.

Cowboys wearing silk cowgirl undies will be awarded a 10 second bonus, if they will prove they are wearing them and only if they are clean.

Stage 6

Range B – Porky’s Cantina

“What’s This?”

Ammunition: 10 Revolver; 10 Rifle; 8+Shotgun
Or
20 Revolver; 2+Shotgun
Or
20 Rifle; 2+Shotgun
Or
5 Revolver; 20+Shotgun

All weapons are staged at the Gun Store Counter. Revolvers loaded, 5 each, Rifle loaded with 10, Shotgun O/E.

Your last stage is shot from the Gun Shop counter. Your extra ammunition may be placed on the counter. It is your chance to show your stuff, choose a category and hope you win. All targets must be hit at least once. So whatever category you choose, remember to hit each target once, in any order, your choice, until all your ammunition for that category is expended. If you choose 20 Rifle or 20 revolver or 8 shotgun, you would re-engage those targets again.

Make up any misses with your shotgun!!!

Good Luck. Stage now complete go to unloading table.

Crowd chanting is encouraged –
Cheer for your hero
Boo for your villain

Procedural only counted as 10, if you cannot finish the stage a 999.99 will be your final score. A no miss stage.

Cowgirls with bustles will be awarded a 10 second bonus, if they can prove that it really is a bustle.

Stage 5

Range B – Porky's Cantina

"Well, Which One Do I Want?"

Ammunition: 10 Revolver; 10 Rifle; 2 Shotgun

Revolvers – loaded, 5 each, stage on counter.
Rifle staged on counter.
Shotgun. O/E staged on counter.

Having stopped at the Gun Store to try out some new guns, the sales clerk says: "Go a head and try these."

So without hesitation, at the sound of the buzzer, take your 1st revolver and engage any 5 revolver targets, replace revolver on counter and take rifle and engage any all 10 rifle targets hitting each twice your choice. Replace O/E rifle and take your shotgun and engage any two shotgun targets. The clerk now say, "Well how about it, you want these guns?" You say, "**I think I will take this one 'Son'.**" Pick up your 2nd revolver and engage P-3 five (5) times.

Stage is completed, go to the unloading table.

(NOTE: Say your line as soon as you place your O/E shotgun down. This could be a procedural.)

Any cowboy shooting left handed, wearing high heels will be declared the winner of this stage.

Stage 2

Range A – Main Street

"Don't Throw Down On Me, You SOB."

Or

"The Quick and the Dumb."

Ammunition: 10 Revolver, 10+ Rifle, 8 Shotgun

Revolvers - loaded, 5 each and holstered
Rifle port arms at Livery
Shotgun staged O/E at Adobe Wall

Starting at the Livery, standing at the doorway, a punk approaches, calling you out. Little does he know you're tired from a long ride and are holding a loaded rifle. At the Buzzer, you take your rifle and engage R-1, R-3, R-5, R-2 and R-4, double tapping each. If you miss a target or make a procedural you must:

A: A miss – reload and correct that exact miss;
B: Procedural – reload all 10 rounds and start over until correct.

Now that you have that hombre on the run, you follow him to the jail and from inside take your 1st revolver and engage P-1 through P-5, re-holster and take your 2nd revolver and engage P-5, five (5) times.

Hope that you didn't have any misses.

Now move to the adobe wall and engage S-1 through S-4, sweeping twice. Stage complete, move to the unloading table.

NOTE: Hey, remember those revolver misses. They carry over to Stage 3, but also count as misses on this stage.

Stage 3

Range A – Main Street

“Hey, I Remember You Stranger.”

Ammunition: 10 Revolver, 10+ Rifle, 4+ shotgun

**Revolvers – loaded, 5 each and holstered
Rifle loaded staged at Adobe Wall
Shotgun O/E at Adobe Wall**

Standing at the Ranger Station, holding your broom, at the buzzer, after you say,

“Hey, I remember you.”

Take your 1st revolver and from the doorway or window, your choice, engage revolver targets any order. Re-holster and with your 2nd revolver, engage P-2 and P-4 alternating until revolver is empty. Re-holster and move to the adobe wall and with your rifle, engage R-1, R-3 and R-5 alternating until rifle is empty.

NOTE: Remember Stage 2 and those revolver misses – if you had any - now reload from your person those rounds and place them on any rifle target.

Restage O/E rifle and engage all four (4) shotgun targets in any order.

Stage is complete, go to the unloading table.

Cowgirls hitting all the targets on this stage will be award a cowboy of their choice, for one week, to clean guns, cook and do common household chores to include reloading ammunition for the next shoot.

Stage 4

Range B – Porky’s Cantina

“We Must Endeavor to Persevere.”

Ammunition: 10 Revolver; 10+Rifle; 4+Shotgun

**Revolvers – loaded, 5 each and holstered.
Rifle loaded, staged at corral.
Shotgun, O/E, staged at corral.**

As your new friend is rambling on about the wars, sitting outside Porky’s in a chair, hat pulled over your face (your best effort appreciated on the hat pulling over). Your friend calls to you. At the buzzer, startled you jump up and stepping into Porky’s, your friend has been put into a compromising situation. Taking your 1st revolver, engage P-1 all five (5) times. Re-holster and taking your 2nd revolver engage P-5 five (5) times, re-holster. Seeing you have those baddies on the run, move to corral and with rifle double sweep R-1 through R-5. (**Hey, If you had any revolver misses from Stage 3, reload and engage R-3 for all of those misses.**) Restage your rifle and take your shotgun and engage S-1, S-4, S-3 and then S-2.

Note: If you screw this up, reload and shoot it right. Stage complete, go to unloading table.

All misses count, except shotgun. All reloads from person.

If you have a problem with this shoot, please contact someone at 1-800-who-cares, between the hours of 12 midnight and 12:01 midnight, when the moon is full, the coyotes are howling on the fifth Saturday of the 19th month or enter your complain here _____. Print neatly.