

Stage 1 – “A Fist Full Of Dollars”

Ammo requirements:

10 Pistol – Holstered.

10 Rifle – Staged in either trough

6+ Shotgun – Staged in either trough

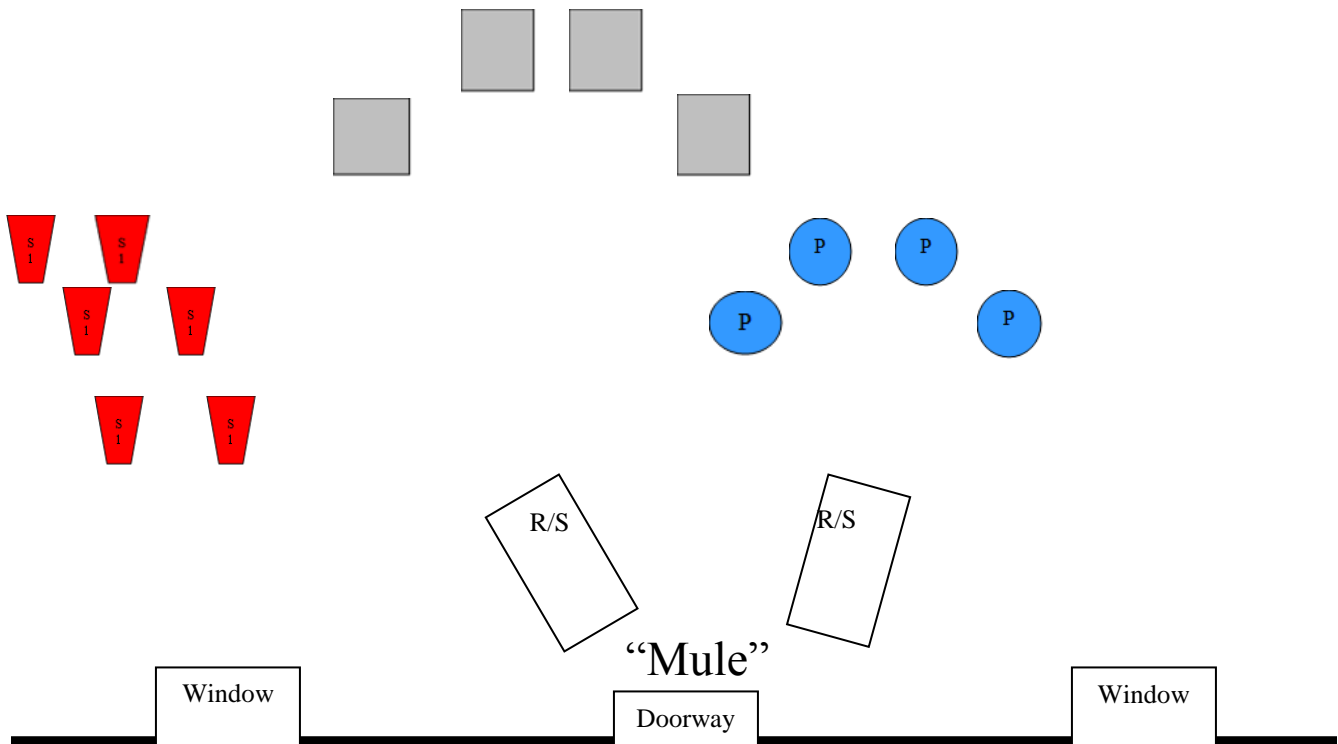
You just arrived in town and pull up to a hitching post while riding a big mule. The local gunslingers can't believe what they see. You look ragged and the hired guns in town start laughing

Starting Position: Sitting on the “mule” side saddle, just forward of door opening.

Shooting Order: Shooter's choice, **RMNBL**.

Course of Fire: Timer will start after the shooter says “Are you laughing at my mule?”

- ATB, standup and, and with rifle or pistols, **engage appropriate targets with a continuous anchor sweep using one end target as the anchor. First round must be on the anchor.**
- With other gun(s), **engage appropriate targets in an anchor sweep, The next gun or guns must use the opposite end target as the anchor. First round must be on the anchor.**
- **Engage 6 KD's front to back.**



Stage 2 – “Joe Kidd”

10 Pistol – Staged on table

10 Rifle – Staged on table

4+ Shotgun – Staged on table

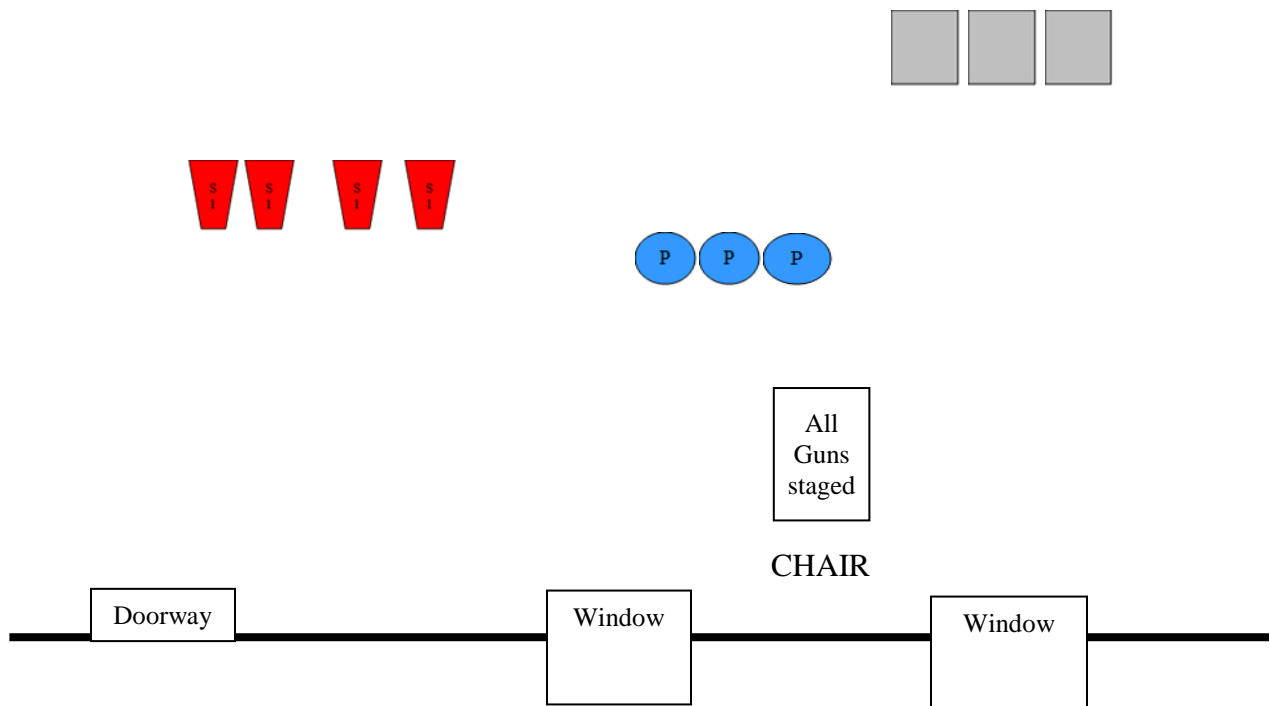
Joe is sitting facing the wall in the judge’s chair and when Frank Harlan enters carrying his hunting rifle. Joe swings around without saying a word and shoots him.

Starting Position: Sitting in the chair, facing the table.

Shooting Order: R-SG-P Targets may be engaged either sitting and/or standing.

Course of Fire: Timer will start when shooter indicates ready.

- ATB, engage rifle targets in a **Skip Along Sweep (1-2-3-2-3-2-3-1-2-3)**
- Engage KD’s any order.
- Engage pistol targets same instructions as rifle.



Stage 3 –“Pale Rider.”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Held at the ready

4+ Shotgun -- Staged on buckboard (rounds on person or staged)

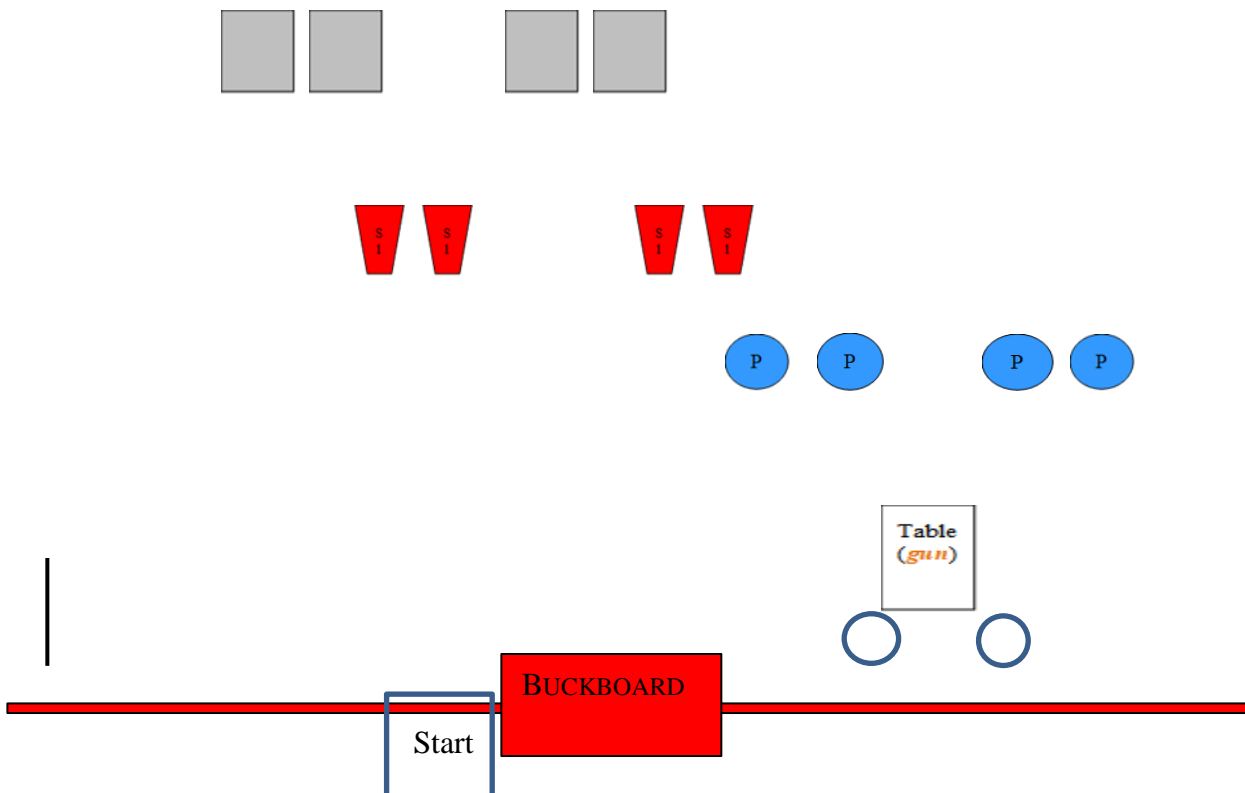
Preacher is about to go into the general store when he sees a miner getting beat, and hiding under his buckboard. They are hired guns from the mining company so he decides to help. He grabs an ax handle, and engages the hired guns until they are all beat to the ground then walks away saying “**Nothing like a good piece of hickory**”

Starting Position: Standing in the square on the ground, rifle at the ready.

Shooting Order: **R-SG-P**

Course of Fire: Timer will start after the shooter says “**Nothing like a good piece of hickory**”

- ATB, engage the rifle targets in a 2-4-1-3-4 sweep and repeat.
- Engage shotgun targets **IN ORDER** 2-4-1-3. Missed targets can only be made up **at the end of the string.**
- Move to the right of the buckboard and engage pistol targets from between the white posts, same sequence as the rifle



Stage 4 -- “Unforgiven”

Ammo requirements/gun staging:

10 Pistol – Holstered.

9+1 Rifle – Staged in right window (load 9 rounds at loading table and 10th on the clock)

4+ Shotgun – At the doorway, in hands.

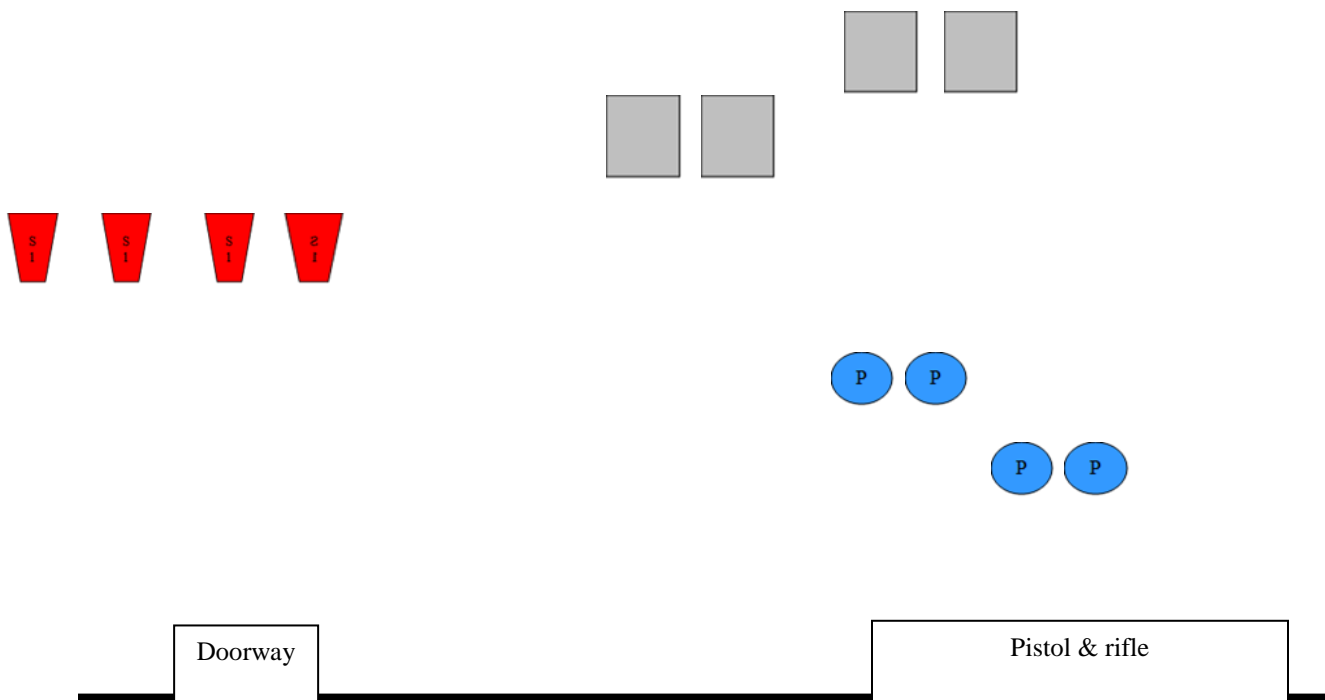
Ned walks into the Saloon after hearing his good friend has been killed by Little Bill and has been put on display outside the Saloon. He asks “Who owns this saloon?”, and then blasts him saying. “You shouldn’t have decorated your saloon with my friend

Starting Position: At the door with shotgun in hands.

Shooting Order: SG-R-P

Course of Fire: Timer will start after the shooter says “**You shouldn’t have decorated your saloon with my friend**”

- ATB, from the doorway **engage 4 KD’s any order until down.**
- With rifle, **engage targets in a *Lawrence Welk Sweep*, starting on either end.**
- With pistols, **engage targets in a *Lawrence Welk Sweep*, starting on either end.**



Stage 5 – “Josey Wales”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged in trough

4+ Shotgun – Staged in trough

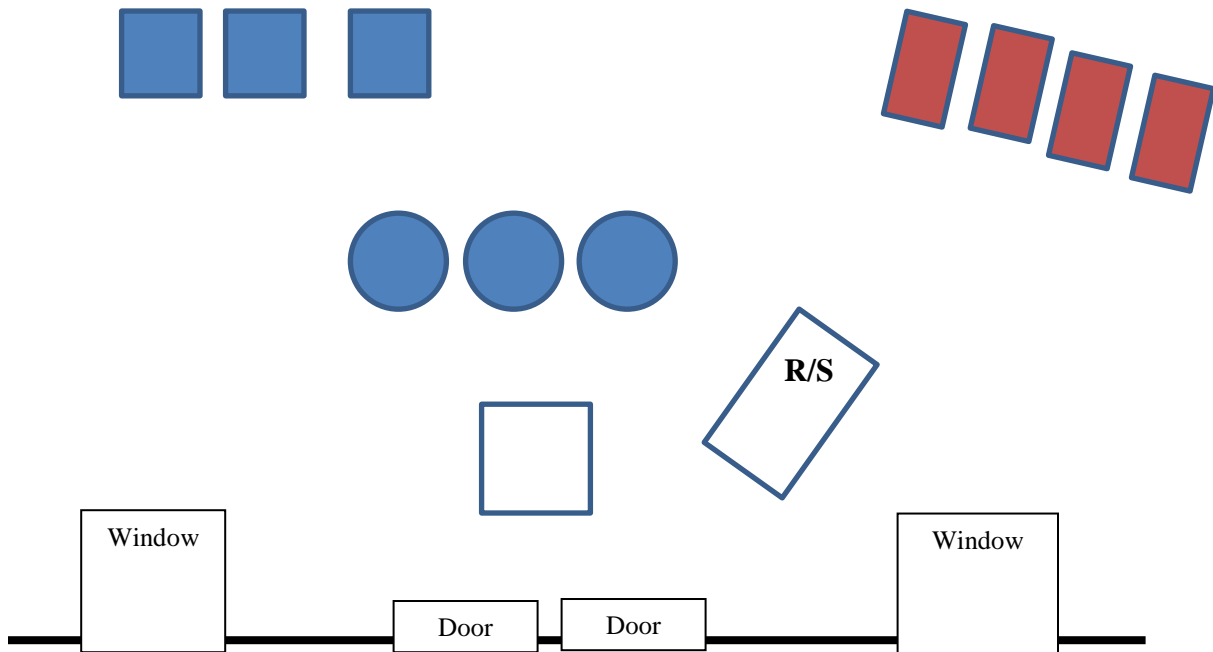
After the Civil War tensions were very high. Josey had just seen his guerilla unit slaughtered by Blue Coats. He was a wanted man. As he was leaving the general store a bystander recognized him and the troops turned towards him. He looked at them and said are “Are you going to pull them pistols or whistle Dixie?”

Starting Position: Standing in either doorway, hands on pistols.

Shooting Order: P-R-SG

Course of Fire: Timer will start after shooter says “Are you going to pull them pistols or whistle Dixie?”

- ATB, with pistols, from either door way **engage the 3 cowboy targets in an *Indiana Sweep* (2-2-1-2-3) from right to left, and repeat.**
- With rifle, **engage targets same as the pistols.**
- Engage KD shotgun targets right to left.



Stage 6 – “The Good, the Bad, and the Ugly, Part 1”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged in trough

4+ Shotgun – Staged in trough

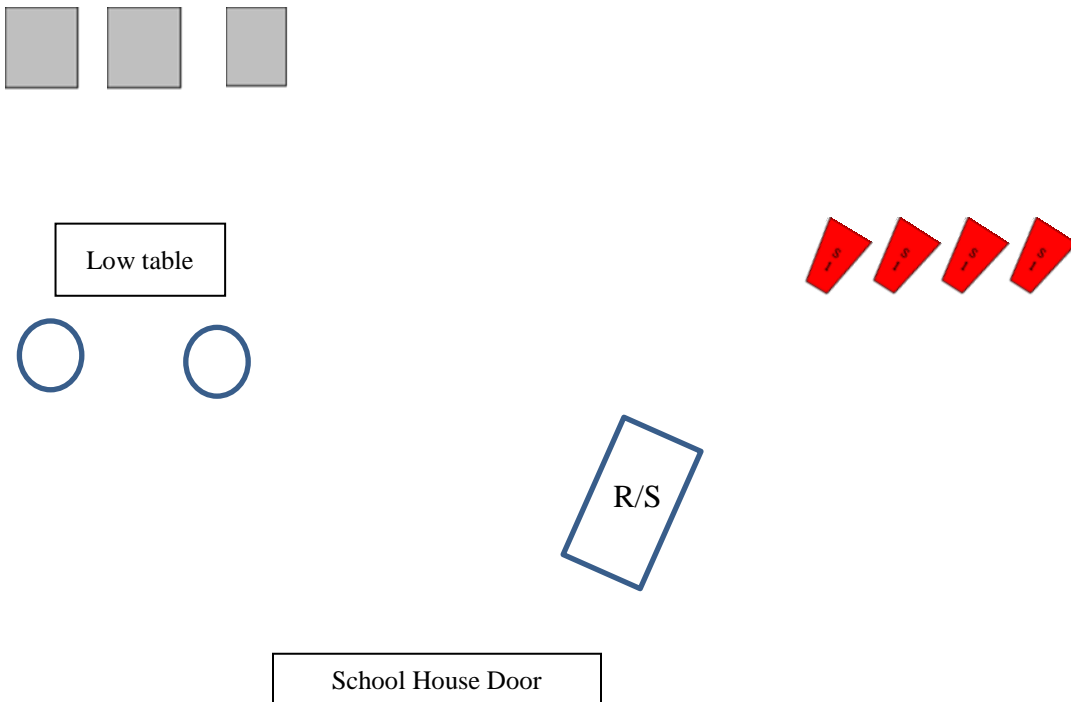
After saving Tuco from the hangman, Clint later hands back his gun. Tuco inspects it, and finds it empty. He says “what good is an empty gun?” Clint responds “**There are two kinds of people, those with loaded guns and those that dig. You dig**”

Starting Position: In the schoolhouse door, holding the prop pistol.

Shooting Order: R-SG-P

Course of Fire: Timer will start after the shooter says “You Dig.”

- ATB, drop the pistol, move to the trough and **engage Rifle targets (1-2-1-2-3-1-2-3-1-2)**.
- **Engage shotgun KD’s in any order.**
- Move downrange, and with pistols **engage targets same as the rifle. Shooter must be past the white posts before engaging targets.**



Stage 7 – “For a Few Dollars More”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged on table at position 2

4 + Shotgun – Staged on table at position 1

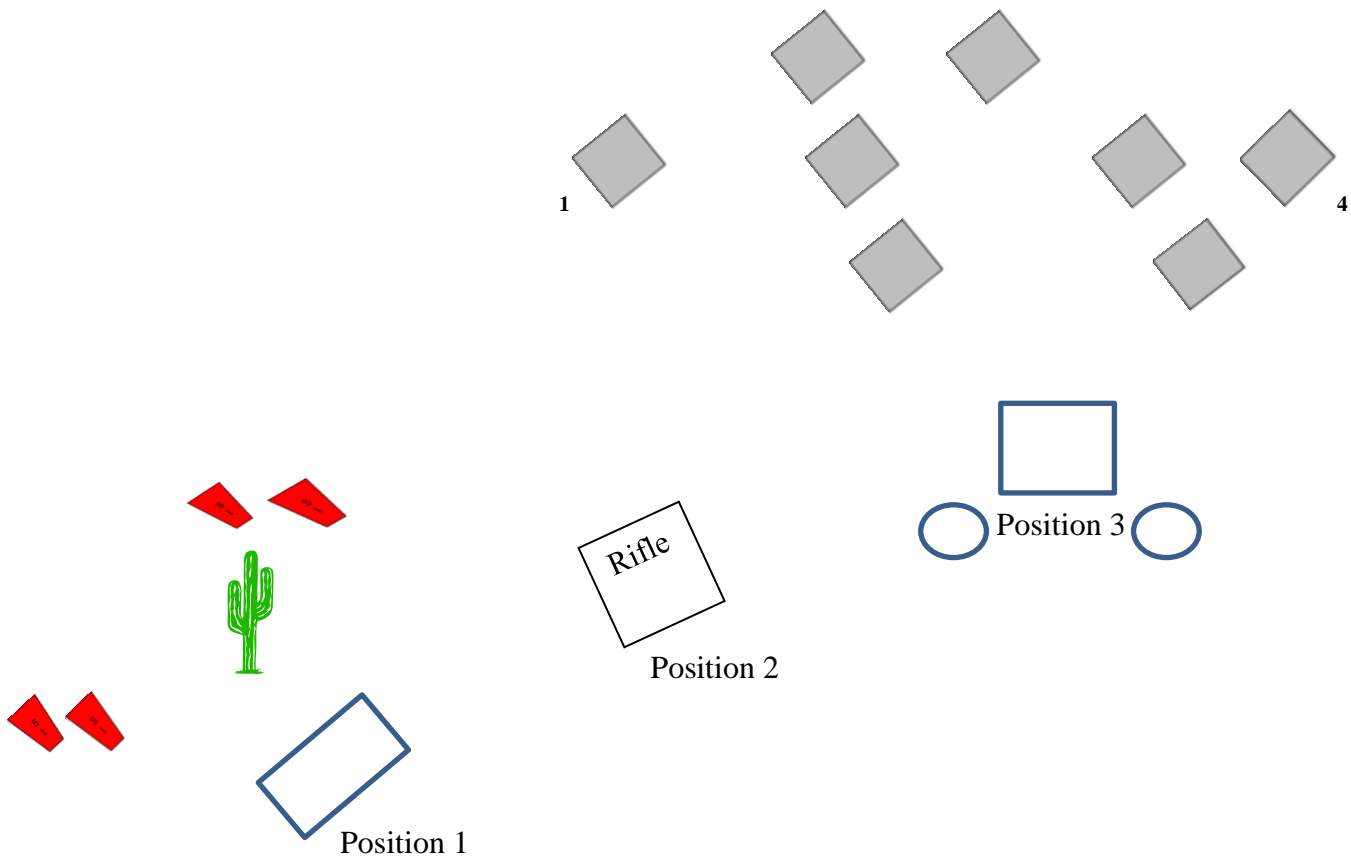
As Clint collects his bounty for the dead outlaws he brings in, he confronts the crooked sheriff saying “I thought a sheriff is supposed to be honest and courageous,” then he takes the sheriff's badge. As he is leaving, he tosses the badge on ground and says “**You people need a new sheriff.**”

Starting Position: Standing behind table at position 1, holding the badge.

Shooting Order: **SG-R-P**

Course of Fire: Timer will start after the shooter drops the badge and says “**You people need a new sheriff**”

- ATB, engage left two KD's. Move to right side of cactus and engage the remaining two KD's.
- Move to position 2 and **engage all eight targets in ANY order, THEN 4-1 (yellow targets)**
- Move to position 3 and with pistols, **engage targets in 1-4, THEN all 8 in ANY order. Targets must be engaged from between the white posts.**



Stage 8 --“High Plains Drifter”

Ammo requirements/gun staging:
10+ Shotgun – Held in both hands.

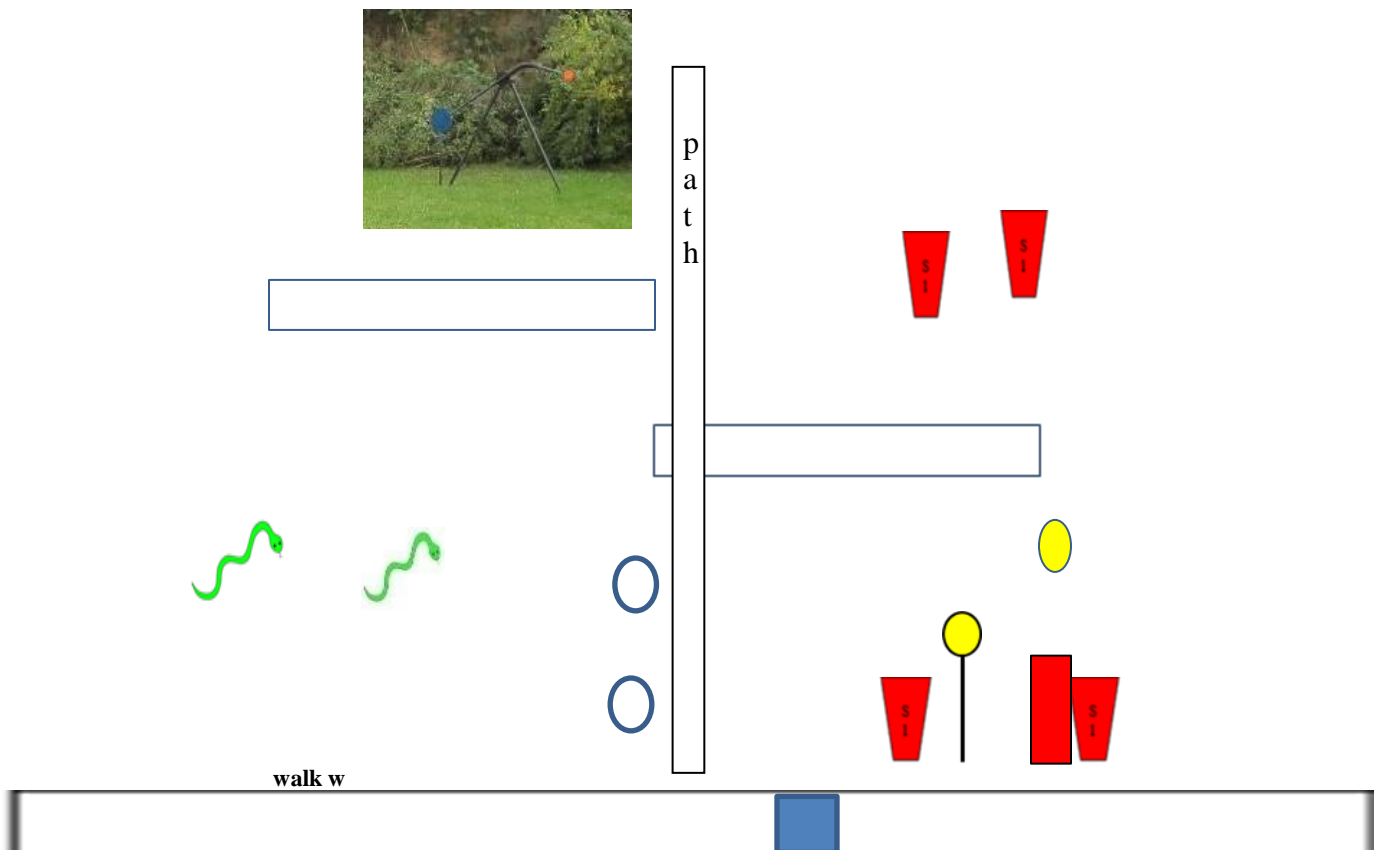
If you're ready for some running and gunning, check your supply of shotgun shells, take a deep breath and say “let's go, this place looks like Hell!”

Starting Position: Standing in the square marked on the walkway, shotgun held in both hands

Course of Fire: Timer will start after the shooter says “**Let's go, this place looks like Hell!**”

- ATB, from within the square marked on the walkway behind the railing, **engage two knockdowns and thrower/bird.** **Makeup bird must be engaged if flyer is missed.**
- Move through corral entrance.
- From the asphalt pathway and between the two white posts on the left, **engage the two snakes on a post.**
- Move down the pathway, and past wall on the right, and **engage the two knockdowns.**
- Move down the pathway, and past wall on the left, and **engage the Medusa until the bird is broken.** **Medusa knockdown plate must be engaged before the Medusa bird.**
- **Knockdowns left standing, unbroken birds and snakes left on posts all count as misses.**
- **A bird that fails to launch or launches broken is a hit, but a round must still be fired safely downrange.**

MISS TICKETS AND PROCEDURAL TICKETS MAY NOT BE USED ON THIS STAGE



Stage 9 – “The Good the Bad and the Ugly, Part 2”

Tuco, sitting on his horse, is ready to swing from the gallows when Clint shoots the rope and Tuco escapes on the runaway horse.

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – In livery doorway, at the ready

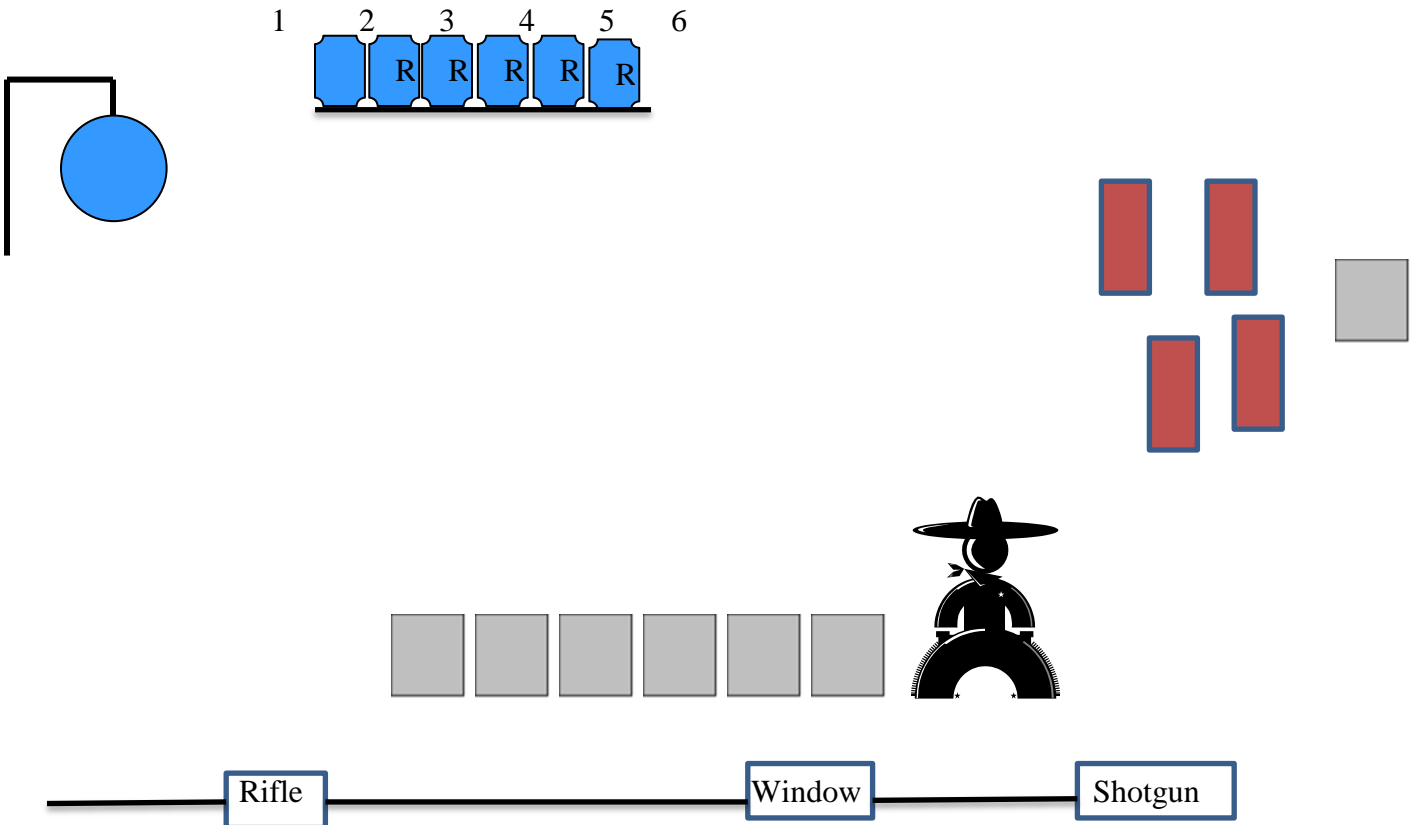
4+ Shotgun – Staged in wagon shop door

Starting Position: In the livery doorway with rifle at the ready

Shooting Order: R-P-SG

Course of Fire: Timer will start after the shooter says “Tuco, time to swing”

- ATB, with rifle, **double tap the swinger, THEN engage the 6 knock down plates with one round each from either direction, THEN double tap the swinger.**
(Rifle plates left standing may be made up on the square dump target with shotgun.)
- With pistols, from the window, **double tap large cowboy then single tap pistol targets from either direction then double tap large cowboy.**
- Engage SG KD's until down **AND THEN** makeup any misses on the plate rack.



Stage 10 – “Hang-em-High”

Ammo requirements/gun staging:

10 Pistol – Holstered.

10 Rifle – Staged in left window

4+ Shotgun – Staged in right window

In the bar, Jeb confronts one of the cowboys that hung him falsely for rustling cattle. He says, “You’re under arrest Ringo,” then pulls down his neck bandana to reveal the rope burn and says, “You should look at the face of the next man you hang!”

Starting Position: Standing in opening of choice, both hands touching hat.

Shooting Order: Shooter’s Choice, **RMNBL**.

Course of Fire: Timer will start when the shooter says “**Sorry don’t get it done, Dude**”

- ATB, Engage the two rifle targets in a **Reverse Lawrence Welk sweep**, starting on the swinger.
- With pistols, **engage targets same instructions as rifle**, starting on left target.
- **Engage KD shotgun targets..**

