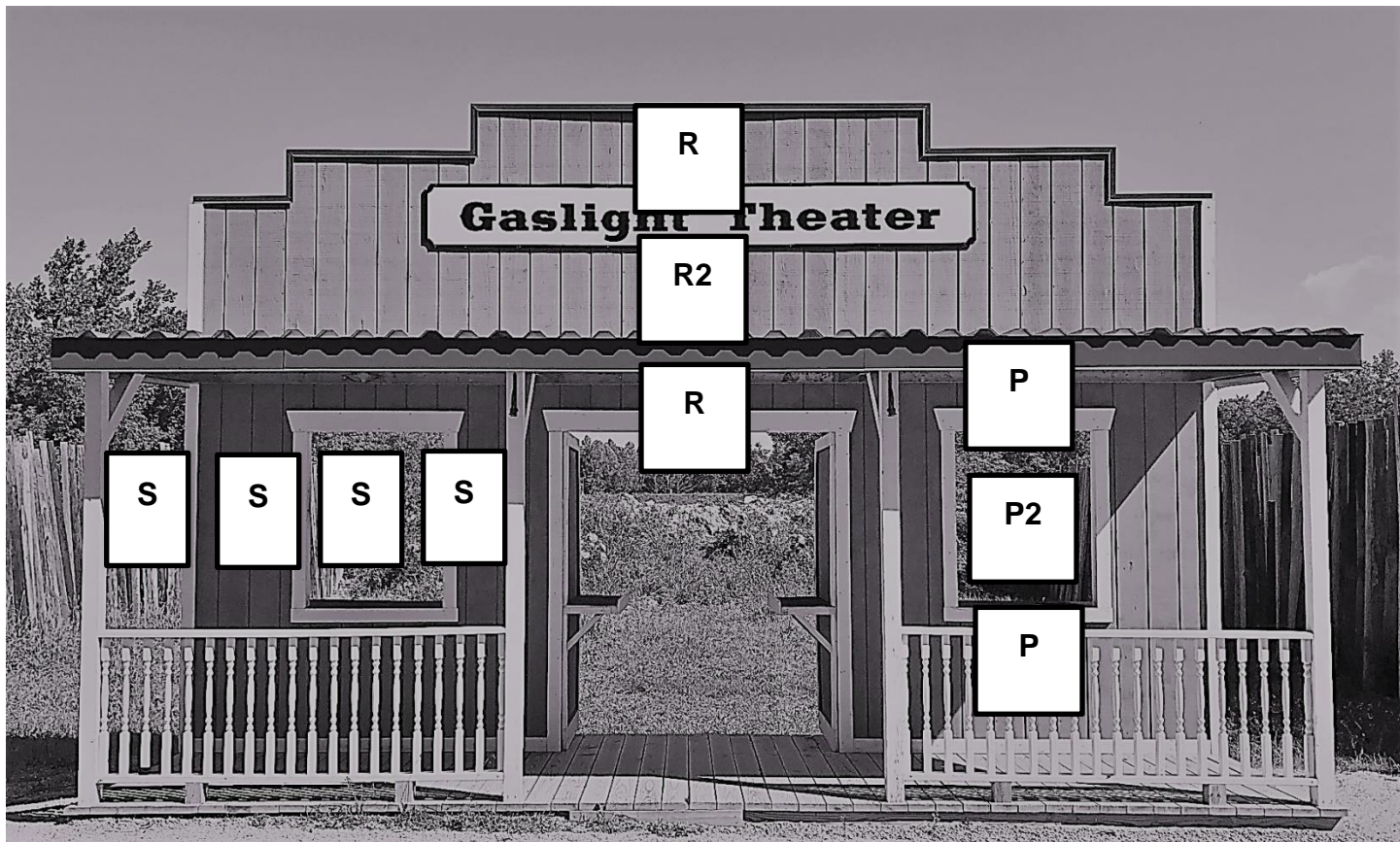


# Ride Clear of Diablo (1954)

## Stage 1 – The Gaslight Theater

### Audie Murphy Movie



### **Ammunition and Staging:**

Rifle – 10 rounds staged on left or right door shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window shelf.

### **Starting Position**

Shooter starts at left or right window with hands on hat.

### **Ready Line**

*"If I were smart, I'd shoot you right now!"*

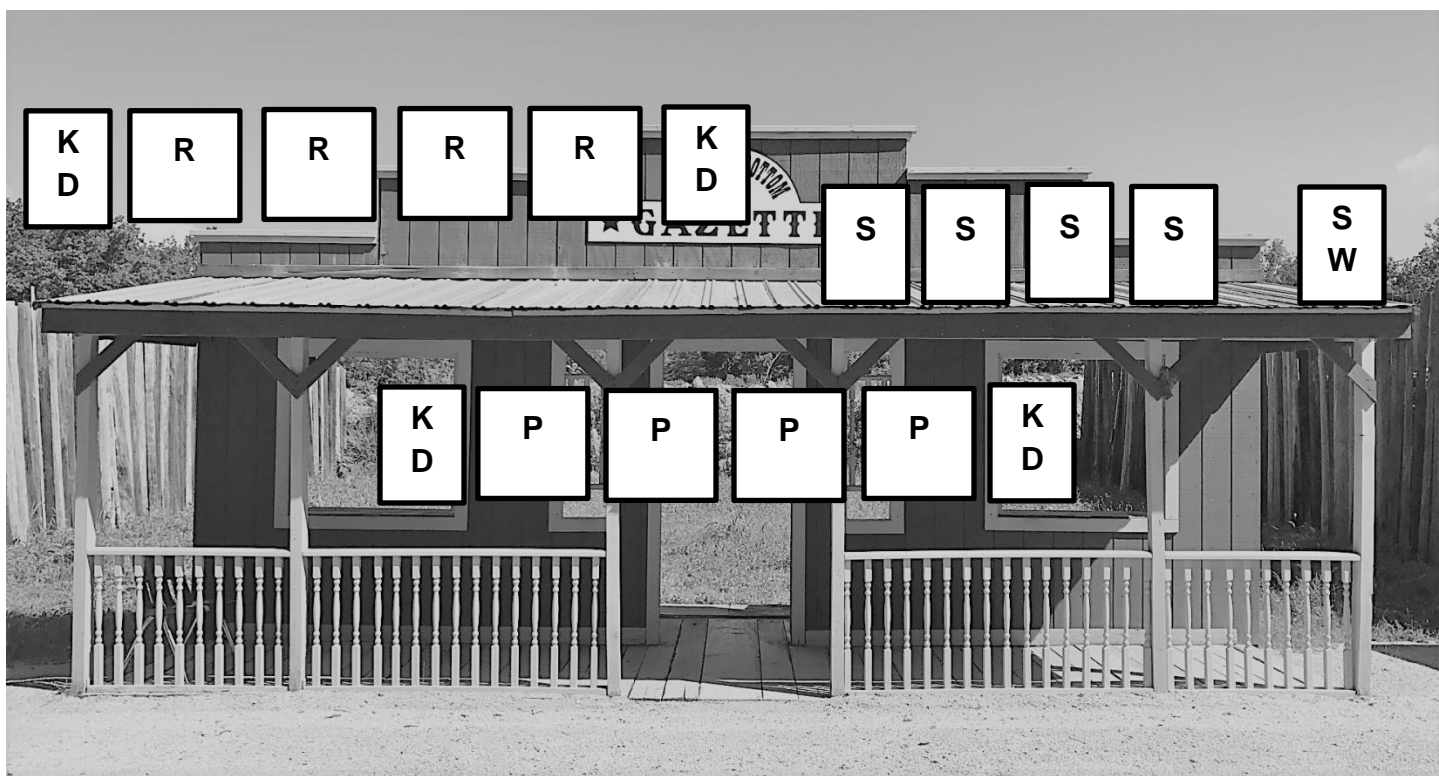
### **At The Beep**

**S/R/P or P/R/S.** Shotgun in any order. Rifle and pistol, starting on top or bottom; 2 rounds on first target, 3 rounds on middle target, ending with 5 rounds on last target.

# Ride Clear of Diablo (1954)

## Stage 2 – The Stoney Bottom Gazette

### Audie Murphy Movie



#### **Ammunition and Staging:**

Rifle – 10 rounds, in hand.

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds, staged on right window shelf.

#### **Starting Position**

Shooter starts at left window with rifle in hand.

#### **Ready Line**

*"You're getting soft Whitey."*

#### **At The Beep**

Single tap rifle in a Nevada sweep starting on either end making rifle safe on window shelf.

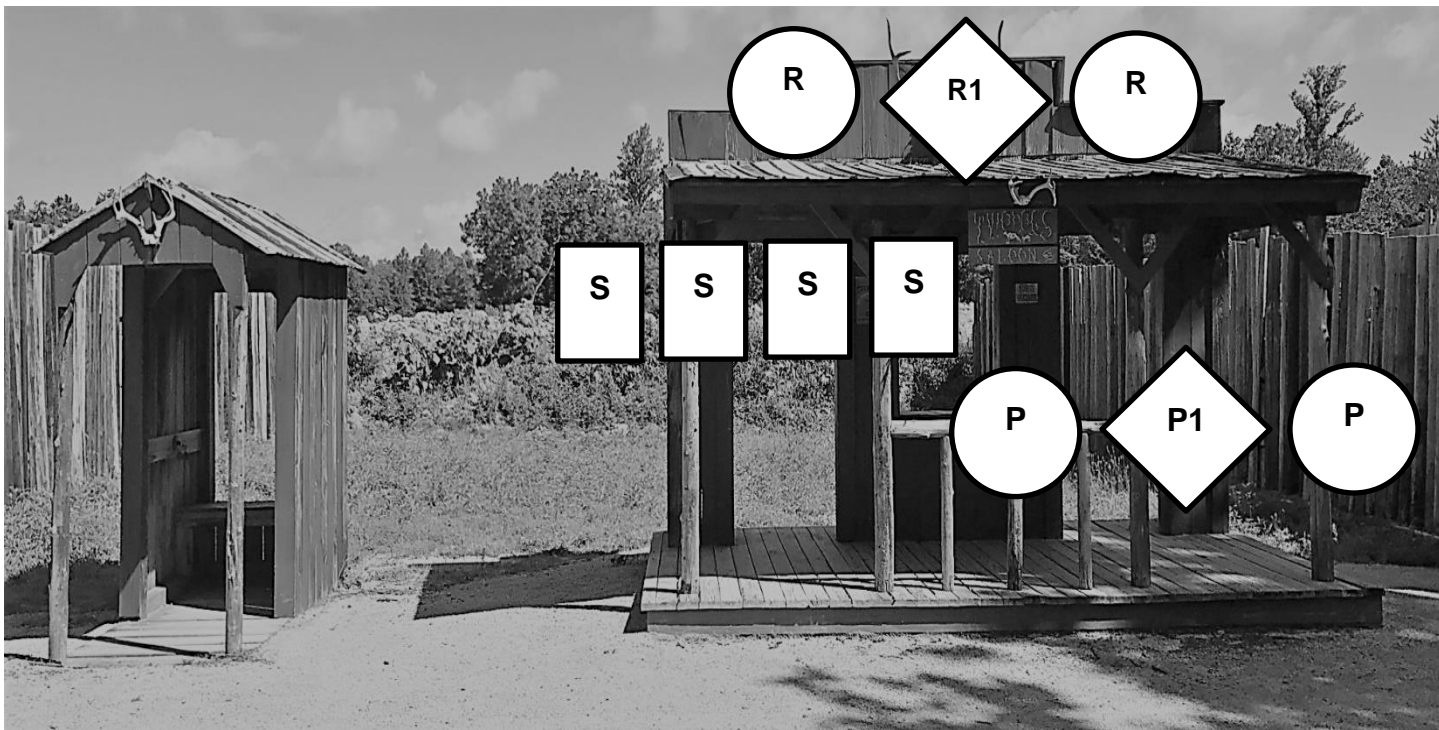
Move to doorway and engage pistol same as rifle. Shotgun in any order. If any rifle or pistol

Kd's are left standing shooter may engage swinger with shotgun for makeup(s). **R/P/S**

# Ride Clear of Diablo (1954)

## Stage 3 – The Saloon

### Audie Murphy Movie



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, port arms.

#### **Starting Position**

Shooter starts at left door with both hands holding shotgun at port arms touching leather.

#### **Ready Line**

***“Any relation to the Lowery gang?”***

#### **At The Beep**

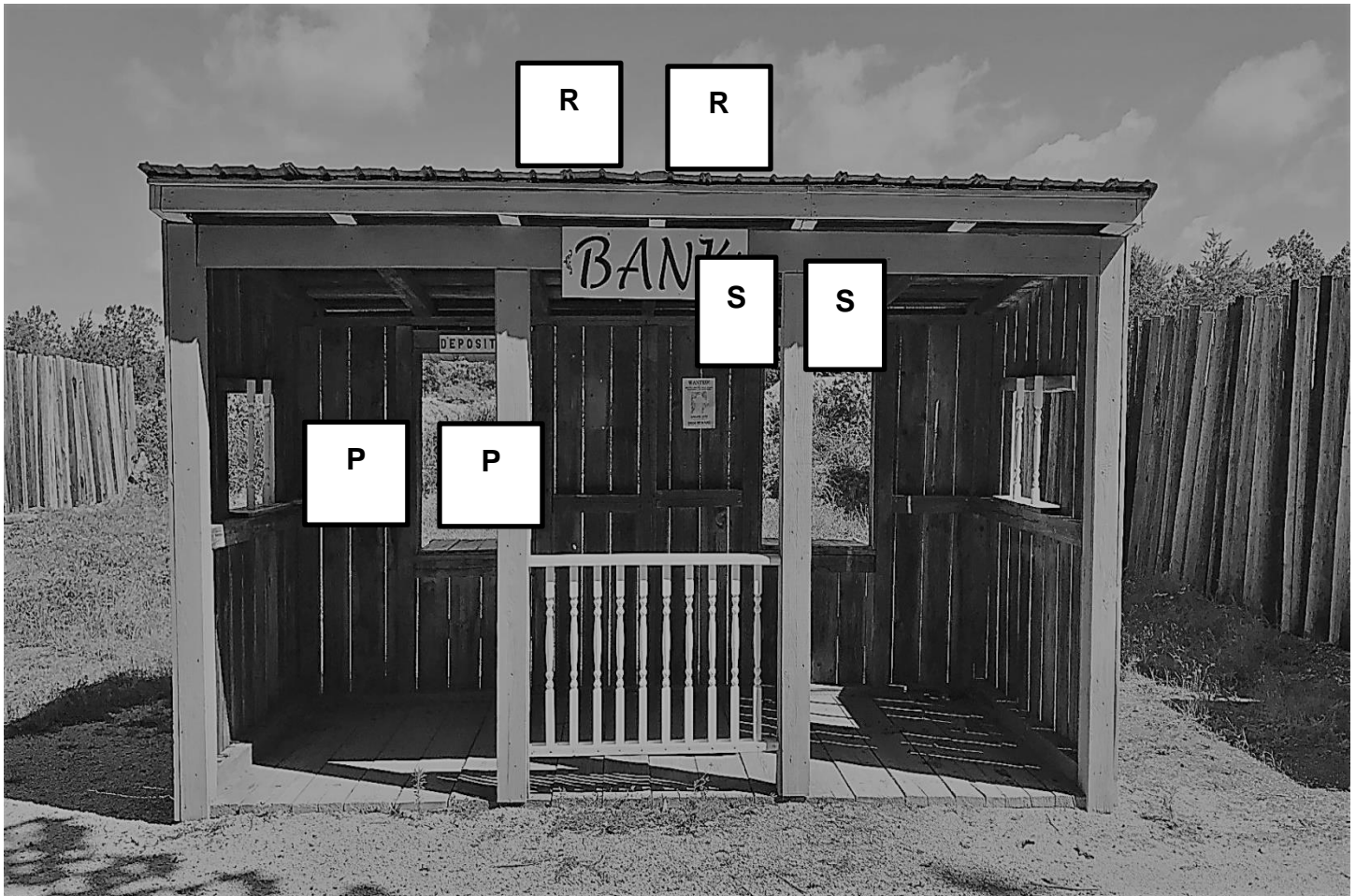
Shotgun in any order making safe on window shelf. With rifle, shooter will place 1 round on the center target, R1, and 4 rounds on an outside target followed by 1 round on the center target, R1, and 4 rounds on the opposite outside target making rifle safe on window shelf. Pistol shot same as rifle.

**S/R/P**

# No Name on the Bullet (1959)

## Stage 4 – The Bank

### Audie Murphy Movie



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on left or right window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right window shelf.

#### **Starting Position**

Shooter starts at window of choice with both hands holding money bag above shelf.

#### **Ready Line**

*"I use my gun for money!"*

#### **At The Beep**

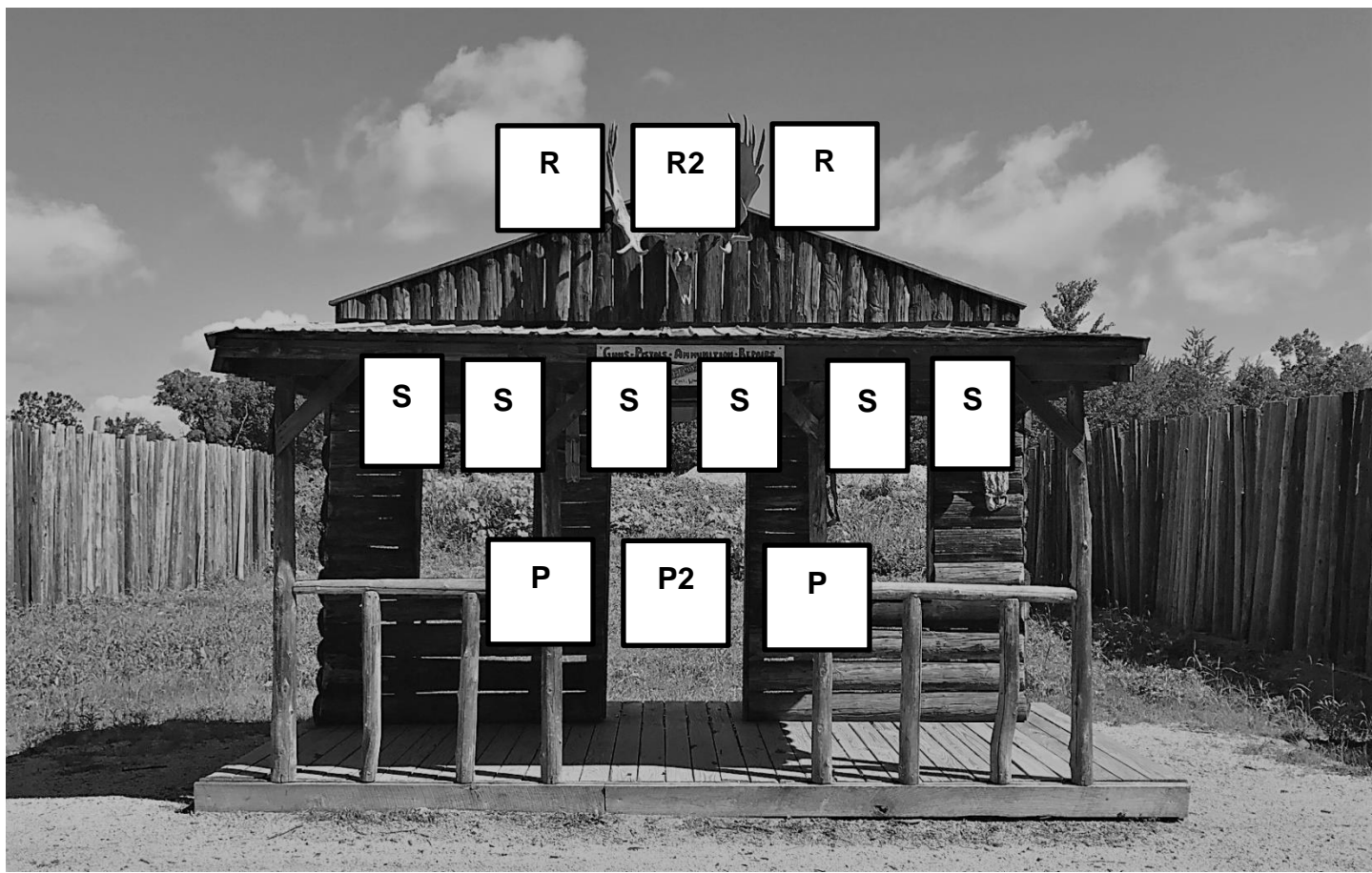
Starting with gun of choice, **not ending with rifle**, shoot rifle and pistol in a Regressive Sweep, 4 – 3 – 2 – 1; 4 shots on first target, 3 shots on opposite target, 2 shots on opposite target, with last shot going on opposite target. Shotgun in any order.



# Drums Across the River (1954)

## Stage 5 – The Hardware Store

### Audie Murphy Movie



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on window shelf of choice.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds, staged on window shelf of choice.

#### **Starting Position**

Shooter starts at position of choice with hands at side.

#### **Ready Line**

***"You don't have to see a skunk to know he's around!"***

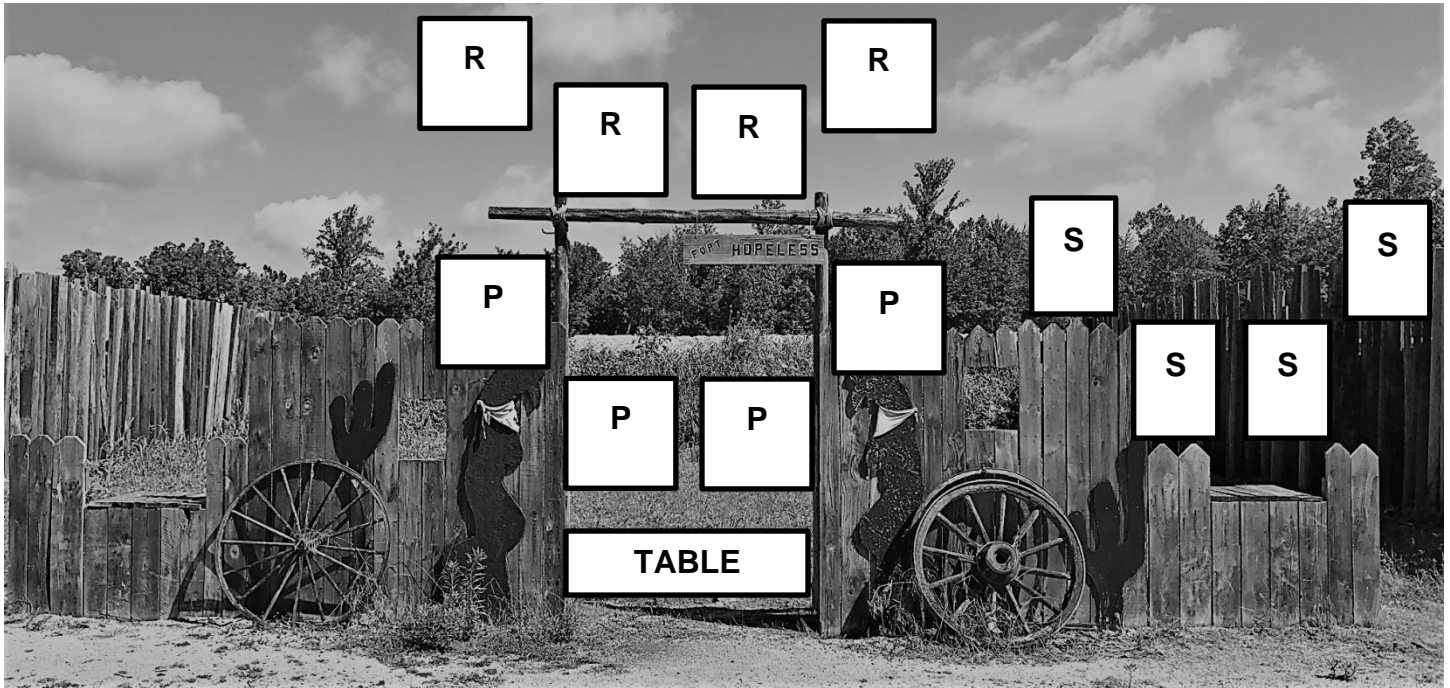
#### **At The Beep**

Starting with gun of choice, **not ending with rifle**, engage shotgun target(s) through each opening with engagement and makeup(s) through opening of choice. Rifle shot from window of choice in a double tap Ohio Sweep starting from either end. Pistol shot through door same as rifle.

# No Name on the Bullet (1959)

## Stage 6 – Fort Staudinger

### Audie Murphy Movie



#### **Ammunition and Staging:**

Rifle – 10 rounds staged on table.

Pistols – 5 rounds each, holstered or staged on table.

Shotgun – 4+ rounds, staged on right shelf.

#### **Starting Position**

Shooter starts at position of choice with gun(s) of choice in hand and muzzle(s) touching table/shelf.

Hand may be touching shotgun shells if gun of choice to start.

#### **Ready Line**

***"Why do you want to kill my friend?"***

#### **At The Beep**

Shooter's choice of gun **not ending with rifle**. Rifle and pistol are round count with upper targets requiring 3 rounds each and lower targets requiring 2 rounds each. Shotgun in any order.