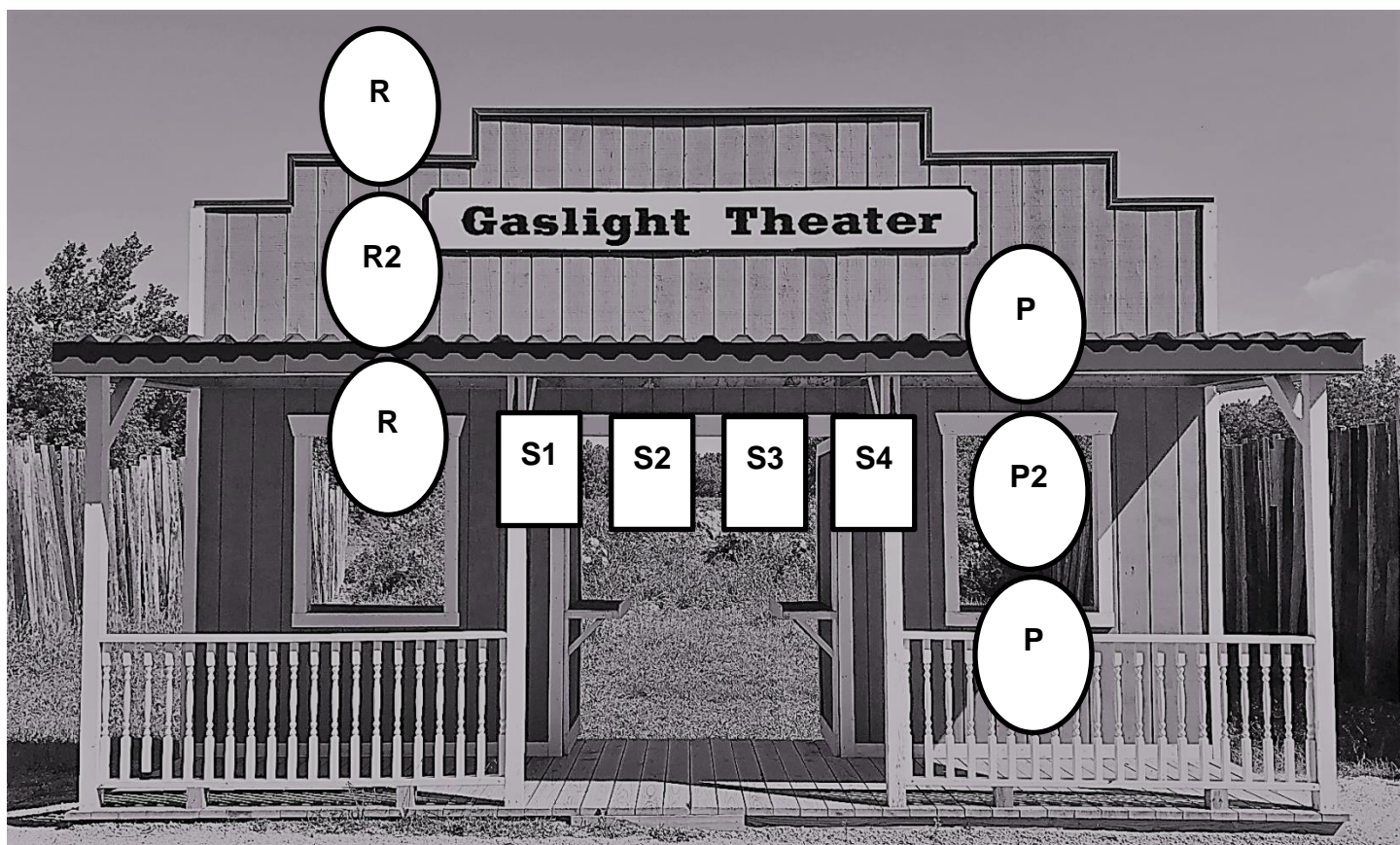


Blazing Saddles – (1974)

Stage 1 – The Gaslight Theater



Ammunition and Staging:

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either door shelf.

Starting Position

Shooter starts at left window with rifle in hand.

Ready Line

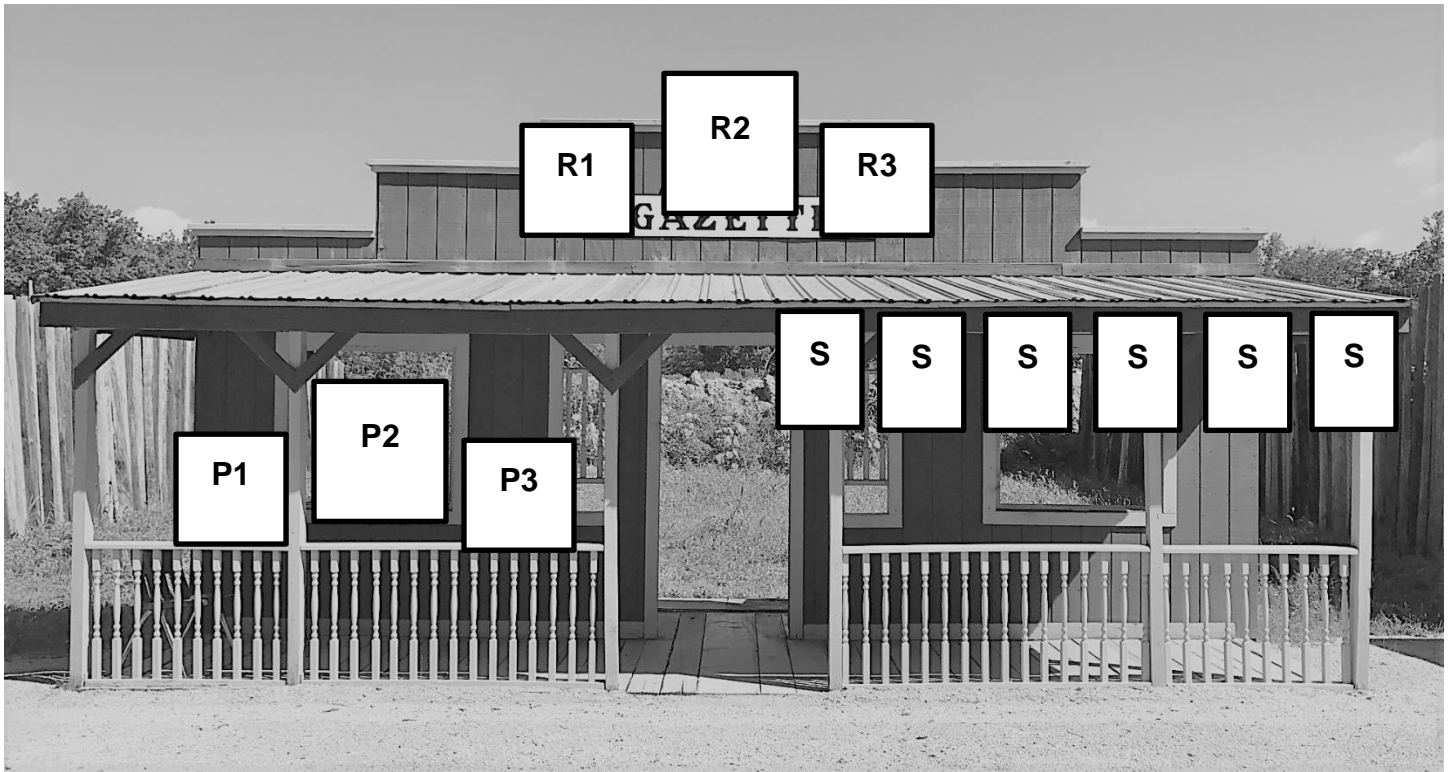
“Reach for it mister!”

At The Beep

Starting on top or bottom engage rifle targets in a 2 – 1 – 2 sweep. **Yes you may.** Move to doorway and engage shotgun targets in any order. Move to right window and engage pistol targets same as rifle. **Rifle/Shotgun/Pistol**

Urban Cowboy – (1980)

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds, staged at center table.

Pistols – 5 rounds each holstered.

Shotgun – 6+ rounds, staged on right window shelf

Starting Position

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

Ready Line

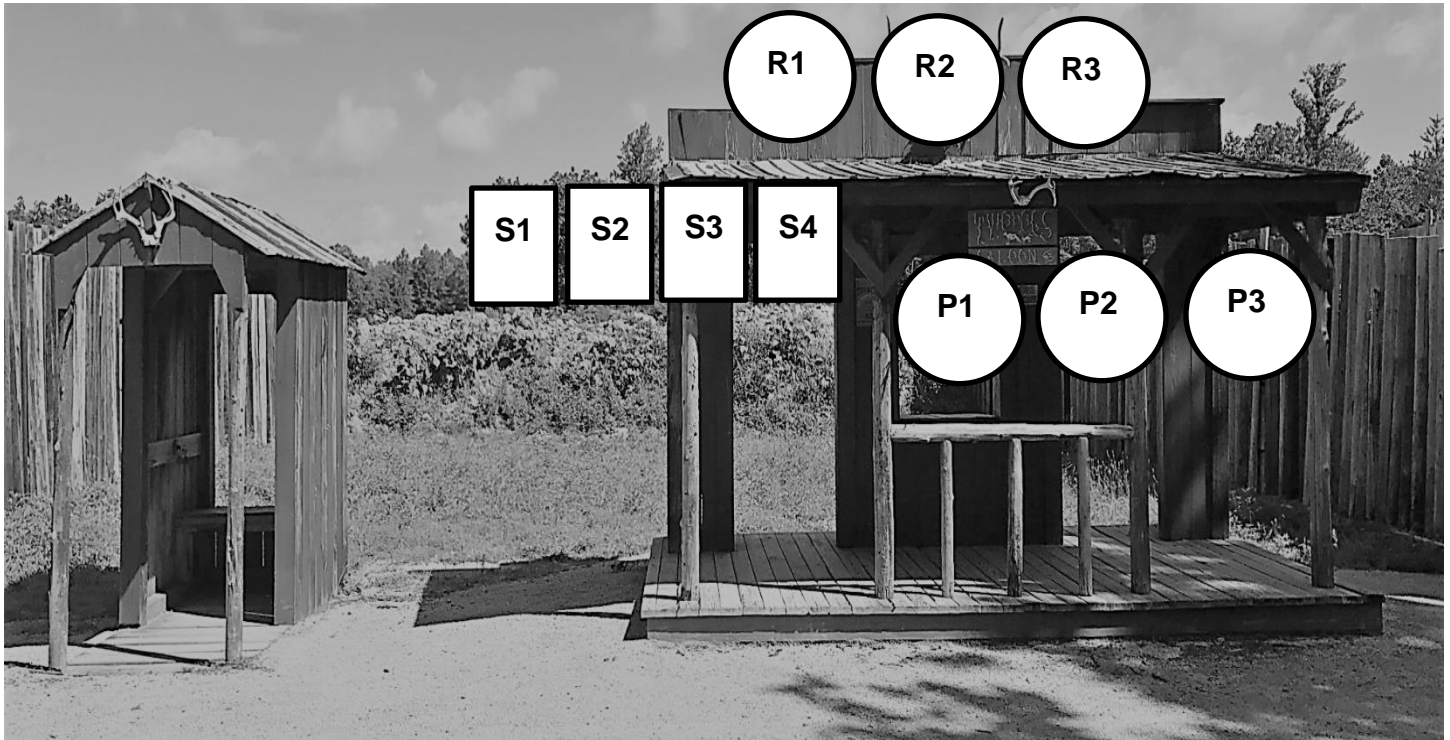
“You a real cowboy?”

At The Beep

Shotgun in any order. Move to doorway and engage rifle targets in a 1 – 3 – 2 – 3 – 1 Nevada type sweep starting from either end; R1, R2, R2, R2, R3, R3, R2, R2, R2, R1. Move to left window and engage pistol targets same as rifle. **Pistol/Rifle/Shotgun or Shotgun/Rifle/Pistol**

McClintock – (1963)

Stage 3 – The Saloon



Ammunition and Staging:

Rifle – 10 rounds staged on window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window shelf.

Starting Position

Shooter starts at right doorway in Texas surrender (both hands may be on crossdraw).

Ready Line

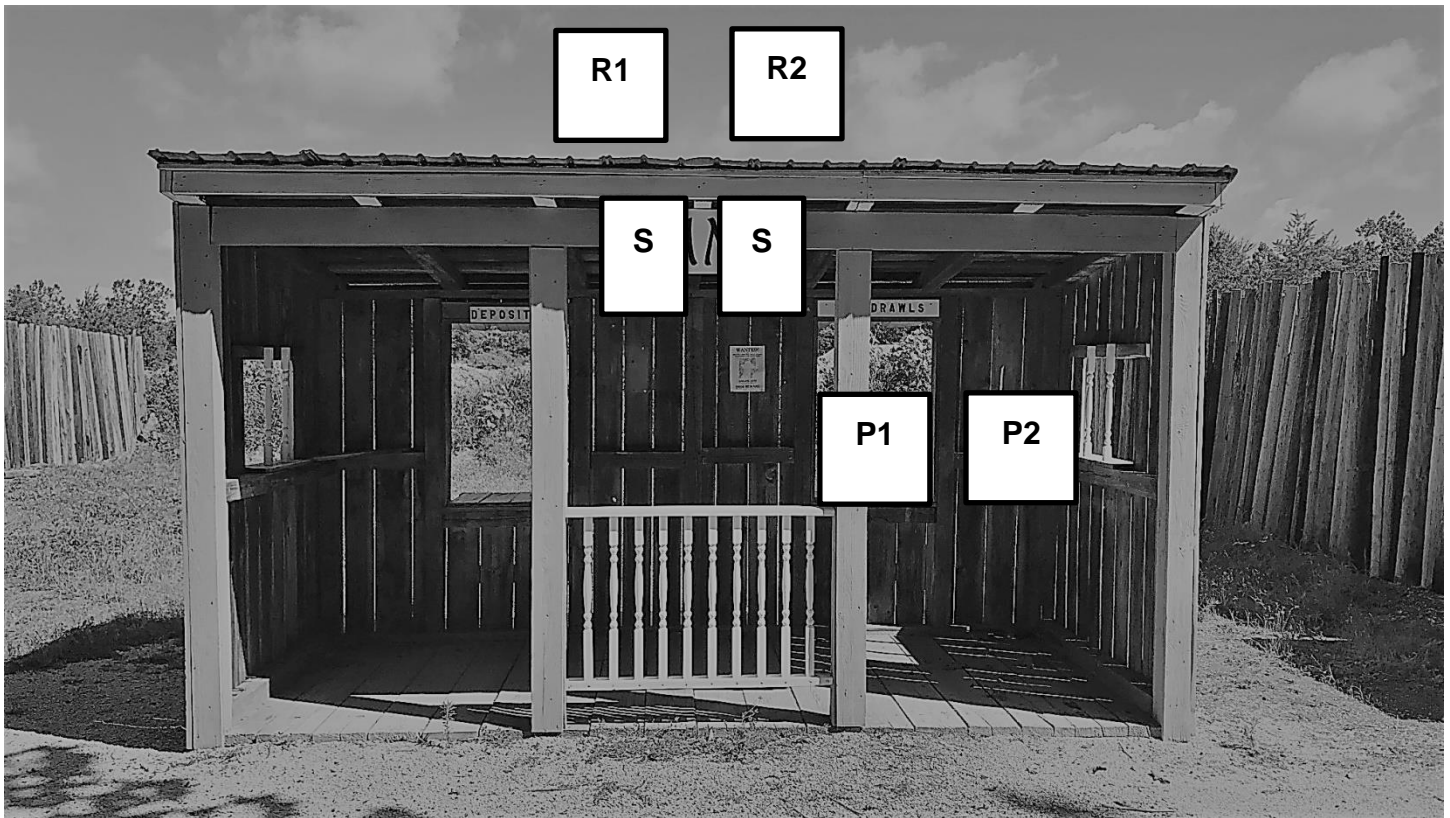
“Swell party, where’s the whiskey?”

At The Beep

With pistol(s) engage an outside target with 3 shots followed by the center target with 2 shots, then to the opposite outside target with 3 shots ending with 2 shots on the center target; P1, P1, P1, P2, P2, P3, P3, P3, P2, P2. Move to window and engage rifle targets same as pistol. Move to left door with shotgun and engage targets in any order. **Pistol/Rifle/Shotgun**

Colt .45 – (1950)

Stage 4 – The Bank



Ammunition and Staging:

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

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on opposite window shelf of rifle.

Starting Position

Shooter starts at window of choice with hands touching firearm of choice but not lifting.

Ready Line

“A gun.... is a force for either good or evil....”

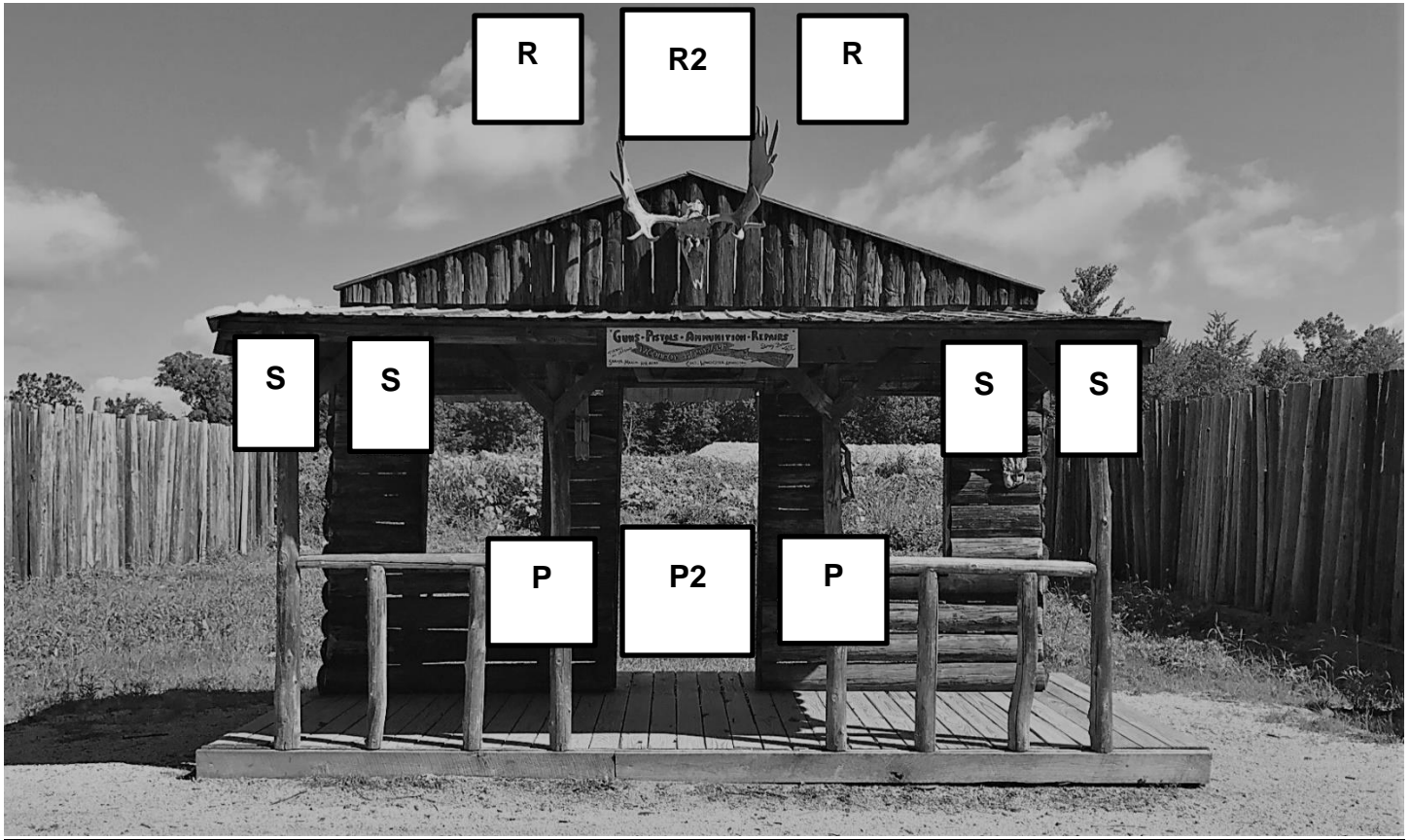
At The Beep

Rifle and pistol targets are engaged, starting on either target, by double tapping each, then single tap each, followed by double tapping each (no triple taps); R1, R1, R2, R2, R1, R2, R1, R1, R2, R2.

Shotgun in any order. **Do not end with rifle.**

The Magnificent Seven – (1960)

Stage 5 – The Hardware Store



Ammunition and Staging:

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

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand at opposite window of rifle.

Starting Position

Shooter starts at window of choice with shells in hand but not touching shotgun.

Ready Line

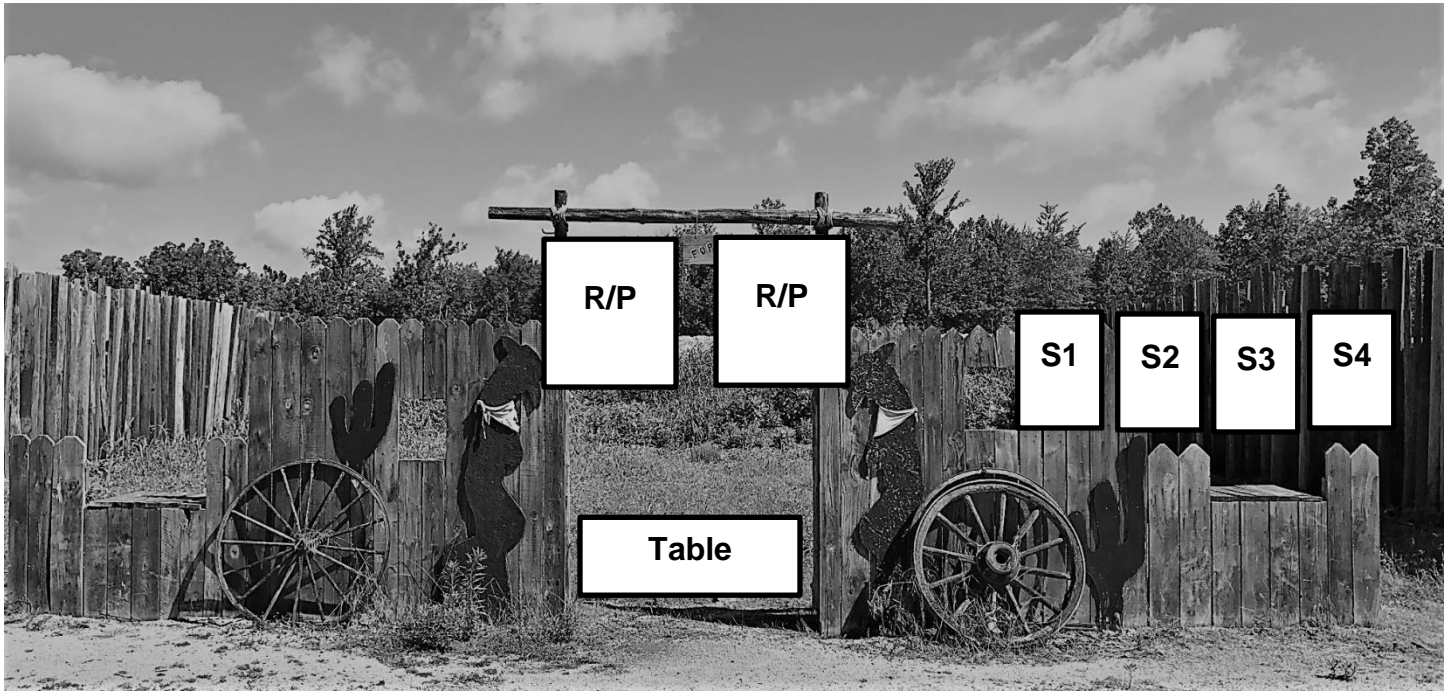
“Get that hearse rollin’!”

At The Beep.

With shotgun engage each pair of targets through each window, make-ups where engaged. With rifle engage targets in a Max Indiana sweep; R2, R2, R2, R2, R1, R1, R2, R2, R3, R3. Make rifle safe on window shelf, move to doorway, and engage pistol targets same as rifle. **Shotgun/Rifle/Pistol**

RThe Hateful Eight – (2015)

Stage 6 – Fort Staudinger



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 with hands flat on table or right shelf.

Ready Line

“You’re going to get a bullet!”

At The Beep

With rifle and pistol alternate first 5 rounds starting on left or right target with last 5 rounds shot on opposite target started with; R1, R2, R1, R2, R1, R2, R2, R2, R2, R2. Shotgun in any order. **Do not end with rifle.**