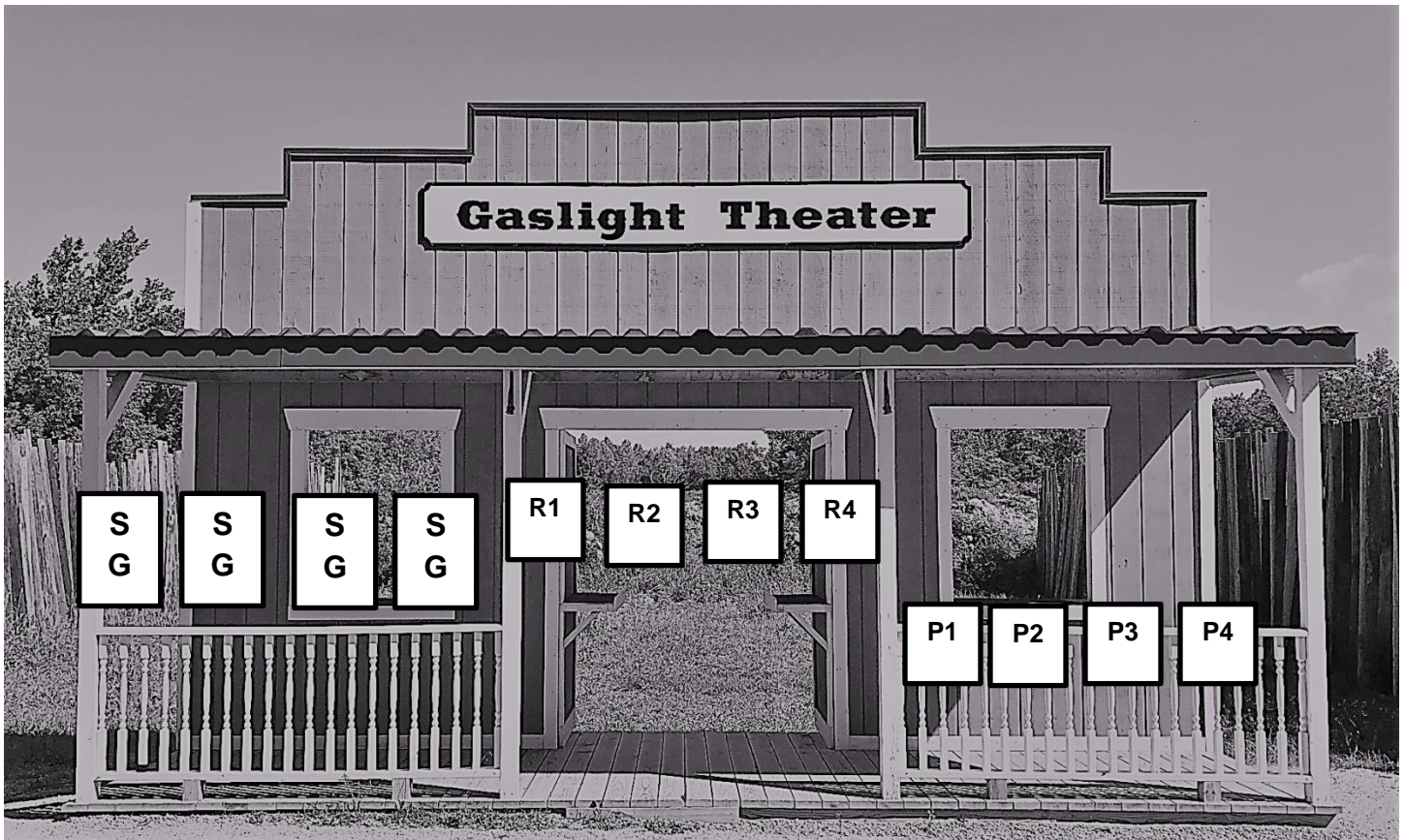


# CHISUM (1970)

## Stage 1 – The Gaslight Theater



### **Ammunition and Staging:**

Shotgun – 4+ rounds, staged in left window

Rifle – 10 rounds, staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

### **Starting Position**

Shooter starts at either left or right window, gun(s) aimed at target. Both hands on gun(s).

### **Gun Order**

Pistol – Rifle – Shotgun <OR> Shotgun – Rifle – Pistol

### **Ready Line**

*"I know what you said, Mr. Chisum! But I ain't the rest of them!"*

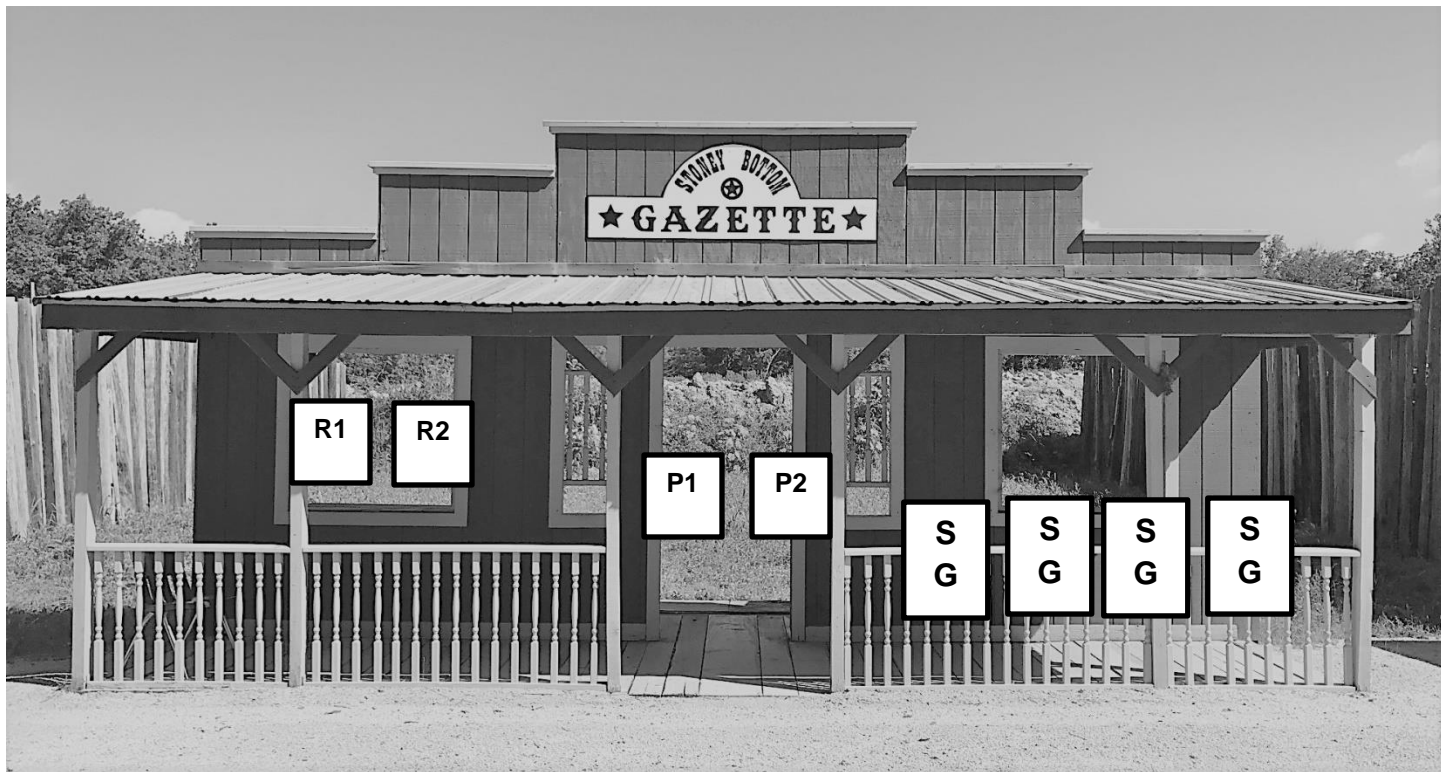
### **At The Beep**

Knock down all four shotgun targets. Engage rifle targets in a 1 – 3 – 1 pattern from either end.

Repeat from the other end. (i.e., R1, R2, R2, R2, R3, R4, R3, R3, R3, R2). Through right window, using pistol instructions, engage pistol targets.

# CHISUM (1970)

## Stage 2 – The Stoney Bottom Gazette



### **Ammunition and Staging:**

Shotgun – 4+ rounds, staged in right window.

Rifle – 10 rounds, staged on left window.

Pistols – 5 rounds each, holstered.

### **Starting Position**

Shooter starts at left window, hands at your side.

### **Gun Order:**

Rifle – Pistol – Shotgun

### **Ready Line**

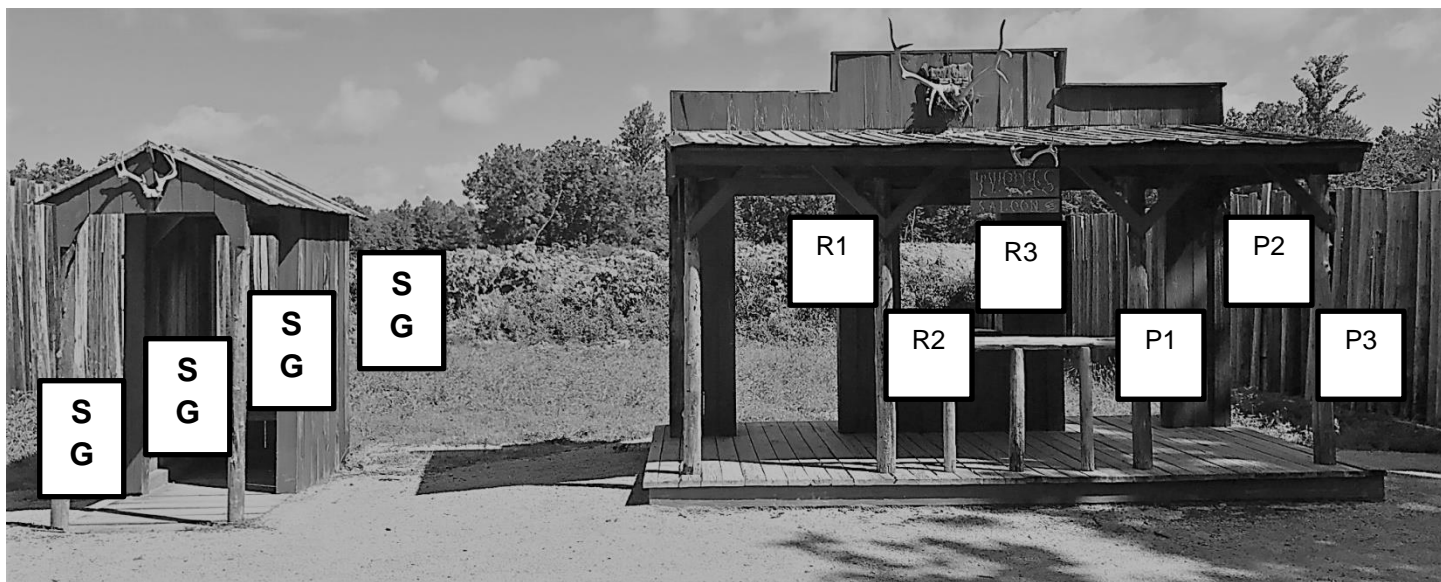
*“Just lead!”*

### **At The Beep**

Engage rifle targets in an alternating progressive sweep starting one either target. (i.e., R1, R2, R2, R1, R1, R1, R2, R2, R2, R2). From doorway engage pistol targets in the same manner. Through right window, knock down all four shotgun targets.

# CHISUM (1970)

## Stage 3 – The Saloon



### **Ammunition and Staging:**

Rifle – 10 rounds staged in Saloon window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on outhouse seat.

### **Starting Position**

Shooter starts at outhouse, hands on posts.

### **Gun Order**

Shotgun – Rifle – Pistol

### **Ready Line**

*“There’s going to be some mighty interesting people at that party!”*

### **At The Beep**

Knock down all four shotgun targets. Move to saloon, and using rifle through the window engage rifle targets in a double tap Nevada sweep (in either direction) starting on the middle target. (i.e., R2, R2, R3, R3, R2, R2, R1, R1, R2, R2). Through right doorway, engage pistol targets in the same manner.

# CHISUM (1970)

## Stage 4 – The Bank



### **Ammunition and Staging:**

Shotgun – 4+ rounds, staged in left window.

Rifle – 10 rounds, staged on cactus.

Pistols – 5 rounds each, holstered.

### **Starting Position**

Shooter starts at cactus, both hands on fully staged rifle.

### **Gun Order**

Rifle – Shotgun – Pistols

### **Ready Line**

*“Let’s break out some Winchesters!”*

### **At The Beep**

Engage rifle targets in a Speed Stevens Sweep (sweep the bottom three targets twice from the same direction, then engage the top target four times). Make rifle safe on cactus. Through left window, knock down all four shotgun targets. Through right window, engage pistol targets same as the rifle.

# CHISUM (1970)

## Stage 5 – The Hardware Store



### **Ammunition and Staging:**

Shotgun – 4+ rounds, staged in right window.

Rifle – 10 rounds, staged on shelf at starting position.

Pistols – 5 rounds each, holstered.

### **Starting Position**

Shooter starts at either right or left window, hands on hat.

### **Gun Order**

Pistol – Rifle – Shotgun <OR> Shotgun – Rifle – Pistol

### **Ready Line**

*"We may have to be neighbors, but I don't have to be neighborly."*

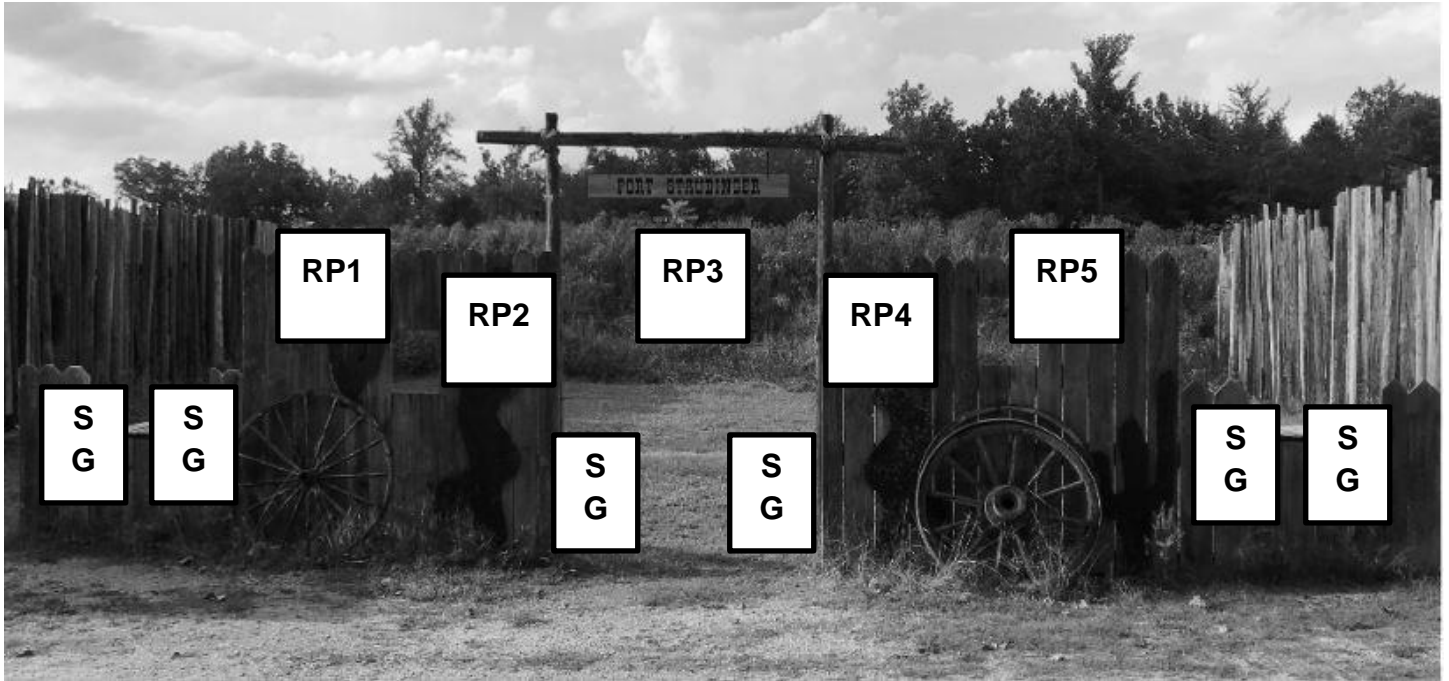
### **At The Beep**

With pistols, through left window engage targets in a Badfinger Bodene Sweep (with first five rounds engage the middle three targets in an Indiana sweep (P3, P3, P2, P3, P4) in either direction, then with second five shots sweep all five targets from either end). Through doorway, engage rifle targets in the same manner. Through right window knock down all four shotgun targets.



# CHISUM (1970)

## Stage 6 – Fort Staudinger



### **Ammunition and Staging:**

Shotgun – 6+ rounds, staged on right or left shelf.

Rifle – 10 rounds, staged on center table.

Pistols – 5 rounds each, holstered.

### **Starting Position**

Shooter starts at either shelf, one hand on fully staged shotgun, one hand on ammo in belt.

### **Gun Order**

Shotgun – Pistol – Rifle – Shotgun <OR> Shotgun – Rifle – Pistol - Shotgun

### **Ready Line**

*“Get some torches! I’ll burn the son of a gun out!”*

### **At The Beep**

Knock down two shotgun targets. Move to center table and knock down two more shotgun targets. Stage shotgun safely for further use. Engage rifle/pistol targets in a jackrabbit sweep from either end (RP1, RP3, RP5, RP4, RP2). Repeat. Do this for both the rifle and the pistol. Move with shotgun to other shelf and knock down the two remaining shotgun targets.