

The Outlaws – 1943

Stage 1 – The Gaslight Theater



Ammunition and Staging:

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

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts in doorway with rifle in hand.

Ready Line

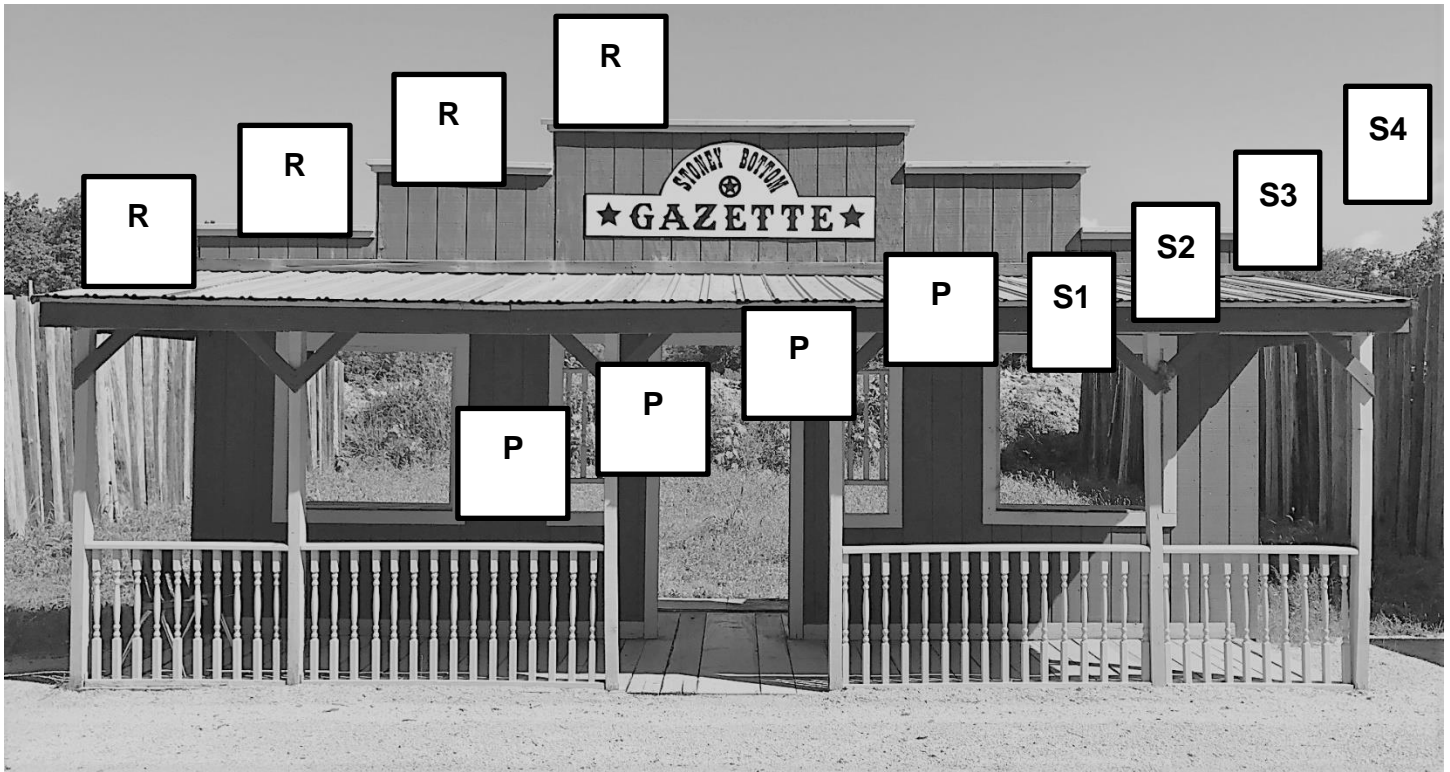
“You mean you’d trade me for a horse?”

At The Beep

Engage rifle targets in a double tap sweep starting from either end with last 4 rounds placed on center target. Move to left or right window (shooter’s choice). Pistol shot same as rifle & shotgun in any order. **Rifle/Pistol/Shotgun or Rifle/Shotgun/Pistol**

High Plains Drifter – 1973

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds, staged on left window shelf

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds, staged on right window shelf

Starting Position

Shooter starts in doorway in Texas surrender; hand(s) on pistol(s)

Ready Line

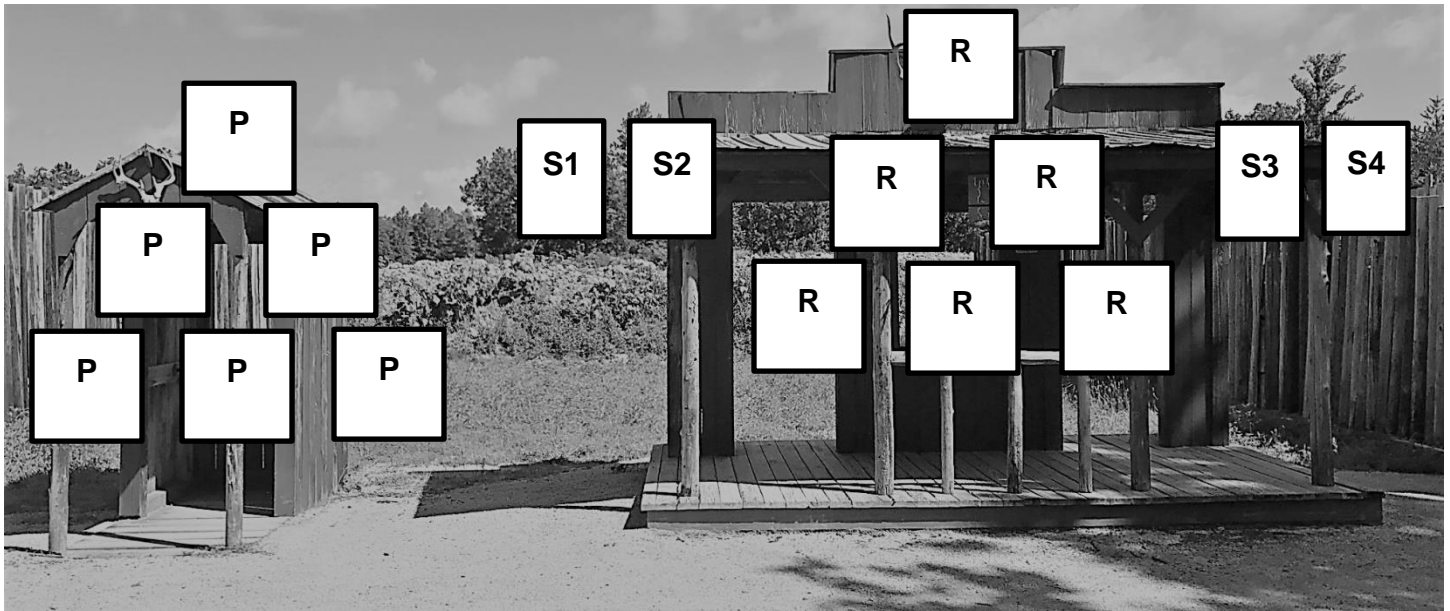
“Right now I don’t feel too agreeable!”

At The Beep

Starting from either end put 4 rounds on 1st target, 3 rounds on 2nd target, 2 rounds on 3rd target, and 1 round on 4th and last target. Move to left window and engage rifle targets same as pistol. Move to right window and engage shotgun in any order. **Pistol/Rifle/Shotgun**

Hombre – 1967

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 outhouse with hands on each side of doorway.

Ready Line

“You better put down that gun!”

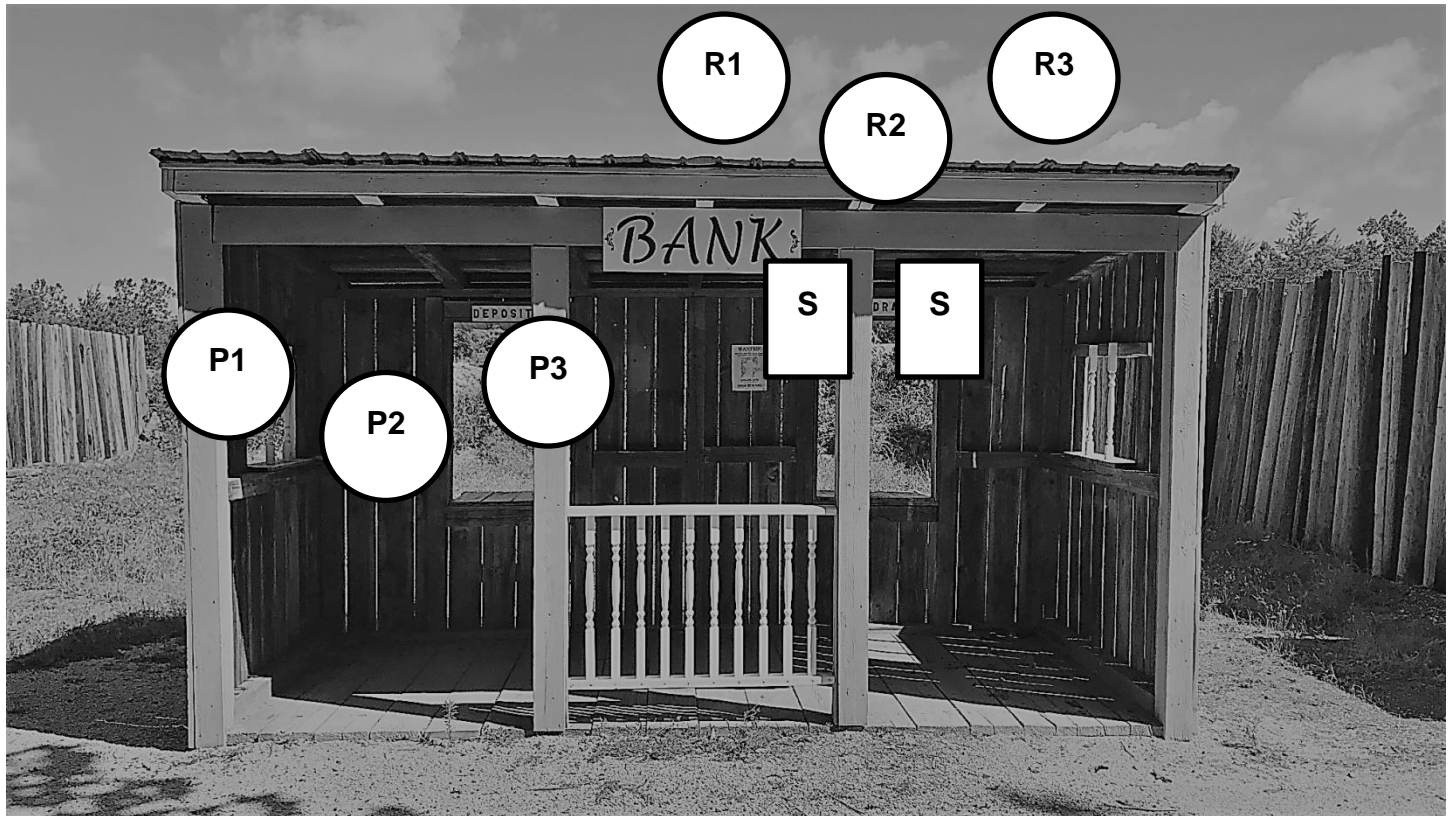
At The Beep

Engage targets as a round count (any order) with 1 shot each on lower targets, 2 shots each on middle/center targets, and 3 shots on the upper target. Move to window and engage rifle targets same as pistol. With shotgun engage each pair through each door, make-ups where engaged.

Pistol/Rifle/Shotgun

Young Guns – 1988

Stage 4 – The Bank



Ammunition and Staging:

Rifle – 10 rounds staged on right window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2 rounds, in hand.

Starting Position

Shooter starts at right window with shotgun in hand, both hands touching.

Ready Line

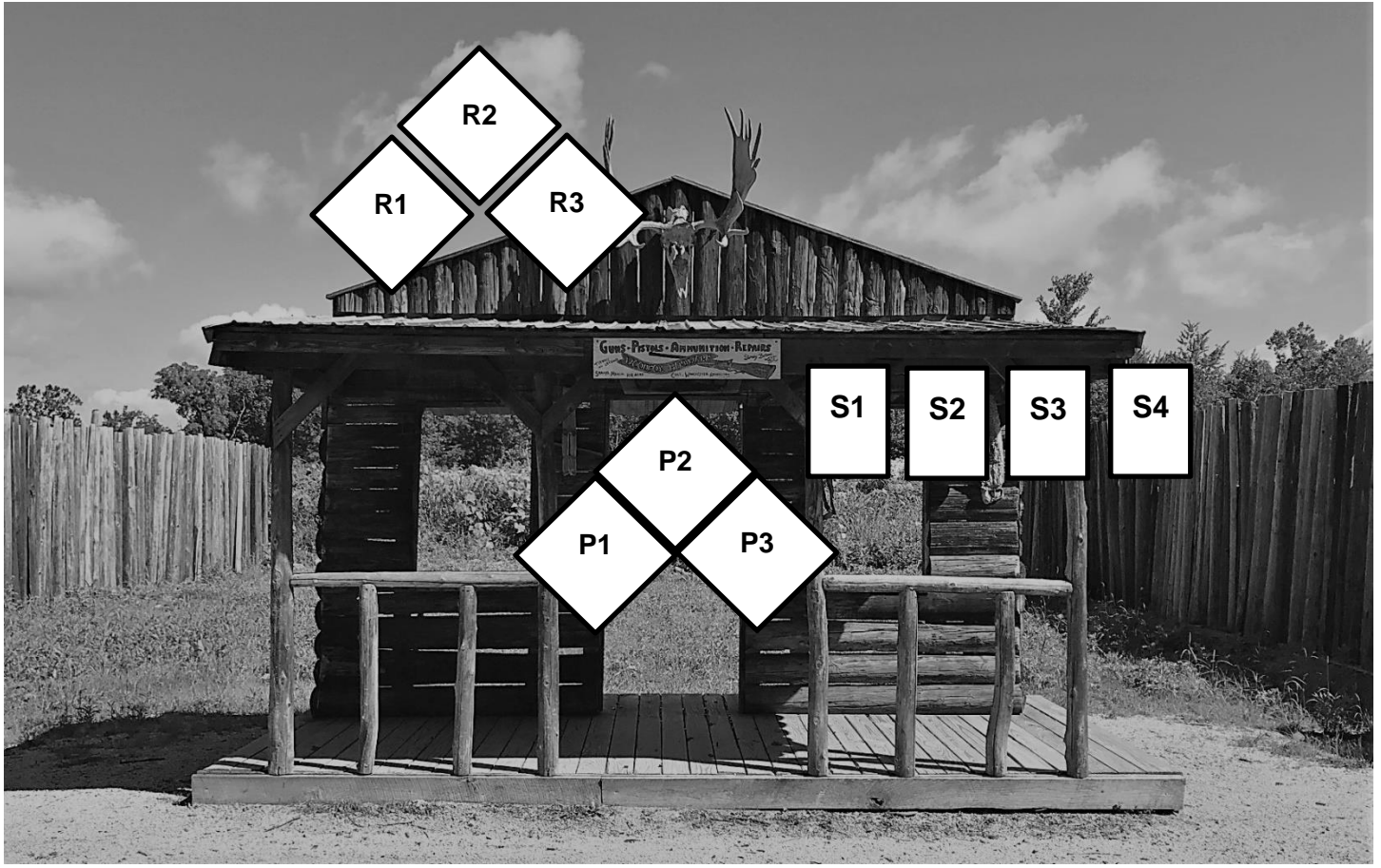
“I have a rendezvous with destiny.”

At The Beep

Shotgun in any order. Shooter will engage center rifle target with 2 shots and then engage left or right outside target with 3 shots followed by engaging center target with 2 shots and ending with 3 shots on opposite outside target from first engaged, i.e. R2, R2, R1, R1, R1, R2, R2, R3, R3, R3. Move to left window and engage pistol targets same as rifle.

True Grit – 1969

Stage 5 – The Hardware Store



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, in hand.

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

Starting Position

Shooter starts in doorway with pistol(s) in hand.

Ready Line

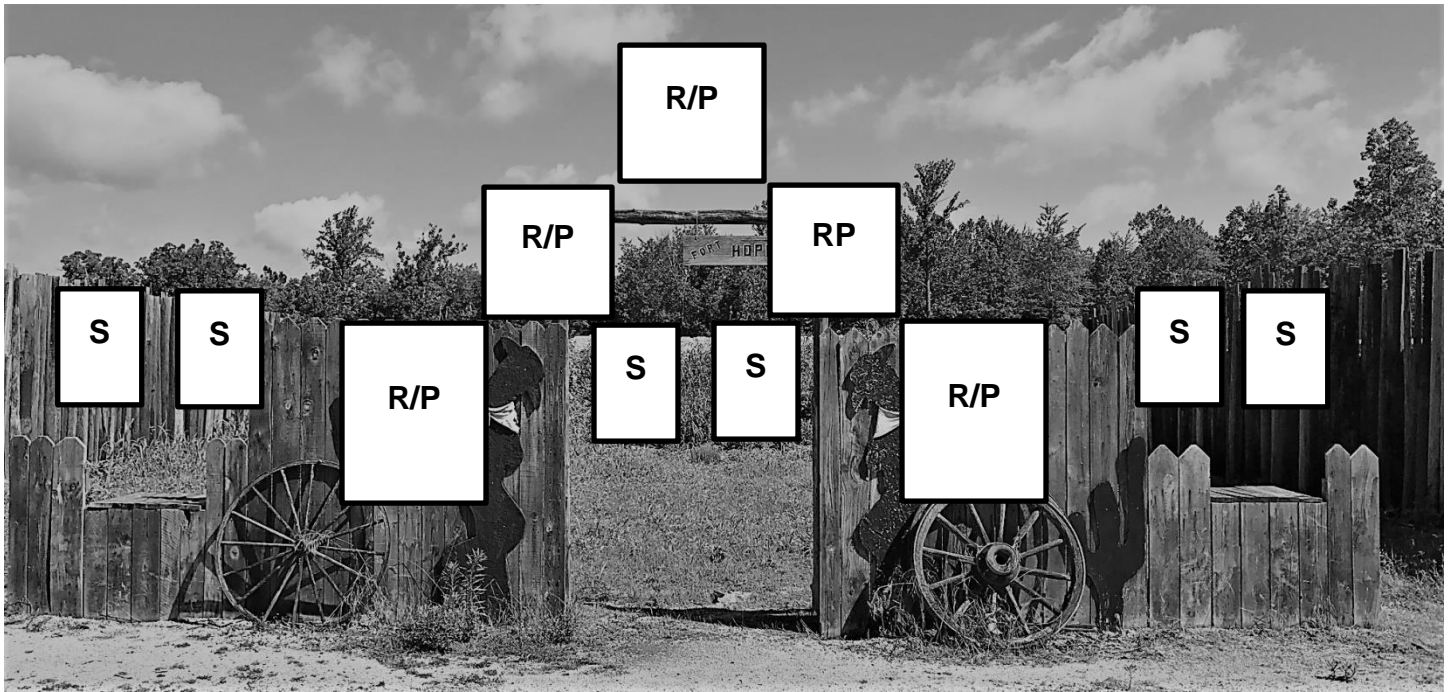
“Fill your hands...!!”

At The Beep

Engage pistol targets in an Ohio sweep starting from either end, i.e. P1, P2, P1, P2, P3., repeat; no you may not. Move to left window and engage rifle same as pistol. Move to right window and engage shotgun in any order.

DOC – 1971

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 left or right shelf.

Starting Position

Shooter starts at left or right outside shelf with hands on hat.

Ready Line

“You’d be surprised at the things you can solve with a gun.”

At The Beep

Knockdown both shotgun and move to table and knockdown both shotgun. With rifle next and pistols last, targets are engaged in a round count with each target receiving **4 shots each**.

Shotgun/Rifle/Pistol