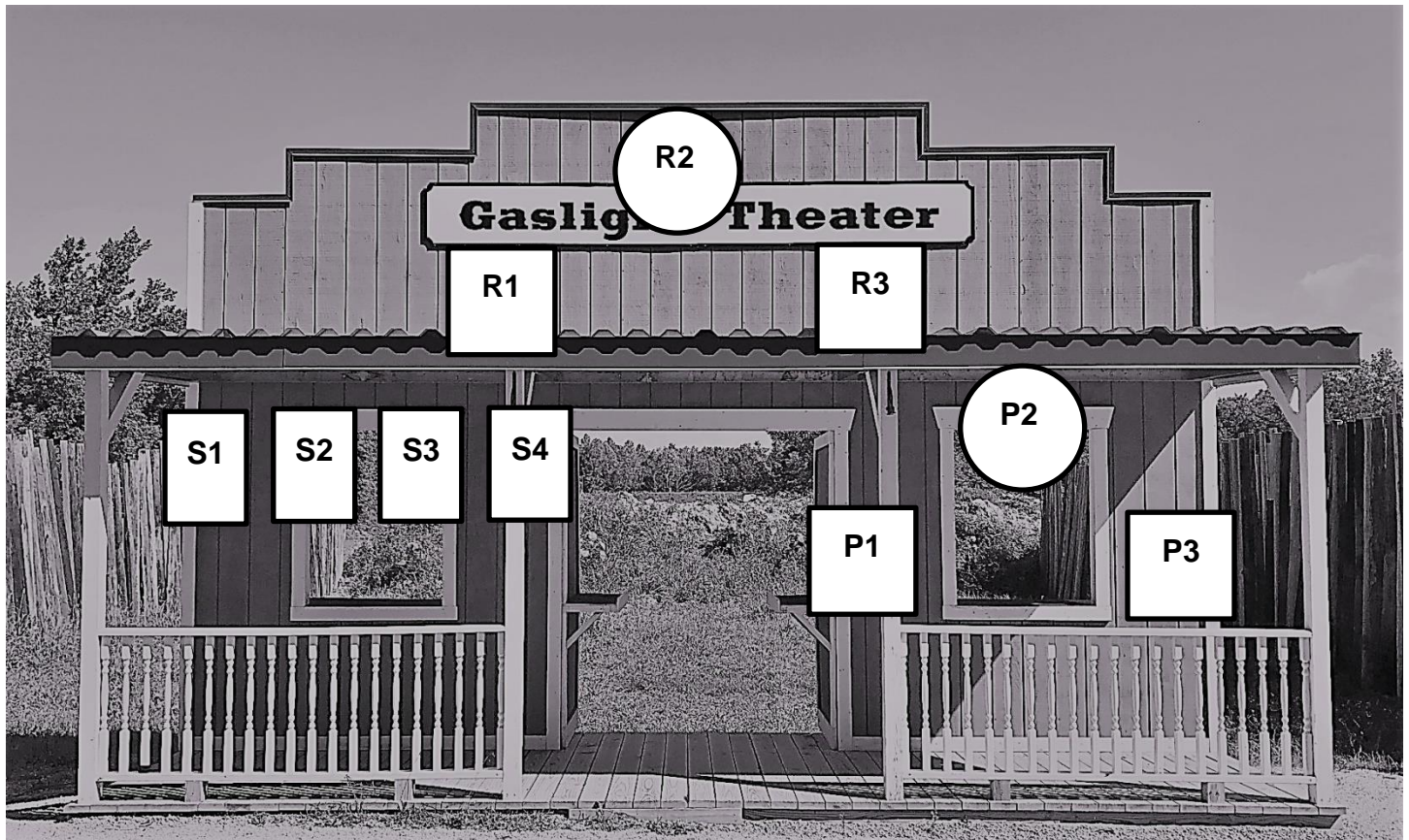


True Grit - (1969)

Stage 1 – The Gaslight Theater



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's choice at left or right window with hands on hat.

Ready Line

“True grit is making a decision and standing by it”

At The Beep

Engage rifle and pistol targets by triple tapping the center target **first**, then double tapping each outside target, and ending by triple tapping the center target; R2, R2, R2, R1, R1, R3, R3, R2, R2, R2. Rifle will be made safe on either door shelf. Shotgun made safe where engaged. **Gun order = shotgun/rifle/pistol or pistol/rifle/shotgun.**

True Grit - (1969)

Stage 2 – The Stoney Bottom Gazette



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 in doorway, rifle in hand.

Ready Line

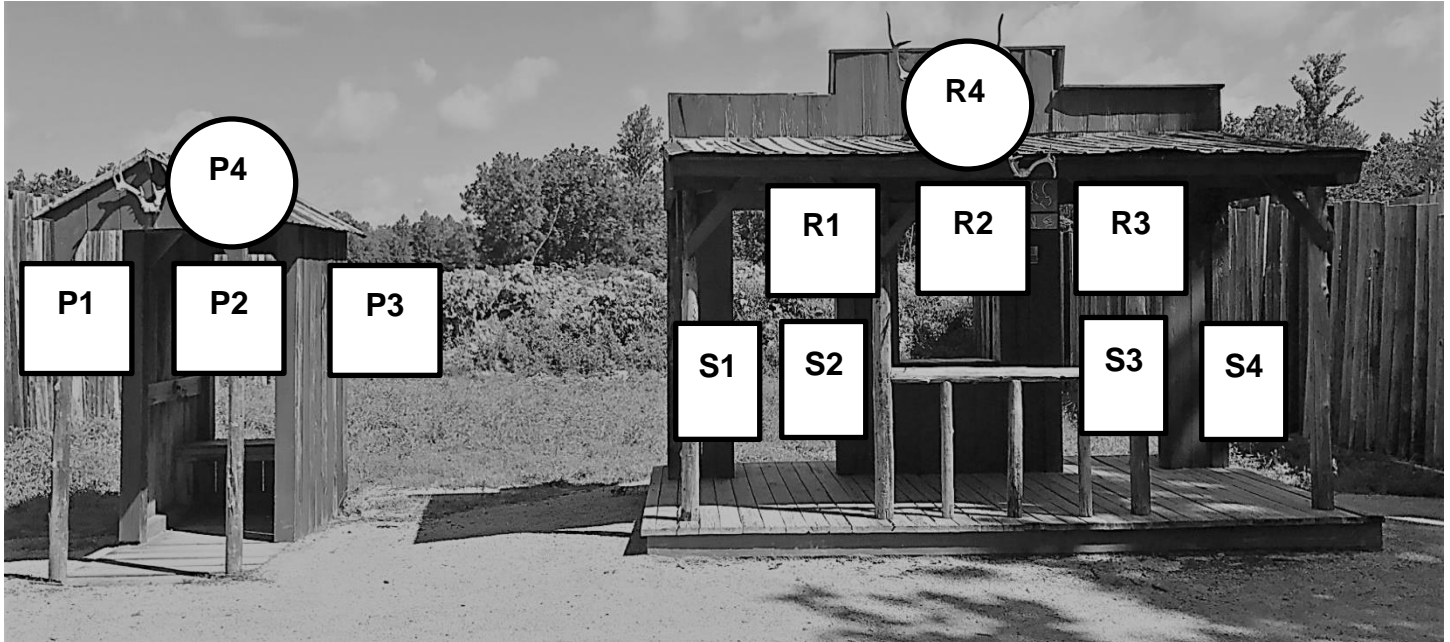
“Fill your hands!!”

At The Beep

With rifle, starting from either end, engage the targets in two separate 2 – 1 – 2 sweeps from each end; R1, R1, R2, R3, R3, R3, R3, R2, R1, R1. Rifle made safe at left or right window shelf per shooter's choice. Pistol shot same as rifle. Shotgun engaged in any order. ***Gun order = rifle/pistol/shotgun or rifle/shotgun/pistol.***

True Grit – (1969)

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 with hands on outhouse door frame

Ready Line

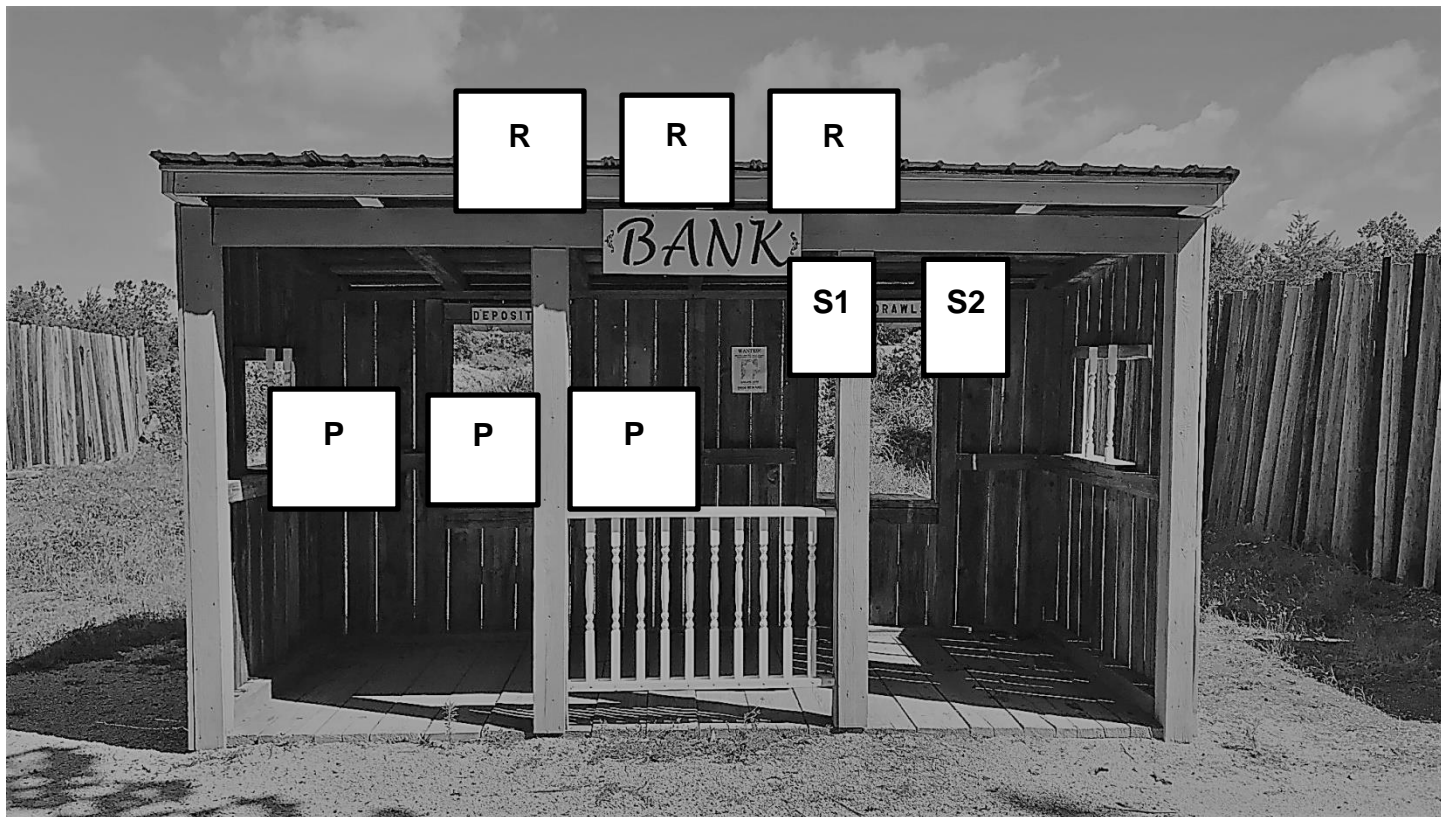
“I was born game and I intend to go out that way”

At The Beep

Engage the 3 lower pistol targets with a single tap **sweep** starting from either end, then engage upper target with 4 shots, ending with a single tap sweep on lower targets; P1, P2, P3, P4, P4, P4, P4, P1, P2, P3. Move to the center window and engage the rifle targets same as pistol. With shotgun engage targets from each doorway with shooter’s choice of starting doorway. Make ups where engaged. **Gun order = Pistol/Rifle/Shotgun.**

True Grit - (1969)

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 right window shelf.

Starting Position

Shooter starts with hands touching both sides of window frame at window of choice.

Ready Line

“You must pay for everything in this world!”

At The Beep

Starting with gun of choice, **not ending with rifle**, engage rifle and pistol targets by alternating 5 rounds starting on the left or right outside target. Repeat alternate of 5 rounds with opposite outside target; R1, R2, R1, R2, R1, R3, R2, R3, R2, R3. Shotgun engaged in any order.

True Grit - (1969)



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered or in hand.

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

Starting Position

Shooter starts at left window with hands on **FULLY** staged rifle (not lifting).

Ready Line

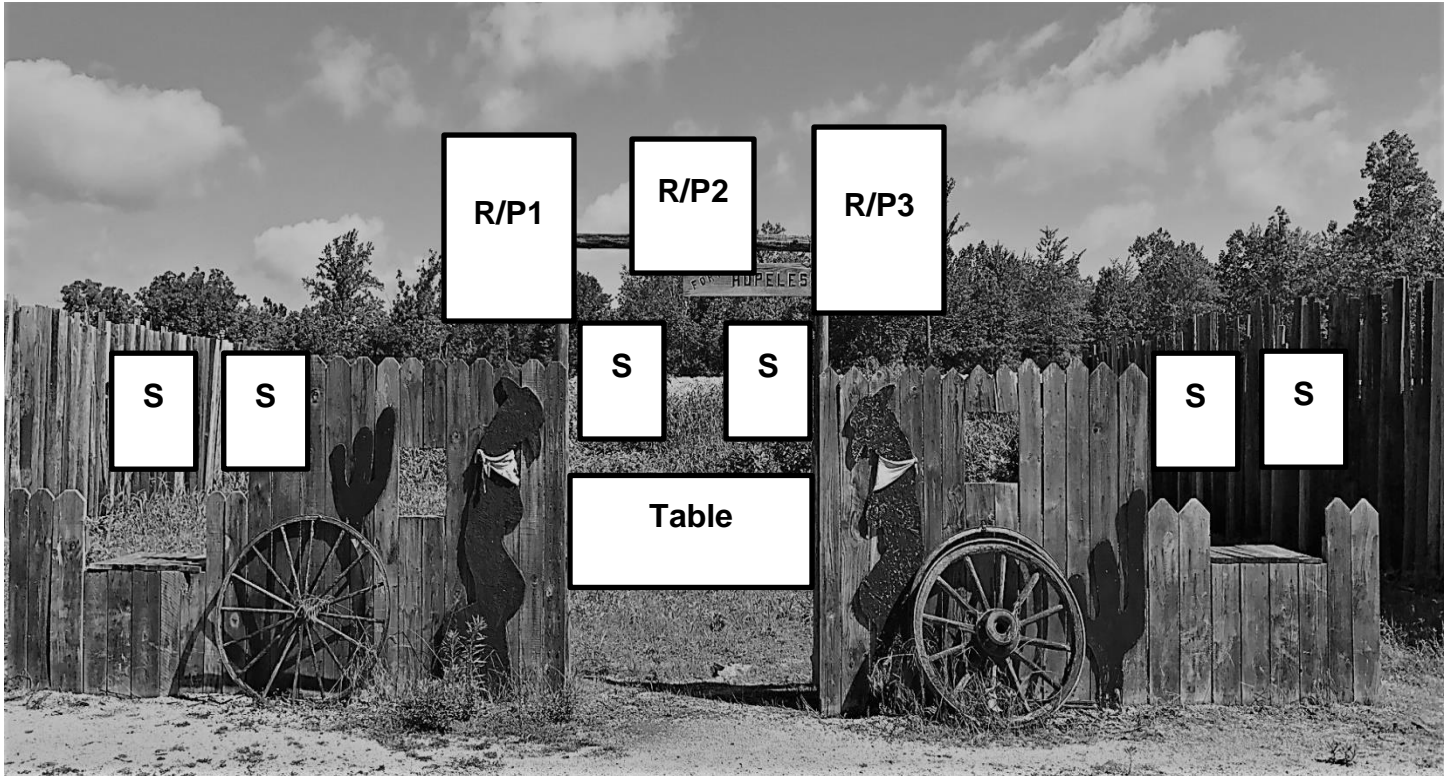
“A gun that’s unloaded and cocked ain’t good for nothin’”

At The Beep

With rifle engage targets with 3 shots each (round count) with 10th & last round going on target of choice. R1, R1, R1, R2, R2, R2, R3, R3, R3, R3. With shotgun move to doorway and engage shotgun targets in any order making shotgun safe on right window shelf. Move to right window and engage pistol targets same as rifle. **Gun order = Rifle/Shotgun/Pistol.**

True Grit - (1969)

Stage 6 – Fort Staudinger



Ammunition and Staging:

Rifle – 10 rounds staged on center table.

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

Shotgun – 4+ rounds, at left or right shelf in hand.

Starting Position

Shooter starts at left or right shelf with shotgun in hands.

Ready Line

“Looking back is a bad habit”

At The Beep

At left or right shelf engage first pair of shotgun targets then move to center table and engage last pair. Engage rifle targets in a Max (double tap) Indiana sweep; R2, R2, R2, R2, R1, R1, R2, R2, R3, R3. With pistol engage targets same as rifle. **Gun order = Shotgun/Rifle/Pistol**