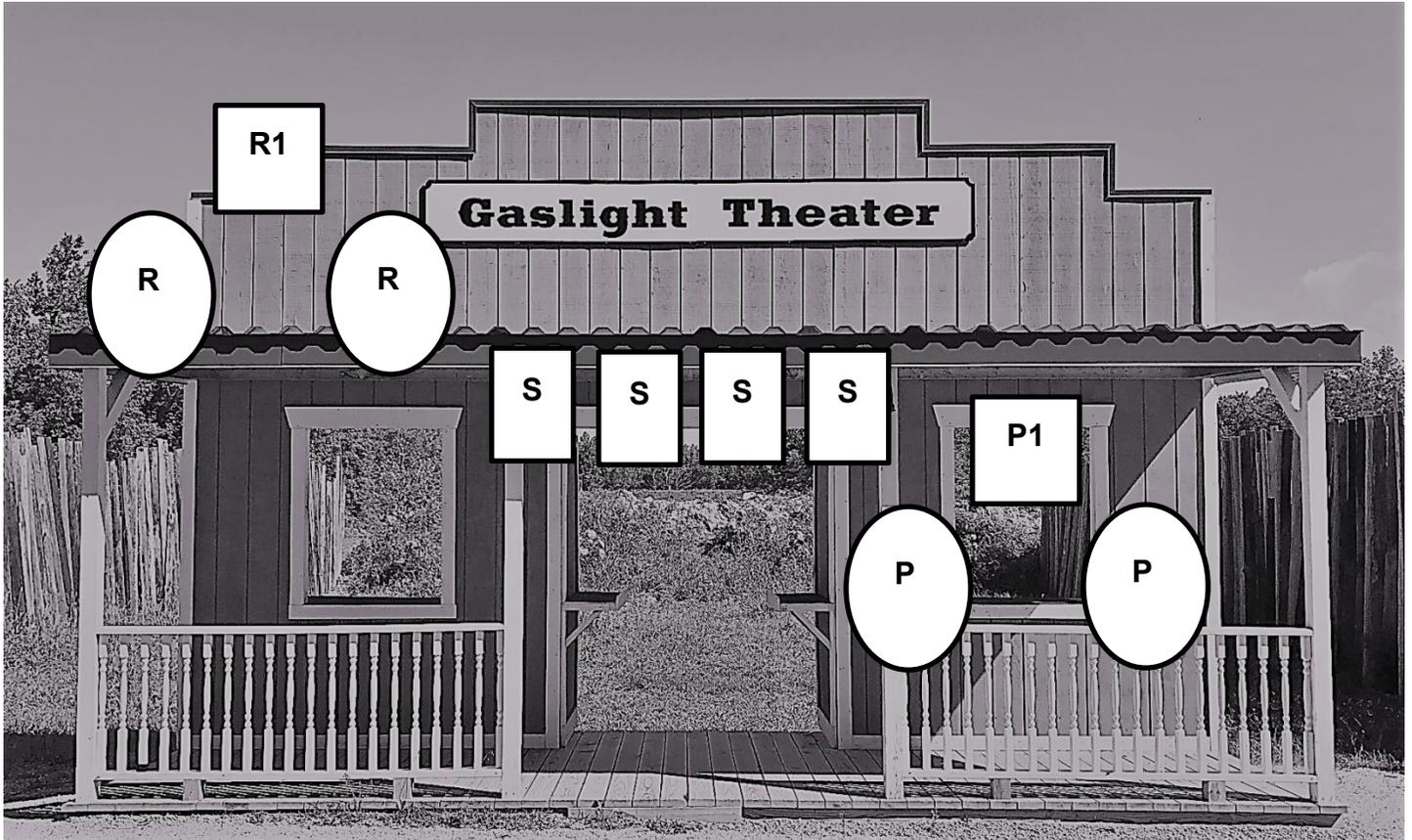


# High Plains Drifter - (1973)

## Stage 1 – The Gaslight Theater



### **Ammunition and Staging:**

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on door shelf.

### **Starting Position**

Shooter starts at left window with hands touching shelf.

### **Ready Line**

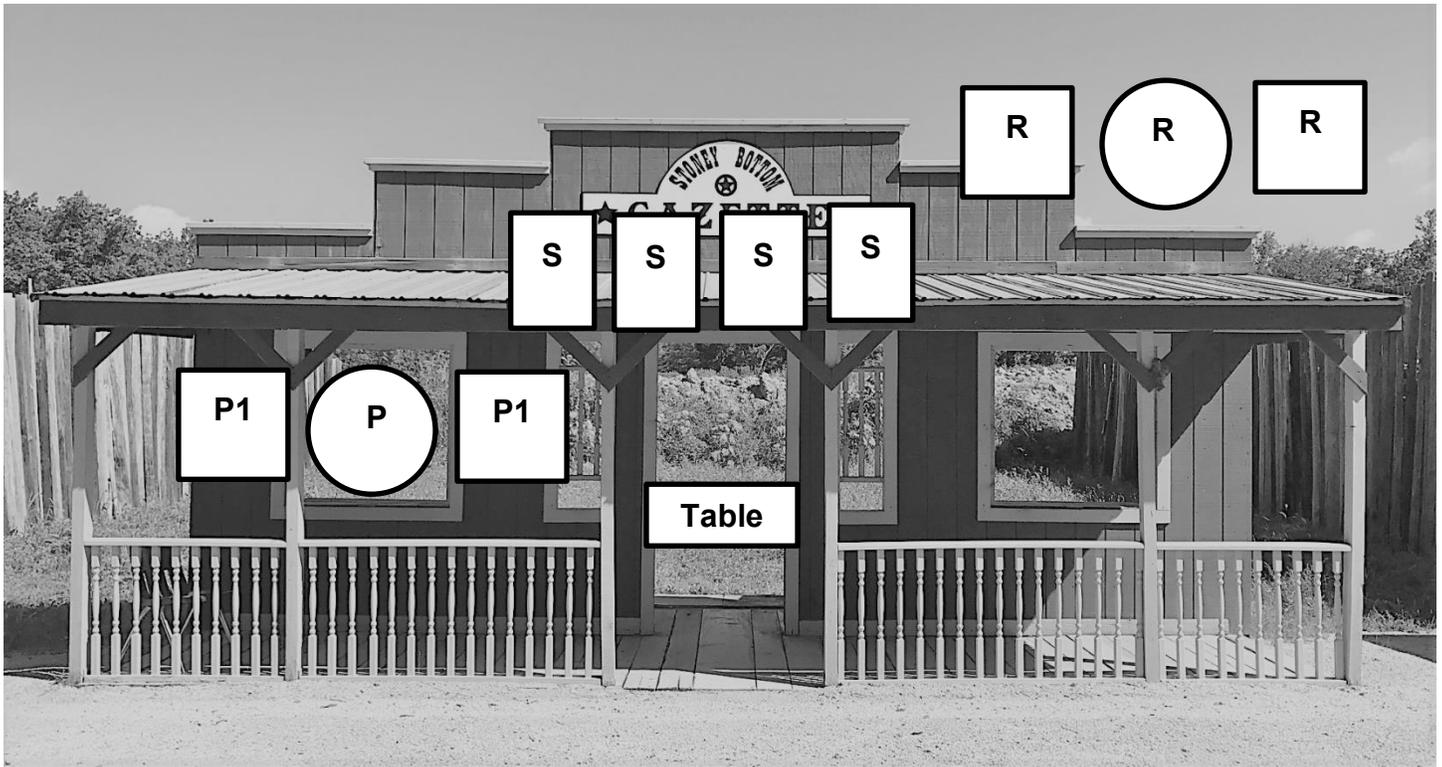
***“Right now I don’t feel too agreeable.”***

### **At The Beep**

Engage center top target with 2 shots followed with 3 shots on each outside target ending with 2 shots on center top target. Move to doorway and engage shotgun in any order. Move to right window and engage pistol targets same as rifle. **Rifle/Shotgun/Pistol**

# Doc - (1971)

## Stage 2 – The Stoney Bottom Gazette



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on right window shelf.

Pistols – 5 rounds each holstered.

Shotgun – 4+ rounds,

### **Starting Position**

Shooter starts in doorway with shotgun in hand.

### **Ready Line**

***“Be surprised the things you can solve with a gun.”***

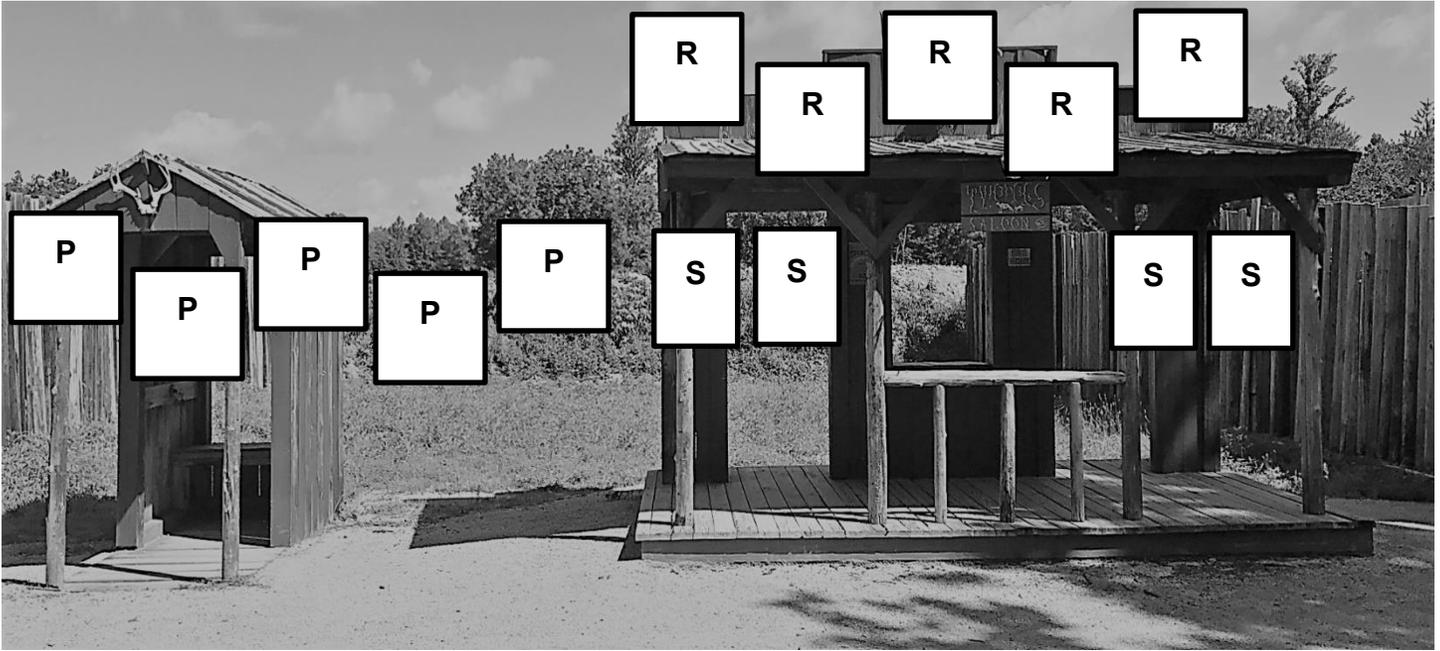
### **At The Beep**

Engage shotgun in any order making safe on table. Move to right window and engage one outside rifle target with 1 shot then the center target with 4 shots followed by 1 shot on the other outside target ending with 4 shots on center target. Move to left window and engage pistol same as rifle.

### **Shotgun/Rifle/Pistol**

# Tombstone - (1993)

## 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 posts.

### **Ready Line**

*“Don’t worry about me, I’m not that drunk.”*

### **At The Beep**

Double tap sweep the pistol targets starting on either end. Move to window and engage rifle targets same as pistol. With shotgun engage both pair of shotgun targets through the doorways.

### **Pistol/Rifle/Shotgun**

# Big Jake – (1971)

## 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 on hat.

### **Ready Line**

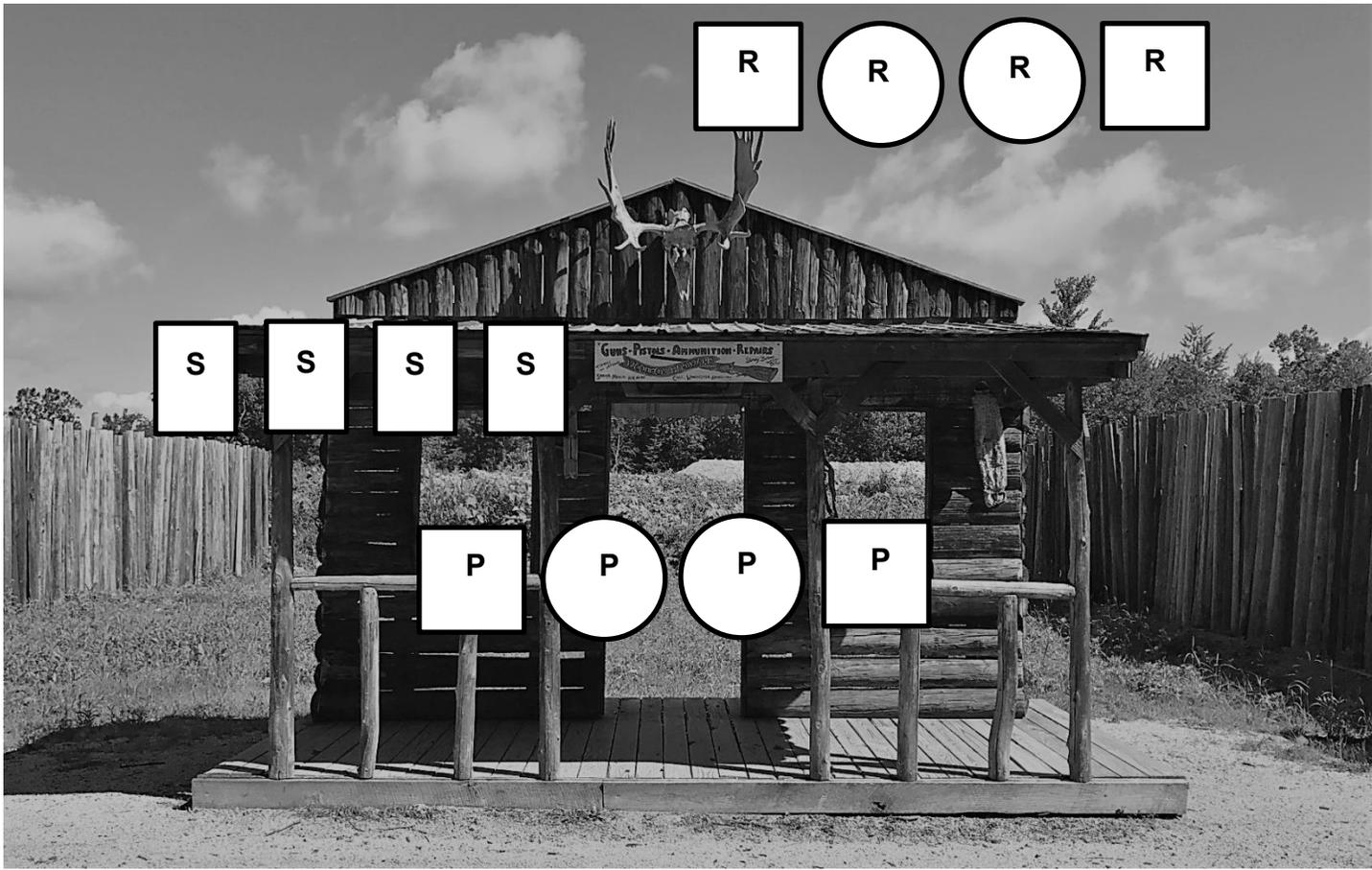
***“You’re short on ears and long on mouth.”***

### **At The Beep**

Guns in any order not ending with rifle. Each pair of targets are only shot out of one window of choice. Rifle and pistol targets are shot in alternating 3-3-1-1-1-1 pattern.

# Hombre - (1967)

## Stage 5 – The Hardware Store



### **Ammunition and Staging:**

Rifle – 10 rounds staged on right window shelf.

Pistols – 5 rounds each, holstered.

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

### **Starting Position**

Shooter starts in doorway in Texas surrender.

### **Ready Line**

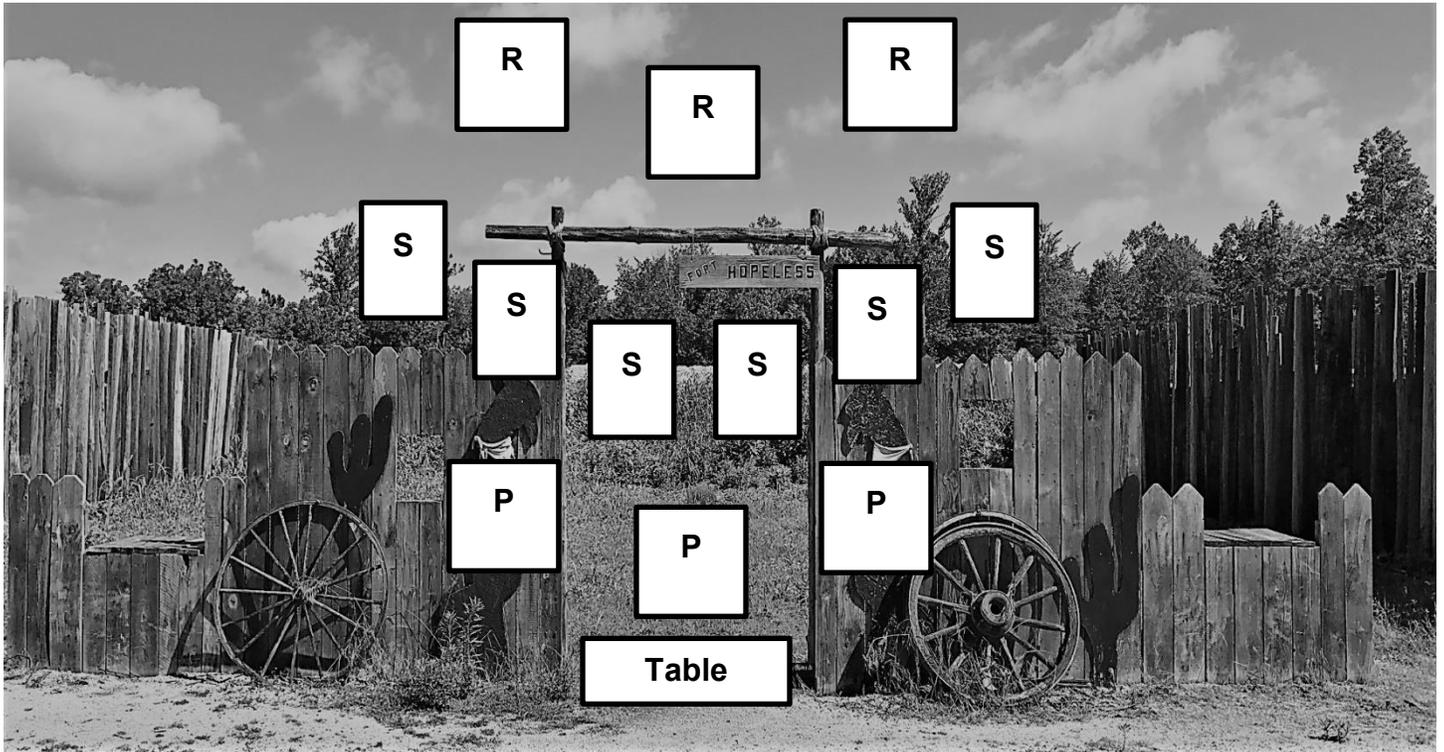
***“Put down that gun or you’re gonna be dead.”***

### **At The Beep**

Engage targets in two separate 1-2-2 sweeps starting from each end. Move to right window and engage rifle targets same as pistol. Move to left window and engage shotgun in any order.

# The Good, the Bad, & the Ugly – (1966)

## Stage 6 – Fort Staudinger



### **Ammunition and Staging:**

Rifle – 10 rounds staged on table or in hand.

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

Shotgun – 6+ rounds, staged on table or in hand.

### **Starting Position**

Shooter starts at table with gun(s) of choice in hand.

### **Ready Line**

***“If you’re gonna shoot, shoot. Don’t talk!”***

### **At The Beep**

Starting with gun of choice not ending with rifle engage each rifle and pistol target with at least 2 shots each in any order. Shotgun in any order.