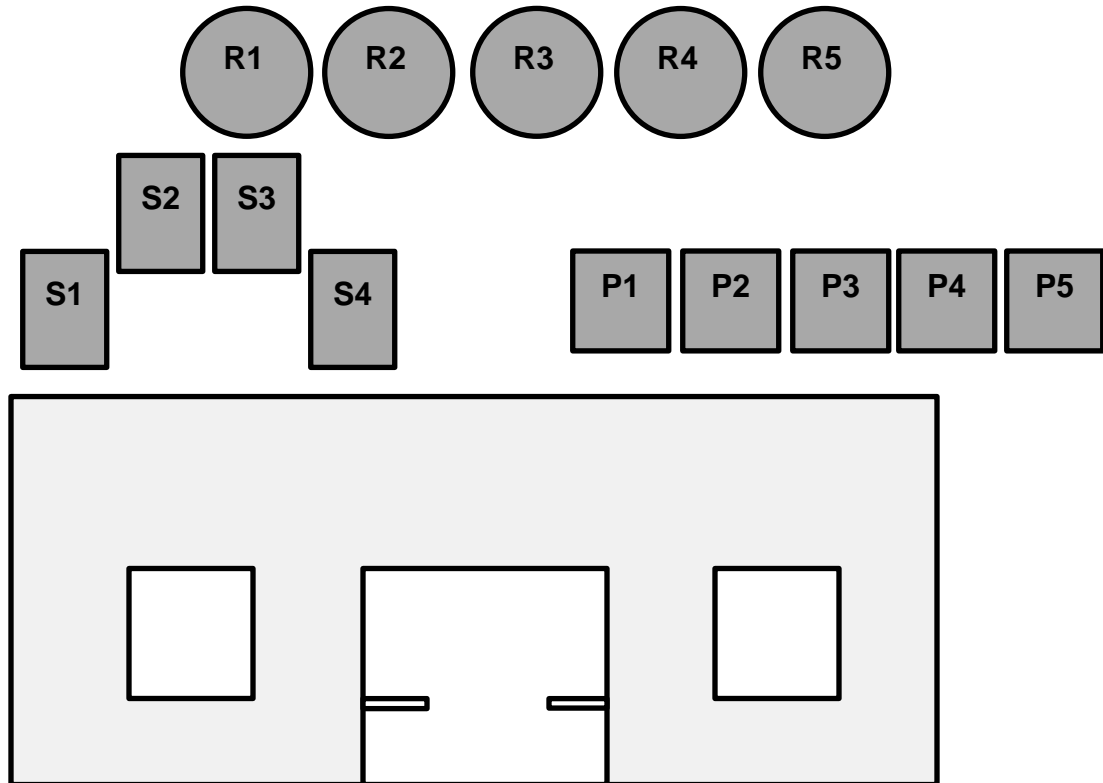




## Stage 1 – The Gaslight Theater

Doc has sent Marty McFly “Back to the Future”, but is astounded to find that Marty is right back in 1955. “Great Scott!”, he exclaims.



### **Ammunition and Staging:**

- Rifle – 10 rounds, in hand.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged on left shelf.

### **Starting Position**

Shooter starts in doorway, rifle in hands.

### **Ready Line**

“Great Scott!”

### **At The Beep**

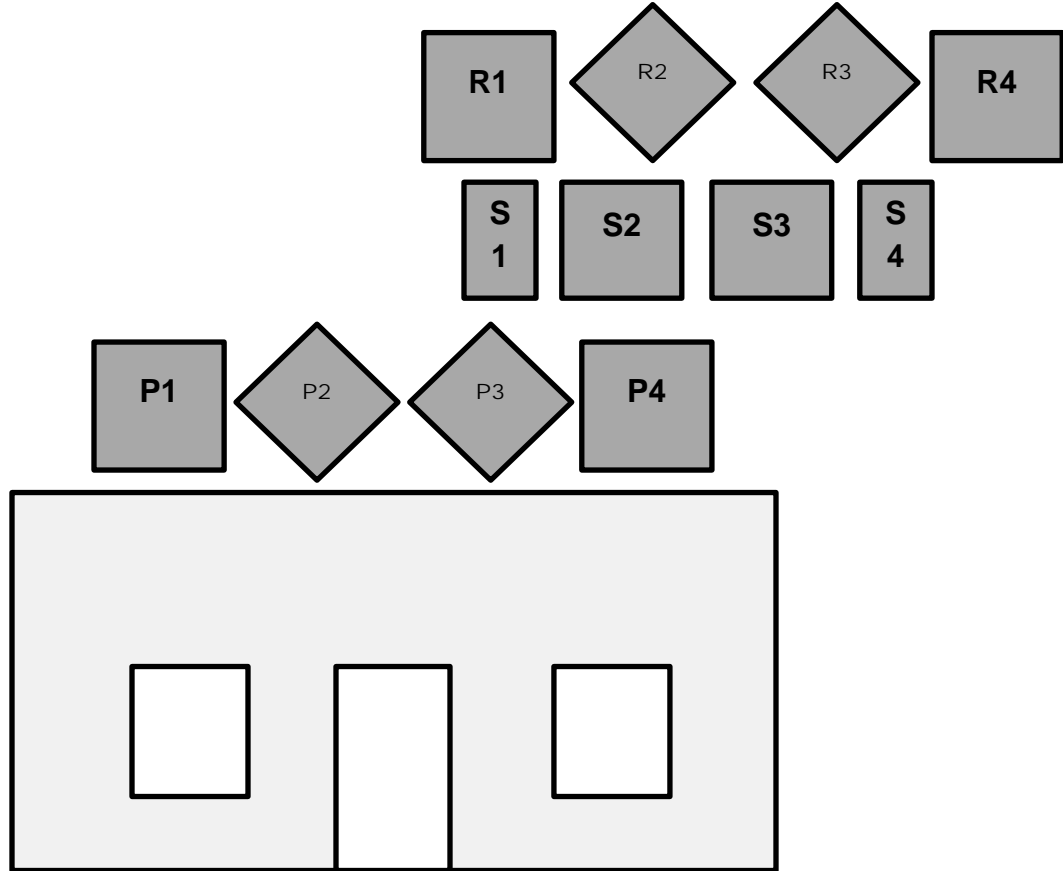
Engage rifle targets in 2 sweeps, starting from same end. No double taps. After that, gun order is shooter’s choice. From left window knock down all 4 shotgun targets. From right window, engage pistol targets in 2 sweeps, starting from same end. No double taps.

## Stage 2 – The Hotel



Doc determines Marty must go back to 1885 to retrieve the time machine, return it to 1985 and then destroy it. Before Marty leaves, Doc says, “You know, when I was

a kid, I always wanted to be a cowboy.”



### **Ammunition and Staging:**

- Rifle – 10 rounds, staged on right window ledge.
- Pistols – 5 rounds each, holstered.
- Shotgun – 6+ rounds, staged on right window ledge.

### **Starting Position**

Shooter starts at in right window, hands at your side.

### **Ready Line**

“You know when I was a kid, I always wanted to be a cowboy.”

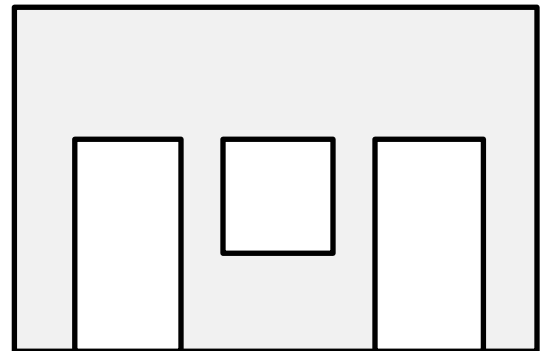
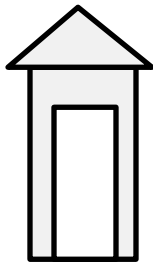
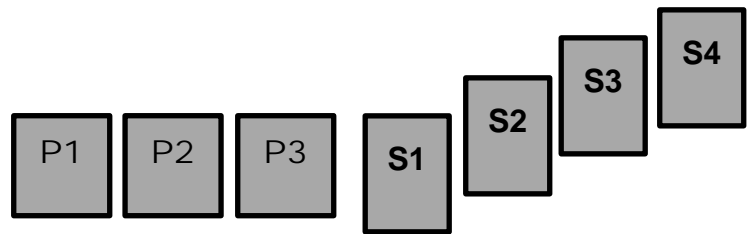
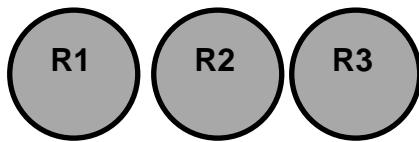
### **At The Beep**

Engage shotgun targets in this order: S1, S2, S3, S2, S3, S4. S1 and S4 must be down before picking up rifle. Pick up rifle, and through window engage rifle targets in a Nevada sweep starting on either end. Make rifle safe, move to doorway and engage pistol targets in the same manner.



### Stage 3 – The Saloon

Having been transported back to Hill Valley in 1885, Marty begins to search the town for Doc, who is working as a blacksmith. His first stop is the saloon. The bar tender asks him, “What’ll it be, stranger?”



#### **Ammunition and Staging:**

- Rifle – 10 rounds, staged on outhouse seat.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged in window.

#### **Starting Position**

Shooter starts outside of outhouse, with hands on posts.

#### **Ready Line**

“What’ll it be, stranger?”

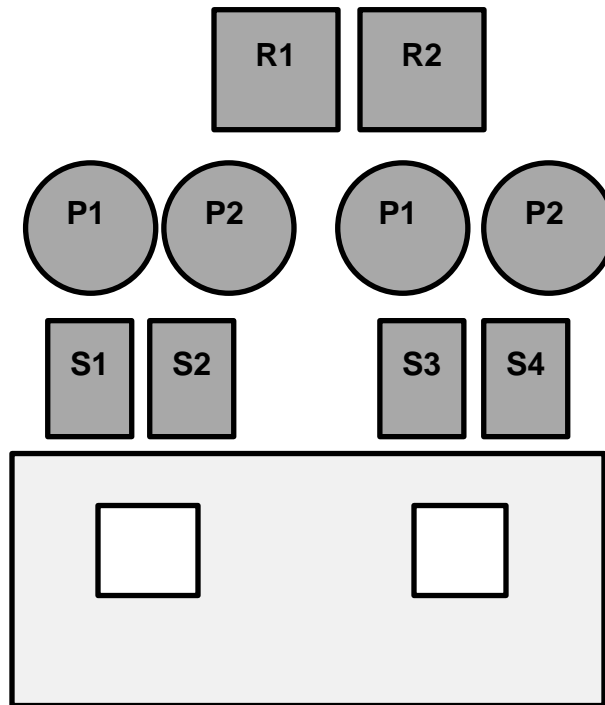
#### **At The Beep**

Engage rifle targets in a double-tap Ft. White sweep starting on either end (2,2,1,1,2,2,3,3,2,2,) or (2,2,3,3,2,2,1,1,2,2). Make rifle safe on outhouse seat. Move to left doorway and engage pistol targets in a single-tap Ft. White sweep. Holster. Move to window, pick up shotgun and knock down all 4 shotgun targets.



## Stage 4 – The Bank

*While drinking in the saloon, Marty is mistaken for his great-great-grandfather Seamus McFly, by his nemesis, Mad Dog Tannen, who asks him what his name is. Marty, seeking to intimidate Mad Dog, tells him his name is “Eastwood . . .Clint Eastwood.”*



### Ammunition and Staging:

- Rifle – 10 rounds, staged on either window ledge.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged in opposite window.

### Starting Position

Shooter starts in either window, with hands on hat.

### Ready Line

“What kind of stupid name is that?”

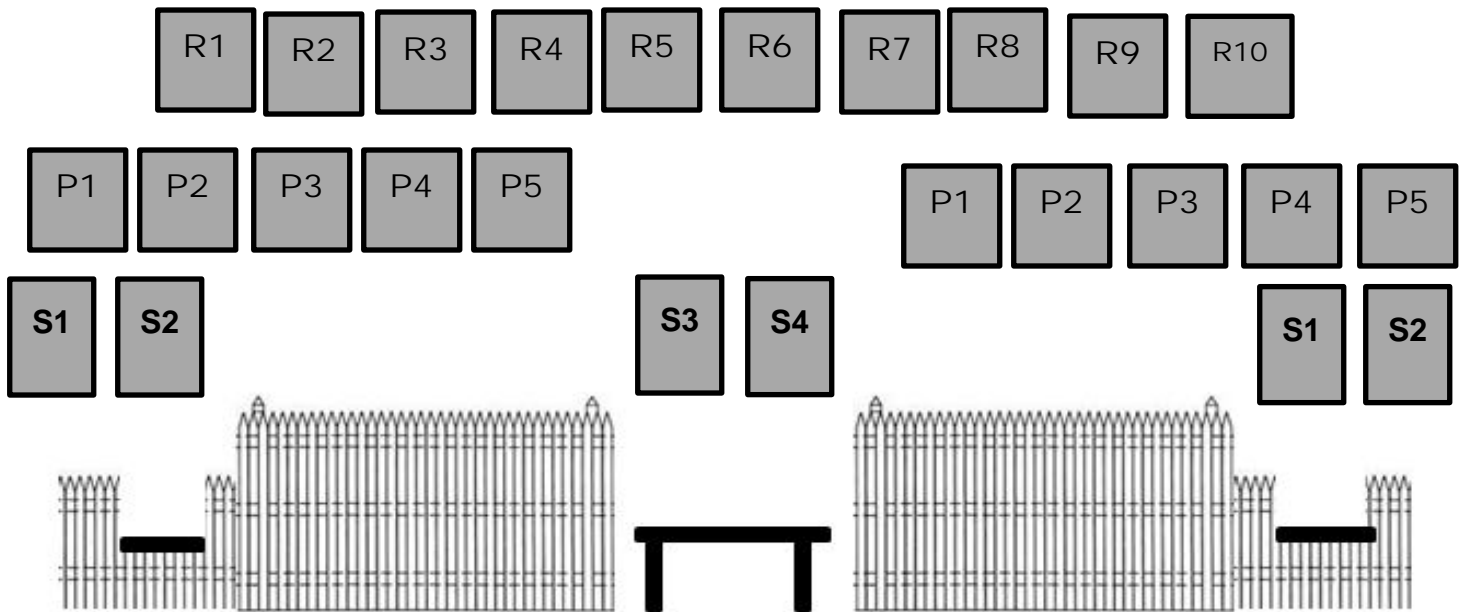
### At The Beep

Guns are shot in any order, but do not end with the rifle. Engage rifle targets from either window in an alternating progressive sweep (1,2,2,1,1,1,2,2,2,2) starting on either target. Engage either pair of pistol targets in the same manner. From each window, engage the pair of shotgun targets until down. Missed shotgun targets must be made up from where they are missed.



## Stage 5 – Fort Hopeless

Marty and Doc attend the town festival where there is a shooting gallery featuring Colt's firearms. Marty tries his hand at it, astounding the man running the booth. "Just tell me one thing . . . where'd you learn to shoot like that", he asks. "7-11!", replies Marty.



### Ammunition and Staging:

- Rifle – 10 rounds, staged on center table.
- Pistols – 5 rounds each, holstered
- Shotgun – 4+ rounds, staged on either left or right shelf.

### Starting Position

Shooter starts at either shelf, with hands flat on shelf.

### Ready Line

"Where'd you learn to shoot like that?"

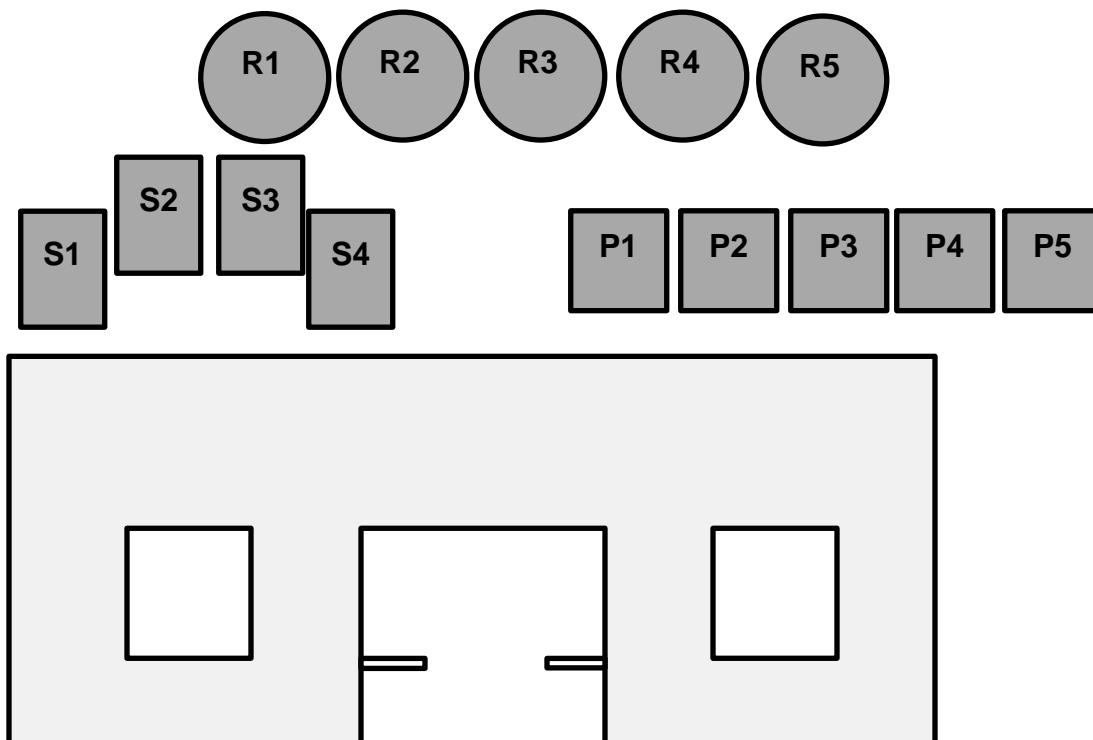
### At The Beep

Engage P1-P5 once each but DO NOT SWEEP (1,2,3,4,5 or 5,4,3,2,1 is not allowed). Repeat for second pistol. No double taps. Holster. Pick up shotgun and knock down S1 and S2. Move to center table and make shotgun safe. Use rifle and engage R1-R10, but DO NOT SWEEP (1,2,3,4,5,6,7,8,9,10 or 10,9,8,7,6,5,4,3,2,1 is not allowed). Make rifle safe. Pick up shotgun and knock down S3 and S4.



## Stage 6 – The Gaslight Theater

At the town dance, Doc and Marty get into an altercation with Mad Dog Tannen. Marty tries to walk away, but Mad Dog won't have any of that. He taunts Marty, "What's wrong, Dude? You yella?".



### **Ammunition and Staging:**

- Rifle – 10 rounds, staged in doorway.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged in left window.

### **Starting Position**

Shooter starts in right window, hands flat on window sill.

### **Ready Line**

*"What's wrong, dude? You yella?"*

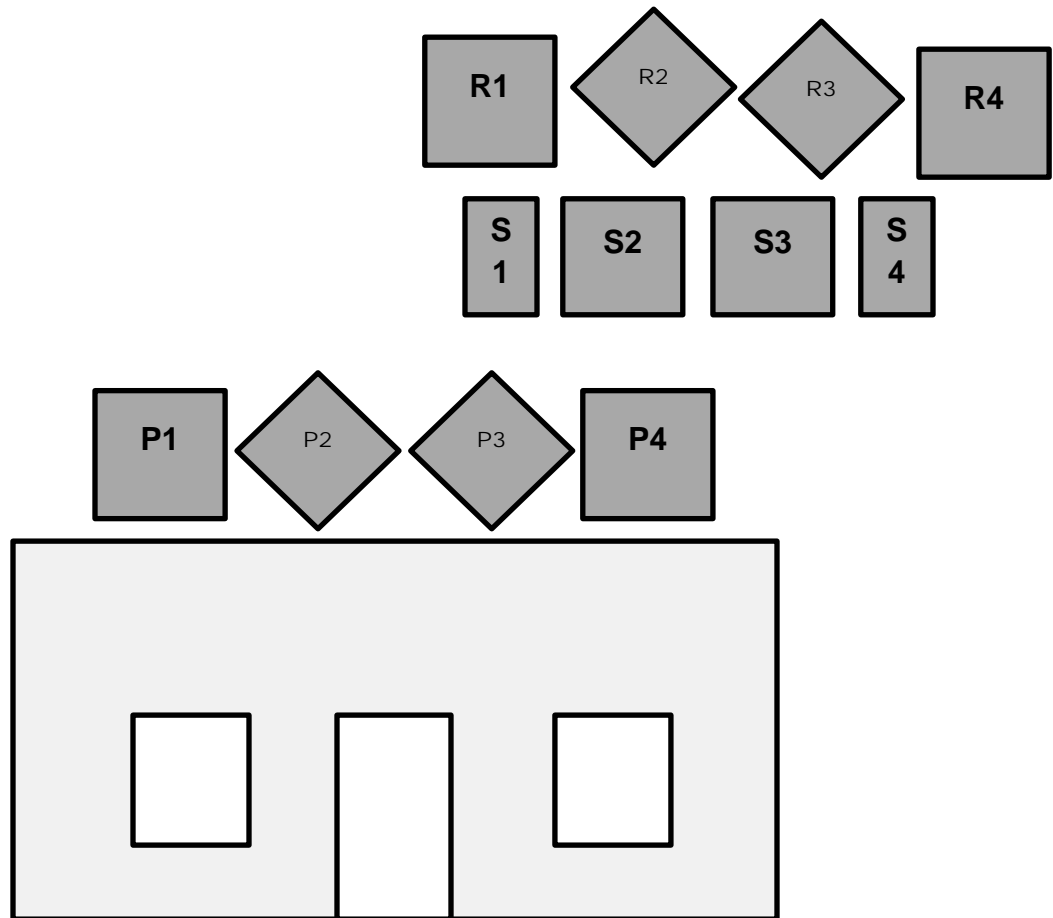
### **At The Beep**

Engage pistol targets in an Ozark sweep (1,5,2,4,3) starting on either end. Repeat for second pistol. Holster. Move to doorway and engage rifle targets in the same manner (1,5,2,4,3,1,5,2,4,3) from either end. Make rifle safe. From left window, knock down all 4 shotgun targets.



## Stage 7 – The Hotel

*Mad Dog Tannen challenges Marty to a gunfight to take place in two days, and tries to intimidate him. “If you ain’t here”, he warns, “I’ll hunt you down and shoot you like a duck!”*



### **Ammunition and Staging:**

- Rifle – 10 rounds, staged on right window ledge.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged on right window ledge.

### **Starting Position**

Shooter starts at in doorway, hands at your side.

### **Ready Line**

“If you ain’t here, I’ll hunt you down and shoot you like a duck.”

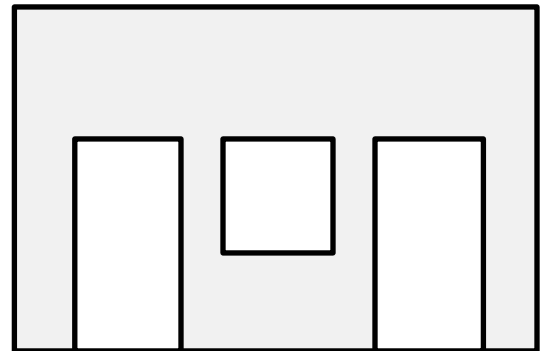
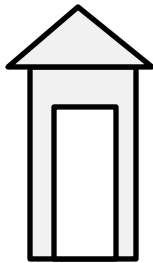
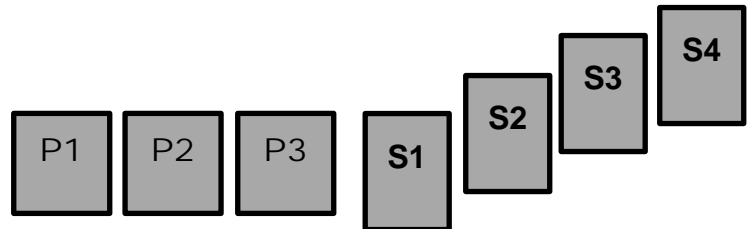
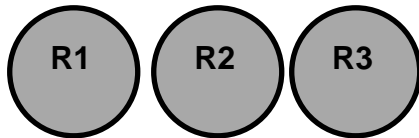
### **At The Beep**

Engage pistol targets in a 3223 sweep (1,1,1,2,2,3,3,4,4,4) from either end. Holster. Move to right window and engage rifle targets in the same manner. Make rifle safe. Pick up shotgun and engage S1, S2, S3, S4. S1 and S4 must go down.



## Stage 8 – The Saloon

*Doc, sorrowful over the loss of Clara, goes into the bar for one drink, and promptly falls over unconscious. The bar tender observes, “There’s a man that can’t hold his liquor.”*



### **Ammunition and Staging:**

- Rifle – 10 rounds, shouldered, pointed at target.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged in window.

### **Starting Position**

Shooter starts in outhouse, with rifle pointed at first target.

### **Ready Line**

“There’s a fella that can’t hold his liquor.”

### **At The Beep**

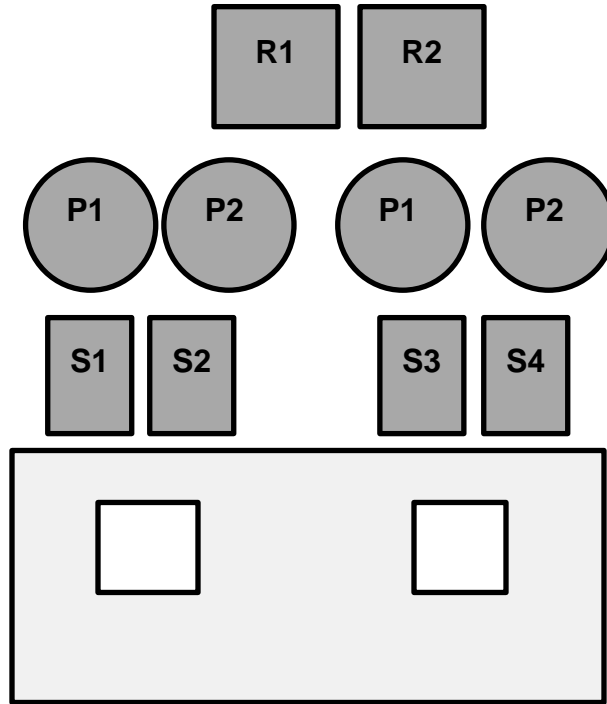
Engage rifle targets in a Delta Glenn sweep (1,2,2,3,2,2,1,2,2,3) starting on either end. Make rifle safe. Move to window and engage shotgun targets until down. Make shotgun safe, move to left doorway and engage pistol targets in the same manner.





### **Stage 9 – The Bank**

*Mad Dog gives Marty to the count of ten to meet him in the street for the gunfight. When Marty doesn't come out at the count of ten, Mad Dog repeats himself. "I said that's ten, you gutless yellow pie-slinger!"*



#### **Ammunition and Staging:**

- Rifle – 10 rounds, staged on either window ledge.
- Pistols – 5 rounds each, holstered.
- Shotgun – 4+ rounds, staged either window.

#### **Starting Position**

Shooter starts in either window, with hands on hat.

#### **Ready Line**

"I said "Ten!" you gutless yella pie-slinger!"

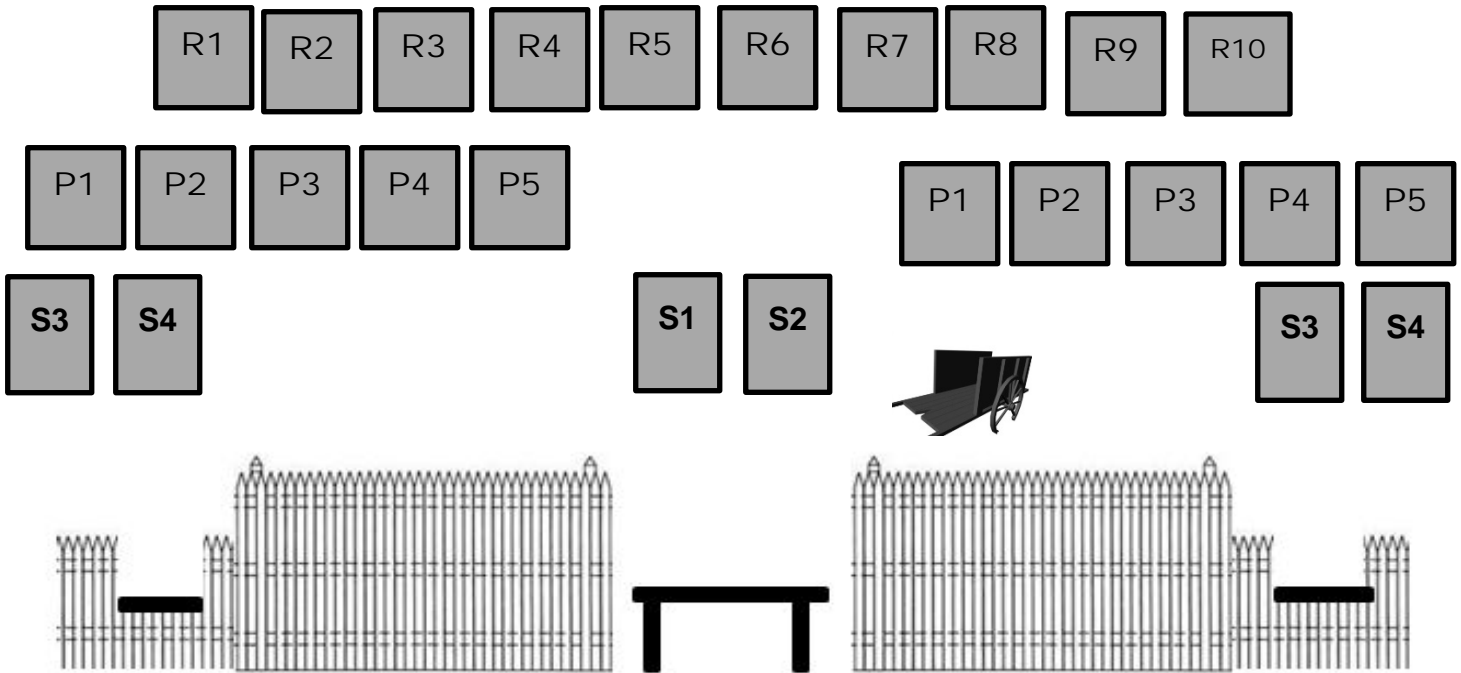
#### **At The Beep**

Guns are shot in any order, but do not end with the rifle. Engage rifle targets from either window in an alternating progressive sweep (1,2,1,2,1,2,1,2,1,2) starting on either target. From each window, engage a pair of pistol targets in an alternating sweep (1,2,1,2,1) starting on either target. From each window, engage the pair of shotgun targets until down. Missed shotgun targets must be made up from where they are missed.



## Stage 10 – Fort Hopeless

Marty out-foxes Mad Dog and knocks him out, right into a cart full of manure. The law shows up and arrests Mad Dog for robbing the Pine City stage. When asked if he has anything to say, he states, "I hate manure."



### **Ammunition and Staging:**

- Rifle – 10 rounds, staged on center table.
- Pistols – 5 rounds each, holstered
- Shotgun – 4+ rounds, staged on table.

### **Starting Position**

Shooter starts at center table, holding cow pie. Throw cow pie onto manure cart, then say ready line.

### **Ready Line**

"I hate manure!"

### **At The Beep**

Pick up rifle, and from left to right, engage the odd targets, then from left to right engage the even ones (1,3,5,7,9,2,4,6,8,10) . Make rifle safe. Pick up shotgun and knock down S1 and S2. Move to either shelf and knock down S3 and S4. Make shotgun safe. Using pistol, engage pistol targets in the following order: 1,3,5,2,4. Repeat for second pistol.