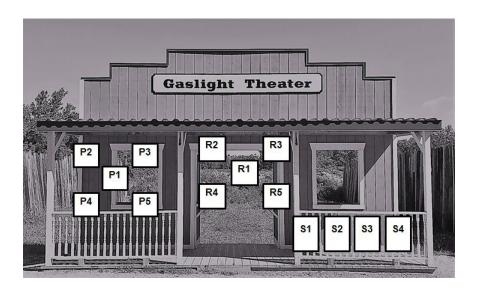
A FISTFUL OF DOLLARS STAGE 1 - THE CASLIGHT THEATER

In his own way he is, perhaps, the most dangerous man who ever lived!

An anonymous but deadly man (Clint Eastwood) rides into a town torn by war between two factions: the Baxters and the Rojos. Instead of fleeing or dying, as most others would do, the man schemes to play the two sides off each other, getting rich in the bargain.



Ammunition and Staging

- Rifle 10 rounds, staged on either doorway shelf.
- Pistols 5 rounds each, holstered.
- Shotgun 4+ rounds, staged on right window.

Starting Position Shooter starts at left window in SASS default position.

Ready Line "Get three coffins ready."

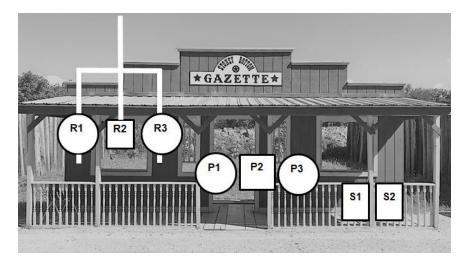
At The Beep

Using pistols, triple tap center target, then place one shot on each outside target, then triple tap the center target again. Holster. Move to the door, with rifle engage rifle targets in the same manner. Make rifle safe. Move to the right window, and using shotgun knock down all 4 shotgun targets.



The man with no name is back... The man in black is waiting... a walking arsenal - he uncoils, strikes and kills!

Manco (Clint Eastwood) is a bounty killer chasing El Indio (Gian Maria Volante) and his gang. During his hunting, he meets another bounty killer, Col. Douglas Mortimer (Lee Van Cleef), and they decide to make a partnership, chase the bad guys together and split the reward. During their enterprise, there will be lots of bullets and funny situations. In the end, one of the bounty hunters shows the real intention of his hunting.



Ammunition and Staging

- Rifle 10 rounds, staged on right end of left window sill.
- Pistols 5 rounds each, holstered.
- Shotgun 4+ rounds, staged on right window.

Starting Position

Shooter starts at left window with hands flat on window sill.

Ready Line

"I think you people need a new sheriff."

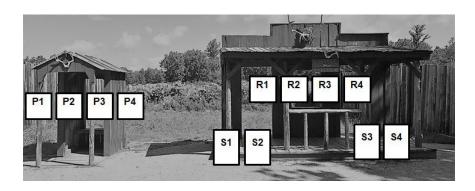
At The Beep

Pull the pin to start the target swinging. Using rifle, engage rifle targets in two separate Indiana sweeps (R2, R2, R1, R2, R3) from either direction. Make rifle safe. Move to doorway, and engage pistol targets in the same manner. Holster. Move to right window and knock down both shotgun targets.



There were three men in her life. One to take her... one to love her... and one to kill her.

Story of a young woman, Mrs. McBain, (Claudia Cardinale) who moves from New Orleans to frontier Utah, on the very edge of the American West. She arrives to find her new husband and family slaughtered, but by whom? The prime suspect, coffee-lover Cheyenne (Jason Robards), befriends her and offers to go after the real killer, assassin gang leader Frank (Henry Fonda), in her honor. He is accompanied by Harmonica (Charles Bronson), a man already on a quest to get even.



Ammunition and Staging

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

Starting Position

Shooter starts in the outhouse, pistol(s) in hand.

Ready Line

"How can you trust a man that wears both a belt and suspenders? The man can't even trust his own pants."

At The Beep

Engage pistol targets as follows: Single tap both end targets, then double tap sweep from either direction (P1, P4, P1,P1, P2, P2, P3, P3, P4, P4) or (P1, P4, P4, P4, P3, P3, P2, P2, P1, P1), starting on either end. Holster. Move to window and engage rifle targets in the same manner. Make rifle safe. Pick up shotgun and engage 2 shotgun targets through each door.

A FISTFUL OF DYNAMITE I STAGE 4 - THE BANK

Rod Steiger and James Coburn will blow you apart in "A Fistful of Dynamite" ("Duck You Sucker") by the master of adventure Sergio Leone.

In Mexico at the time of the Revolution, Juan (Rod Steiger), the leader of a bandit family, meets John Mallory (James Coburn), an IRA explosives expert on the run from the British. Seeing John's skill with explosives, Juan decides to persuade him to join the bandits in a raid on the great bank of Mesa Verde. John in the meantime has made contact with the revolutionaries, and intends to use his dynamite in their service.





Ammunition and Staging

- Rifle 10 rounds, staged on table or in hand.
- Pistols 5 rounds each, holstered or staged on table, or in hand.
- Shotgun 4+ rounds, staged on table, or in hand.

Starting Position

Shooter starts as gamey as possible. Gun(s) may be in hand, pointed at target. Shotgun ammo may be in hand, but not touching shotgun.

Ready Line

"Duck, you suckers!"

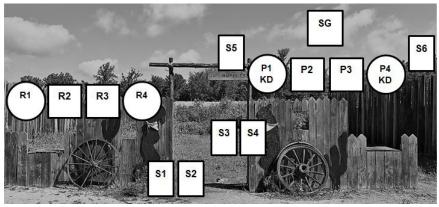
At The Beep

Guns may be shot in any order; do not end with the rifle. Engage rifle targets in two 2-1-2 sweeps (P1 P1, P2, P3, P3). Repeat. Yes you can. Engage pistol targets in the same manner. Pistol may be set on the table after use. Use shotgun to engage two swinging shotgun targets.



The Big Gundown. With the speed of a bullet... the crack of a whip... the flick of a knife... the charge of a bull!

Jonathan Corbett (Lee van Cleef), a bounty hunter, is hired to catch Cuchillo (Tomas Milian) who has allegedly committed a crime. Corbett embarks on a manhunt through Texas and Mexico, staying on Cuchillo's tail. Corbett catches him, and Cuchillo escapes. During the course of the deadly hunt, Corbett's doubts about the manhunt grow. When the wealthy landowner who hired him shows up in Mexico to put an end to the business, the landowner confirms Corbett's suspicion. Something is amiss and only a showdown will suffice when everything comes to light.



Ammunition and Staging

- Rifle 10 rounds, staged on table.
- Pistols 5 rounds each, holstered.
- Shotgun 6+ rounds, staged on table.

Starting Position

Shooter starts next to horse, in SASS default position.

Ready Line

"If I kill you, they'll just send another man after me who's much smarter, MUCH."

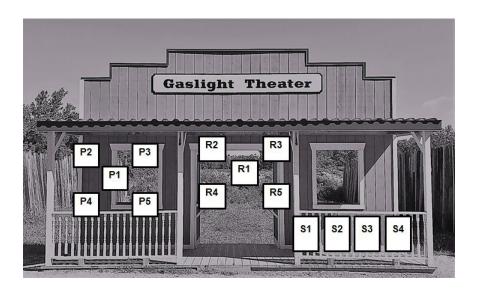
At The Beep

Pick up rifle and engage rifle targets in the following sequence: R1, R2, R2, R3, R3, R4, R3, R3, R2, R2. You may start on either end. Make rifle safe on table. Pick up shotgun, move to the closest fence and knock down S1 and S2. Move to the next fence and knock down S3 and S4. Move to the horse and knock down S5 and S6. Make shotgun safe on horse. Using pistols, engage pistol targets the same as rifle targets. Knockdown targets must go down. If they do not, you must make up the appropriate number of misses on the shotgun makeup target. Makeups do not have to hit the shotgun target -- it is only to provide an aiming point.



Anything anybody can do Nobody can do better.

Jack Beauregard (Henry Fonda), once the greatest gunslinger of the Old West, only wants to move to Europe and retire in peace, but a young gunfighter, known only as "Nobody" (Terence Hill) idolizes him and wants to see him go out in a blaze of glory. He arranges for Jack to face the 150-man gang known as The Wild Bunch and earn his place in history.



Ammunition and Staging

- Rifle 10 rounds, staged on either doorway shelf.
- Pistols 5 rounds each, holstered.
- Shotgun 4+ rounds, right window sill.

Starting Position

Shooter starts at right window, hands on hat.

Ready Line

"Two things go straight to a man's heart, bullets and gold."

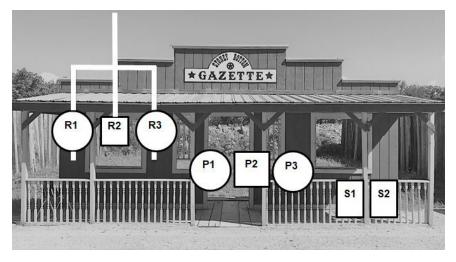
At The Beep

Pick up shotgun and knock down all four shotgun targets. Make shotgun safe. Move to doorway and engage targets in two 2-1-2 diagonal sweeps (ex., R2, R2, R1, R5, R5, R3, R3, R1, R4, R4). Make rifle safe. Move to left window, shoot the pistol targets in the same manner.



Relentless in his vengeance! Deadly in his violence!

Ravaging the land like a pitiless scourge, Vee Duncan's (played by Aldo Sambrell) savage gang of cutthroats massacre a peaceful Navajo village, scalping them all for a dollar apiece. The sole survivor, Joe (Burt Reynolds), stealthily pursues the blood-thirsty outlaws on their way to the small town of Esperanza, where a treacherous member of the community encourages Duncan to hijack a government train crammed with cash. Their well-thought strategy guarantees success; however, Navajo Joe still thirsts for retribution. Can a single man foil the plans of Duncan's ferocious crowd of killers?



Ammunition and Staging

• Rifle – 10 rounds, staged on right edge of left window shelf.

- Pistols 5 rounds each, holstered.
- Shotgun 4+ rounds, staged in right window sill.

Starting Position

Shooter starts at left window with both hands on release pin.

Ready Line

"One more thing . . . I'll need some dynamite."

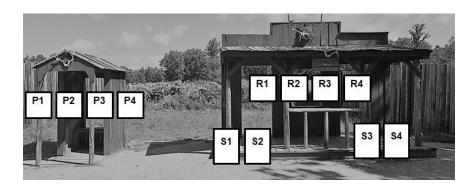
At The Beep

Pull the pin to release the swinging target. Pick up rifle and place your first five rifle shots on the swinging target, then alternate the remaining five shots on the two outside targets. Make rifle safe. Move to doorway and engage pistol targets in the same manner as the rifle targets. Holster. Move to right window and knock down both shotgun targets.



They formed an alliance of hate to steal a fortune in dead man's gold.

Three different men (Clint Eastwood, Lee Van Cleef, Eli Wallach) of three different tempers and tastes get involved in a long and full-of-adventure battle in order to find a fortune in gold. While the first man who is an ex-bounty hunter and a forgiving person knows the name of the cemetery which the gold is buried in, the second who is a fast-tempered greedy man knows the name on the grave. But the third person, a cruel cold-blooded murderer, knows none; so he has to reach the gold in his own way.



Ammunition and Staging

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

Starting Position

Shooter starts at either doorway, shotgun in hands, butt touching leather.

Ready Line

"You see, in this world there's two kinds of people, my friend: those with loaded guns and those who dig. You dig."

At The Beep

Knock down two shotgun targets through each doorway. Make shotgun safe on window shelf. Pick up rifle and engage rifle targets through window in an ascending sweep (R1, R1, R2, R1, R2, R3, R1, R2, R3, R4) starting on either end. Make rifle safe on window shelf. Move to outhouse, and engage pistol targets in the same manner.



Like the Bandit... Like the Gringo... A bullet doesn't care who it kills!

In the rough years of the revolution in Mexico, the hardened bandit chief, El Chucho (Gian Maria Volante) is in need of arms and ammunition to support the leader of the revolution, General Elías (Jaime Fernandez). Chucho attacks a government supply train and receives unforeseen assistance from Bill Tate (Lou Castele)--the American gringo in the impeccable suit. Now that Bill is truly indispensable to the gang, however, could he be hiding his true objective behind a boyish and calm face?





Ammunition and Staging

- Rifle 10 rounds, staged on right window shelf.
- Pistols 5 rounds each, holstered.
- Shotgun 2+ rounds, staged on right window shelf.

Starting Position

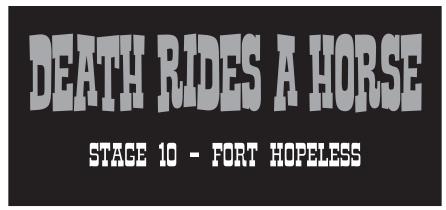
Shooter starts at left window in Texas Surrender position.

Ready Line

"Don't buy bread with that money, hombre! Buy dynamite! Dynamite!"

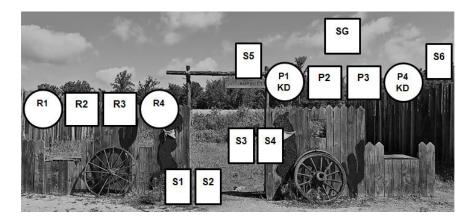
At The Beep

With pistols, alternate 5 shots on the left two targets, starting on either target. Alternate 5 shots on right two targets, starting on either target. Holster. Move to right window, and engage the rifle targets in the same manner as the pistol. Make rifle safe. Use shotgun to engage both swinging targets.



When You've Waited Fifteen Years To Find A Man... It's A Shame You Can Only Kill Him Once!

A young boy watches the cutthroats of a small gang raid his humble home and slaughter his whole family. Fifteen years later, Bill Meceita (John Phillip Law), the once-helpless boy has now become a cool and skillful sharpshooter, seeking revenge against the band of unknown killers. In the meantime, the seasoned gunslinger (freshly out of prison), Ryan (Lee Van Cleef), has already embarked on a journey of sweet retribution, unaware that before long, he will cross paths with Bill, sharing the same desire for justice. But what could possibly unite the two unlikely companions?



Ammunition and Staging

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

Starting Position

Shooter starts at left window in Texas Surrender position.

Ready Line

"Even a rat like you is worth more alive than dead."

At The Beep

Pick up rifle and engage rifle targets in the following sequence: R1, R2, R2, R2, R2, R3, R3, R3, R3, R4. You may start on either end. Make rifle safe on horse. Pick up shotgun, move to the closest fence and knock down S1 and S2. Move to the next fence and knock down S3 and S4. Move to horse and knock down S5 and S6. Make shotgun safe on horse. Using pistols, engage pistol targets the same as rifle targets. Knockdown targets must go down. If they do not, you must make up the appropriate number of misses on the shotgun makeup target. Makeups do not have to hit the shotgun target -- it is only to provide an aiming point.