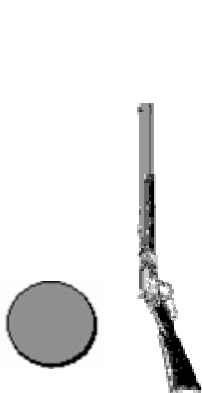
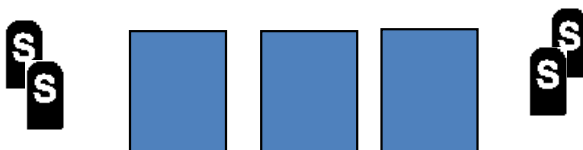
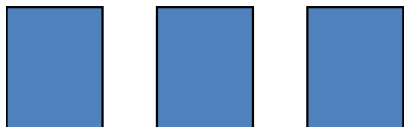
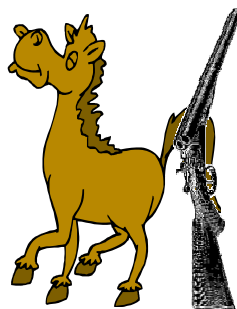


STAGE 1 ONCE UPON A TIME IN THE WEST

Harmonica has gotten off the train and is facing three gunmen who've been sent by Frank to kill him. He asks who the horses are for and they respond that there aren't enough for him. He says "you brought two too many."



START



Let's do away with "or indicate ready in instructions.

Ammo: Pistols 10, Rifle 10 Shotgun no minimum

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse. Rifle loaded with 10 rounds and held in both hands.

Start: Standing with at least one foot touching the starting stone rifle held in both hands.

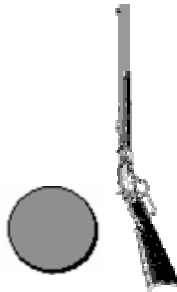
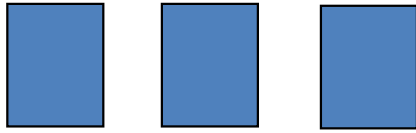
Procedure: Shooter says "**You brought two too many.**"

ATB with rifle engage rifle targets in a double tap Nevada sweep beginning on the **middle** target. Make rifle safe on horse.

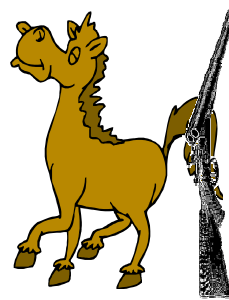
Using pistols as needed engage the pistol targets with the same instructions as the rifle. Engage shotgun targets in any order, with no minimum number of rounds.

STAGE 2 ONCE UPON A TIME IN THE WEST

Frank has been ambushed by assassins sent by Morton. Harmonica watches as he carefully makes his way down the street. One of the assassins is on the roof hiding behind the town clock. Harmonica says to Frank, "Time flies, it's already past noon." Frank turns and shoots the concealed gunman.



START



Ammo: Pistols 10, Rifle 10 Shotgun no minimum

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse, rifle loaded with ten rounds held at cowboy port arms.

Start: At least one foot touching the starting stone with rifle at cowboy port arms.

Procedure: Shooter says "**Time flies.**"

ATB with rifle engage the rifle targets in a 4-2-4 sweep beginning on either end.

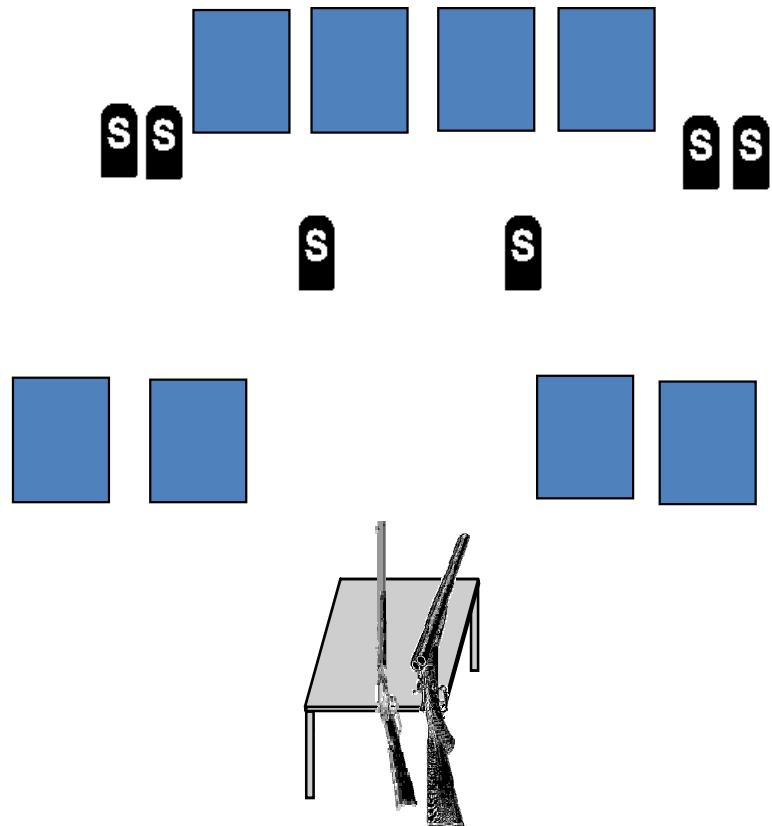
Make rifle safe on horse.

With pistols as needed engage the pistol targets with the same instructions as the rifle.

Engage shotgun targets in any order until down, no minimum number of rounds.

STAGE 3 FIRSTFULL OF DOLLARS

The man with no name is upset at the locals for shooting at his mules feet. He tells the town undertaker to get three coffins ready. Then he asks the locals to apologize to his mule. The locals laugh. The man with no name says "I don't think it's nice you laughin....."



START

Ammo: Pistols 10, Rifle 10 Shotgun 6+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the table. Rifle loaded with 10 rounds and staged on the table.

Start: Standing behind the table with hand(s) on pistol(s).

Procedure: Shooter says "I don't think it's nice you laughin."

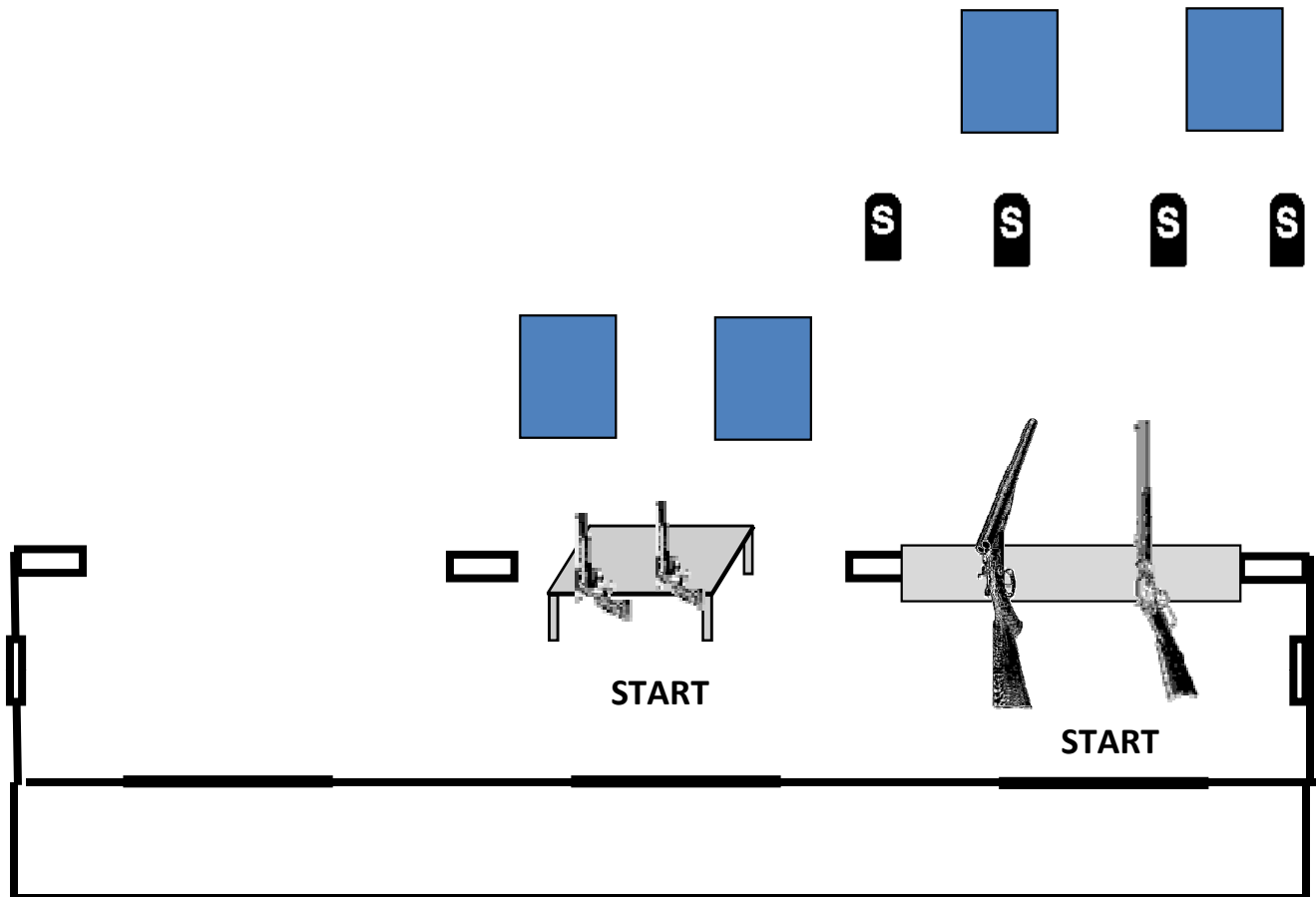
ATB With pistols as needed engage the two outer pistol targets with two rounds each in any order, then engage the two inner pistol targets with three rounds each in any order.

With rifle engage the rifle targets with the same instructions as pistols.

With shotgun engage the shotgun targets in any order until down.

STAGE 4 FOR A FEW DOLLARS MORE

Mortimer and El Indio are facing off for their final duel while the music plays. Mortimer's pistol is on the ground and El Indio's is in his holster. They are waiting for the music to stop when they hear the sound of a second music box. While holding a rifle on El Indio, The man with no name approaches Mortimer and gives him his own pistol and holster. Then he says "Now we start" and they wait for the music to stop playing.



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Rifle loaded with ten rounds on the bar. Shotgun open and empty the on bar

Start: Standing behind the bar or table with hands on hat.

Procedure: Shooter will say "Now we start."

If starting at center, ATB engage the pistol targets in a Lawrence Welk Sweep.

P1 P2P2, P1P1P1, P2P2P2P2 beginning on either end.

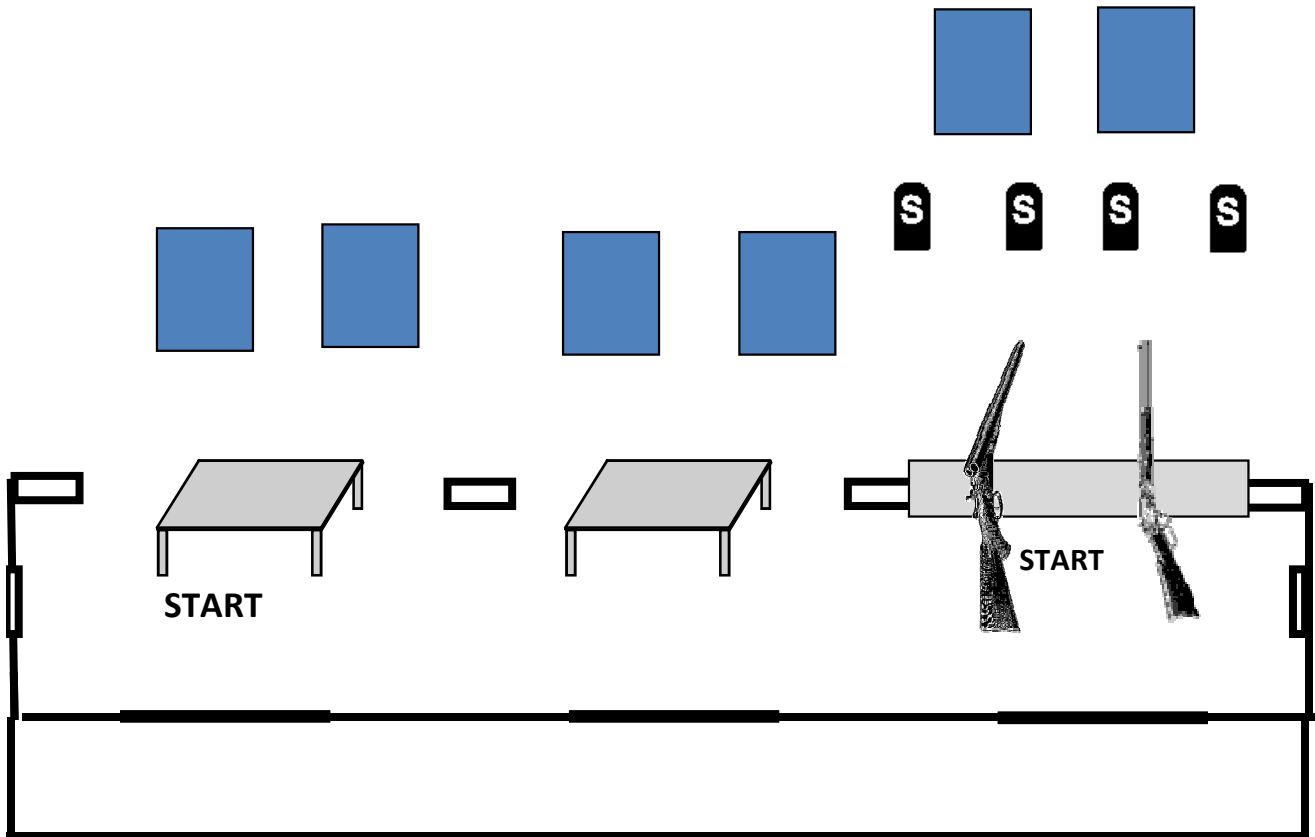
Move to rifle and engage rifle targets with same instructions as pistols.

With shotgun engage shotgun targets in any order until down.

Shooter may start at bar and shoot Rifle - shotgun - pistols.

STAGE 5 FOR A FEW DOLLARS MORE

El Indio has just killed his henchman's wife and children for selling him out. Then he starts music box and says to the henchman. "When you hear the music finish begin. Or do you think you can? Let's start."



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered. Rifle loaded with ten rounds on the bar. Shotgun open and empty on the bar.

Start: Standing behind the left table **or** right table.

Procedure: Shooter will say "Let's start."

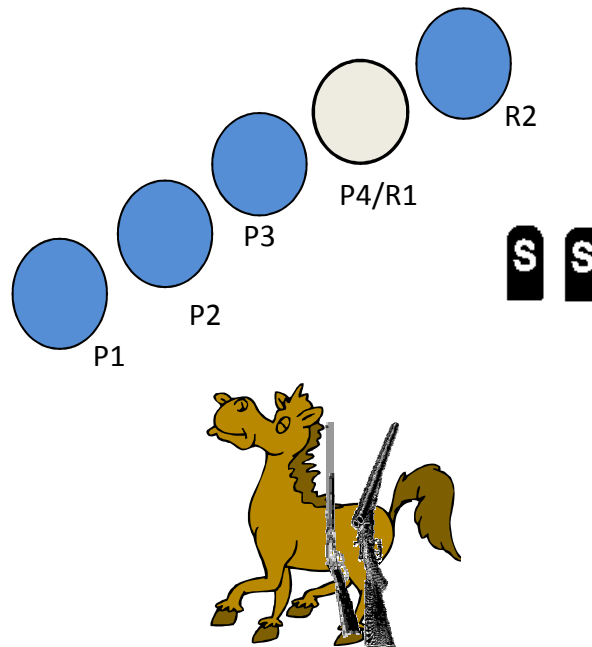
ATB If standing behind the left table use pistols as needed engage the left two pistol targets in a 1-4 sweep beginning on either end. Move to center table repeat instructions on right Move to bar and with rifle engage rifle targets in two, 1-4 sweeps beginning on either end each time. With shotgun engage shotgun targets in any order until down.

With shotgun engage shotgun targets in any order until down.

If beginning at right table shoot Shotgun, Rifle, Pistol, Pistol.

STAGE 6 FISTFULL OF DOLLARS

The man with no name and Ramon face off for their final duel in the street. Ramon shoots him over and over while the man taunts Ramon. Finally Ramon's rifle runs dry, the man with no name reveals the stove door he had strapped under his poncho and shoots all of Ramon's men. Then he says "When a man with a forty five meets a man with a rifle you said the man with the pistol is a dead man. Let's see if that's true."



START

Ammo: Pistols 10, **Rifle 10** Shotgun 2+

Staging: Pistols loaded with five rounds each and holstered. Shotgun open and empty on the horse. Rifle loaded with ten rounds on the horse.

Start: Standing beside horse .

Procedure: Shooter says "Let's see if that's true."

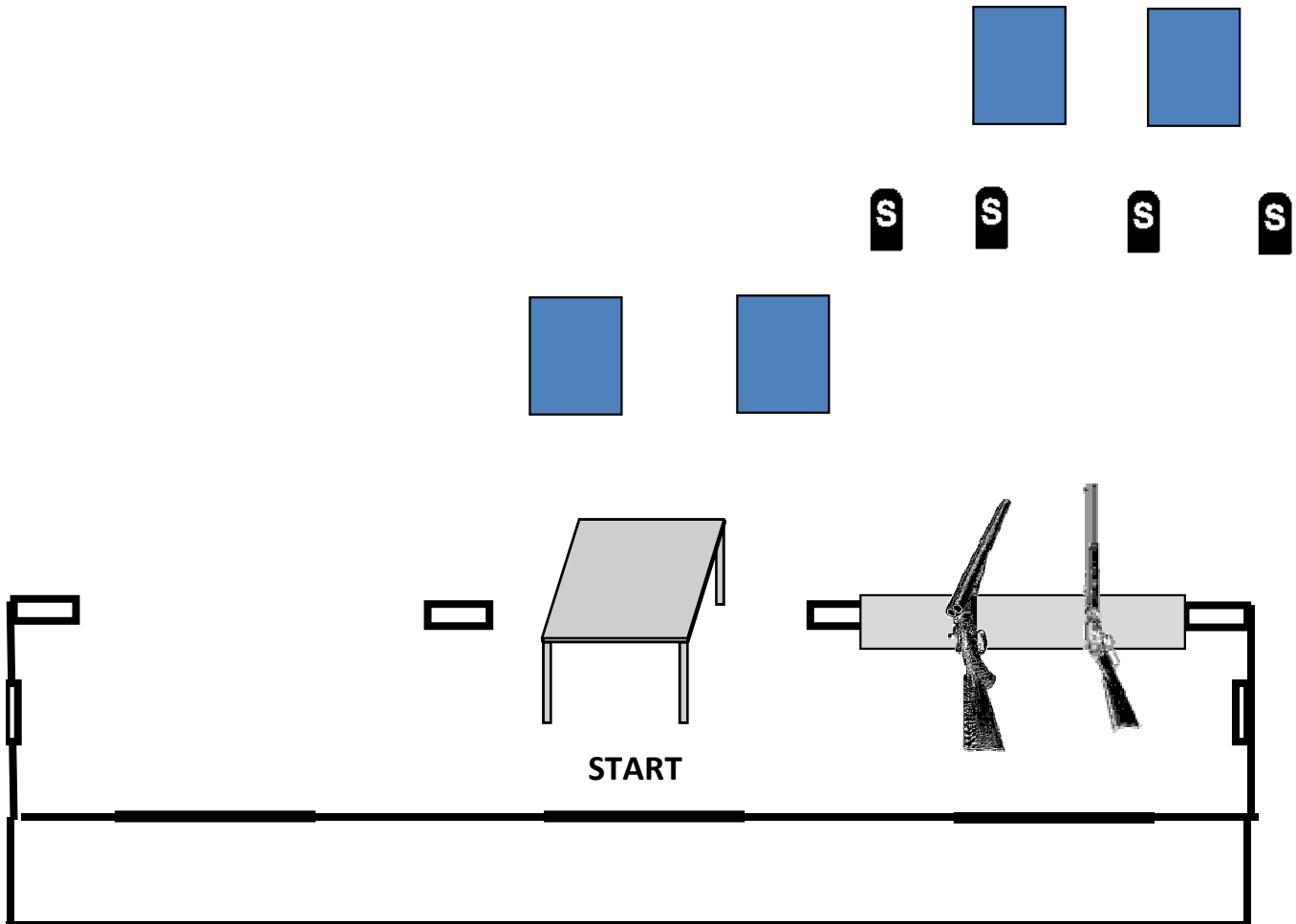
ATB with pistols as needed engage the pistol rifle targets with two rounds on P1, three rounds on P2, four rounds on P3, and one round on P4/R1.

With rifle engage P4/R1 with four rounds and R2 with six rounds.

Make rifle safe and with shotgun engage shotgun targets in any order.

WARM UP STAGE

I thought it was already warm??!



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Pistols loaded with five rounds each and holstered.
Shotgun open & empty on the bar. Rifle loaded with 10 rounds held in both hands.

Start: Standing behind the bar with rifle held in both hands.

Procedure: Shooter will indicate ready.

ATB engage the rifle targets in a continuous double tap sweep beginning on either end.
With shotgun engage shotgun targets in any order till down. Move to center table.
With pistols as needed engage pistol targets the same instructions as rifles.