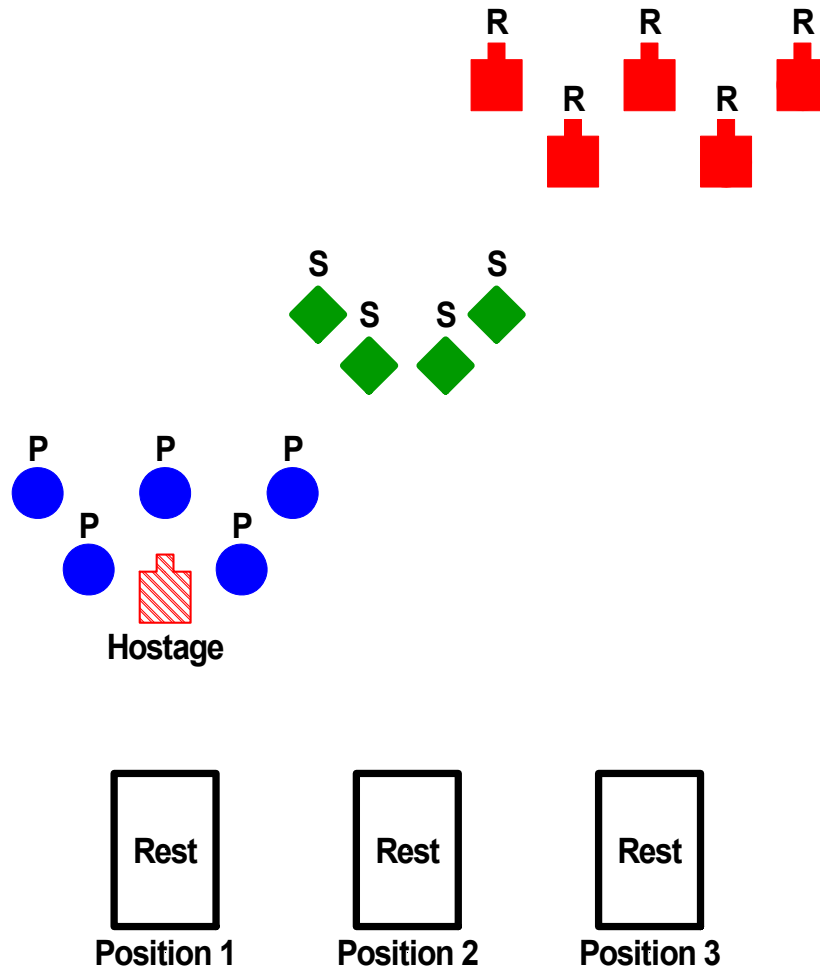


Stage 1 – Bay 3 – Cops Sudden Impact – The Coffee Shop

10 Pistol:	Cowboys:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
	Cops/1911:	Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 1.
10 Rifle:	Cowboys/1911:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
	Cops:	Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
4+ Shotgun:	Cowboys/1911:	Shotgun, open and empty, staged on the rest at Position 2.
	Cops:	Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 2.



Inspector “Dirty Harry” Callahan, just left his favorite coffee shop with his morning cup of black coffee, but the waitress has loaded it with sugar. Returning to complain, he sees several gunmen robbing the store and its patrons. Entering through the back, Harry confronts the gunman and tells them to lay down their guns. During the ensuing confrontation, Harry utters his most famous line...

Shooter starts at Position 1, holding the Coffee Cup in one hand and the newspaper in the other.

When ready say “Go ahead, make my day!”

At the Buzzer, drop the Coffee Cup and Newspaper and draw your pistol(s). Starting on either side, double tap each of the two lower targets and place the 5th round in the center target. Then, starting on either end, sweep all five pistol targets with one round each. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to re-holster at the end of the stage.

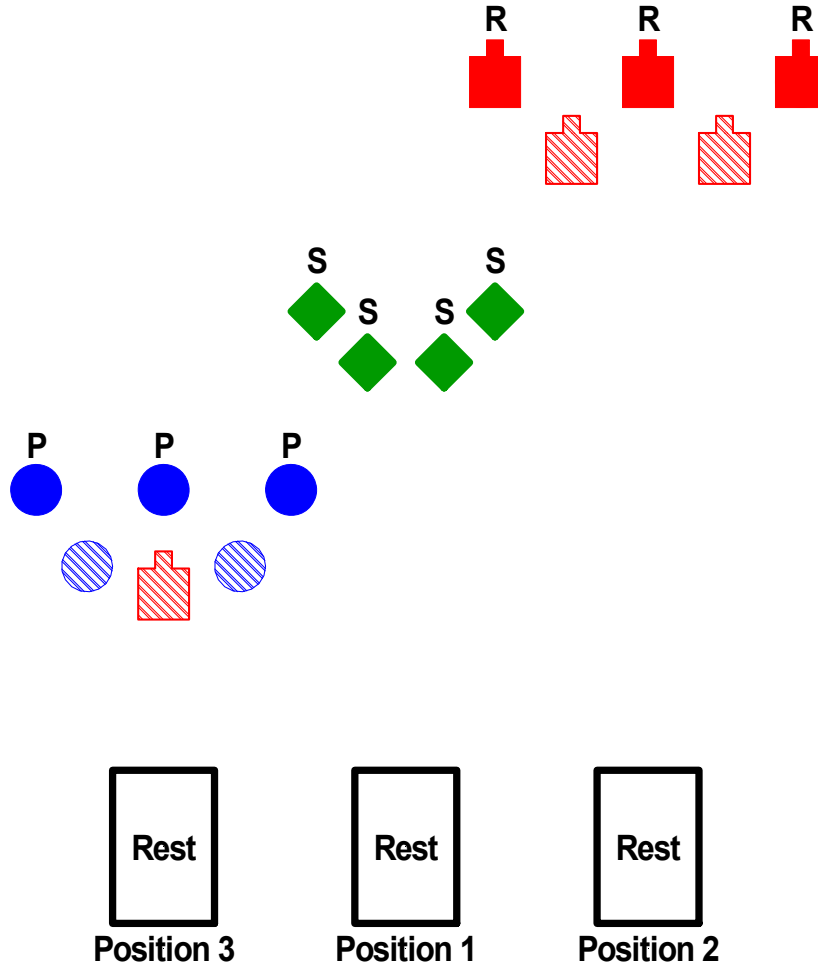
Note: *The Hostage is a No Hit Target and will accrue a 10 second procedural penalty in addition to the miss penalty if hit.*

Move to Position 2. Grab your shotgun and take down the 4 shotgun targets in any order, make ups in any order. **Note:** Cops may stage extra rounds on the rest if desired. Make the shotgun safe on the rest at either Position 2 or Position 3.

Move to Position 3. Grab your rifle and, using the same instructions as for the pistols, starting on either side, double tap each of the two lower targets and place the 5th round in the center target. Then, starting on either end, sweep all five rifle targets with one round each. The rifle and pistol sequences do not have to match.

Stage 2 – Bay 3 – Cowboys Unforgiven – “Little Bill”

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
Cops/1911: Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 3.
- 10 Rifle:** **Cowboys/1911:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
Cops: Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
- 4+ Shotgun:** **Cowboys/1911:** Shotgun, open and empty, held in both hands at Position 1.
Cops: Shotgun, loaded with 4 rounds, hammer down on empty chamber, held in both hands at Position 1.



William Munny, holding his shotgun, enters that Saloon where the body of his friend Ned has been unceremoniously displayed on the front porch. After identifying and killing the Saloon owner, the man that runs the town, “Little Bill”, confronts Munny and calls him a coward because he just killed an unarmed man, to which Munny replies...

Shooter starts at Position 1, holding the shotgun in both hands pointed at the first target. Cowboys may load two rounds under the supervision of the R.O. Cops may rack the slide or cycle their action under the supervision of the R.O.

When ready say “He should have armed himself!”

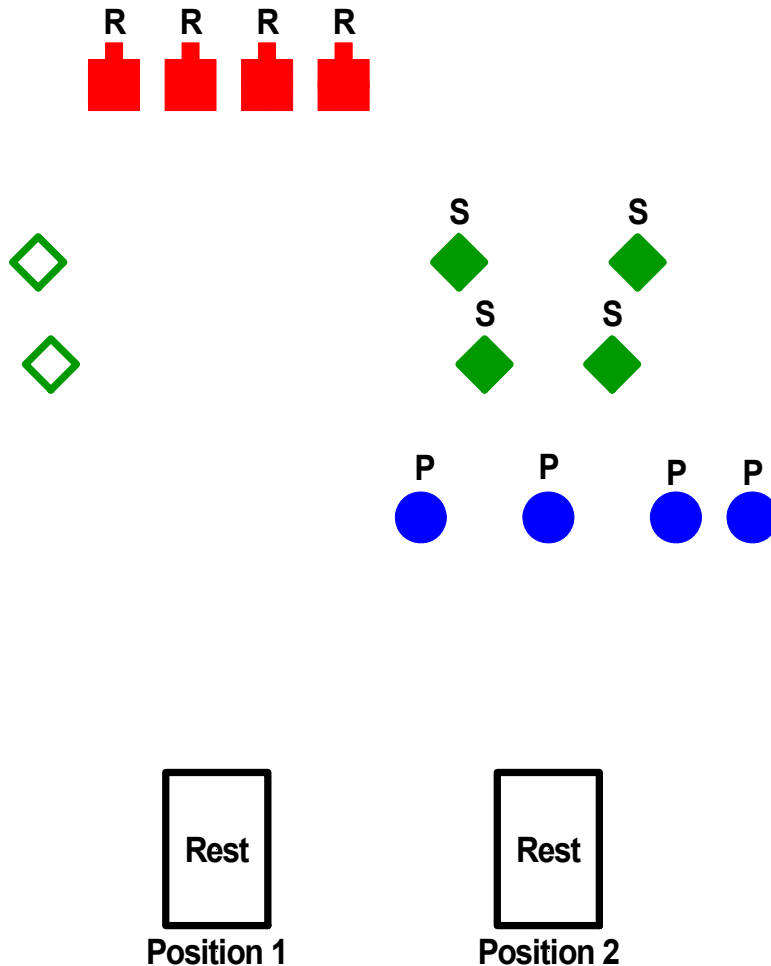
At the Buzzer, take down the 4 shotgun targets in any order, make ups in any order. **Note:** Cops may stage extra rounds on the rest if desired. Make the shotgun safe on the rest at either Position 1 or Position 2.

Move to Position 2 and Grab your Rifle. Starting on either end, shoot the three upper targets in a continuous Nevada Sweep for 10 rounds. Make the rifle safe on the rest at Position 2.

Move to Position 3 and Draw your Pistol(s). Starting on either end, shoot the three targets in a continuous Nevada Sweep for 5 rounds. Then, *starting on the other end*, shoot the three targets in a continuous Nevada Sweep for 5 rounds. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 3 – Bay 5 – Cops Gran Torino – Get Off My Lawn

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 2.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, held in both hands at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, held in both hands at Position 1.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 2. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 2.



Retired auto worker and Korean War Veteran Walt Kowalski, after having recently after lost his wife, just wants to be left alone to quietly live out the remainder of his days in his Highland Park, Michigan neighborhood and take care of his prized possession, a mint condition 1972 Gran Torino. But that is not to be and he soon finds himself in the middle of a gang war when he reluctantly decides to help his next door neighbors' son who is being attacked by a local gang. Standing in his front yard, and pointing his immaculate condition M1 Garand directly at the head of the gang leader, he growls....

Shooter starts at Position 1, holding the rifle in both hands pointed at the first target.

When ready say "Get Off My Lawn!"

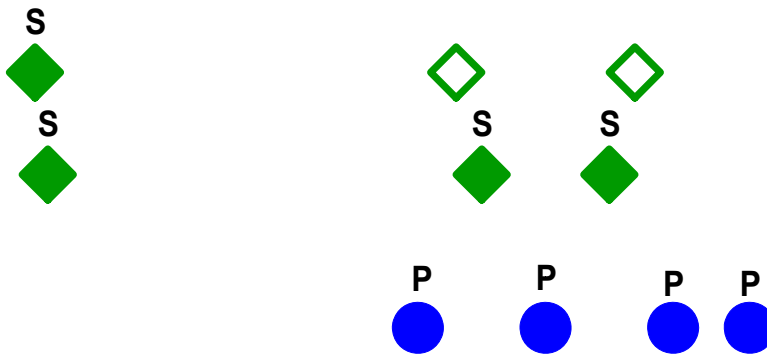
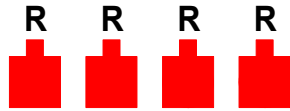
At the Buzzer, starting on either end, put 3 rounds on the first target, then 2 rounds on the second target, then 3 rounds on the third target, then finish with 2 rounds on the fourth target, for a 3, 2, 3, 2 sweep. Make the rifle safe on the rest at Position 1.

Move to Position 2. Grab your shotgun and take down the 4 shotgun targets in any order, make ups in any order. Make the shotgun safe on the rest at Position 2. **Note:** Cops may stage extra shotgun rounds on the rest if desired.

Draw your Pistol(s), and use the same instructions as for the rifle. Starting on either end, put 3 rounds on the first target, then 2 rounds on the second target, then 3 rounds on the third target, then finish with 2 rounds on the fourth target, for a 3, 2, 3, 2 sweep. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster. The pistol sequence and the rifle sequence do not have to match.

Stage 4 – Bay 5 – Cowboys Fist Full Of Dollars – Three Coffins

10 Pistol:	Cowboys:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
	Cops/1911:	Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 1.
10 Rifle:	Cowboys/1911:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
	Cops:	Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
4+ Shotgun:	Cowboys/1911:	Shotgun, open and empty, staged on the rest at Position 1.
	Cops:	Shotgun, <u>loaded with 2 rounds</u> , hammer down on empty chamber, staged on the rest at Position 1.



The Man With No Name, slowly walks through town towards the outlaws that taunted him as he rode into town and shot at his mule causing it to stampede, with him on it! He pauses only briefly at the undertakers and says....

Shooter starts at Position 1, with one hand on your pistol butt, and holding up three fingers on the other hand.

When ready say "Get three coffins ready."

At the Buzzer, draw your pistol(s) and with the first 5 rounds, put one round on the inner right target and then starting on far right target, sweep all four targets from right to left. With the second 5 rounds, repeat the same sequence, starting on the same target. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

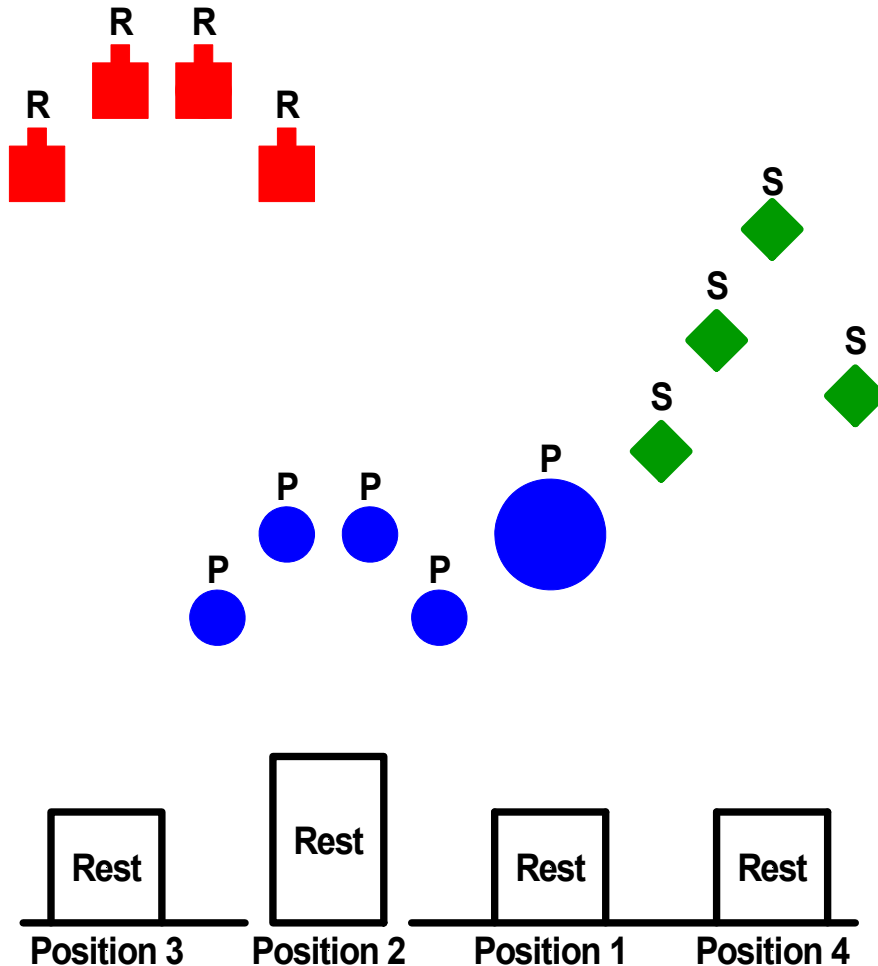
Grab your shotgun, and take down the 2 shotgun targets in front of you in any order, make ups in any order. With the shotgun open and empty, take it with you, and **Move to Position 2** making it safe on the rest at Position 2. **Note:** Cops may stage extra shotgun rounds on the rests both Position 1 and Position 2 if desired.

Grab your Rifle, and using the same instructions as for the pistols, with the first 5 rounds, put one round on the inner right target and then starting on far right target, sweep all four targets from right to left. With the second 5 rounds, repeat the same sequence, starting on the same target. Make the rifle safe on the rest at Position 2.

Grab your shotgun, load it, and take down the 2 shotgun targets in front of you in any order, make ups in any order.

Stage 5 – Bay 6 – Cops Dirty Harry – Do You Feel Lucky?

10 Pistol:	Cowboys:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
	Cops/1911:	Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 1.
10 Rifle:	Cowboys/1911:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
	Cops:	Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 3.
4+ Shotgun:	Cowboys/1911:	Shotgun, open and empty, staged on the rest at Position 4.
	Cops:	Shotgun, loaded with 2 rounds, hammer down on empty chamber, staged on the rest at Position 4.



While entering a restaurant to have lunch, Inspector Callahan, notices a suspicious vehicle idling in front of the bank. As he sits down to order, he asks the cook to call the police department and report a “211 In Progress”. No sooner than taking the first bite of his hotdog, he hears gunfire and still chewing, springs into action, ultimately uttering that iconic phrase....

Shooter starts at Position 1, with their pistol pointed at the Bubba.

When ready say “Do you feel lucky, punk?”

At the Buzzer, dump your first five pistol rounds into Bubba. With the pistol in a safe condition, (*open and empty for Cops/1911 and hammer down on an empty chamber or spent round for Cowboys*), **Move to Position 2** and with the second 5 rounds, sweep the four targets from either direction with 1 round each, then place the 5th round on any target, but no double taps. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

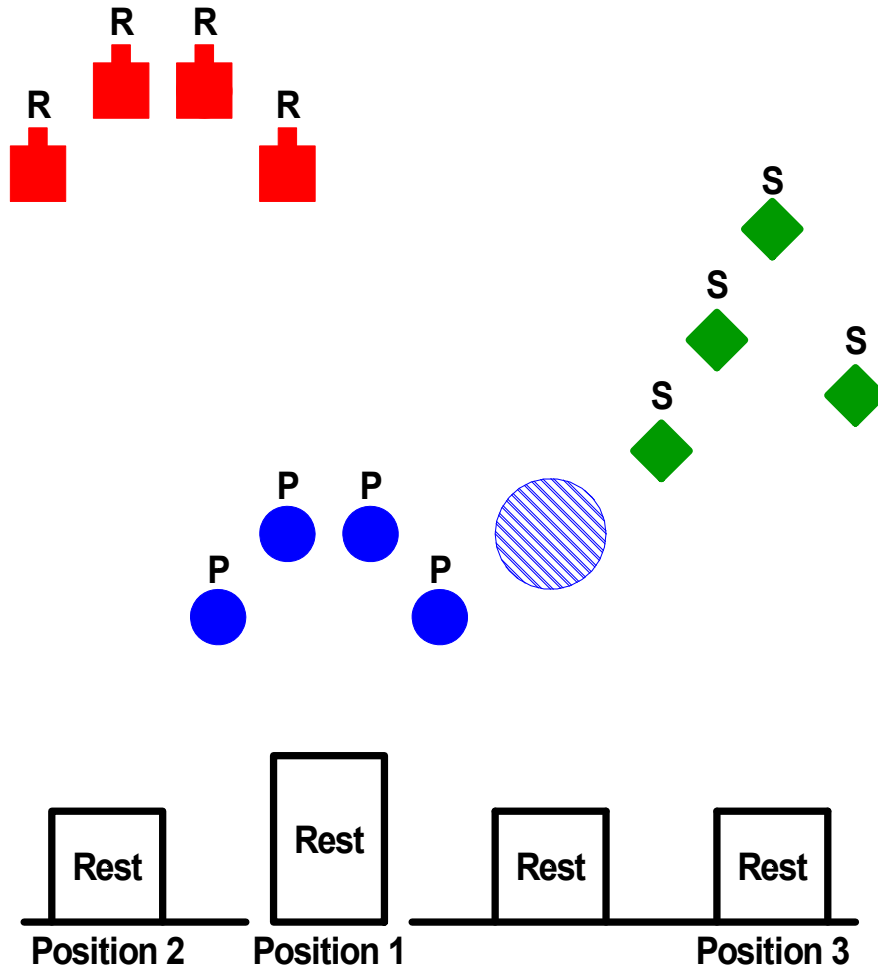
Move to Position 3 and Grab your Rifle. Sweep the four targets from either direction with 1 round each. Then starting from the same end, sweep the four targets again with 1 round each. Then, with the final 2 rounds, place one round on each of the upper targets in any order. Make the rifle safe on the rest at Position 3.

Move to Position 4 and Grab your shotgun. Take down the 4 shotgun targets in front of you in any order, make ups in any order.

Note: Cops may stage extra rounds on the rest at Position 4 if desired.

Stage 6 – Bay 6 – Cowboys Outlaw Josie Wales – Whistle Dixie

10 Pistol:	Cowboys:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
	Cops/1911:	Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 1.
10 Rifle:	Cowboys/1911:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
	Cops:	Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
4+ Shotgun:	Cowboys/1911:	Shotgun, open and empty, staged on the rest at Position 3.
	Cops:	Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 3.



Josie Wales, a Missouri farmer, is driven to revenge after the murder of his wife and young son by a band of pro-Union militants. He joins a group of pro-Confederate Missouri Bushwackers led by William T. Anderson and fights in the Civil War. At the end of the war, the guerrillas are convinced to surrender with promises of amnesty, but Wales refuses and is witnesses to the slaughter of the surrendering men. Hunted, and on the run, Wales is buying supplies in a small town, where he is identified by a townsman, and then confronted by four Union soldiers. Wales, packages in hand, says to the soldiers...

Shooter starts at Position 1, the doorway, holding the bundled packages in both hands.

When ready say “You gonna pull those pistols or whistle Dixie?”

At the Buzzer, drop the packages and draw your pistol(s). Starting on either end, shoot a progressive sweep by putting 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and finish with 4 rounds on the fourth target. Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Move to Position 2, the far left window. Grab your Rifle and, using the same instructions as for the pistols, start on either end and shoot a progressive sweep by putting 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and finish with 4 rounds on the fourth target. Make the rifle safe at Position 1. The rifle and pistol sequences do not have to match.

Move to Position 3 and grab your shotgun. Take down the 4 shotgun targets in any order, make ups in any order.