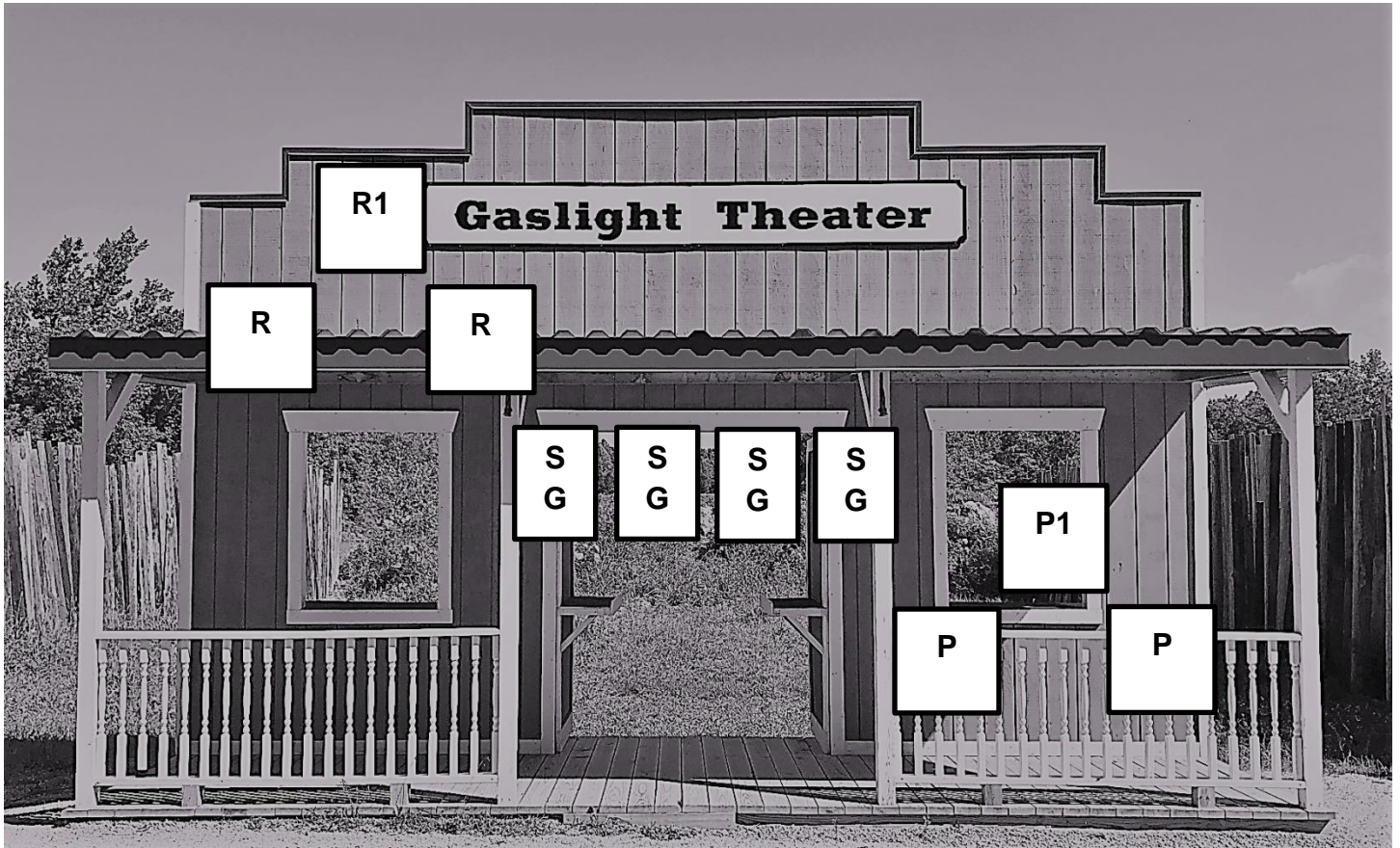


A Fistful of Dollars – (1964)

Stage 1 – The Gaslight Theater



Ammunition and Staging:

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either door shelf.

Starting Position

Shooter starts at left window with rifle in hand.

Ready Line

“When a man with a .45 meets a man with a rifle, the man with a pistol will be a dead man.”

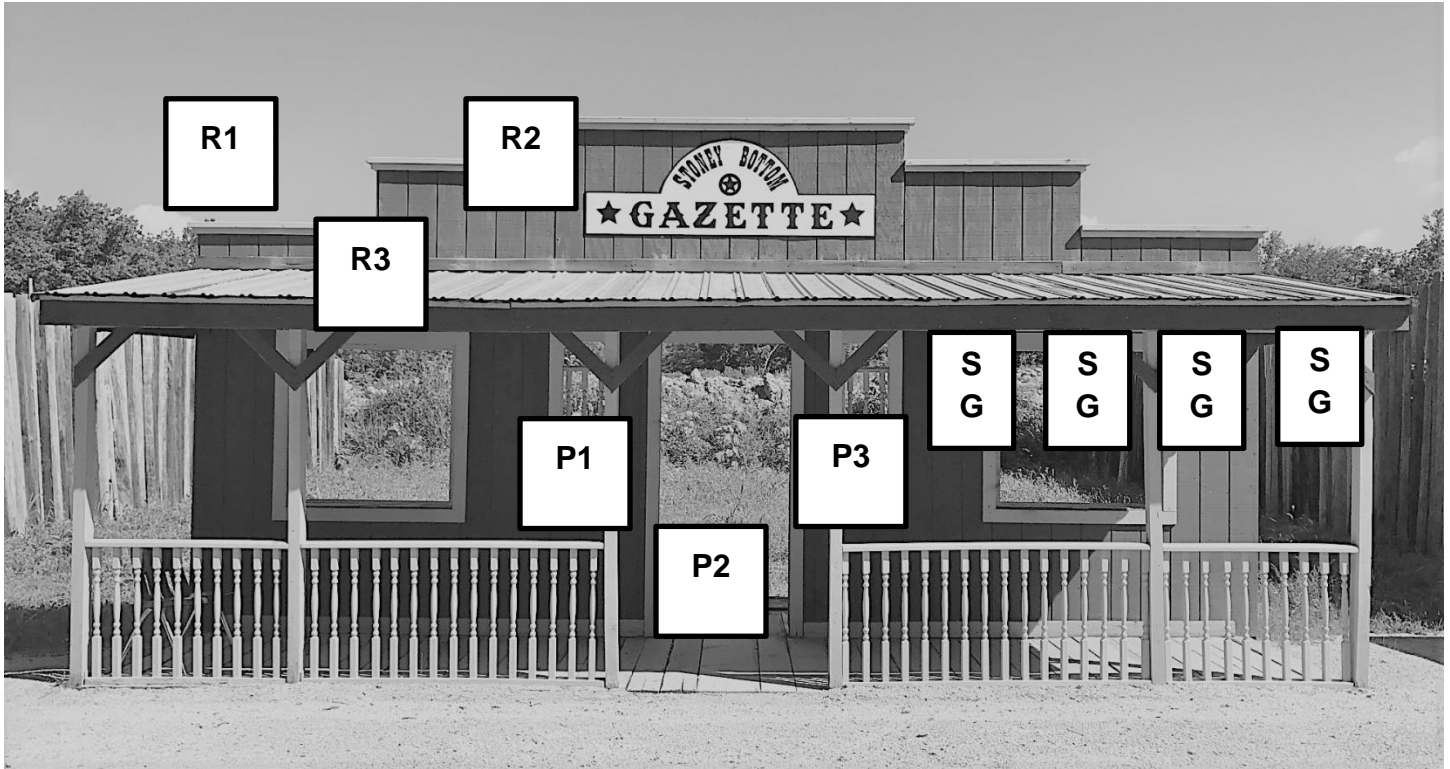
At the Beep

With rifle engage top center target first with 5 rounds and with last 5 rounds alternate on the lower 2 targets. Make rifle safe at left window. Move to doorway and engage shotgun targets in any order making shotgun safe on doorway shelf. Move to right window and engage pistol targets same as rifle.

Rifle/Shotgun/Pistol.

A Fistful of Dollars – (1964)

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each holstered.

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

Starting Position

Shooter starts at right window with hands touching each side of window.

Ready Line

“...he’ll regret the day he was born!!”

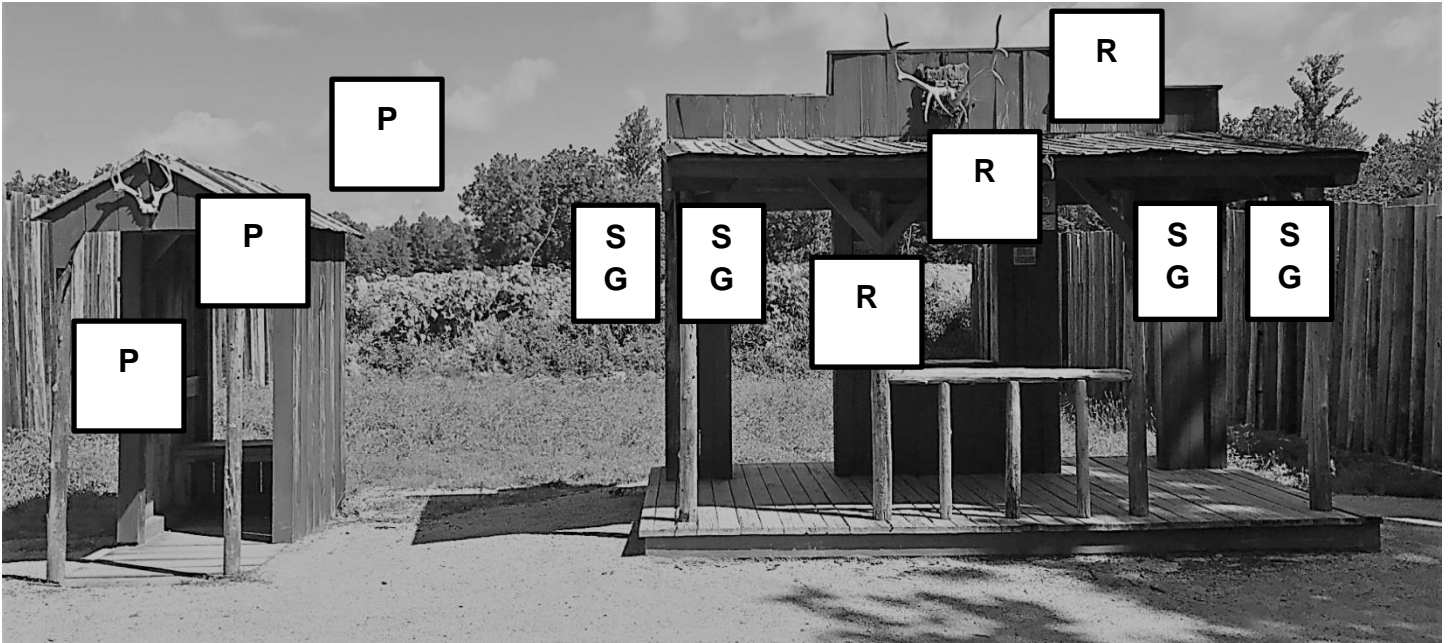
At the Beep

Engage shotgun targets in any order. Make shotgun safe on right window shelf. Move to left window and engage the outside rifle targets, starting on left or right, with one shot each then triple tap the lower center target. Repeat. Move to doorway and engage pistol targets same as rifle.

Shotgun/Rifle/Pistol

A Fistful of Dollars – (1964)

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 both posts.

Ready Line

“You see, my mule don’t like people laughing.”

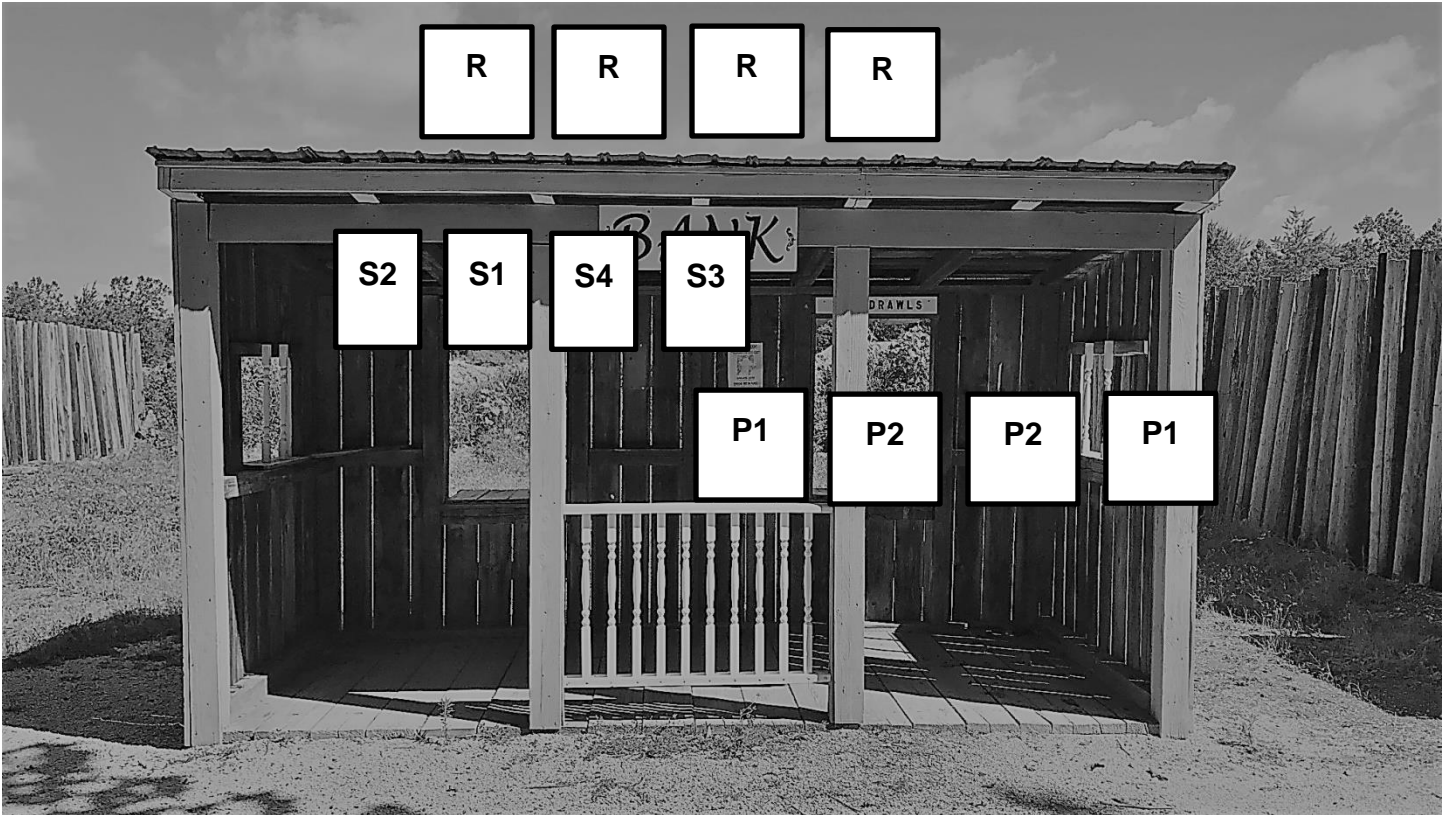
At the Beep

With pistols engage targets in a double tap Nevada sweep starting from either end. Re-holster. Move to window and engage rifle targets same as pistol. Make rifle safe on shelf and engage each set of shotgun targets in any order through each door; can start at left or right door.

Pistol/Rifle/Shotgun

A Fistful of Dollars – (1964)

Stage 4 – The Bank



Ammunition and Staging:

Rifle – 10 rounds staged on left or right window shelf, shooters choice.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at window of choice holding money bag with both hands.

Ready Line

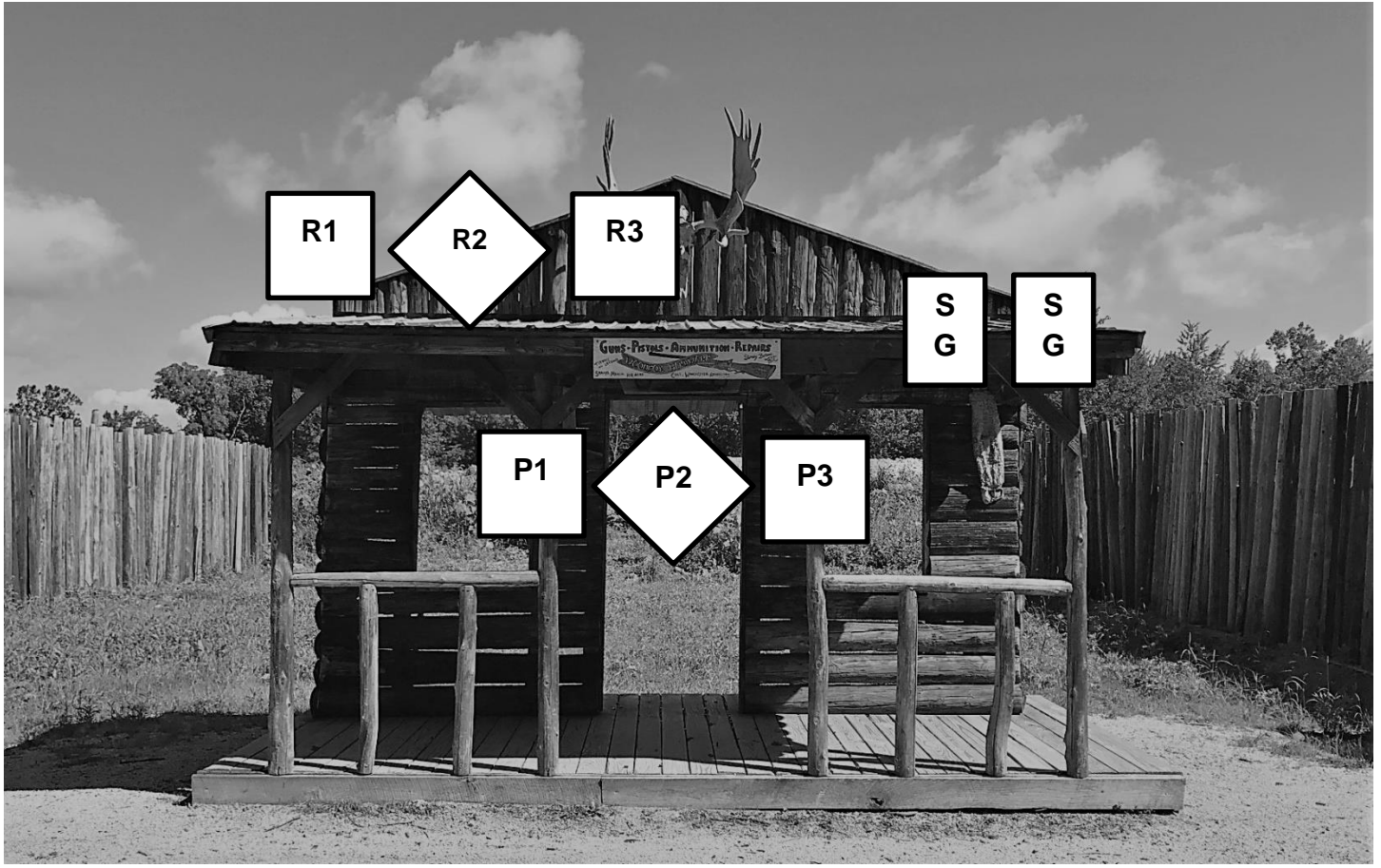
“When a man’s got money in his pocket he appreciates peace.”

At the Beep

Place money bag on window shelf. Guns may be shot in any order, do not end with rifle. Rifle and pistol targets are shot in a 2 -1-1-2-1-1-2 Nevada style sweep starting on either end and ending on starting target. Outside targets get 2 shots (double tap) and inside targets get 1 shot. Shotgun in any order. Shotgun and rifle made safe from where shot.

A Fistful of Dollars – (1964)

Stage 5 – The Hardware Store



Ammunition and Staging:

Rifle – 10 rounds staged on left window shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right window shelf.

Starting Position

Shooter starts at door in Texas surrender (both hands may be on cross-draw).

Ready Line

“Get three coffins ready. My mistake. Four coffins.”

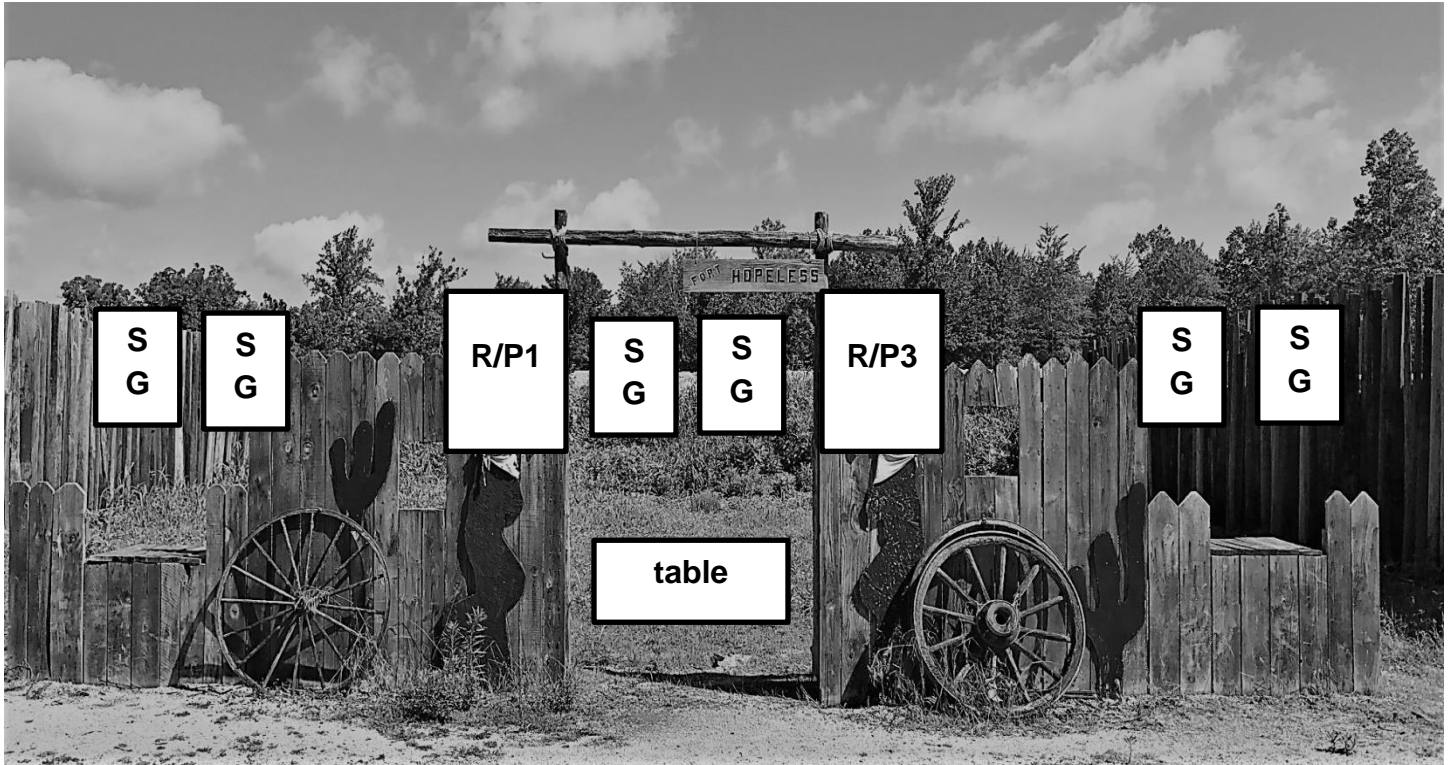
At the Beep

Pistol targets are shot in a 4-2-4 sweep starting from either end; 4 shots on 1st target, 2 shots on the center target and 4 shots on the 3rd target. Move to left window and engage rifle targets same as pistol. Make rifle safe on left shelf. Move to right window and engage shotgun targets.

Pistol/Rifle/Shotgun

A Fistful of Dollars – (1964)

Stage 6 – Fort Staudinger



Ammunition and Staging:

Rifle – 10 rounds staged on table.

Pistols – 5 rounds each, holstered or staged on table, shooters choice.

Shotgun – 4+ rounds, in hand.

Starting Position

Shooter starts at left or right outer shelf, shotgun in hand/shouldered, with shells in hand but not touching shotgun.

Ready Line

“Aim for the heart or you’ll never stop me.”

At the Beep

Load shotgun and engage targets in any order. Move to table with shotgun and engage last 2 shotgun targets. With rifle engage first target with 2 shots and opposite target with 3 shots. Repeat. With pistols engage targets same as rifle. **Shotgun/Rifle/Pistol**

