

DYNAMITE!

BUTCH CASSIDY AND THE SUNDANCE KID (1969)

Stage 1 – The Gaslight Theater



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on either doorway shelf.

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

Starting Position

Shooter starts at either window, holding dynamite stick in both hands.

Gun Order

Shotgun, rifle, pistol <OR> pistol, rifle, shotgun.

Ready Line

“Think ya used enough dynamite there Butch?”

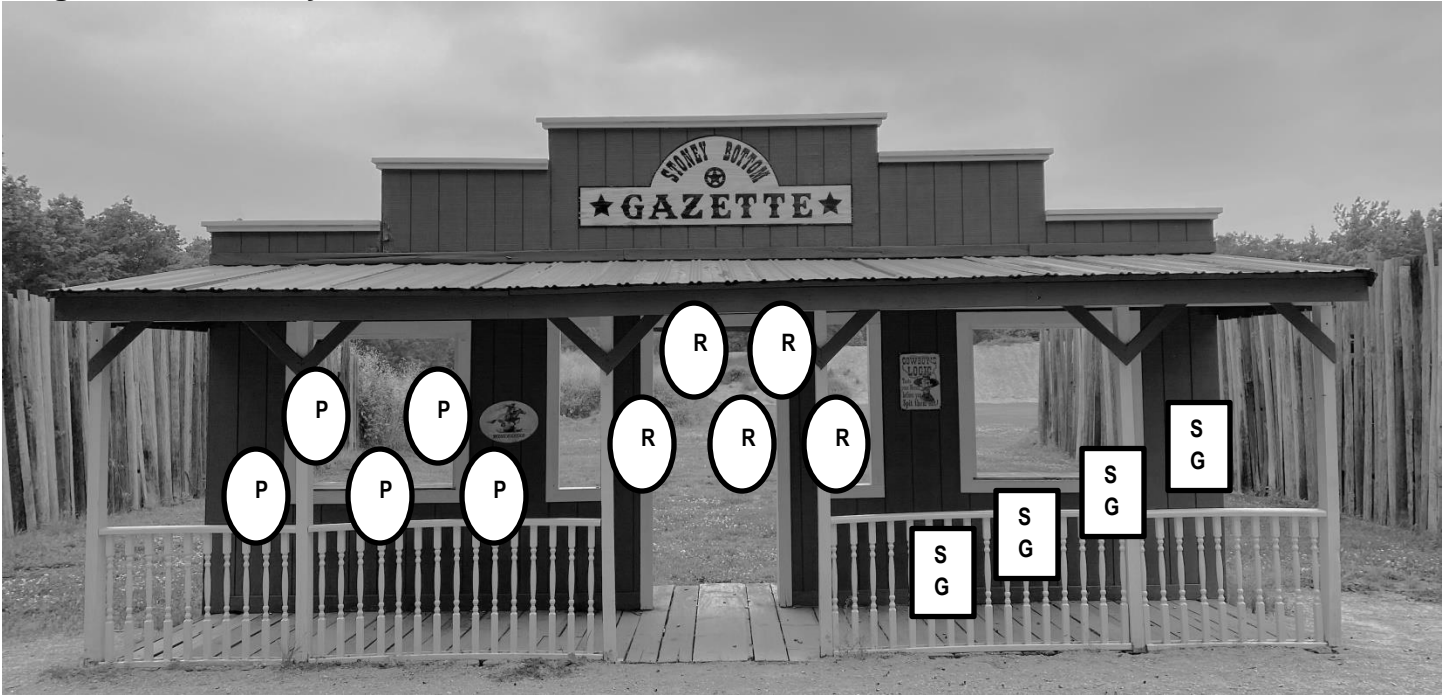
At The Beep

Through right window engage pistol targets in a Delta Glen Sweep, which is a Nevada sweep starting on either end, double tapping the middle target each time you come to it (P1, P2, P2, P3, P2, P2, P1, P2, P2, P3). Through doorway engage rifle targets in the same manner. Through left window, knock down all four shotgun targets.

DYNAMiTE!

RIO BRAVO (1959)

Stage 2 – The Stoney Bottom Gazette



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged at starting position.

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

Starting Position

Shooter starts at either left or right window, hands holding stick of dynamite.

Gun Order

Pistol, Rifle, Shotgun <OR> Shotgun, Rifle, Pistol

Ready Line

"I brung ya some dynamite!"

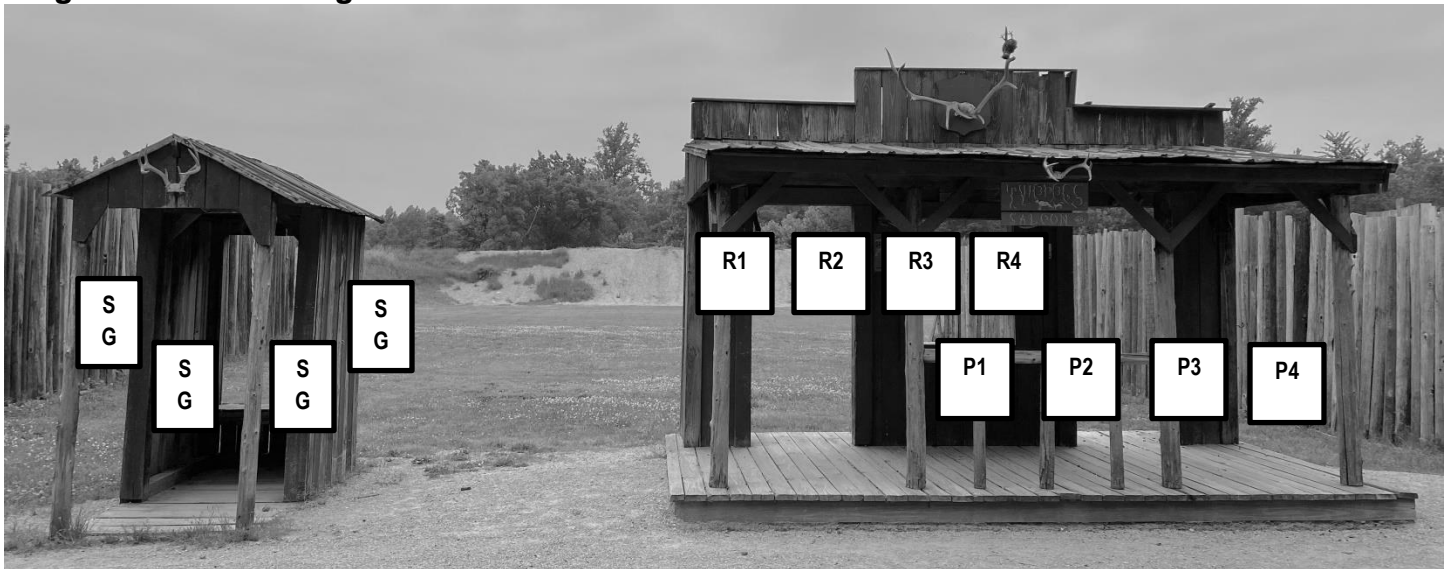
At The Beep

Through window with pistols, single tap the top row of targets, then double tap the bottom row, then single top the top row. With rifle through doorway, engage rifle targets in the same manner. With shotgun, knock down all four shotgun targets.

DYNAMiTE!

PALE RIDER (1985)

Stage 3 – The Two Dogs Saloon



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on window shelf.

Shotgun – 4+ rounds, staged on outhouse seat.

Gun Order

Shotgun, rifle, pistol.

Starting Position

Shooter starts in the outhouse, hands holding a stick of dynamite.

Ready Line

“Uh oh.”

At The Beep

Knock down all four shotgun targets. Move to Saloon window and engage rifle targets in a Hoot sweep (R1, R2, R2, R3, R3, R2, R2, R3, R3, R4). Move to right doorway and engage pistol targets in the same manner.

DYNAMiTE!

THE PROFESSIONALS (1966)

Stage 4 – The Bank



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on cactus.

Shotgun – 4+ rounds, staged on right window.

Gun Order

Rifle, Pistol, Shotgun

Starting Position

Shooter starts at cactus, holding dynamite stick in both hands.

Ready Line

“These beaded sticks are the tricky ones.”

At The Beep

With rifle, engage rifle targets in the following manner. Single tap the first target, then single tap the other target, then triple tap the first target, then triple tap the second target, then single tap the first, then single tap the second. Make rifle safe on cactus. From left window, engage pistol targets in the same manner. From right window, knock down all four shotgun targets.

DYNAMITE!

TWO MULES FOR SISTER SARA (1970)

Stage 5 – Woodfox Hardware Store



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged in right window.

Shotgun – 4+ rounds, staged in window opposite starting position.

Gun Order

Rifle or Pistol first; shotgun last.

Starting Position

Shooter starts at either window, hands holding a stick of dynamite.

Ready Line

“That would have been a miracle.”

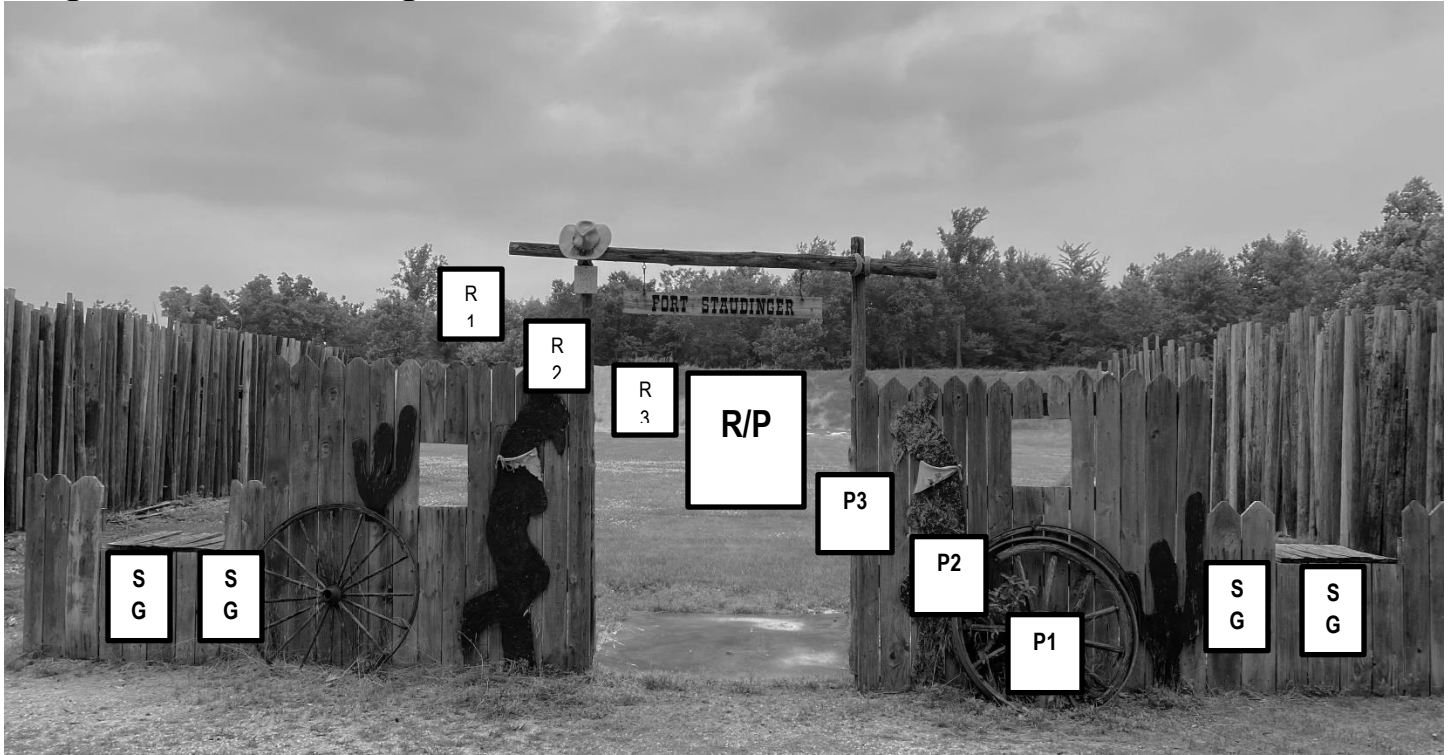
At The Beep

With pistols through the left window, sweep pistol targets from the same end three times, then knock down the knockdown target. Through the right window, use the same instructions for the rifle. With shotgun engage all four swinger targets.

DYNAMiTE!

THE SHADOW RIDERS (1982)

Stage 6 – Fort Staudinger



Ammunition and Staging:

Pistols – 5 rounds each, holstered.

Rifle – 10 rounds, staged on horse at fort entrance.

Shotgun – 4+ rounds, staged at either left or right shelf.

Gun Order

Start and end with Shotgun; other than that – shooter's choice.

Starting Position

Shooter starts at either right or left shelf (where shotgun is staged), hands holding a stick of dynamite.

Ready Line

"Hold on --- I'll be right there."

At The Beep

Knock down two shotgun targets. Taking shotgun with you, move to fort entrance and make shotgun safe on horse for further use. Using pistols and rifle, engage targets in a 1-2-3-8-3-2-1 sweep. For example, if starting with the rifle, put one shot on R1, two on R2, three on R3, then four on RP. With pistols, put four on RP, three on P3, two on P2, and 1 on P1. Make rifle safe on horse and holster pistols. Picking up shotgun, move to right shelf and knock down two remaining shotgun targets.