

# AMBUSH AT THE CAVERNS

**“2000”**

**HOSTED BY**

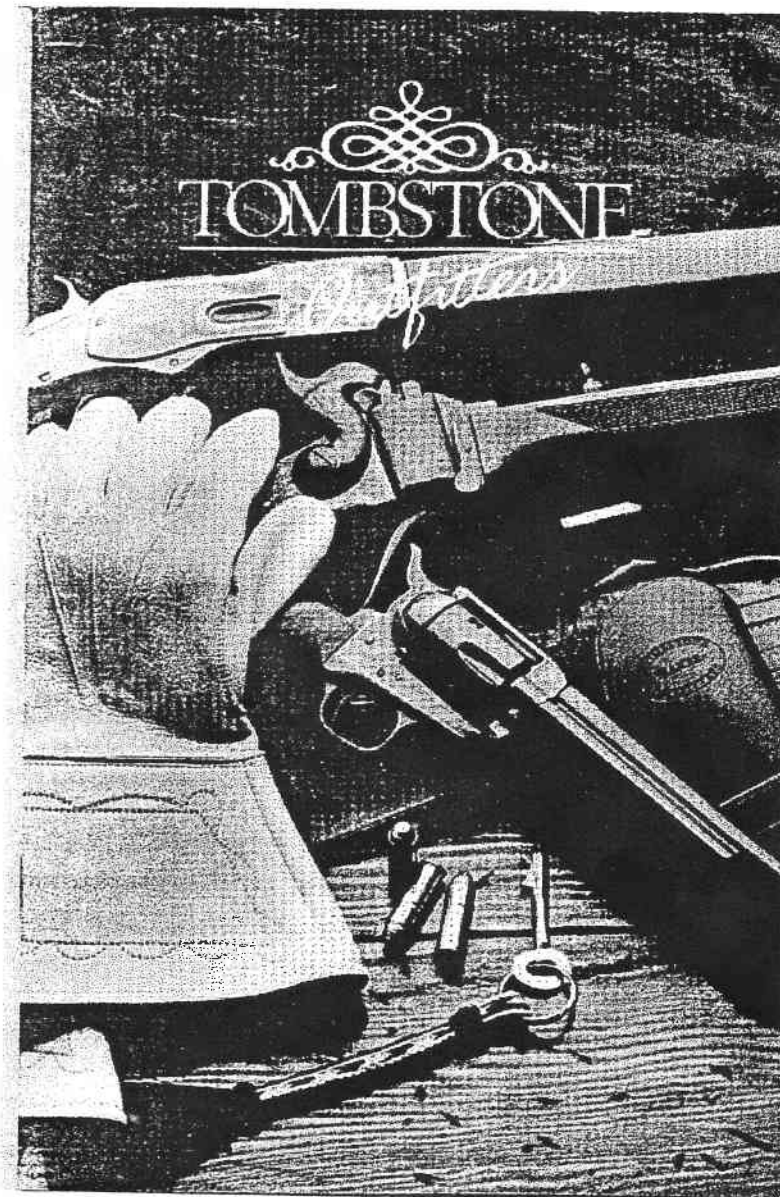


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## NORTH ALABAMA REGULATORS

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## WELCOME

to the fourth annual 'Ambush At The Caverns' and the second 'Alabama State Championship' Cowboy Action Shooting. The North Alabama Regulators are proud to host this event each year as we get to meet again with old friends as well as make new ones. There could not be a match without the spirit of the people who come and make it what it is. Our hats are off to you. We hope each and every one of you have an enjoyable stay and take home fond memories of both 'Ambush At The Caverns' and the North Alabama Regulators. If there is anything within our power to improve your visit or if you need assistance in any way, please let one of our Officers know so we can accommodate.

May your sights be true and your bullets find their targets,  
have fun and enjoy!

Noah Fence

President/Match Director

## AMBUSH 2000 TENTATIVE SCHEDULE

### FRIDAY, September 29

3:00 PM - 7:00 PM	Registration (main tent)
3:00 PM - 7:00 PM	Vendors Open
4:00 PM -	Cathedral Caverns tour at the cave, \$8 per person at the gate
6:00 PM -	Wash Pot Stew Social (near RV area)

### SATURDAY, September 30

7:00 AM - 8:00 AM	Registration (main tent)
7:00 AM -	Breakfast Menu
7:00 AM - 7:00 PM	Vendors Open
8:00 AM	Shooters Meeting (main tent)
8:30 AM - 11:30 AM	Three Main Stages
11:30 AM -	Lunch Menu
11:30 AM - 12:00 PM	Break
12:00 PM - 3:00 PM	Three Main Stages
3:00 PM - 5:00 PM	Side Matches
7:00 PM -	Banquet (main tent)
8:00 PM -	Side Match Awards/Door Prizes/ Grand Prize Rifle Give-A-Way/ Bullshooter's Contest

### SUNDAY, October 1

8:00 AM	Breakfast Menu
8:00 AM	Vendors Open
9:00 AM	Shooters Meeting (main tent)
9:15 AM - 1:00 PM	Four Main Stages
11:30 AM - 2:00 PM	Lunch Menu
2:00 PM	Awards Presentation (main tent)

## GENERAL INFORMATION

### RULES AND REGULATIONS

Ambush at the Caverns will be conducted under the guidelines set forth in the current SASS Shooter's Handbook (February, 2000 edition). Additional requirements (if any) will be announced at the Saturday morning 8:00 AM mandatory shooters meeting. Questions will be entertained at that time.

### PENALTIES

Safety violations will be assessed by the Posse Leader in accordance with the SASS rules. Procedurals, on the other hand, fall into two categories. 'Failure to engage' is a deliberate act to not follow the stage scenario in order to shorten one's time and carries a stiff 30-second procedural. Any accidental failure to follow the stage scenario will result in a 10 second procedural only if it offers an unfair advantage over another shooter (i.e. double tapping instead of sweeping targets, etc.) or as stated per special instructions on the stage scenario. Missed targets are the customary 5 seconds added to your time.

### FOOD

Friday evening about 6:00 PM (after the 4:00 PM tour of Cathedral Caverns) 'Wash Pot Stew' will be served compliments of the North Alabama Regulators.

Breakfast and lunch will be available for purchase both Saturday and Sunday provided by the Woodville Volunteer Fire Department. Check the "Ambush 2000 Tentative Schedule" for times. The Saturday night meal is, of course, included in your registration fee and will also be provided by the Woodville Volunteer Fire Department.

### AMMO REQUIREMENTS

The 10 main stages require 102 pistol shots, 66 rifle shots and 27 shotgun shells. Additional ammo is necessary for the side matches.

## SIDE MATCHES

Due to time constraints and based on last year's participation, the following side matches will be conducted Saturday immediately following the six main stages. You will be given two free side match entries.

The side matches are:

- Long Range Rifle - Single Shot
- Long Range Rifle - Lever Action Rifle Caliber
- Long Range Rifle - Lever Action Pistol Caliber
- One On One Speed Pistol - (this is an elimination type match, you will continue as long as you win your match. Each trip to the line will require one pistol with five shots so bring plenty of extra ammo.)

## SHOOTING CLASSES

During the course of registration, classes have been added. If you would like to make a change, you may do so at the registration table under the big tent or notify the Match Director (Noah Fence) prior to the 8:00 AM Saturday morning shooter's meeting. Once the shooting begins, no changes will be accepted. The classes identified are:

Traditional  
Duelist  
Modern  
Gunfighter  
Black Powder  
Seniors  
Elder Statesman  
Ladies  
Lady Seniors  
Junior Male  
Junior Female

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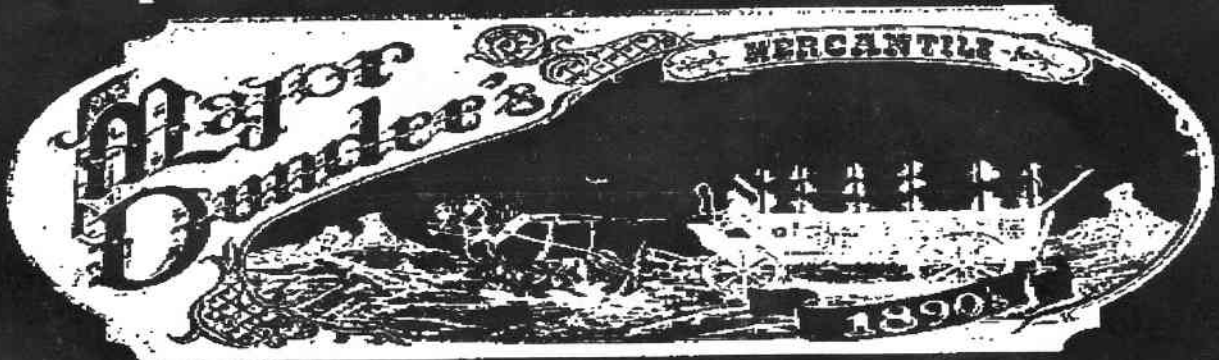
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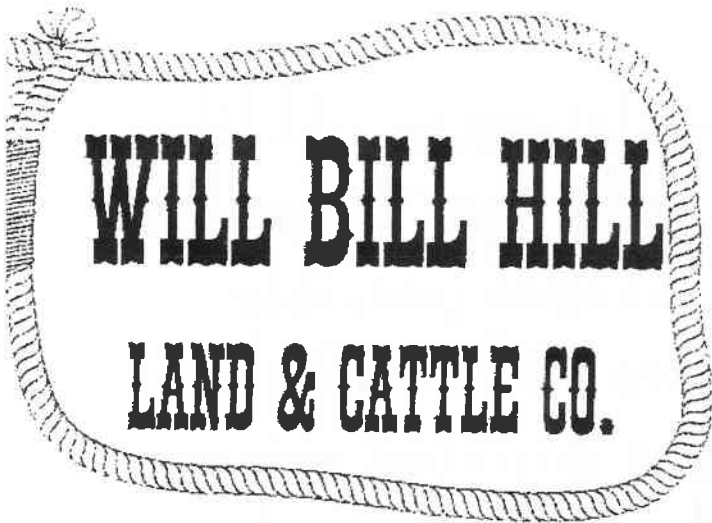
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A GREAT SHOOT?**

The North Alabama Regulators would like to thank the many fine folks that helped to make Ambush At The Caverns possible. Thanks to all our sponsors and to all the people and businesses that donated prizes, services and money. When you have the chance go by and thank these good people for supporting cowboy action shooting.

# Stages for Ambush at the Caverns "2000"

All stages will be shot as described and outlined in the stage description. Posses will not change the manner, or firing order, in which the stages are to be shot.

- Stage 1 -  
"UNFORGIVEN"



Two cowhands in the town of Big Whiskey, Wyoming got out of hand one night and cut up the face of one of the soiled doves in the local establishment. Delila, the victim, put out a \$1000 bounty to have them killed. The job was soon accepted by a threesome consisting of an over-the-hill killer named William Munny, played by none other than Clint Eastwood, his old partner Ned Logan, and a half blind over ambitious kid who called himself the Schofield Kid. The three managed to ambush the younger of the two cowhands guilty of the deed who was actually shot by William Munny with Ned's Spencer rifle. In a later scene, the Schofield Kid runs up to the outhouse, throws open the door, and assassinates the other guilty party catching him with his proverbial pants down. The movie ends after William Munny rides back into Big Whiskey wielding a shotgun & pistols to get even with Sheriff Little Bill and his deputies for killing his partner Ned.

*Disclaimer: this stage is fictional and any resemblance to the movie "Unforgiven" is purely coincidental. As a matter of fact, the only similarities are that both the movie and this stage include an outhouse, pistols and a shotgun.*

Begin with both pistols loaded and staged on the stool in the outhouse. Shotgun is staged on the gun rack outside the privy. Shooter is standing outside the privy with drawers pulled up.

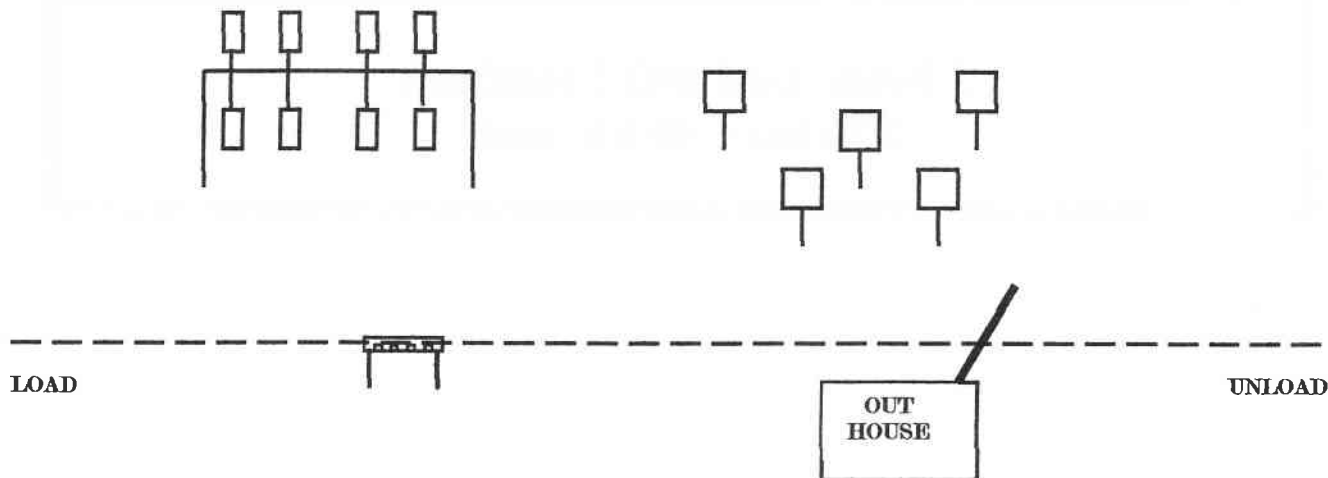
2 Pistols loaded with 5 rounds each  
Shotgun with 8 shells on person

# - Stage 1 - Procedure



AT THE BUZZER: SHOOTER YELLS "OUT'A MY WAY I GOTTA GO", ENTERS THE OUTHOUSE, DROPS HIS/HERS DRAWERS AND SITS DOWN TO CONDUCT BUSINESS. LOOKING OUT THE DOOR, SHOOTER YELLS "I SEE YOU OUT THERE YOU BACK SHOOTIN VARMINTS" AND PICKS UP FIRST PISTOL SHOOTING 5 TARGETS IN ANY ORDER. PLACE PISTOL BACK ON STOOL, PICK UP SECOND PISTOL AND REPEAT THE 5 TARGETS IN ANY ORDER. PLACE SECOND PISTOL BACK ON STOOL, STAND UP WHILE PULLING UP YOUR DRAWERS SINCE YOUR BUSINESS IS FINISHED AND HOLSTER BOTH GUNS BEFORE LEAVING THE PRIVY. WHILE HEADING FOR THE GUN RACK TO GET YOUR SHOTGUN YOU MUST KEEP YOUR DRAWERS UP. THERE IS A 10 SECOND INDECENT EXPOSURE PENALTY IF'N THE WAISTBAND OF YOUR DRAWERS DROPS BELOW YOUR KNEES ANYTIME WHILE OUTSIDE THE PRIVY. PICK UP SHOTGUN AND REEK HAVOC ON SHERIFF LITTLE BILL AND HIS MEN BY SHOOTING THE 4 SWINGER TOPS LEFT-TO-RIGHT FOLLOWED BY THE 4 SWINGER BOTTOMS LEFT-TO-RIGHT. LEAVE THE TOWN OF BIG WHISKEY TAKING YOUR SHOTGUN TO THE UNLOADING TABLE.

5 seconds added to score for each missed target  
10 second penalty for not attempting both lines  
10 second penalty for dropping your drawers anytime outside the privy



- Stage 2 -  
"PALE RIDER"



Cloy Lahood's men raided the gold panning camp on Carbon Creek one too many times. The ruthless villains killed Megan Wheeler's dog. That is when she prayed for a miracle to help. A mysterious preacher appeared in the town of Lahood in time to save Paul Barrett, leader of the gold panners, and whip Lahood's bullies with an axe handle thus siding with Paul Barrett. In retaliation, Cloy Lahood hired the crooked Marshal Stockburn and his six evil deputies to kill the preacher and run off the gold panners from their land.

This stage is based on the final scene of the movie where 6 of Lahood's men attempt to assassinate the preacher in Blankenship's General Store dining room followed by a showdown with Marshal Stockburn and his Deputies in the streets.

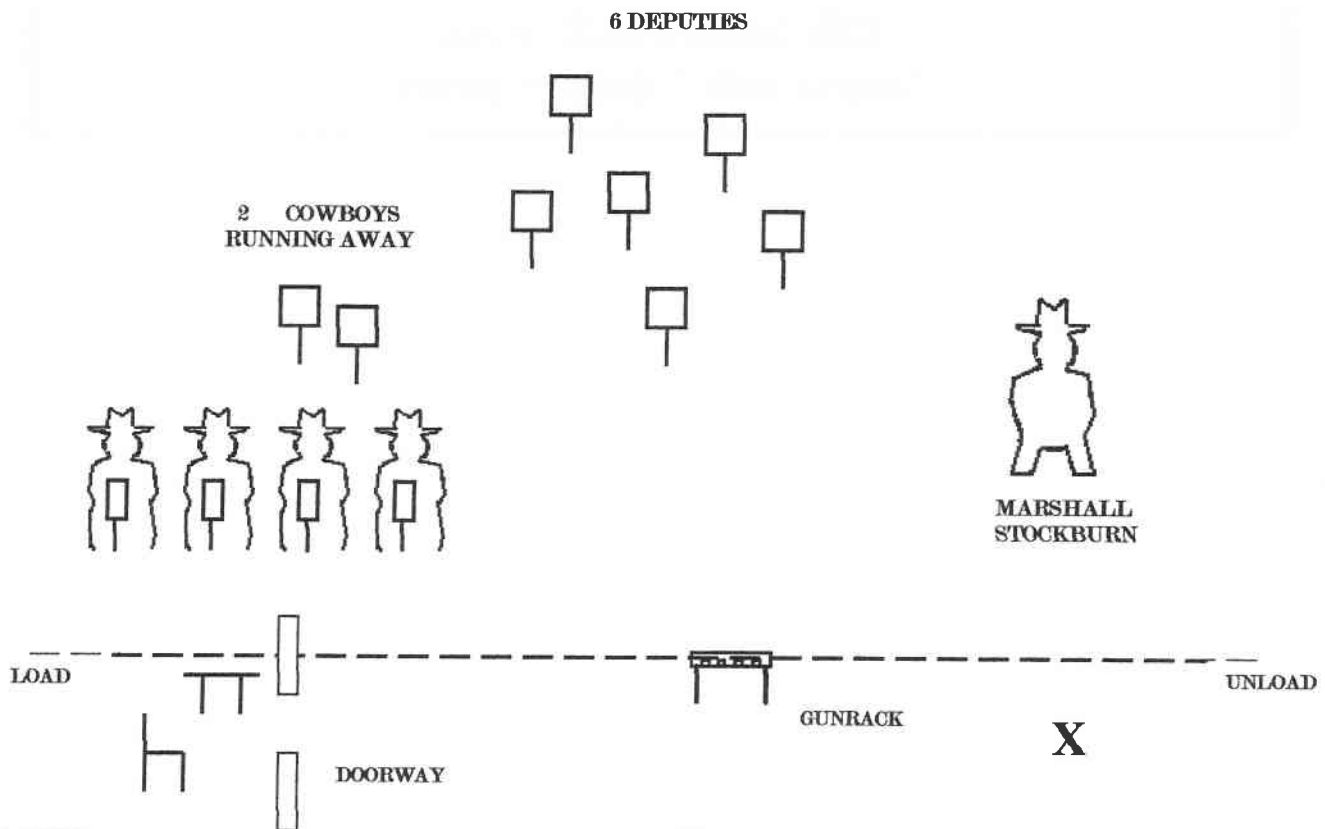
Start with one loaded pistol staged on the table with the barrel pointing down range and the other loaded and holstered. Rifle is loaded and staged on gun rack. Shooter is seated at the table with both hands palm down flat on the table.

2 Pistols loaded with 5 round each  
Rifle loaded with 6 rounds

- Stage 2 -  
Procedure



AT THE BUZZER: PICK UP PISTOL FROM TABLE SHOOTING THE FOUR LAHOOD MEN ATTACKING YOU IN ANY ORDER THEN SHOOT ONE OF THE TWO MEN RUNNING AWAY. STAND UP AND HOLSTER THE EMPTY PISTOL. THEN RUN OUT THE DOORWAY TO THE RIFLE RACK, PICK UP YOUR RIFLE AND SHOOT THE 6 EVIL DEPUTIES IN THE STREETS IN ANY ORDER. REPLACE EMPTY RIFLE WITH ACTION OPEN ON GUN RACK AND FACE OFF WITH MARSHAL STOCKBURN. DRAW SECOND PISTOL AND SHOOT HIM 5 TIMES. THIS ENDS THE STAGE. HOLSTER YOUR PISTOL, GO BACK AND GET YOUR RIFLE FROM THE RACK, THEN GO TO THE UNLOADING TABLE.



- Stage 3 -

## “HIGH PLAINS DRIFTER”



In this movie, Clint plays the “Stranger”, the vengeful spirit of Lago’s murdered Marshal. As the stage starts, you are sitting in the barber chair with a sheet covering you poised for a shave. Both pistols are loaded, one is staged on table beside barber chair with barrel pointed down range and the other is holstered on your strong side. Rifle and shotgun are staged on the gun rack.

2 Pistols loaded with 5 rounds each

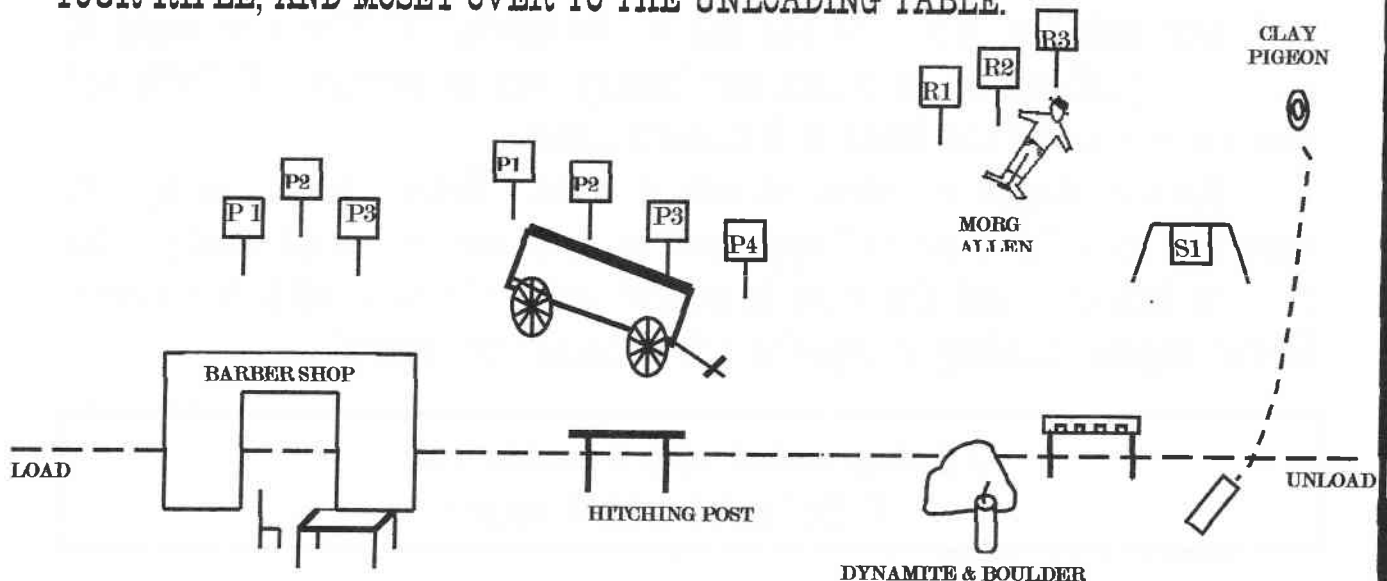
Rifle loaded with 8 rounds

Shotgun with 2 shells on person

## - Stage 3 - Procedure



AT THE BUZZER: THE THREE TOUGHS BRACE YOU. FROM THE BARBER CHAIR, USING YOUR FIRST PISTOL STAGED ON THE TABLE, SHOOT THE BAD GUYS (P1-P2-P3-P2-P1) THROUGH THE DOORWAY. STAND UP, HOLSTER YOUR PISTOL, AND WIPE THE SHEET OFF OF YOU. PICK UP YOUR BEER MUG AND WALK TO THE HITCHING POST. SAY THE LINE "YOU'RE GOING TO LOOK AWFUL STUPID WITH THAT KNIFE SHOVED UP YOUR A\*\*." SET THE BEER MUG ON THE HITCHING RAIL AND DRAW SECOND SHOOTING PISTOL TARGETS SIMULATING THE 3 PRACTICE DUMMIES AND MORDECAI'S HAT (P1-P2-P3-P4-P4). HOLSTER PISTOL AND GO TO BOULDER. HERE YOU ARE OVERLOOKING STACY BRIDGES AND THE CARLIN BROTHERS AS THEY TORTURE MORG ALLEN. PICK UP STICK OF DYNAMITE, LIGHT FUSE AND THROW (5 SECONDS BONUS FOR LANDING IN TARGET). PICK UP STAGED RIFLE AND SHOOT AT BRIDGES AND CARLIN BROTHERS (R1-R2-R3-R2-R1-R2-R3-R2). PUT EMPTY RIFLE WITH ACTION OPEN BACK ON GUN RACK AND PICK UP SHOTGUN. IN LAST SCENE INSPIRED BY THE MOVIE (YOU ARE PORTRAYING STACY BRIDGES), SHOOT SINGLE SHOTGUN TARGET ONCE FOLLOWED BY SHOOTING THROWN LANTERN (CLAY PIGEON). THE FIRST SHOTGUN SHOT IS THE SIGNAL TO THROW THE CLAY PIGEON. YOU HAVE NOW COMPLETED THIS STAGE, SO REMOVE SPENT SHELLS FROM SHOTGUN, PICK UP YOUR RIFLE, AND MOSEY OVER TO THE UNLOADING TABLE.



- Stage 4 -

## "FOR A FEW DOLLARS MORE"



This western movie is about two tough bounty hunters who reluctantly team up to go after the bounty on El Indio and his Mexican band of bank robbers. One of the early scenes in the movie demonstrates the ability of bounty hunter Col. Douglas Mortimer (played by Lee Van Cleif) when he went after Guy Calloway. Guy climbed down from a second story window and rode off on his horse to escape the wrath of Douglas Mortimer. Mortimer took the stairway down and walked out to his horse where he unlaced a bedroll hanging on the side of his saddle, which unrolled exposing a variety of rifles. By the time he picked up a rifle, Guy Calloway was nearing the far end of the street. First, Mortimer shot Guy's horse out from under him. Then as Guy walked towards Mortimer shooting his pistol, Mortimer whittled away at Guy shooting him one limb at a time until finishing him off with a final shot to the forehead. In another town, the other bounty hunter, played by Clint Eastwood, went one against three in a stand-up gunfight furthering his reputation. Both bounty hunters end up joining El Indio's banditos in order to do them in. Col. Mortimer was able to do so by posing as a safe cracker after the gang had robbed the El Paso bank and stole the safe. At the end of the movie, Col. Mortimer beats El Indio in a gunfight, not to collect any bounty, but as revenge. El Indio had been responsible for the death of Mortimer's sister.

Rifle is staged in bedroll on side of horse. Bedroll is secured by two ropes tied in a "shoe string" type bow so they can be untied easily. One pistol is holstered and the other is staged inside the safe with door closed. Shooter begins standing on opposite side of horse from bedroll.

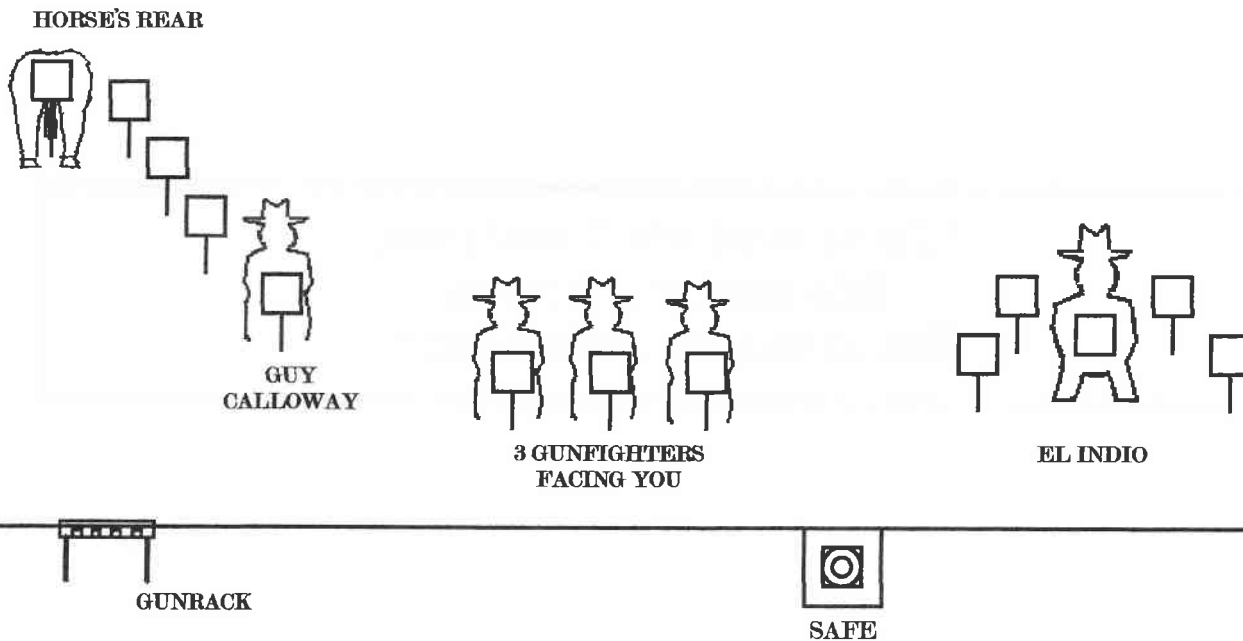
2 Pistols loaded with 5 rounds each

Rifle loaded with 8 rounds

- Stage 4 -  
Procedure



AT THE BUZZER: SHOOTER MOVES TO OTHER SIDE OF HORSE, UNTIES THE BED ROLL, PICKS UP RIFLE SHOOTING GUY CALLOWAY'S HORSE FIRST AND ONLY ONCE. THEN PLUG CALLOWAY BY DOUBLE TAPPING ONE TARGET AT A TIME AS HE MOVES TOWARDS YOU SHOOTING THE CLOSEST TARGET LAST AND ONLY ONCE. PLACE EMPTY RIFLE WITH ACTION OPEN ON GUN RACK AND MOVE IN FRONT OF THE THREE BAD GUNMEN. DRAW FIRST PISTOL AND SHOOT FIVE TIMES AT THE THREE TARGETS IN ANY ORDER, BUT NO DOUBLE TAPPING. HOLSTER PISTOL AND GO TO SAFE. SIMULATE TURNING TUMBLERS ONCE IN EACH DIRECTION TO CRACK SAFE AND OPEN DOOR. TAKE YOUR SECOND PISTOL OUT OF THE SAFE KEEPING THE BARREL POINTED DOWN RANGE. TURN ON EL INDIO AND HIS MEN AND GET YOUR REVENGE SHOOTING EACH TARGET ONCE IN ANY ORDER. HOLSTER SECOND PISTOL, RETRIEVE RIFLE AND GO TO THE UNLOADING TABLE TO COLLECT YOUR BOUNTY (which will probably resemble your empty brass).



- Stage 5 -

# "TWO MULES FOR SISTER SARAH"

or

(You Can Kiss A Nun, but Don't Get In The Habit)



This movie starts with Hogan (Clint) happening upon three men seducing a female in the open country. After he saves her, she dons a nun's habit much to his surprise. Hogan reluctantly consents to escort her to her destination through the many perils with injury to himself only to discover in the end, she is really a lady of the evening working as a Warista revolutionary fighting against the French soldiers occupying Mexico. This stage is loosely based on one of the scenes from along the way.

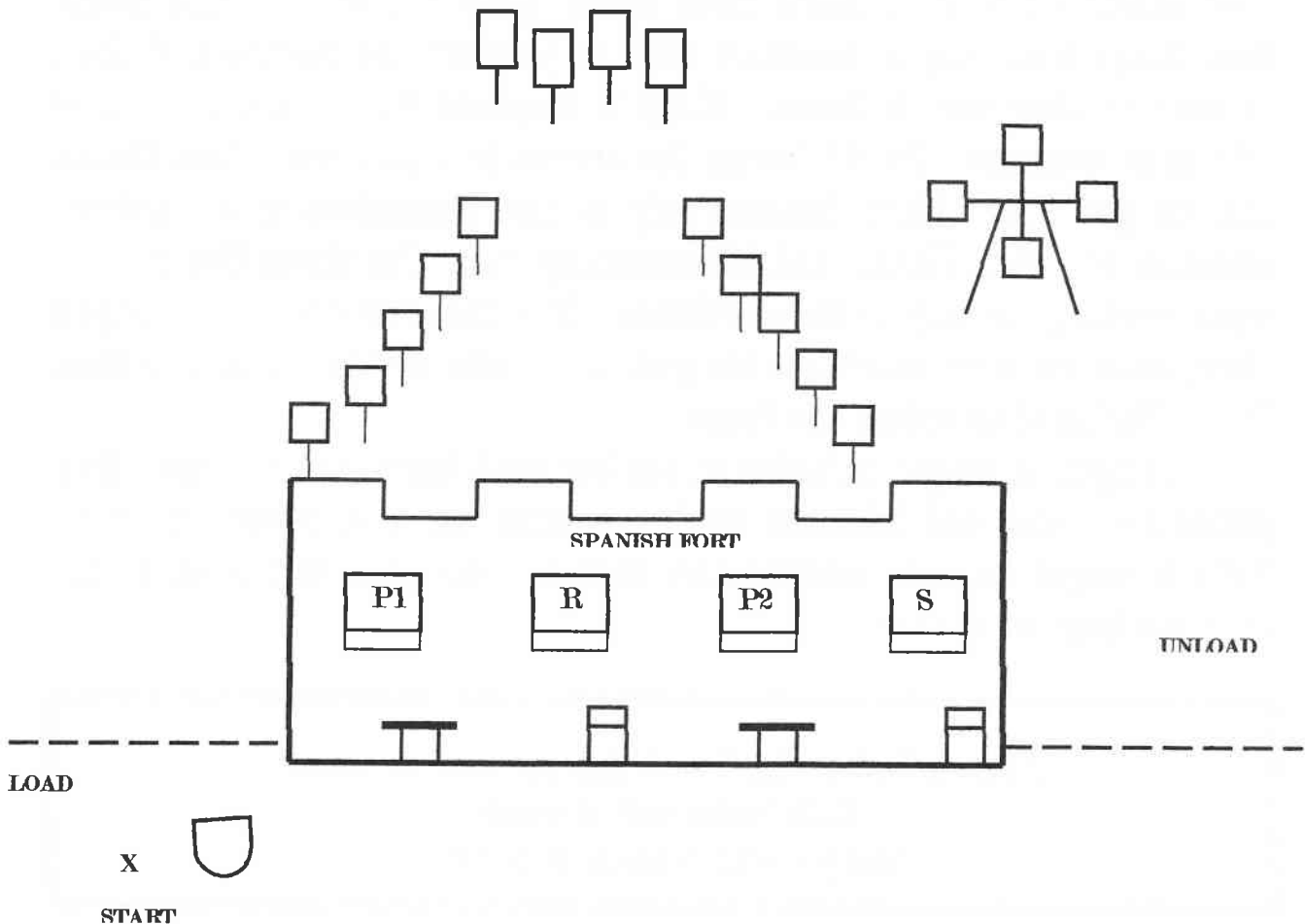
This stage begins with all weapons staged in the "windows" of an old abandoned Spanish fort. Pistols are loaded with 5 rounds each, rifle loaded with 8 rounds, and shotgun staged empty with breach open. Shooter has snake and knife in hand.

2 Pistols loaded with 5 rounds each  
Rifle loaded with 8 rounds  
Shotgun with four shells on person

# - Stage 5 - Procedure



AT THE BUZZER: SHOOTER YELLS "PUT THIS SNAKE IN THE POT", CUTS OFF SNAKE'S HEAD AND THROWS SNAKE INTO THE POT (NO PENALTY FOR MISSING THE POT). SHOOTER MOVES TO FIRST WINDOW, PICKS UP FIRST PISTOL AND ENGAGES 5 TARGETS IN ANY ORDER. HOLSTER EMPTY PISTOL BEFORE MOVING TO SECOND WINDOW. PICK UP RIFLE AND SWEEP 4 TARGETS LEFT-TO-RIGHT TWICE. RETURN EMPTY RIFLE WITH ACTION OPEN TO WINDOW AND MOVE TO THIRD WINDOW. PICK UP SECOND PISTOL AND SHOOT 5 TARGETS IN ANY ORDER. HOLSTER EMPTY PISTOL BEFORE MOVING TO FOURTH AND FINAL WINDOW. PICK UP SHOTGUN AND SHOOT EACH OF THE FOUR SHOTGUN TARGETS ONCE IN ANY ORDER. WITH SHOTGUN IN HAND, PICK UP RIFLE AND PROCEED TO THE UNLOADING TABLE.



- Stage 6 -  
"JOE KIDD"



Joe Kidd was hired by Frank Harlan to lead him and his three hit men; Olan Mingo, Lamarr Sims, and Roy Gannon on a hunt. After Joe realizes that these men only want to hunt down and kill the Mexican fugitive Luis Chama, he turns against the hunters and escapes to take Chama in himself to the town of Sinola for justice.

This stage combines four scenes from the movie with a little extra to enhance shooting. First Scene: When the Mexican who antagonized Joe in the jail cell escapes, he charges into the bar to kill Joe only to find Joe with the bartender's shotgun. Second Scene: Harlan's men took Joe prisoner after he turned against them. Joe escapes through the church bell tower and flees shooting five of Harlan's hired hands along the way. Third Scene: Olan Mingo from atop a mountain tries to pick off the members of Joe's caravan on their way to Sinola. Mingo is surprised when Joe's long range rifle is so accurate. Fourth Scene: Joe arrives in Sinola with Luis Chama and his girl friend Helen Sanchez only to find themselves in an ambush situation by Frank Harlan and his remaining men. Joe shoots five of them while working his way to the courthouse. Once there, he sits in the judge's chair, loads one more bullet into his gun, and waits for the moment to shoot Frank Harlan thus ending the fiasco.

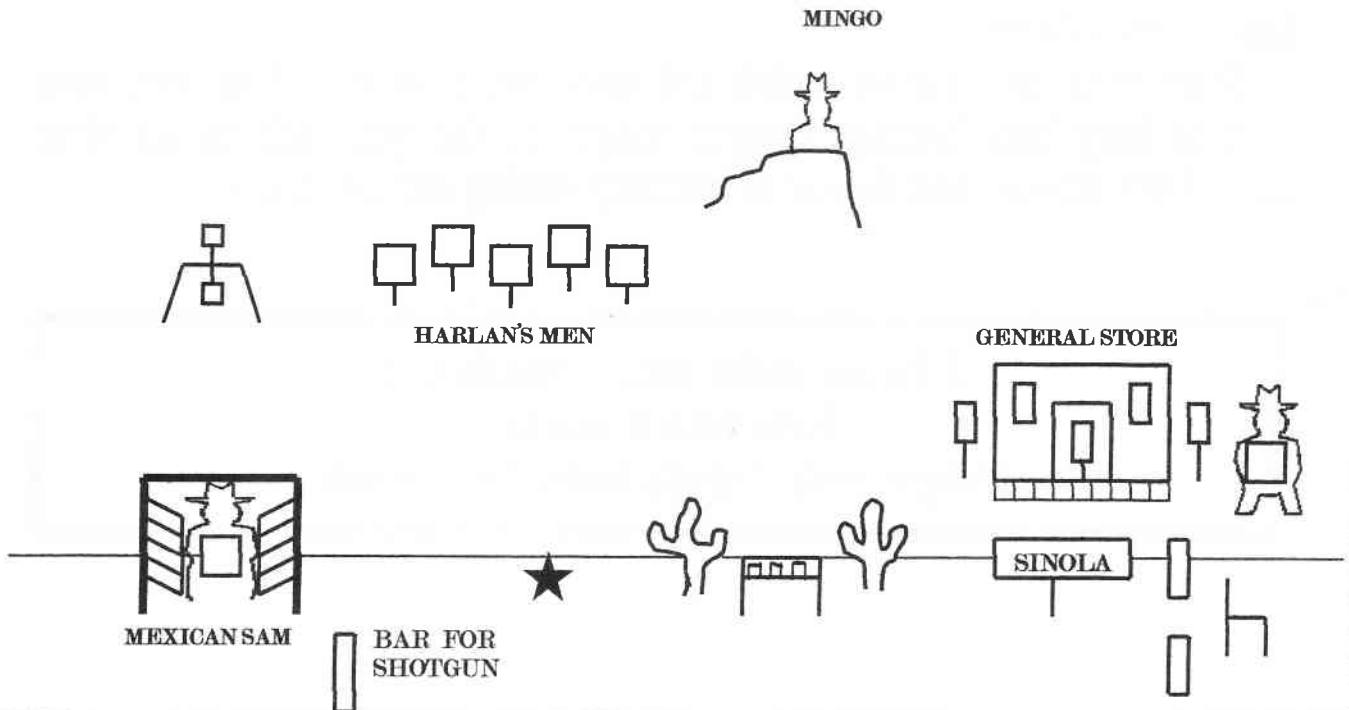
Shotgun is staged unloaded on the bar with barrel down range. Both pistols are loaded and holstered (with one extra round on person for later). Rifle is staged on rack between two cactus. Shooter is positioned at bar with one hand on shotgun.

2 Pistols loaded with 5 each plus one round on person  
Rifle loaded with 6 rounds  
Shotgun with 4 shells on person

- Stage 6 -  
Procedure



AT THE BUZZER: SHOOTER PICKS UP SHOTGUN AND PROCEEDS TO SHOOT THE SHOTGUN TARGET FOUR TIMES THROUGH THE HOLE IN MEXICAN SAM (END OF BARREL MUST AT LEAST BE FLUSH WITH OR PROTRUDE THROUGH HOLE). RETURN EMPTY SHOTGUN TO BAR WITH BARREL POINTED DOWN RANGE AND GO TO SAINT PASCHAL BAYON MISSION WHERE JOE IS A CAPTIVE. DRAW FIRST PISTOL AND SHOOT FIVE OF FRANK HARLAN'S MEN IN ANY ORDER. HOLSTER PISTOL TO COMPLETE YOUR ESCAPE AND TRAVEL ON TO RIFLE RACK. EVEN THOUGH IT TOOK JOE KIDD ONLY ONE LONG-RANGE SHOT TO GET MINGO, YOU GET TO PICK UP YOUR RIFLE AND SHOOT MINGO SIX TIMES. RETURN EMPTY RIFLE WITH ACTION OPEN TO THE GUN RACK AND GO TO SINOLA. DRAW SECOND PISTOL AND SHOOT FIVE AMBUSHERS IN THE TOWN IN ANY ORDER. HOLSTER SECOND PISTOL AND GO INTO COURTHOUSE. DRAW EITHER OF YOUR PISTOLS (BEFORE SITTING), SIT DOWN IN CHAIR, LOAD ONE BULLET FROM YOUR PERSON AND SHOOT FRANK HARLAN TO END THE STAGE. STAND UP, REHOLSTER, and THEN GO TO THE UNLOADING TABLE.



- Stage 7 -

## “OUTLAW JOSEY WALES”



At the close of the Civil War, Fletcher convinced his group of Confederates to surrender, all except for Josey Wales. Fletcher double-crossed his comrades because they were executed by the Yankees led by Captain Redlegs. Josey rode into the Yankee camp during the execution, captured a gatling gun and turned it around on the Yanks killing a significant number of them. Josey escaped rescuing a young wounded soldier who later died of his wound after the river crossing. In retaliation, Capt. Redlegs and the southern traitor, Fletcher, were charged by the Senator to track down and kill the Outlaw Josey Wales.

This stage is based on the scene from the movie where Josey and the boy have already crossed the Missouri River on the ferry and are awaiting the crossing of Fletcher, Captain Redlegs and his men. As the ferryboat carrying the pursuers gets midstream, Josey severs the rope with one rifle shot sending the raft drifting downstream. The scenario is written not as it actually happened in the movie but how we would have done it ourselves had we been Josey.

Start with both pistols loaded and holstered, rifle staged on gun rack next to ferry boat landing, shotgun staged on the gun rack on the river bank down stream, and shooter is leisurely resting sitting on log.

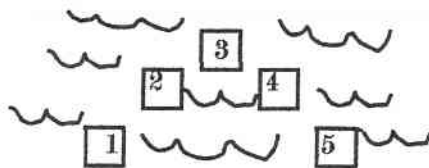
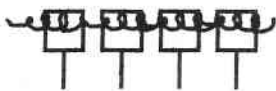
2 Pistols loaded with 5 rounds each  
Rifle with 8 rounds  
Shotgun with 4 shells loaded from person

# - Stage 7 - Procedure

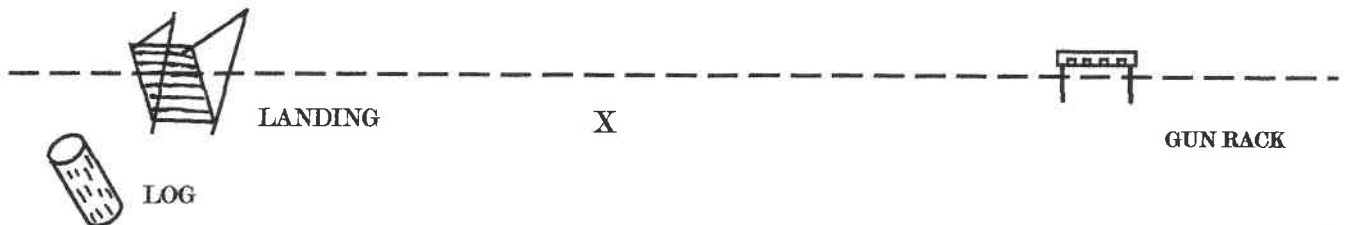


AT THE BUZZER: SHOOTER RISES AND PICKS UP RIFLE. STANDING ON FERRYBOAT LANDING, SAY THE LINE, "THIS IS WHAT IS KNOWN AS A MISSOURI BOAT RIDE" AND SHOOT THE CROSSING ROPE (FOUR RIFLE TARGETS DOUBLE TAPPING EACH ONE LEFT TO RIGHT) SENDING THE RAFT ADRIFT DOWNSTREAM. RETURN EMPTY RIFLE WITH ACTION OPEN TO GUN RACK AND MOVE DOWNSTREAM TO SHOOT THE YANKS THAT FELL INTO THE RIVER WHEN YOU FREED THE RAFT. DRAW FIRST PISTOL AND SHOOT AT 5 YANKS IN THE WATER (TARGET SEQUENCE 1-5, 2-4, 3). HOLSTER FIRST PISTOL, DRAW SECOND PISTOL AND SEND ALL 5 YANKS IN THE WATER TO DAVY JONES' LOCKER (TARGET SEQUENCE 5-1, 4-2, 3). HOLSTER SECOND PISTOL THEN MOVE FURTHER DOWNSTREAM PICKING UP SCATTERGUN FROM THE GUN RACK. SPOTTING FLETCHER AND CAPTAIN REDLEGS, THE ONLY TWO STILL STANDING ON THE DRIFTING RAFT, YOU BLOW THEM TO SMITHEREENS LOADING YOUR LAST FOUR SHELLS ONE AT A TIME (SHOOTING SWINGER BOTTOM-TOP-TOP-BOTTOM). PROCEED TO THE UNLOADING TABLE WITH SHOTGUN IN HAND.

10 second procedural for shooting pistol targets out of sequence



YANKEES SWIMMING  
IN RIVER



- Stage 8 -

## “HANG 'EM HIGH”



In this movie Clint portrayed Jed Cooper, former St. Louis lawman and aspiring cattle rancher. Jed buys 400 head of cattle unknowingly from the owner's killer. After a river crossing Jed is confronted by 9 vigilantes and lynched. He is saved by Marshal Dave Bliss and cleared in court. He hires on as one of the Judge's Marshals to find his attackers.

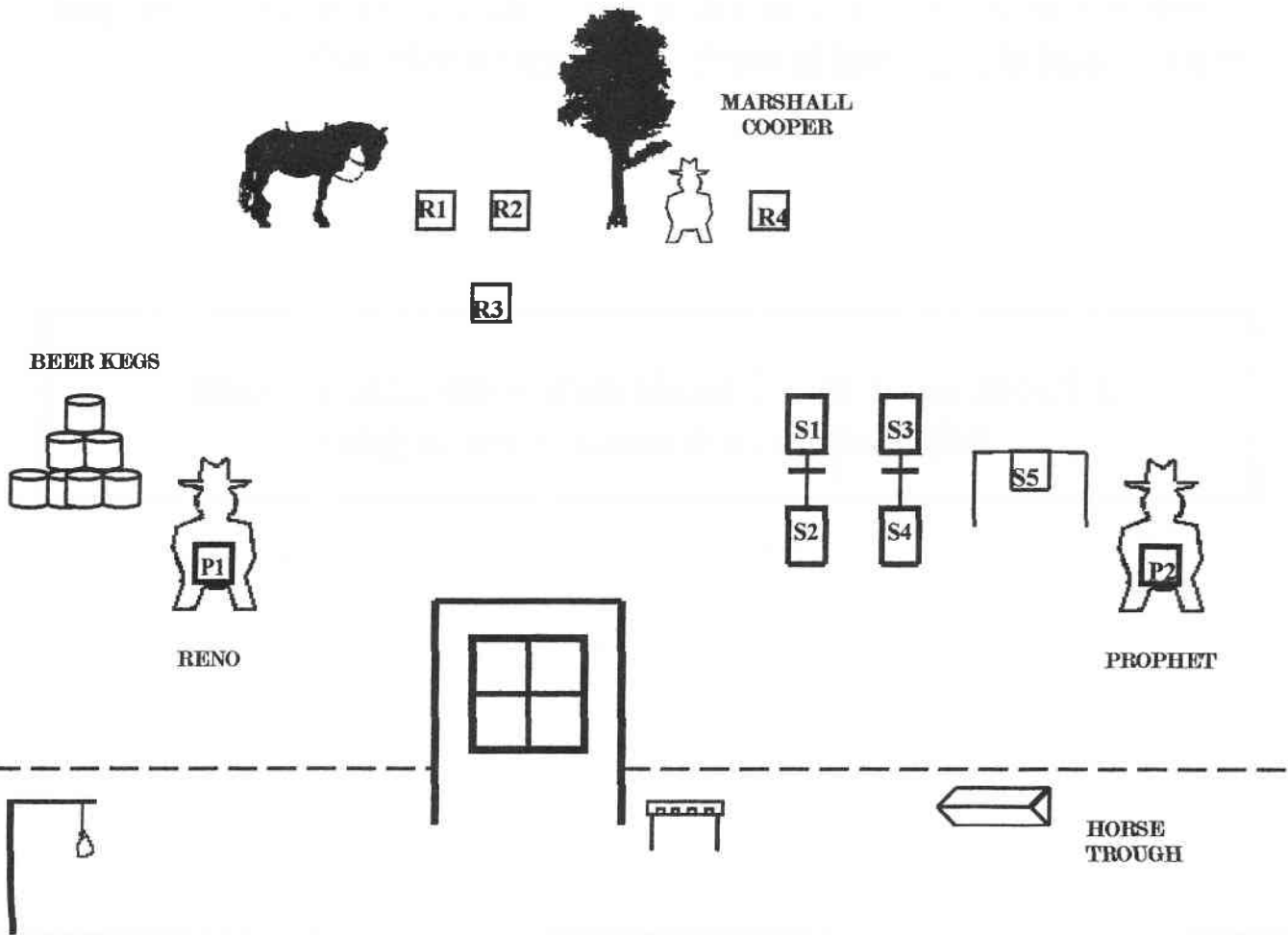
Begin with both pistols loaded & holstered, rifle and shotgun staged on gun rack. Shooter is standing under tree and hangman's noose is hanging loose around your neck with slack in the rope (we don't want to actually hang anybody).

2 Pistols loaded with 5 rounds each  
Rifle loaded with 8 rounds  
Shotgun with 5 shells on person

- Stage 8 -  
Procedure



AT THE BUZZER: SHOOTER REMOVES NOOSE FROM NECK, FACES FIRST PISTOL TARGET, AND SAYS, "*WHEN YOU HANG A MAN, MAKE SURE YOU LOOK AT HIM*". DRAW FIRST PISTOL AND SHOOT RENO (P1) 5 TIMES. HOLSTER PISTOL THEN MOVE TO GUN RACK. PICK UP RIFLE AND SHOOT 8 ROUNDS THROUGH WINDOW AT THE 4 RIFLE TARGETS DOUBLE TAPPING. RETURN EMPTY RIFLE WITH ACTION OPEN TO GUN RACK AND PICK UP SHOTGUN. SHOOT SHOTGUN SWINGERS TOP-BOTTOM-TOP-BOTTOM THEN LOAD ONLY ONE SHELL AND SHOOT GROUND LEVEL TARGET. RETURN EMPTY SHOTGUN WITH BREACH OPEN TO GUN RACK. GO TO THE HORSE TROUGH, DRAW SECOND PISTOL AND SHOOT PROPHET (P2) 5 TIMES. HOLSTER PISTOL AND RETRIEVE YOUR LONG GUNS TO THE UNLOADING TABLE.



- Stage 9 -

## “FIST FULL OF DOLLARS”



This stage is based on the last scene of the movie involving a show down between Ramon and Clint. While Clint is approaching in the street, Ramon continues to shoot his Winchester rifle at Clint's chest unaware of the armor underneath his poncho. During which Clint recites "to kill a man, you must shoot him in the heart. When a man with a Winchester meets a man with a 45, the man with the 45 will lose."

Rifle is loaded with six rounds and staged on gun rack. Both pistols are loaded and holstered. Shooter is standing by gun rack and is holding 'A Fist Full Of Dollars' which are 5 wooden nickels. The wooden nickels must be carried in hand, or hands, throughout the stage and may not be carried anywhere else (i.e. not in a pocket or hat). At the end of the stage, each wooden nickel still in hand is worth two bonus seconds each.

2 Pistols loaded with 5 rounds each + one round on person

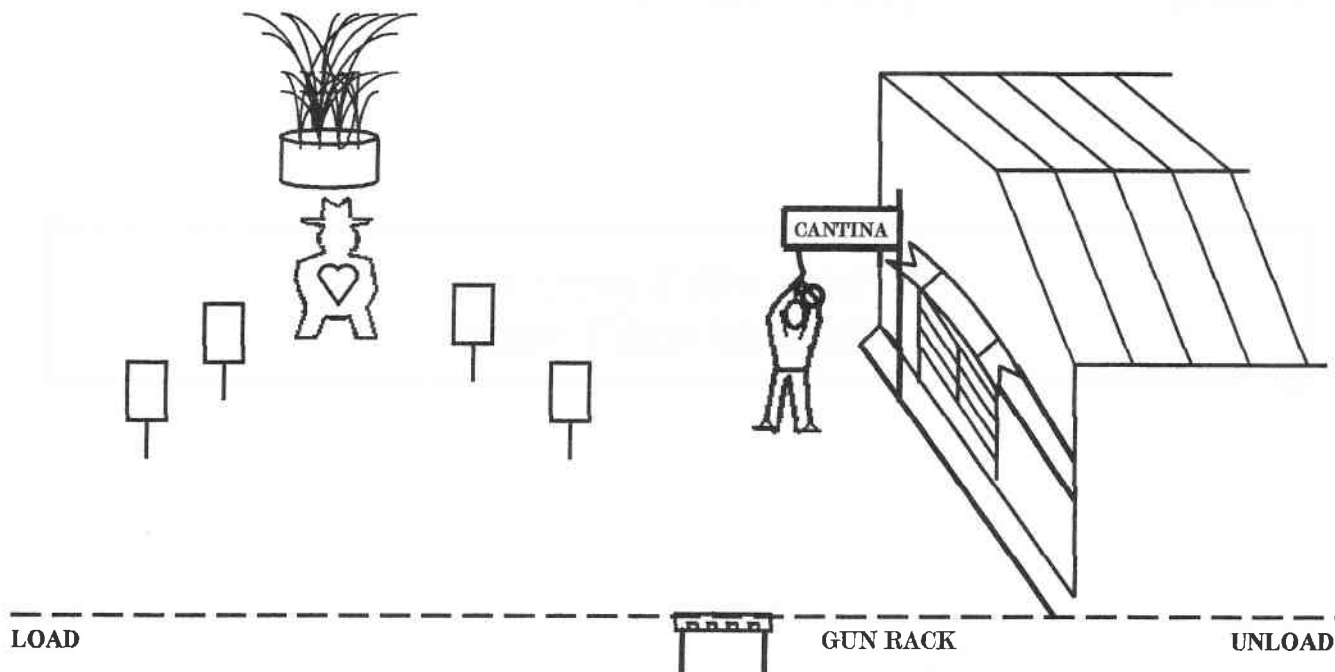
Rifle loaded with 6 rounds + one on person

- Stage 9 -  
Procedure



AT THE BUZZER: SHOOTER PICKS UP RIFLE, SAYS, "*TO KILL A MAN YOU MUST SHOOT FOR THE HEART*", AND SHOOTS RAMON (CENTER TARGET) SIX TIMES IN THE HEART. (SHOTS MUST HIT THE HEART OR THEY ARE COUNTED AS MISSES.) RETURN EMPTY RIFLE WITH ACTION OPEN TO THE GUN RACK. DRAW FIRST PISTOL AND SHOOT ALL FIVE TARGETS LEFT TO RIGHT. HOLSTER FIRST PISTOL AND DRAW SECOND PISTOL SHOOTING ONLY RAMON'S FOUR HENCHMEN (DO NOT SHOOT RAMON). USE THE FIFTH ROUND TO SHOOT THE ROPE WHICH IS HANGING THE MEXICAN BAR KEEPER BY THE CANTINA. WITH PISTOL STILL IN HAND, LOAD ONE MORE ROUND AND SHOOT RAMON. HOLSTER PISTOL AND ONCE AGAIN PICK UP YOUR RIFLE. LOAD ONE ROUND AND SHOOT RAMON. (HITTING RAMON ANYWHERE WITH FINAL TWO SINGLE SHOTS COUNTS AS A HIT). MOVE TO THE UNLOADING TABLE WITH YOUR RIFLE AND CASH IN YOUR WOODEN NICKELS (IF YOU HAVEN'T DROPPED 'EM ALL) FOR BONUS SECONDS.

2 Seconds bonus for each wooden nickel in hand at end of stage  
5 Seconds penalty for each missed target



- Stage 10 -

## "THE GOOD, THE BAD, AND THE UGLY"



This stage comes from three different scenes representing three different people, which of course are "the Good, the Bad and the Ugly". The first part introduces "the Ugly" or Angle Eyes (played by Lee Van Cleef) as he shoots his employer through a pillow for \$2000. The next position in the stage introduces "the Bad" or Tuco (played by Eli Wallach) taken from the scene in the movie where he pieces together one good gun from several junk guns at the general store and test fires it out back. The final position in the stage represents "the Good" (played by Clint Eastwood) when he saves Tuco from lynching by shooting the rope and then shoots the hats off some of the peoples' heads that are in the crowd. Also, there is a saying that keeps coming up throughout the entire movie: "In this world there are two kinds of people."

Begin with both pistols loaded and holstered. Rifle is loaded with 7 rounds and staged against the rifle rack by the firing line. Shooter is standing in front of the pillow (cardboard).

2 Pistols with 5 rounds each  
Rifle loaded with 7 rounds

- Stage 10 -  
Procedure



AT THE BUZZER: SHOOTER DRAWS FIRST PISTOL AND SHOOTS 5 TIMES THROUGH THE PILLOW (CARDBOARD) AT YOUR EMPLOYER (SINGLE TARGET). EVERY SHOT MUST GO THROUGH THE PILLOW. SHOOTER THEN RETURNS PISTOL TO ITS HOLSTER, MOVES TO THE TABLE IN FRONT OF THE 3 CLOWNS AND ASSEMBLES HIS PISTOL (PUZZLE). ONCE ASSEMBLED, THE SHOOTER DRAWS SECOND PISTOL AND SHOOTS THE CLOWNS SWEEPING LEFT-TO-RIGHT. HOLSTER PISTOL BEFORE MOVING TO THE RIFLE RACK. PICK UP THE RIFLE AND SHOOT TUCO DOWN FROM THE GALLOWES (HIGHEST TARGET LOCATED IN TREES) FIRST. THEN SHOOT THE HATS OFF OF THE CROWD BY DOUBLE TAPPING THE 3 REMAINING LOWER TARGETS LEFT-TO-RIGHT. NOTE: YOU MUST FIRE AT THE HIGH TARGET UNTIL IT IS HIT (SAVING TUCO) OR UNTIL RIFLE IS EMPTY, THEN SHOOT ANY REMAINING ROUNDS AT THE LOWER TARGETS. THE SHOOTER MUST SAY THE LINE, "*IN THIS WORLD THERE ARE TWO KINDS OF PEOPLE*"

(IT DOESN'T MATTER WHEN DURING THE STAGE IT IS SAID AS LONG AS YOU SAY IT!)

5 seconds added to score for each missed target  
10 seconds penalty for not saying line  
10 seconds penalty for shooting clowns out of order  
'Failure to Engage' penalty (30 sec) applies if all 5 shots are not through pillow

