

STAGE 1 Bay A: The Shootist

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are a dying gun slinger getting a drink on your birthday. The three men in the saloon are out to get you. They draw one at a time. Defend yourself.

STAGE PROCEDURE: Standing at P1, facing uprange with your hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal turn and draw and engage T1 with two shots. Then engage T2 with two shots. Then engage T3 with two shots. Shots may be made up after each target has been engaged with two shots each.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 5

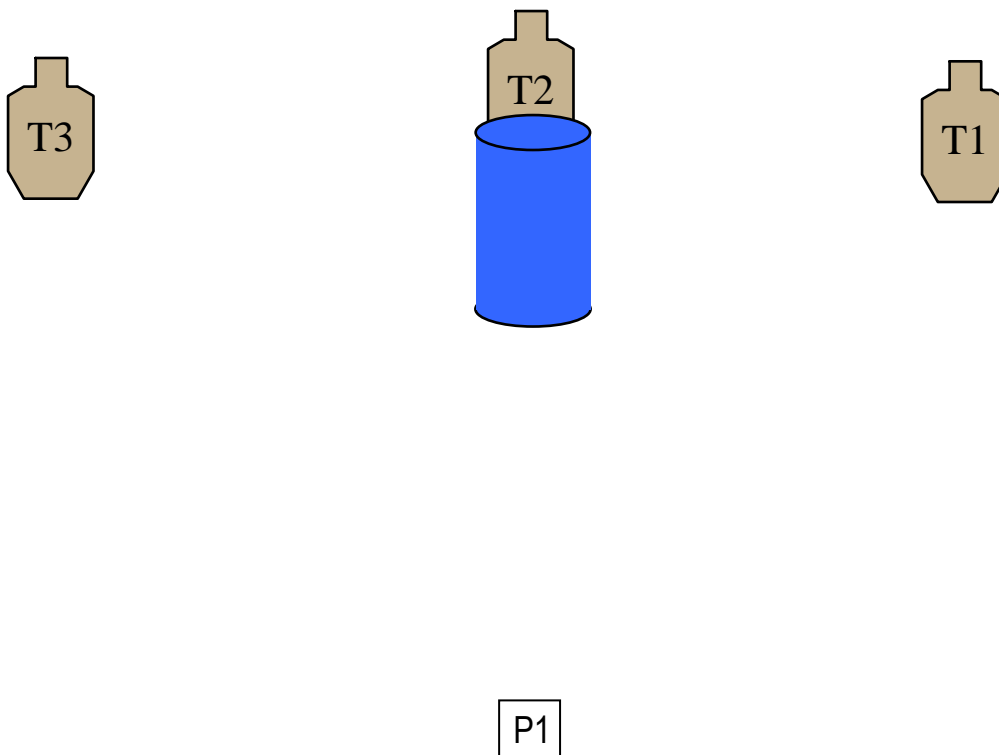
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 2 Bay A: Death Wish

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are Paul Kersey and your wife was killed and your daughter was raped by home invading thugs. You are seeking revenge. While reading a newspaper on a New York city subway when two thugs try to rob you... you are getting your revenge.

STAGE PROCEDURE: Seated at P1 with both hands on the newspaper. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T2 in tactical sequence (1-2-1) because that's the way it is in the movie.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 3 and 7

SCORING: Vickers Count

ROUND COUNT: Minimum 4 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 3 Bay A: Raiders of the Lost Ark

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You're Indiana Jones. You're searching the streets of Cairo Egypt for Marion after being separated from her. As you enter a square the mass of shoppers part to reveal a huge man wielding a scimitar. Deciding your whip will be inadequate you draw your hand gun.

STAGE PROCEDURE: Standing at P1, facing downrange with whip in your weak hand. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 two shots strong hand only.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10

SCORING: Vickers Count

ROUND COUNT: Minimum 2 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 4 Bay B: Collateral

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are a hit man named Vincent and some armed muggers have taken the briefcase that contains your Hit List. Retrieve your hit list.

STAGE PROCEDURE: Standing at P1 with hands above your shoulders. Weapon loaded to division capacity and holstered. At the audible start signal sweep the arm away with your support hand then draw and engage T1-T2 two shot each in tactical priority. Then follow with one shot each to the head in any order.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 2

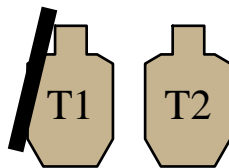
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: Best three shots on all paper including plus one head shot.

SPECIAL NOTES: The “arm” will be on the shooters support hand side. On T1 for right handed shooters and on T2 for left handed shooters.

SAFETY ISSUES:



P1

STAGE 5 Bay B: The Outlaw Josey Wales

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: While getting supplies in bustling little town in Texas you hear a carpet bagger shout “Oh my god, it’s Josey Wales!”. Four Union soldiers begin to eye you. You ask “you gonna pull those pistols, or whistle Dixie”. You take the three soldiers on the left, Lone Watie well get the guy on the far right.

STAGE PROCEDURE: Standing at P1, facing downrange holding a box of groceries with both hands. Weapon loaded to division capacity and holstered. At the audible start signal drop the groceries, draw and engage T1-T3 two shots each in tactical sequence (1-1-2-1-1).

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 8

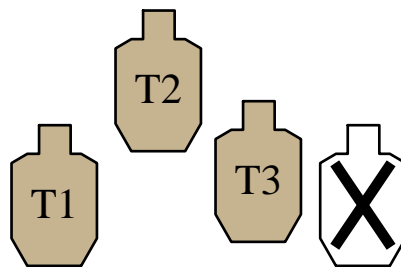
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: Best two shots on all paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 6 Bay B: Star Wars

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You have a drink in the Mos Eisley Cantina and Greedo is discussing your debt to Jabba the Hutt when Greedo fires his blaster (Han shoots first depending on which movie version you're watching) you shot back.

STAGE PROCEDURE: Sitting at P1, facing downrange hands on the table. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 two shots.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 3

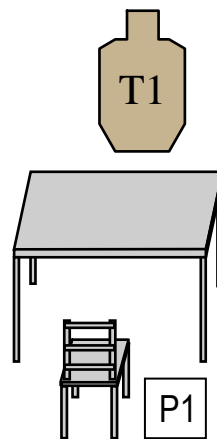
SCORING: Vickers Count

ROUND COUNT: Minimum 2 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 7 Bay C: Django-Unchained

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: After being sold back into slavery, you have convinced the 3 LeQuint Dickey Mine employees that you were wrongfully sold and that they can make bounty money. They release you and give you a gun to help collect the bounty. Now you most get away.

STAGE PROCEDURE: Standing at P1 with weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 one shot each in tactical priority. Then engage S1 until it is down.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 2, 3 and 15

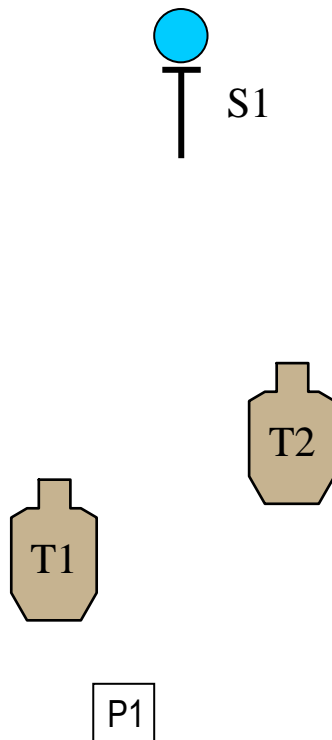
SCORING: Vickers Count

ROUND COUNT: Minimum 3 rounds.

SCORED HITS: One shot on all paper and all steel down.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 8 Bay C: The Good The Bad And The Ugly

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You and Tuco have a good scam going. You turn him in for the reward and rescue him right before he is to be hung. Rescue Tuco and shoot the hats off of some perspective posse members. I know he used a rifle in the movie, but we don't have an International Defensive Rifle Association.

STAGE PROCEDURE: Standing at P1 with hands above your shoulders. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage S1 until it's down. Then engage S2-S3 in any order until they are all down.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10 to 15

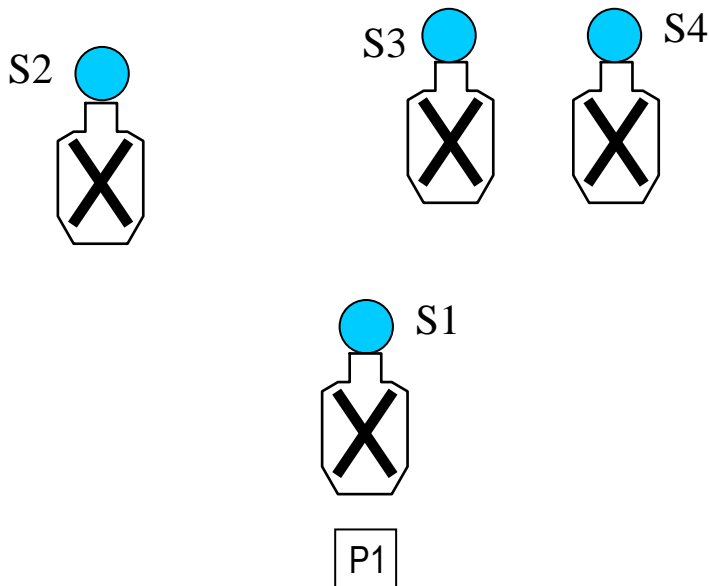
SCORING: Vickers Count

ROUND COUNT: Minimum 4 rounds.

SCORED HITS: All steel down.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 9 Bay C: Dirty Harry

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: While trying to have lunch at a diner in San Francisco. You notice the bank across the street is being robbed. Since you are Inspector Harry Callahan you have to stop the thieves. Ask yourself, do I feel lucky? Well Do you, Punk!

STAGE PROCEDURE: Standing at P1, facing downrange with hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T3 two shots each in tactical priority while moving to P2.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 12

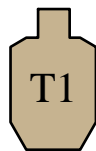
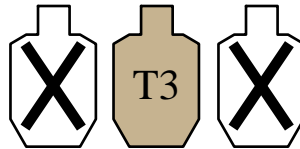
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: Best two shots on all paper.

SPECIAL NOTES:

SAFETY ISSUES:



P2

P1

STAGE 4 Bay B: Collateral-BUG

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are a hit man named Vincent and some armed muggers have taken the briefcase that contains your Hit List. Retrieve your hit list.

STAGE PROCEDURE: Standing at P1 with weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 two shot each in tactical priority. Then follow with a head shot to one of the targets.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 2

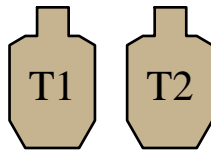
SCORING: Vickers Count

ROUND COUNT: 5 rounds.

SCORED HITS: Two shoots on targets and one head shot on one target.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 5 Bay B: The Outlaw Josey Wales-BUG

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: While getting supplies in bustling little town in Texas you hear a carpet bagger shout “Oh my god, it’s Josey Wales!”. Four Union soldiers begin to eye you. You ask “you gonna pull those pistols, or whistle Dixie”. You take the three soldiers on the left, Lone Watie well get the guy on the far right.

STAGE PROCEDURE: Standing at P1, facing downrange weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 two shots each in tactical priority. Then engage T3 with one shot.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 8

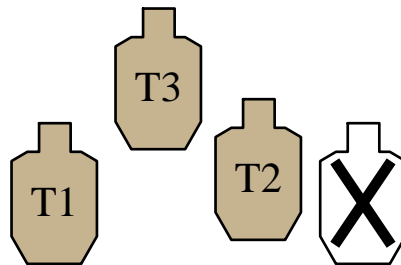
SCORING: Vickers Count

ROUND COUNT: 5 rounds.

SCORED HITS: Two shots on T1-T2 and one shoot on T3.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 6 Bay B: The Godfather-BUG

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: While having dinner with the crime boss that tried to kill your father Vito, your family as charged you with taking vengeance. After retrieve the weapon from the men room. You kill “The Turk” Sollozzo and his bodyguard the corrupt police Captain McCluskey. Do I need to tell you that you are Michael Corleone.

STAGE PROCEDURE: Sitting at P1, facing downrange, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 two head shots each in order.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 2

SCORING: Vickers Count

ROUND COUNT: Minimum 4 rounds.

SCORED HITS: Best two head shots on all paper.

SPECIAL NOTES:

SAFETY ISSUES: Remind Shooter to watch muzzle while drawing weapon.

