

A movie poster for 'The Magnificent Seven'. The top half features a large, stylized red number '7' with a splatter effect, set against a background of white clouds. Below the '7', the title 'THE MAGNIFICENT SEVEN' is written in bold, black, sans-serif capital letters. The bottom half of the poster shows seven men in Western attire, including hats and vests, engaged in a gunfight. They are holding rifles and pistols, with muzzle flashes visible. The overall tone is gritty and action-oriented.

THE MAGNIFICENT SEVEN



STAGE 1



Shotgun:4+, left table/Rifle:10,right table/Pistols:10, holstered

Starting with at least one foot behind the Left Table with Shotgun in Hands s shooter says

“So far so good!”

At the beep shooter will engage the Shotgun targets until down.

Make Shotgun safe on either table.

Retrieve Rifle and engage Rifle Targets with at least 3 shots on each Cowboy and at least one shot on each square target.

Make Rifle safe.

Shooter will then move to the right side of the pole and shoot the Pistol targets the same as Rifle.

Note: This is a Round Count - targets may be shot in any order

Some targets on this Stage do not make a loud ring

STAGE 2



Pistols:10, Holstered / Rifle:10, left window
Shotgun:4+, right window

Starting in the left opening with
Hands on Hat shooter says

“How many men?”

At the beep shooter will engage the
Pistol targets in a
3 - 3 - 3 - 1 Sweep
starting on either end.

Then shoot the Rifle targets
the same as Pistol.

Move to the right window and
engage the Shotgun targets until down.
Make Shotgun safe.

*Note: Pistol targets are gray / Rifle targets are yellow
Common target is both*

STAGE 3



Pistols:10, holstered/Rifle:10, on table/Shotgun: 2+, on table

Starting behind the table with
Hands at Sides shooter says

“Fire when ready!”

At the beep shooter will engage
the Pistol targets in a
2 - 1 - 2 Sweep starting on either end.

Then shoot the Rifle targets
the same as Pistol.

Make Rifle safe.

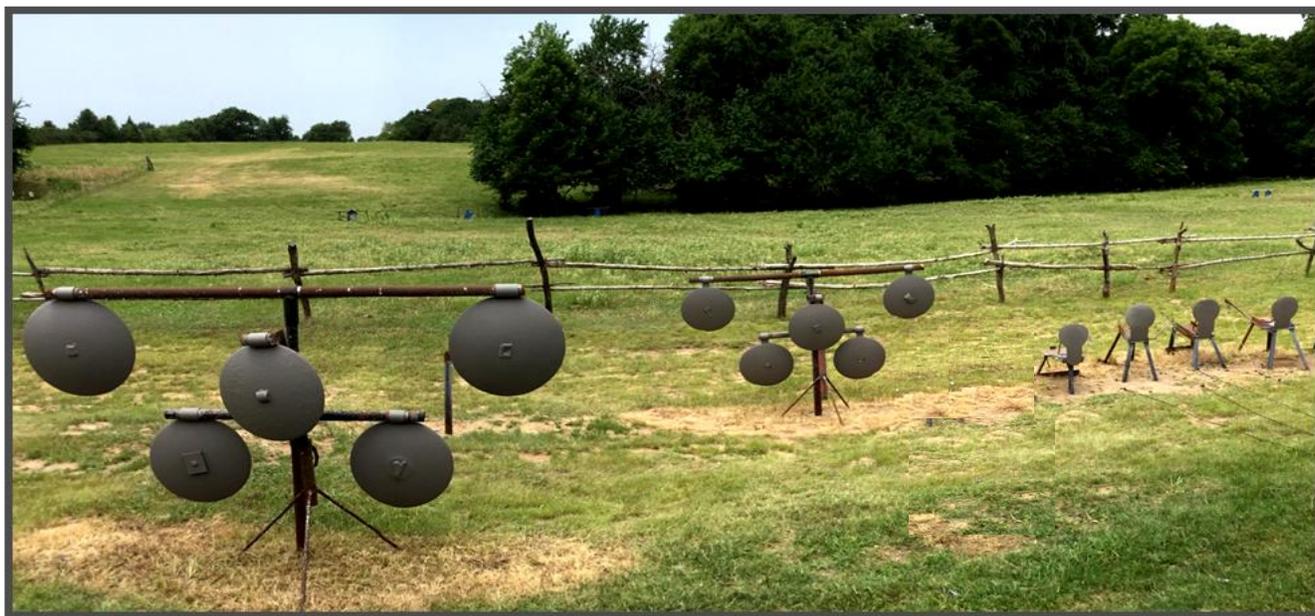
Then engage Shotgun targets
until down.

Make Shotgun safe.

Note: This Stage is Stand & Deliver

Sweep may be shot dirty - - - ex: 2-1-4-1-2

STAGE 4



Rifle:10, left table/Pistols:10, holstered/Shotgun: 4+, right table

Starting with at least one foot behind left table
with Hands on Table shooter says

“Gritty!”

At the beep shooter will engage the Rifle targets;
Triple Tap Center Target then Circle outside targets
with one shot on each then Triple Tap Center Target.

Make Rifle safe.

Move to the *left of the Milk Can* and shoot the
Pistol targets the same as Rifle.

Engage the Shotgun targets until down.

Make Shotgun safe.

*Note: At least some part of one boot must be past
the Milk Can when shooting Pistols.*

Some targets on this Stage do not make a loud ring

STAGE 5



Shotgun:4+, right table / Rifle:10, left table/ Pistols:10, holstered

Starting with at least one foot behind the
Right Table with Shotgun in Hand
shooter says

“Let’s go get some ammo!”

At the beep shooter will engage the
Shotgun targets until down.

Make Shotgun safe.

Move to left table and

engage the Rifle targets in a

2 - 3 - 2 - 3 Sweep starting on either end.

Make Rifle safe.

Shooter will move to the *left of the South Post* and
engage Pistol targets the same as Rifle.

Note: Shotgun in Hand - other hand may be on shells in belt.

STAGE 6



Pistols:10, holstered/Rifle:10, center window
Shotgun:4+, right window

Starting in doorway with
Thumbs on Belt shooter says

“What’s the plan?”

At the beep shooter will engage the Pistol targets
with one shot to each target in any order
then Double Tap the 3 bottom targets.

Shooter will move to center window and shoot
Rifle targets the same as Pistol.

Make Rifle safe.

Move to far right window and
knock down Shotgun targets.

Make Shotgun safe.

Note: Rifle may be staged in either left Window.

Note: Thumbs on any of your belts, not on holsters

STAGE 7



Rifle:10, in hand/Shotgun: 4+, Left table/Pistols:10, holstered

Starting in the framed opening
to the right of the Shotgun Table
with Rifle in hand shooter says,

“I’ve always been lucky with one-eyed Jacks”

At the beep engage the Rifle targets in an
3 - 4 - 3 Sweep starting on either target.

Make Rifle safe on table.

Engage 1st 2 Shotgun targets.

Move to doorway on right and
engage the next 2 Shotgun targets

Move forward to left doorway and
engage the last 2 Shotgun targets.

Make Shotgun safe on table.

Engage Pistol targets the same as Rifle.

Note: Must shoot Shotgun Targets through doorways

Some targets on this Stage do not make a loud ring