

# STAGE 1

Shotgun:4+, left table/Rifle:10, right table/Pistols:10 holstered  
Starting position is Shooters choice with respect to staged gun location

In starting position shooter says,

***“That'll be the day!”***

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

Make Shotgun safe on either table.

Move to right table and engage the Rifle targets.

Sweep targets with one shot on each, *then*  
shoot the inside square targets in a Nevada Sweep.

Make Rifle safe.

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

*Note: Sweeps may start on either end.*



*Note: 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 position is Shooters choice with respect to staged gun location  
In starting position shooter says,

***“Well Reverend,  
looks like you got yourself surrounded!”***

At the beep shooter will engage the Pistol targets in a  
2 - 3 - 2 - 3 Sweep starting on either end.

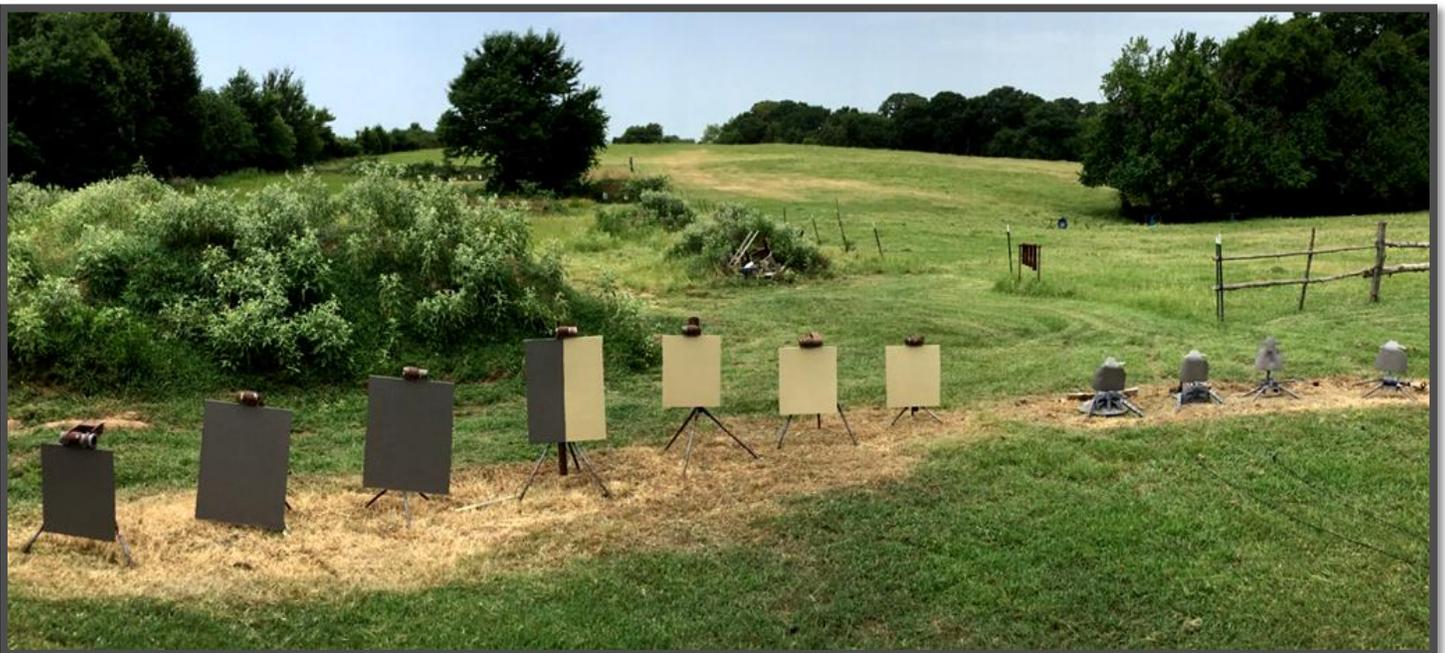
Move to the Rifle window and engage the Rifle targets  
the same as Pistols.

Make Rifle safe.

Move to the right window and  
knock down the Shotgun targets.

Make Shotgun safe.

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



# STAGE 3

Rifle:10, on table/Pistols:10, holstered / Shotgun: 2+, on table  
Starting position is Shooters choice with respect to staged gun location

In starting position shooter says,

***“Why don't you finish the job?”***

At the beep shooter will engage the Rifle targets  
in a 1 - 3 - 6 Sweep starting on either end.

Make Rifle safe.

Shooter will then shoot the Pistol targets  
the same as Rifle.

Shooter will then knock down the Shotgun targets.



*Note: This is a Stand & Deliver Stage.*

# STAGE 4

Rifle:10, left table/Pistols:10, holstered/Shotgun: 4+, right table  
Starting position is Shooters choice with respect to staged gun location  
In starting position shooter says,

***“Boy, watch that knife!”***

At the beep shooter will engage the Rifle targets.

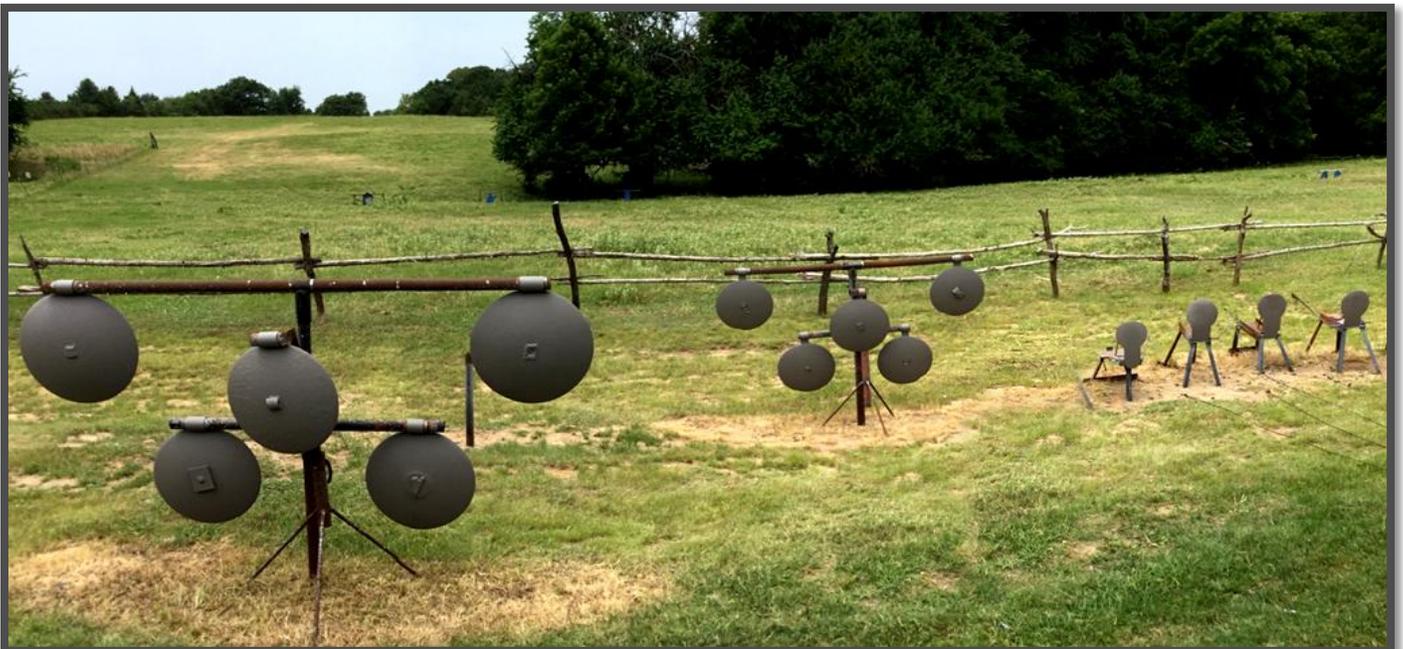
Double Tap Center target, *then*  
alternate next 3 shots on top 2 targets,  
Double Tap Center target, *then*  
alternate next 3 shots on bottom 2 targets.

(Center- Center -Top Left-Top Right-Top Left-  
Center - Center -Bottom Left-Bottom Right-Bottom Left)

Move to the left of the milk can and engage the  
Pistol targets the same as Rifle.  
Retrieve Shotgun and knock down Shotgun targets.  
Make Shotgun safe.

*Note: Start on either side when shooting Alternating targets.*

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



*Note: Some targets on this Stage do not make a loud ring*

# STAGE 5

Rifle:10, left table / Shotgun:4+, right table / Pistols:10, holstered  
Starting position is Shooters choice with respect to staged gun location  
In starting position shooter says,

***“Is this an invite to a necktie party?”***

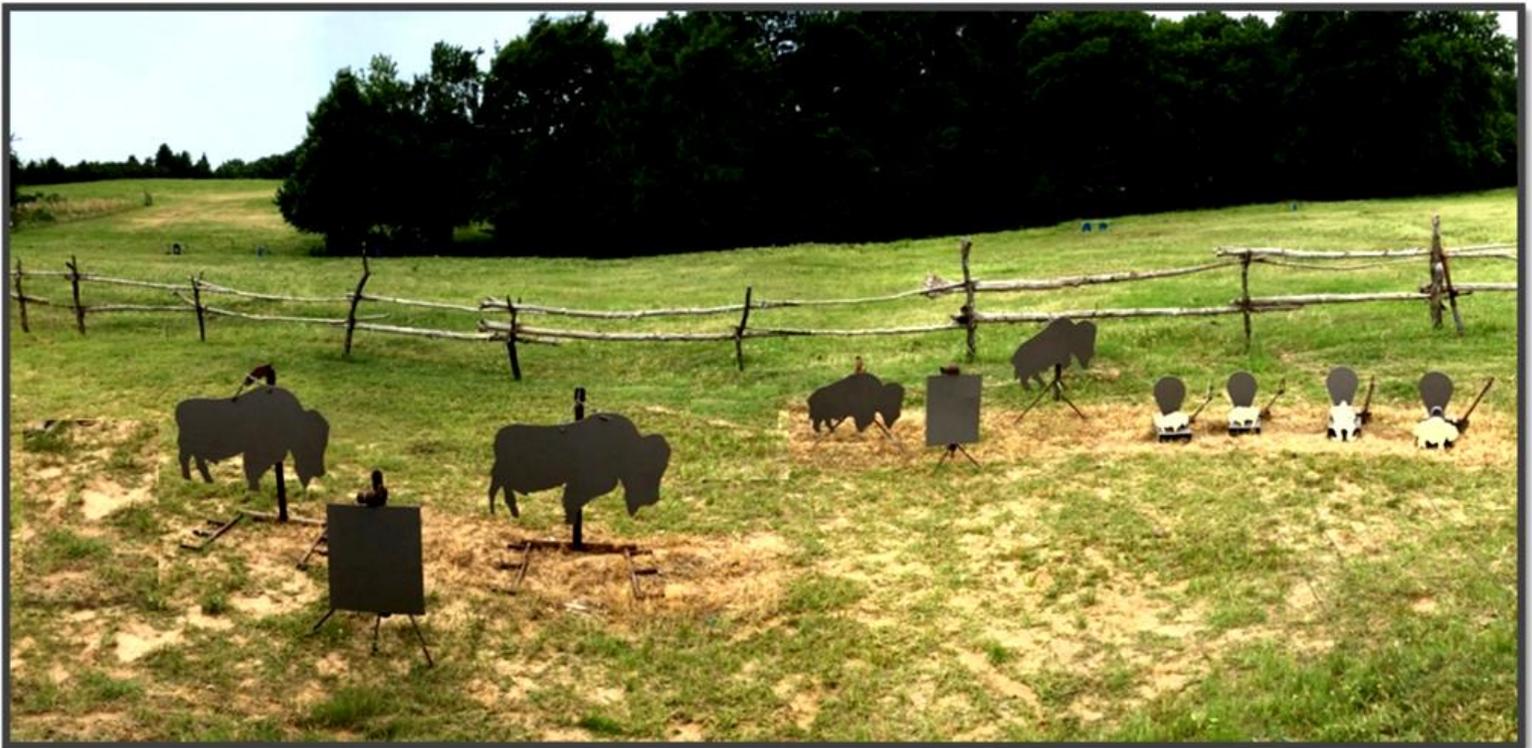
At the beep shooter will engage the Rifle targets in a  
1 - 2 - 1 - 2 - 3 sweep starting on either end.

Make Rifle safe.

Move to right table and  
knock down Shotgun targets.

Make Shotgun safe.

Move left past the post and shoot the  
Pistol targets the same as Rifle.



# STAGE 6

Rifle:10, left window/Shotgun:4+, right window/Pistols:10, holstered  
Starting position is Shooters choice with respect to staged gun location

In starting position shooter says,

***“Let's go home Debbie”***

At the beep shooter will engage the Rifle targets with  
3 shots on each outside target *then*  
4 shots on the center target.

Make Rifle safe.

Move to far right window and  
knock down Shotgun targets.

Make Shotgun safe.

Move left to the doorway and shoot the  
Pistol targets the same as Rifle.

*Note: Shooter may start on either outside target.*

