

STAGE 1

Pistols:10 Holstered/Rifle:10 Right Window
Shotgun: 4+ Staged in Right Window
Starting at the Left Window with
Thumbs on Belt shooter says,

“Alright, Let's Go!”

At the beep, starting at the Left Window, shoot the outside Pistol targets one time each starting on either end *then* Triple Tap one of the inside targets and repeat sequence with other inside target.

ex: (1-4-2-2-2-1-4-3-3-3)

Shooter will then engage the Rifle targets the same as Pistol instructions.

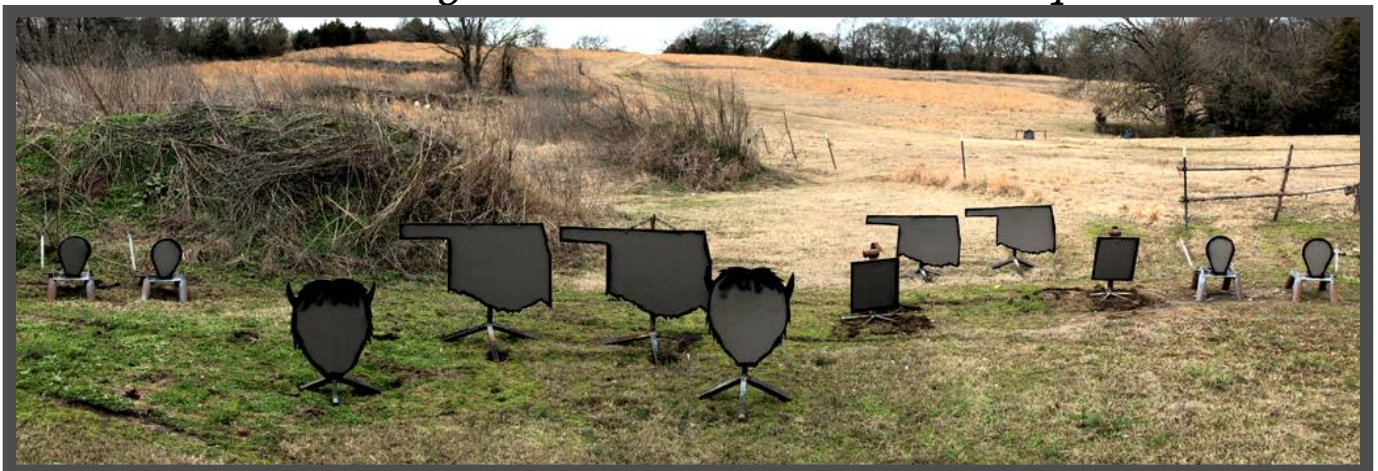
Make Rifle safe.

Move left to the Right Opening and engage the 2 right Shotgun targets until down *then* move to the Far Left Opening and knock down the 2 left Shotgun targets.

Make Shotgun safe.

Note: Shotgun misses must be made up from where engaged

*Note: Either outside target can be shot first for each sequence ~
Either inside target can be shot on FIRST sequence*



STAGE 2

Pistols:10, Holstered /Rifle:10, on Table/Shotgun: 2+ on Table

Gun order shooters choice - Rifle cannot be last
Starting at gun(s) of choice with Hands at Sides shooter says,

“Hello Two Crows!”

At the beep shooter will engage the targets as follows;

Pistols: Put at least 2 shots on each target in any order.

Rifle: Put at least 2 shots on each target in any order.
Make Rifle safe on table.

Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on table.

Note: This is a Stand & Deliver Round Count Stage

Note: Starting with Hands at Sides in any position, not SASS Default



STAGE 3

Rifle:10, Left Table/Shotgun:4+ Right Table/Pistols:10, Holstered

Starting with Rifle in Hand with Barrel touching table
Shooter says,

“Are you Patriotic?”

At the beep, starting on either end, shooter will
sweep the Rifle targets with one shot on each *then*
Double Tap the targets back to the start.

Make Rifle safe on either table.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe on either table.

Move left past the Milk Can and shoot the Pistol targets
the same as the Rifle instructions.

Note: Some part of one boot must be left of the Milk Can when shooting Pistols.



STAGE 4

Shotgun:4+ Right Table/Rifle:10, Left Table/ Pistols:10, Holstered

Starting at right table with Shotgun in Hand shooter says,

“Yes Sir!”

At the beep shooter will knock down the Shotgun targets.

Make Shotgun safe on either table.

Engage the Rifle targets with a

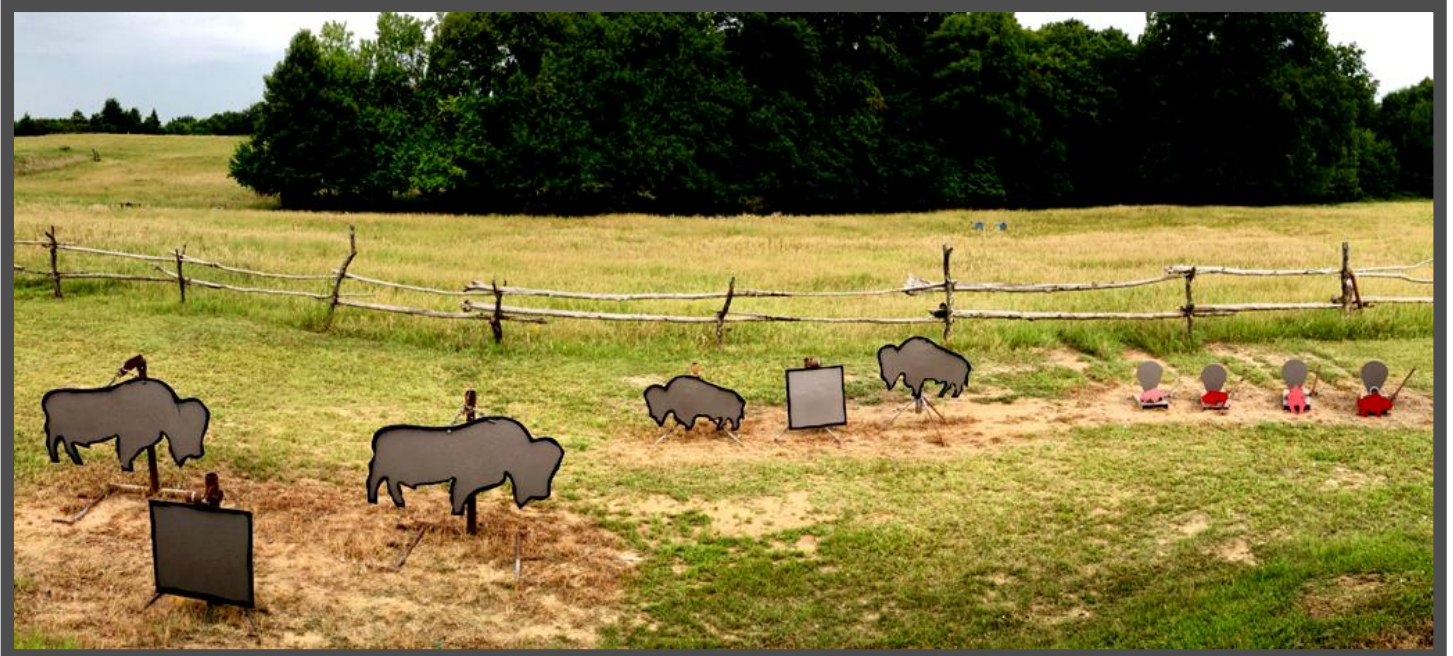
Double Tap Nevada Sweep starting on the Center Target

Make Rifle safe.

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

Note: Shotgun in one hand starting position ~ other hand can be anywhere but ammo must be in belt.

Note: Shooter must be on the left side of the post when shooting Pistols



STAGE 5

Pistols:10 Holstered/Rifle:10 Left Window/Shotgun:4+ Right Window

Gun order shooters choice - Rifle cannot be last
Starting at gun/guns of choice with
Hands on Gun/Guns shooter says,

“You ever fight 12 drunk Indians?”

At the beep shooter will engage the targets as follows;

Pistols }
&
Rifle }

From the doorway, starting on any outside target engage the Pistol targets vertically or horizontally with two shots on each outside target *then* one shot in the center.

Repeat in opposite direction.

From left window shoot the Rifle targets the same as Pistol instructions.

Make Rifle safe in any window.

Shotgun: Engage Shotgun targets until down.

Make Shotgun safe in any window

Note: Rifle Pattern may be shot dirty

Note: Pistols must be shot from the Doorway



STAGE 6

Rifle: 10 Right side of Bar
Pistols: 10 Staged on Center of Bar
Shotgun: 4+ Left side of Bar

Gun order shooters choice - Rifle cannot be last
Starting at Gun(s) of choice with Hands
close to but not touching Gun(s) of choice shooter says

“Don't brag on it!”

At the beep shooter will engage the targets as follows;

Pistols: Shoot Pistol targets with the first shot on the center target then Triple Tap Sweep from either end.

Rifle: Shoot Rifle targets with the first shot on the center target then Triple Tap Sweep from either end.
Make Rifle safe on Bar.

Shotgun: Engage Shotgun targets until down.
Make Shotgun safe on Bar.

Note: Guns must be staged on designated Rubber Mats.

Note: Pistols may be Restaged on Bar or Holstered.

