

STAGE 1

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

Starting with Hands on Hat shooter says,

“Where did the bullet bite you?”

At the beep shooter will engage the Pistol targets in a 3 - 4 - 3 Sweep, starting on either end.

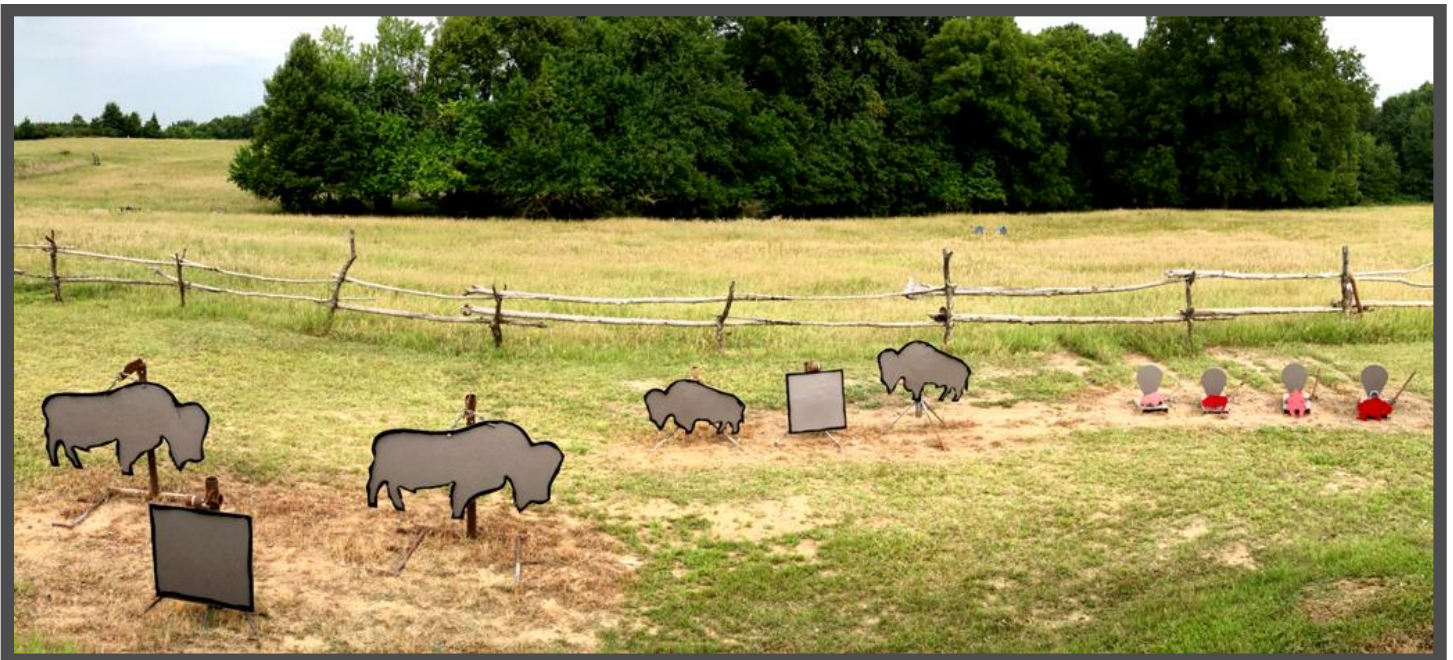
Retrieve Rifle and shoot the Rifle targets the same as the Pistol instructions.

Make Rifle safe on either table.

Move to the right table and Knock down the Shotgun targets.

Make Shotgun safe.

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



STAGE 2

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

Starting at the right window with Thumbs on Belt shooter says,

“One of us must die”

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

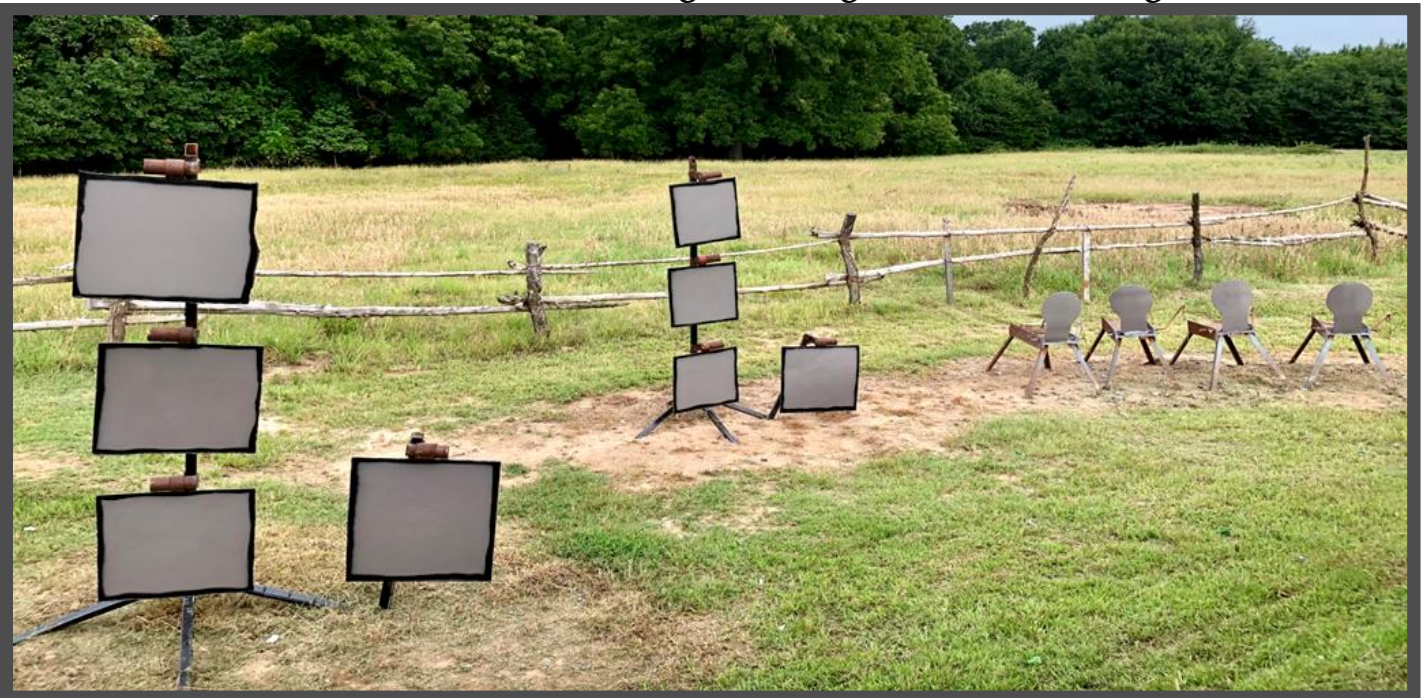
Make Shotgun safe in any window.

Retrieve Rifle and shoot the Rifle targets
at least 2 times each, in any order.

Make Rifle safe.

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

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



STAGE 3

Rifle:10, Right side of Bar

Pistols:10, STAGED on Center of Bar

Shotgun: 4+ Left side of Bar

Starting at the right side of the bar with
Hands on Rifle on the Bar shooter says,

“Makes you wonder how we ever beat the Indians!”

At the beep shooter will engage the Rifle targets in
2 Separate Nevada Sweeps starting on either end.

Make Rifle safe anywhere on the Bar.

Move to Center Bar and

Shoot the Pistol targets the
same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Note: Guns must be staged on designated Rubber Mats.

Note: Pistols may be restaged on Bar or Holstered.



STAGE 4

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

Starting behind left table with Hands at sides
(not SASS default) shooter says,

“Who are the good guys?”

At the beep shooter will engage
the Rifle targets in a
Double Tap Alternate Sweep
starting on either target.

Make Rifle safe.

Move to between the two tables and shoot the
Pistols the same as the Rifle instructions.

Retrieve Shotgun and
Knock down the Shotgun targets.
Make Shotgun safe.



STAGE 5

Rifle:10, staged on either Up-Range Table / Pistols:10 Holstered
Shotgun: 4+ staged on Down-Range Table

Starting at the Rifle Table with
Hands on table shooter says

“Nothing is for always ~ except death!”

At the beep shooter will engage the targets as follows;

- Rifle: Shoot Rifle targets in a Progressive Sweep starting on either end. (1,2,2,3,3,3,4,4,4,4)
Make Rifle safe on any table.
- Pistols: Move to forward position and shoot the Pistol targets the same as Rifle instructions.
- Shotgun: Knock down the Shotgun targets.
Make Shotgun safe.

Note: All shots must be fired through the west framed opening.



STAGE 6

Rifle:10, in Hand/Shotgun: 6+, Left table/Pistols:10, holstered
Starting in the framed opening to the right of the Shotgun Table
with Rifle in Hand shooter says,

“Men on that train are Colorados!”

At the beep, starting on either target put one shot on
each target in an Alternating Sweep for 10 rounds.

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 with one shot on each target
in an Alternating Sweep for 5 rounds and Repeat.

*Note: Each Pistol is a separate individual sweep,
second pistol may start on either target.*

Note: Shotgun misses must be made up from where engaged.

