

# STAGE 1

Pistols:10, Holstered /Rifle:10, Left Table/Shotgun:6+ Right Table

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

***“I haven't lost my temper in 40 years!”***

At the beep shooter will engage the targets as follows;

Pistols: With the first 5 shots, Nevada Sweep the left 3 targets starting on the Middle Black Target then repeat sequence on the right 3 targets, starting on the Middle Black Target.  
(ex: 3-2-1-2-3-3-4-5-4-3)

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

*Note: Shotgun targets must be shot from right side of the pole.*



# STAGE 2

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

Starting at the Right Window with  
Hands at Low Surrender shooter says,

***“Don't push me”***

At the beep, starting on either end, shoot the  
Rifle targets in a Continuous Nevada Sweep.

Make Rifle safe on any table.

Shooter will then move to the left window and engage  
the Pistol targets the same as Rifle instructions.

Retrieve Shotgun and knock down the  
left shotgun targets from the left opening first *then*  
the right Shotgun targets from the Right Opening.

Make Shotgun safe.

*Note: Shooter must start Shotgun with left targets first.*

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



# STAGE 3

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

Starting behind the table  
with Shotgun in Hands shooter says,

***“Guess now's as good a time as any!”***

At the beep shooter will knock down  
the Shotgun targets.

Make Shotgun safe.

Engage the Rifle targets with  
4 shots on each outside target and  
2 shots on the middle target in any order.

Make Rifle safe.

Shoot the Pistol Targets  
the same as Rifle instructions.

*Note: This is a Stand & Deliver, Round Count Stage.*



# STAGE 4

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

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

***“Don't say it's a fine morning or I'll shoot ya!”***

At the beep shooter will engage the targets as follows;

Pistols: Alternate the Top 2 Targets for 5 shots *then*  
the Bottom 2 Targets for 5 shots.

Rifle: Alternate the Top 2 Targets for 5 shots *then*  
the Bottom 2 Targets for 5 shots.  
Make Rifle safe on either table.

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

*Note: Starting position - Hands at Sides in any stance, not SASS default*  
*Note: At least some part of one boot must be PAST Milk Can when shooting Pistols*



# STAGE 5

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

Starting on the Left side of the Post  
at Texas Surrender shooter says,

***“Do ya know what a cull is Ma'am?”***

At the beep shooter will engage the  
Pistol targets, from the left side of the post,  
in a 2-1-2 Sweep starting on either end and Repeat.

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

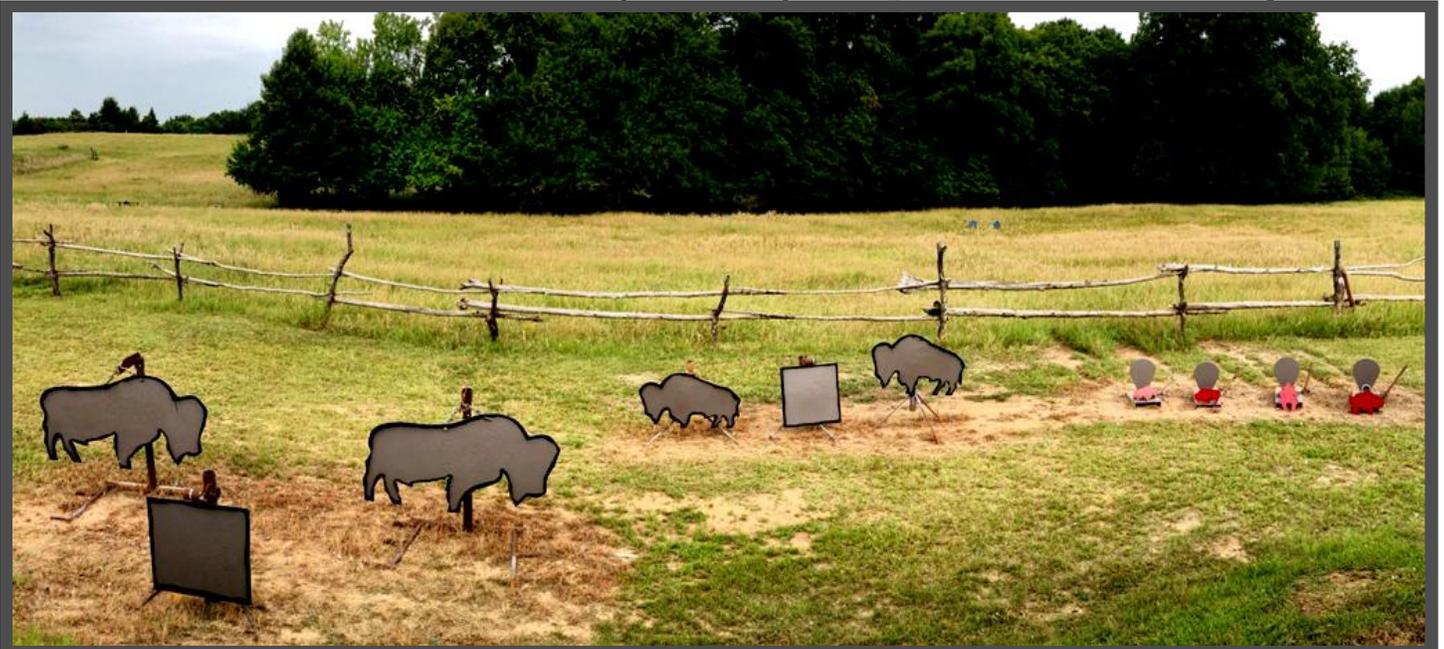
Make Rifle safe on either table.

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

Make Shotgun safe.

*Note: Sweep may be shot dirty.*

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



# STAGE 6

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

Starting in the Left Window  
with Rifle at Ready shooter says,

**“Nope!”**

At the beep shooter will Double Tap  
all 5 targets in any order.

Make Rifle safe.

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

Retrieve Shotgun and  
knock down the Shotgun targets.

Make Shotgun safe.

*Note: This stage is a Round Count*

*Note: Pistols must be shot from the Doorway*

