

STAGE 1

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

Gun order Rifle ~ Pistol ~ Shotgun
Shooter must use all four openings.

Starting at the Right Window with
Hands on Window Table shooter says,

“Your Bull has no horns!”

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

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

Make Rifle safe on any table.

Then engage the Pistol targets the
same as Rifle instructions.

Retrieve Shotgun and shoot 2 of the Shotgun targets until down.

Then shoot the other two Shotgun targets.

Make Shotgun safe.

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

Note: You must shoot from all 4 openings



STAGE 2

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

Gun order shooters choice - Rifle cannot be last

Starting with gun(s) of choice with
Hands on Pistols shooter says,

“He was gonna shoot me!”

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a 3-4-3 Sweep
starting on either end.

Rifle: Engage targets in a 3-4-3 Sweep
starting on either end.
Make Rifle safe on table.

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

Note: This is a Stand & Deliver Stage



STAGE 3

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting behind the left table with Rifle at Ready shooter says,

“Meat packin’ Romeo!”

At the beep shooter will engage the Rifle targets in a Continuous Nevada Sweep starting on either end.

Make Rifle safe.

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

Move to the Right Table and engage the Shotgun targets until down.

Make Shotgun safe.

Note: At least some part of one boot must be PAST Milk Can when shooting Pistols



STAGE 4

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

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting on the left side of the Post
at Low Surrender shooter says,

“This is Longhorn country”

At the beep shooter will engage the
Pistol targets in a 1-2-1-2-3 Sweep starting on either end
and repeat in the same order.

ex: (1on1/1 on 2/1 on 1/1 on 2/1 on 3)

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

Make Rifle safe on either table.

Knock down Shotgun targets.

Make Shotgun safe

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



STAGE 5

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting in the Left Window
with hands on Vertical Window Frame shooter says,

“Start runnin!”

At the beep shooter will engage the Rifle targets in a
1-1-3 Sweep in one direction (Vertical or Horizontal)
and then repeat in the other direction.

(Both sweeps can start on either end)

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: Starting position is Hands on Vertical Window Frame.

Note: Pistols must be shot from the Doorway



STAGE 6

Pistols:10, STAGED on Center of Bar

Rifle:10, Right side of Bar / Shotgun: 4+ Left side of Bar

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

“Hey! Get off my Bull!”

At the beep shooter will engage the targets as follows;

Pistols: Shoot Pistol targets in a 2-3-3-2 Sweep starting on either end.

X Targets are common for both Pistol & Rifle.

Rifle: Shoot Rifle targets in a 2-3-3-2 Sweep starting on either end.

X Targets are common for both Rifle & Pistol.

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.

Note: Common targets for Pistol & Rifle are marked with an X

