

STAGE 1

Pistols:10, Holstered

Rifle:10, Staged on either Table

Shotgun: 4+ Staged on either Table

Gun order shooters choice - Rifle cannot be last

Shooter must shoot from all 4 openings

Starting with gun(s) of choice with

Hands on Staged or Holstered gun(s) of choice shooter says,

***“If you work for a living,
why do you kill yourself working?”***

At the beep shooter will engage the targets as follows;

Pistols: Alternate 5 shots between the States *then*
Alternate 5 shots between the Buffalos.

Rifle: Alternate 5 shots between the States *then*
Alternate 5 shots between the Squares.
Make Rifle safe on table.

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

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

Note: Shooter 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 at gun(s) of choice with Thumbs on Belt shooter says,

***“Such ingratitude,
after all the times I saved your life!”***

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a 2 - 3 - 5 Sweep
starting on either end.

Rifle: Engage targets in a 2 - 3 - 5 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

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

Gun Order is Shotgun ~ Rifle ~ Pistols

Starting with at least one foot behind the Shotgun Table
at Low Surrender shooter says

“Every gun makes its own tune!”

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

Make Shotgun safe on either table.

Move to Left Table and shoot the Rifle targets as follows;

Shoot the top two targets with 1 shot each
and the bottom two targets with 4 shots each.

This is a Round Count.

Make Rifle safe.

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

Note: This is a Round Count Stage

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



STAGE 4

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

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting at the left Table
with hands on Staged Rifle shooter says,

“Don't die until later!”

At the beep shooter will engage the
Rifle targets in a Reverse Naildriver Sweep
starting the first sweep on either end

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

Make Rifle safe on either table.

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

Knock down Shotgun targets.

Make Shotgun safe

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

Note: The Double tap sweep must start on the same end as the single tap sweep



STAGE 5

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

Gun order is Pistols ~ Rifle ~ Shotgun

Starting in the left Doorway with
Hand on Doorway
shooter says,

***“When you have to shoot, shoot!
Don't talk!”***

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

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

Make Rifle safe.

Retrieve Shotgun and
knock down the Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from the Doorway



STAGE 6

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

Gun order is Pistols ~ Rifle ~ Shotgun

Starting at the Pistols with Hands on Hat shooter says,
“You dig!”

At the beep shooter will Double Tap
each outside **X** target, starting on either side,
then alternate on the 2 inside Pistol targets for 6 rounds.

Pistols may be restaged on Bar or holstered.

Retrieve Rifle and Double Tap each outside **X** target,
starting on either side, *then* alternate
on the 2 inside Rifle targets for 6 rounds.

Make Rifle safe anywhere on Bar

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

