

STAGE 1

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

Starting at left table with Rifle in Hands shooter says,

“We're with ya!”

At the beep shooter will engage the Rifle targets with 2 identical separate Nevada Sweeps starting on either end.

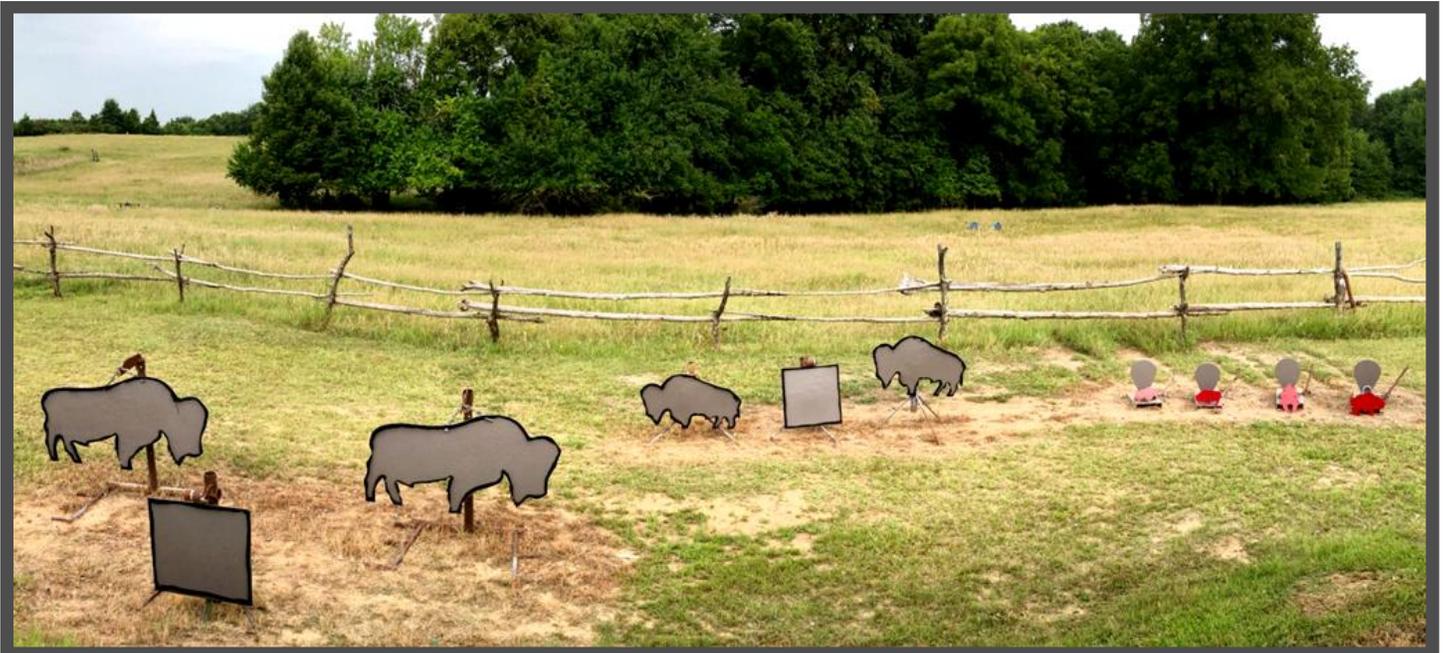
Make Rifle safe.

Move to the left side of the post and shoot the Pistol targets the same as the Rifle instructions.

Retrieve Shotgun 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 in the Right Window
with Shotgun in Hand shooter says,

“I didn't think you had it in you!”

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

Make Shotgun safe in any window.

Move to Left window and shoot the Rifle targets
in an "L" shaped 2 - 3 - 3 - 2 Sweep
starting on either end.

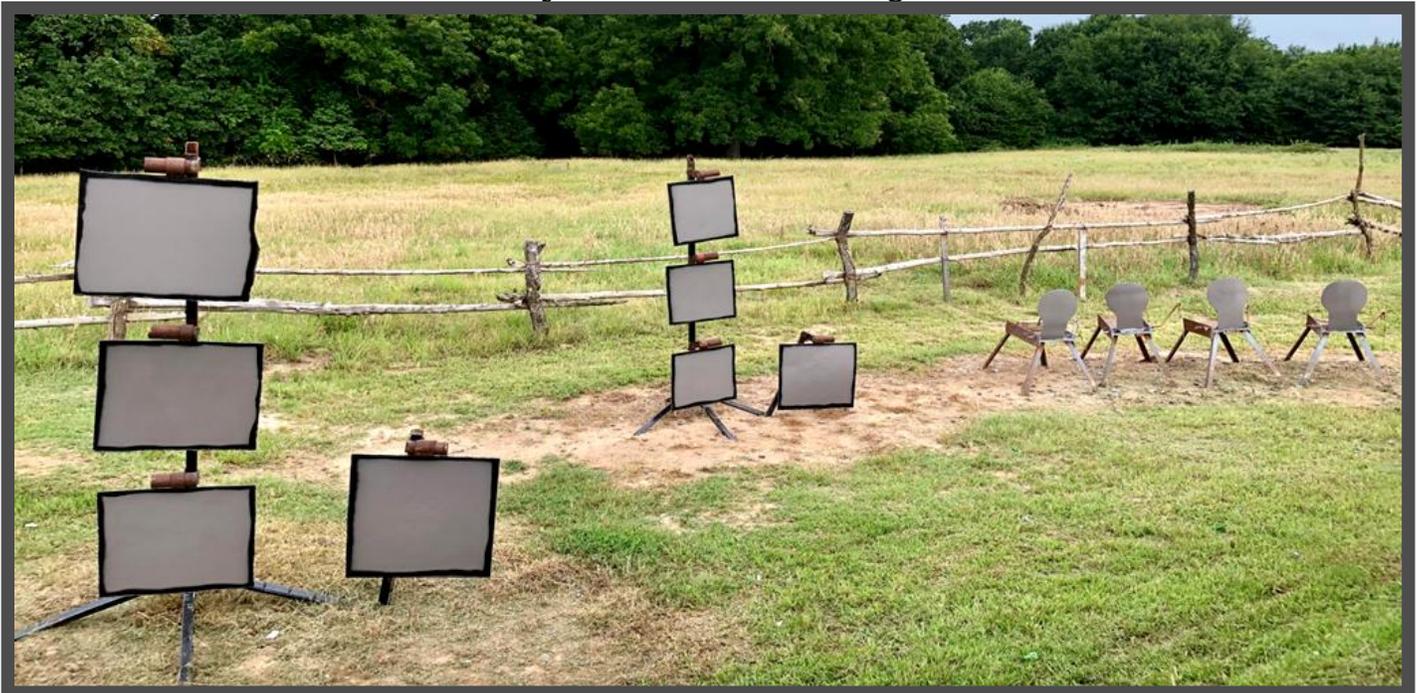
Make Rifle safe.

Move to DOORWAY

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

Note: Start with Shotgun in one hand, other hand can be anywhere.

Note: Pistols must be shot from the Doorway.



STAGE 3

Pistols:10, STAGED on Center of Bar

Rifle:10, Right side of Bar

Shotgun: 4+ Left side of Bar

Starting at the Pistols at Low Surrender shooter says,

“Say when!”

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

Pistols may be restaged on Bar or Holstered.

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

Make Rifle safe anywhere on the Bar.

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

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

Gun order shooters choice - Rifle cannot be last
Starting behind Right table with Hands on Hat shooter says,

“It's a reckoning!”

At the beep Using Rifle and Pistols
shooter will engage the

10 target Pyramid as follows:

First row - 4 targets, 1 shot each

Second row - 3 targets 2 shots on each

Third row - 2 targets, 3 shots on each

Fourth row - 1 target, 4 shots.

Make Rifle and Pistols safe.

Move to Shotgun and engage the
Shotgun targets until down.

Make Shotgun safe.

Note: This is a Round Count.



STAGE 5

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

Starting at the Rifle Table with
Hands on Stage Rifle shooter says

“You're a daisy if ya do!”

At the beep shooter will put
3 shots on each of the middle targets *THEN*
Sweep all 4 targets starting on either end.

Make Rifle safe on either table.

Engage Pistol targets from forward position
the same as the Rifle instructions.

Shooter will then engage the Shotgun targets until down.
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 at the Ready shooter says,

“Well, Bye”

At the beep, engage the Rifle targets
in a 2 - 1 - 2 Sweep starting on either target
and repeat starting on either target.

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.

Shoot the Pistol targets the same
as the Rifle instructions.

Note: Sweep may be shot Dirty

Note: Shotgun misses must be made up from where engaged

