

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged on left table and Shotgun staged on right table. Pistols holstered.

Shooter starts at right table, hand on hat. Signal ready by saying **“Maybe A Nun Ought Not Be So Good-Lookin?”**

ON SIGNAL:

Retrieve Shotgun and engage S1-S4 in any order.

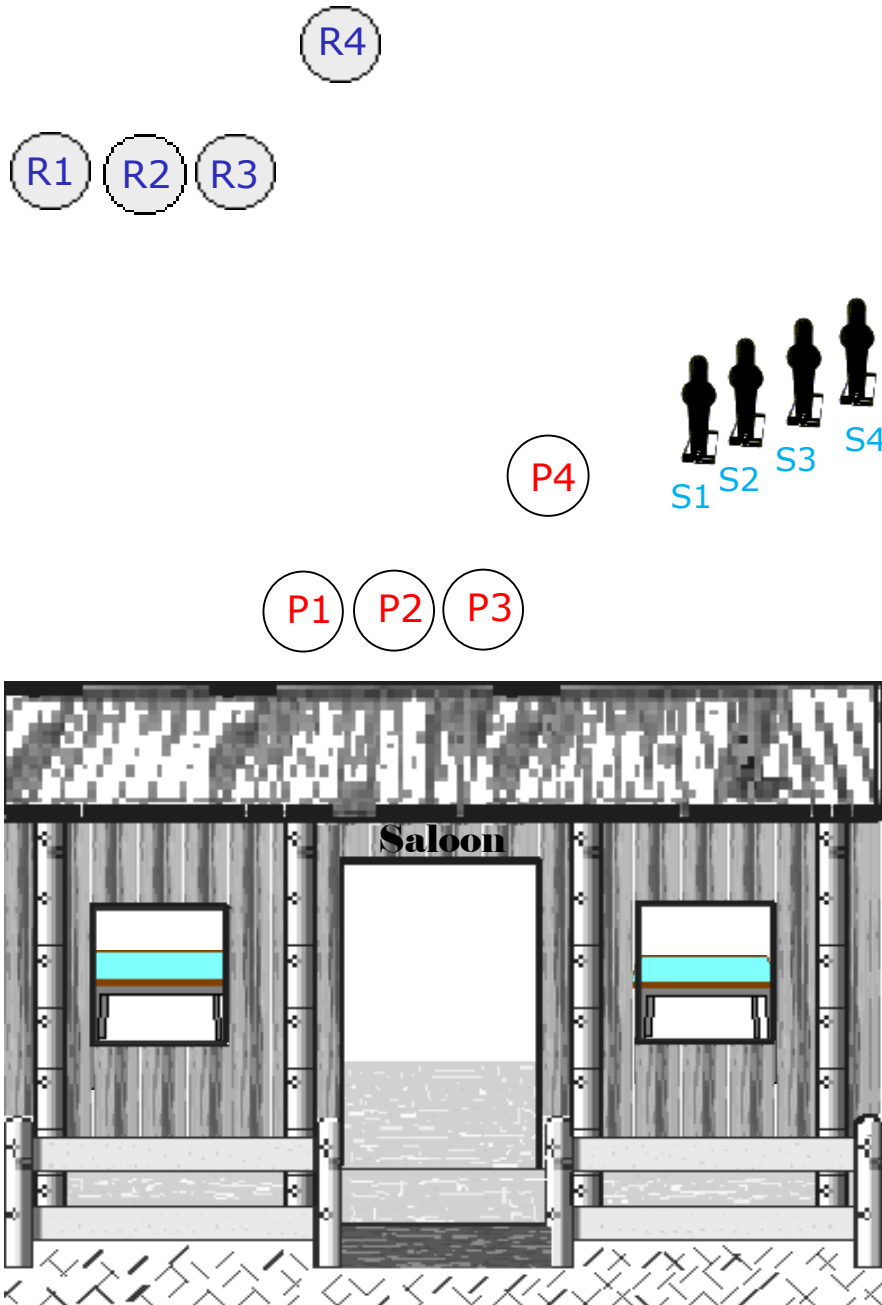
The knockdowns must fall to avoid being scored as a miss.

Make Shotgun safe.

Move to left table, retrieve Rifle. Engage R1, R2, R3 with 3 rounds each any order, then 1 round on R4. Make Rifle safe.

Move between tables, with Pistols engage Pistol targets, repeat Rifle instructions.

When done, get Rifle and Shotgun and move to unloading table.



Stage 2

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in hands in Cabin. Shotgun in outhouse. Pistols Holstered.

Shooter starts in cabin with Rifle in hands.
Signal ready by saying, **"The Way I Look Is Of No Importance!"**

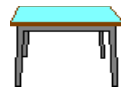
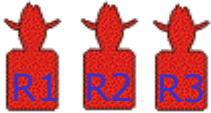
ON SIGNAL:

With Rifle engage Rifle targets with 6 rounds on R2, then 2 rounds on both end targets, starting on either end. Make Rifle safe.

Move between cabin and outhouse and engage Pistol targets P1, P2, P3 repeat Rifle instructions. Holster.

Move to outhouse. Retrieve Shotgun. Engage Shotgun targets S1, S2 any order. **The knockdowns must fall to avoid being scored as a miss.** Make Shotgun safe.

When done, get Rifle and Shotgun and move to unloading table.



Outhouse



Stage 3

10 Pistol, 10+1 Rifle, 4+ Shotgun

Rifle staged on Shelf in train.
Shotgun staged on table. Pistols
Holstered.

Shooter starts in train, with both hands on
rope. Signal ready by saying, **"I'm
Married To Our Lord Jesus Christ!"**

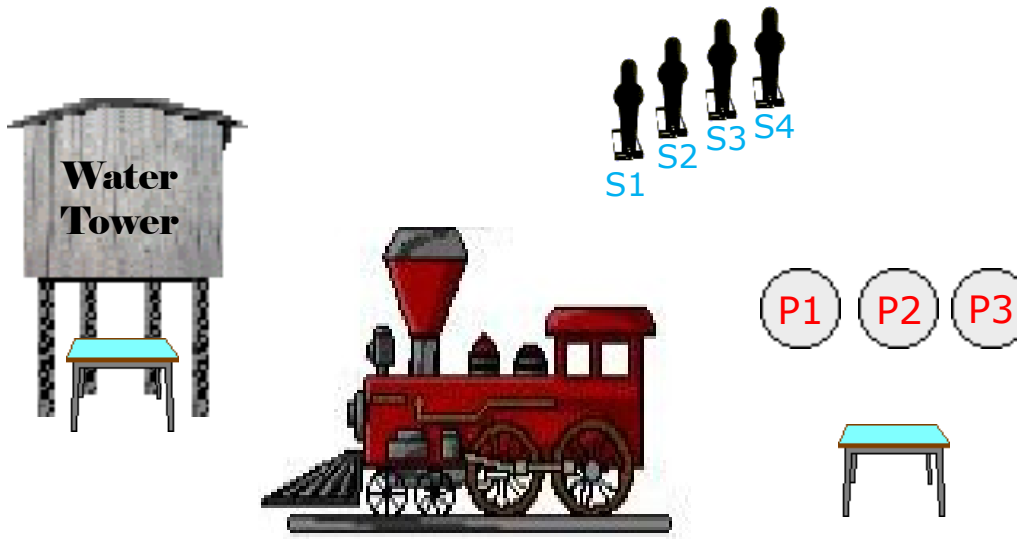
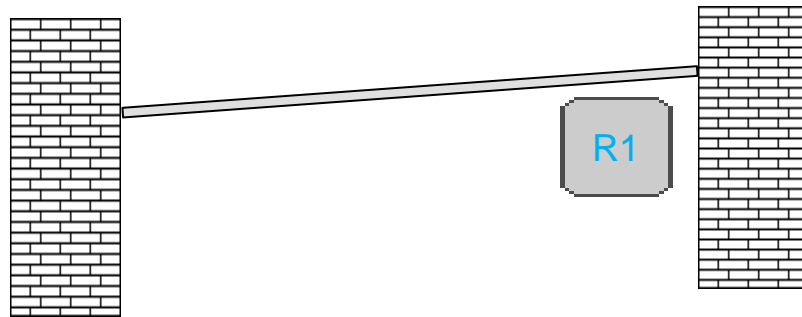
ON SIGNAL:

Retrieve Rifle engage R1 with 11 rounds.
May load 11th round any time after
the beep. **Moving Target Must Be
Released Before Rifle Target Is
Engaged.** Make Rifle Safe.

Move to table, with Pistols engage P1, P2,
P3 with a continuous Nevada Sweep,
starting on P2, then go either
direction. Holster Pistols.

Retrieve Shotgun. Engage S1-S4 any order.
**The knockdowns must fall to
avoid being scored as a miss.**
Make Shotgun safe.

When done, get Rifle and Shotgun and
move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Church. Shotgun on table in Alley. Pistols Holstered.

Shooter starts in church with hands on table. Signal ready by saying, **"I Must Say a Prayer At This Shrine!"**

ON SIGNAL:

Engage Rifle targets with a (R1, R2, R3, R4), (R2, R3), (R1, R2, R3, R4) Sweep starting from the left. Make Rifle safe.

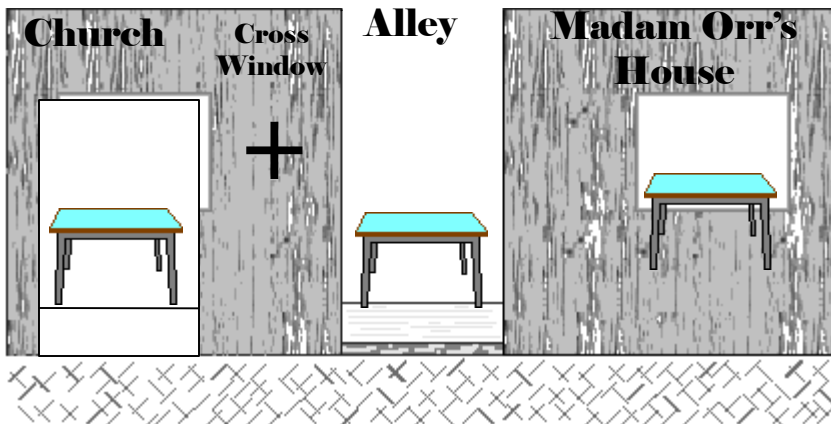
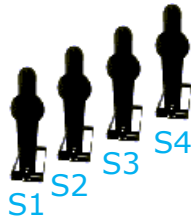
Move to alley. Retrieve Shotgun. Engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

Make Shotgun safe.

Move to Madam Orr's house. With Pistols, engage Pistol targets. Repeat Rifle instructions.

When done, get Rifle and Shotgun and move to unloading table.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle and Shotgun staged on shelf at window 3. Pistols holstered.

Shooter starts at window 1, with hands at low surrender. Signal Ready by Saying, **"It's A Small Shrine. Let's Make It A Small Prayer!"**

ON SIGNAL:

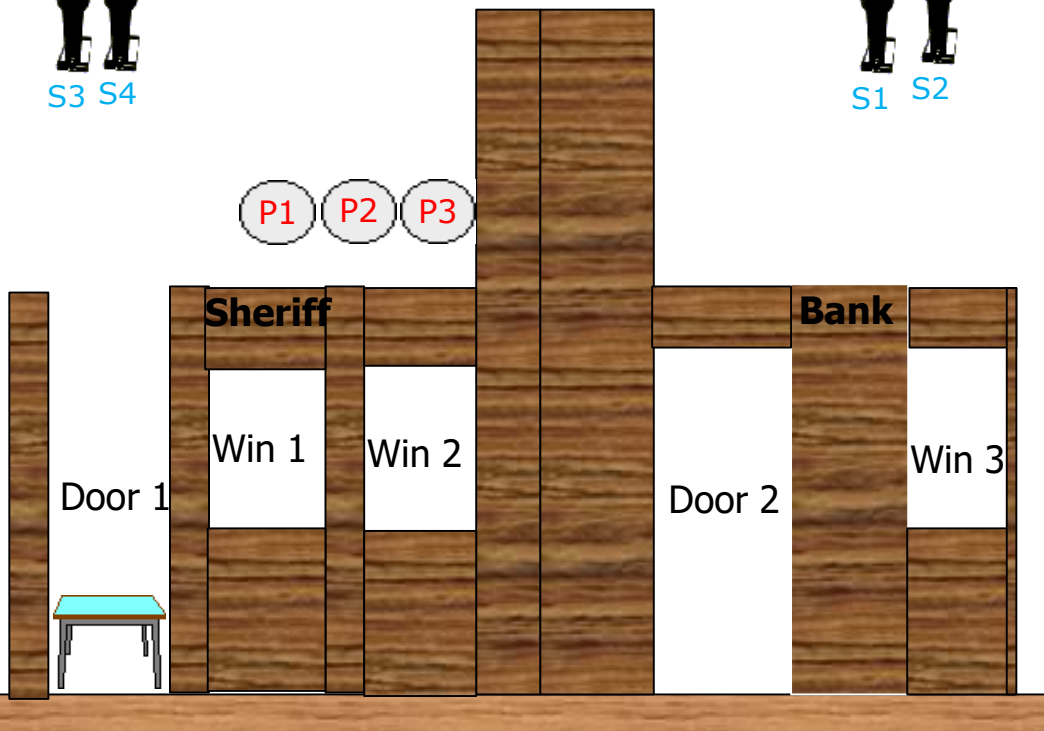
With Pistols, engage P1, P2, P3 with a 5-4-1 Sweep either direction. Holster Pistols.

Move to Window 3. Retrieve Rifle and engage Rifle targets R1, R2, R3. Repeat Pistol instructions. Make Rifle safe.

Retrieve Shotgun, engage S1&S2 any order, move to Door 1 engage S3&S4 any order.

The knockdowns must fall to avoid being scored as a miss.
Make Shotgun safe.

When done, get Rifle and Shotgun and move to unloading table.



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Shotgun in hands at Door #1. Rifle staged at window #3. Pistols Holstered.

Shooter starts at door #1, with Shotgun in hands. Signal ready by saying, **"All The Women I've Ever Met Were Natural-Born Liars But I Never Knew About Nuns Till Now!"**

ON SIGNAL:

With Shotgun, engage S1, S2 any order. Move to window #3, engage S3, S4 any order. **The knockdowns must fall to avoid being scored as a miss.**

Make Shotgun safe.

Retrieve Rifle, engage R1, R2, R3 with first 2 rounds on either outside target, then 3 rounds on other outside target, then 5 rounds on center target. Make Rifle safe.

Move to window #1. With Pistols, engage Pistol targets. Repeat Rifle instructions.

When done, get Rifle and Shotgun and move to unloading table.

