



Stage 1 – Coin Toss

“Anything can be an instrument. Small things. Things you wouldn’t even notice. They pass from hand to hand. People don’t pay attention. And then one day there’s an accounting.” – Anton Chigurh to gas station attendant. Chapter 2

A coin, passed from hand to hand without thought, can one day carry the full weight of a man’s life—proof that fate often wears the face of the ordinary. It’s not the object that holds power, but our surrender to it, our willingness to call chance a reason and call that reason justice. – The OTJ

- 10 Pistol** – Holstered
- 10 Rifle** – Staged on **right table**
- 4+ Shotgun** – Staged on **right table**

Starting Location: Standing at **left table**; one hand covering top of other hand
(as if covering a flipped coin).

Starting Line: “Call it.”

Shooting Order: Pistols, Rifle, Shotgun

When ready: Flip poker chip into the air then cover top of one hand with other as if covering a flipped coin. Then say your line.

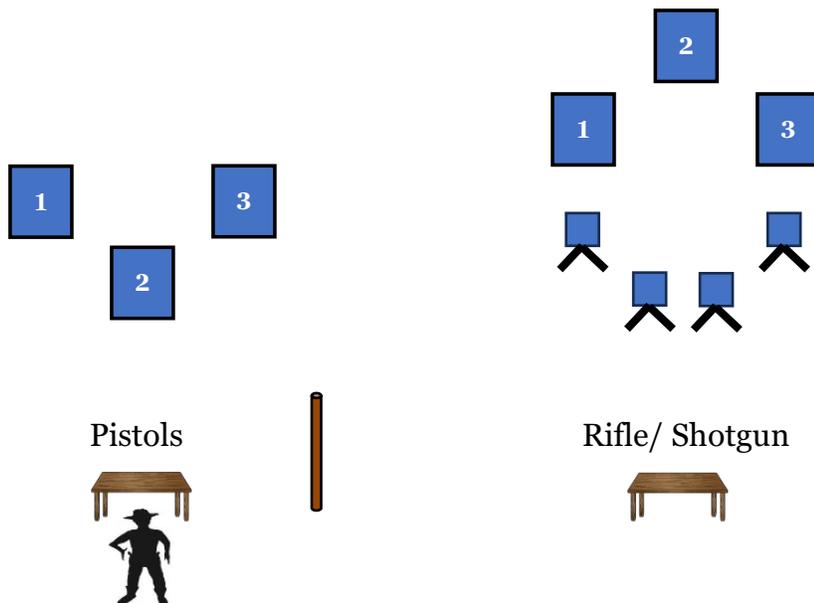
ATB:

Pistols – *Left of post*; **triple tap** center target, then **double tap** an outside, then **repeat** using other outside target.

Rifle – From *right table*; repeat pistol instructions: **triple tap** center target, then **double tap** an outside, then **repeat** using other outside target.

Shotgun – From *right table*; engage four knockdowns until down.

Notes: You don’t need to catch the poker chip once it’s flipped. Toss will be off the clock.





Stage 2 - Ungovernable

“Ninety percent of the time. It takes very little to govern good people. Very little. And bad people can’t be governed at all.” – Sherrif Ed Tom Bell - Chapter 3

There was a time when goodness seemed to run through people like water through a clear stream—easy to guide, easy to trust. But when that current turns foul, even the best laws falter, and nothing and no one can hold back what refuses to be held. – The OTJ

- 10 Pistol** – Holstered
- 10 Rifle** – Staged on **right table**
- 4+ Shotgun** – Staged on **right table**

Starting Location: Standing at **right table**; one hand on shotgun shells, other fist held at face height.

Starting Line: “Ungovernable!”

Shooting Order: Shotgun, Rifle, Pistols

ATB:

Shotgun – From *right table*; engage four knockdowns until down.

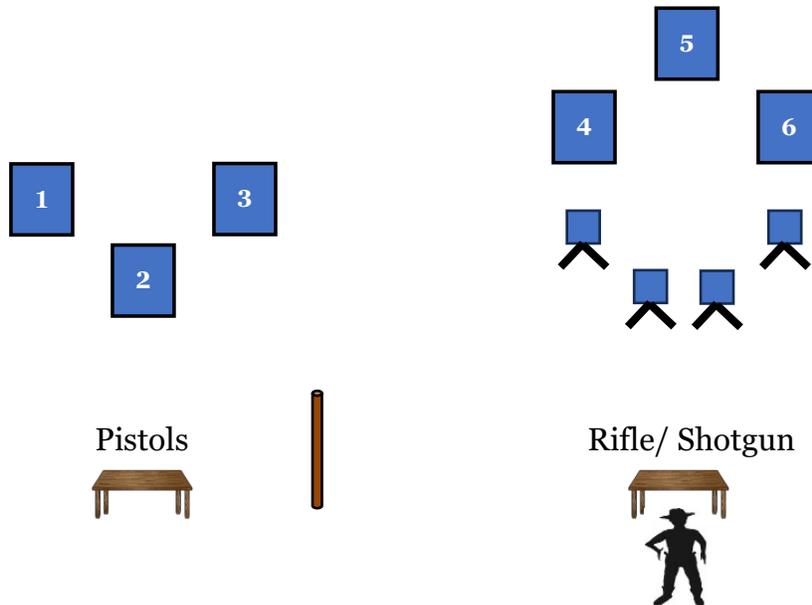
Rifle – From *right table*; sweep targets **1-1-3 3-1-1** from either end.

EXAMPLE: 1-2-3-3-3-4-4-4-5-6

Pistols – *Left of post*; repeat rifle instructions: sweep targets **1-1-3 3-1-1** from same end.

EXAMPLE: 1-2-3-3-3-1-1-1-2-3

Notes:





Stage 3 – Somewheres Else

“Best way to live in California is to be from somewheres else.” - Llewelyn Moss to hitchhiker - Chapter 7

On his way to meet Carla Jean in Odessa, Moss picks up a teenage girl hitchhiking to California. This was in response to her optimistic views that her life will improve once she reaches her destination. The promise of a better life fades once you get there, because what you’re really running from is yourself. – The OTJ

- 10 Pistol – Holstered
- 10 Rifle – At *Florida Surrender* from start plate
- 4+ Shotgun – Staged on right table

Starting Location: Touching start plate; at *Florida Surrender*.

Starting Line: “Somewheres else”

Shooting Order: Rifle, Pistols, Shotgun

ATB:

Rifle – From *start plate*, **single tap sweep** bottom static targets from either end, then **single tap sweep** top statics from other end, then **single tap sweep** bottom static targets from other end. Make safe on left table.

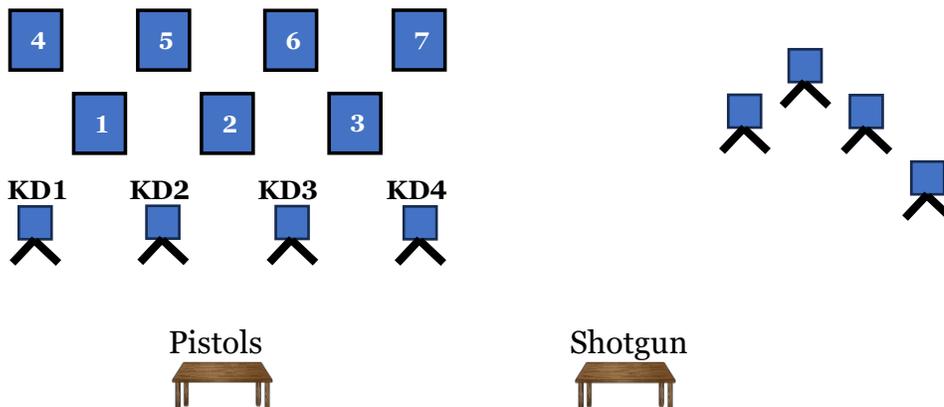
EXAMPLE: 1-2-3-7-6-5-4-1-2-3

Pistols – From *left table*, **single tap sweep** bottom static targets from either end, then **single tap sweep** knockdowns from other end, then **single tap sweep** bottom static targets from other end.

EXAMPLE: 1-2-3-KD4-KD3-KD2-KD1-1-2-3

Shotgun – From *right table*, engage 4 knockdowns until down.

Notes: Pistol knockdowns left standing may be made up by firing into the berm after all shotgun targets are down. *Florida Surrender* is rifle mounted on shoulder and aimed at first target.



Rifle





Stage 4 – No Such Point

“If you knew there was somebody out here afoot that had two million dollars of your money, at what point would you quit lookin for em? That’s right. There ain’t no such a point.” – Llewelyn Moss - Chapter 3

After getting away with the bag of money, Moss contemplates the ramifications of the amount he just took and considers how best to escape with it. Ill-gotten gains aren’t just a prize, they’re a tether. Once you take it, someone, somewhere, starts counting the seconds. And they won’t stop, because some things don’t get forgiven or forgotten. – The OTJ

10 Pistol – Holstered

10 Rifle – Staged on **right table**

6+ Shotgun – At *Cowboy Port Arms* from **start plate**

Starting Location: Touching **start plate**; at *Cowboy Port Arms*.

Starting Line: “*There ain’t no such a point*”

Shooting Order: Shotgun, Rifle, Pistols

ATB:

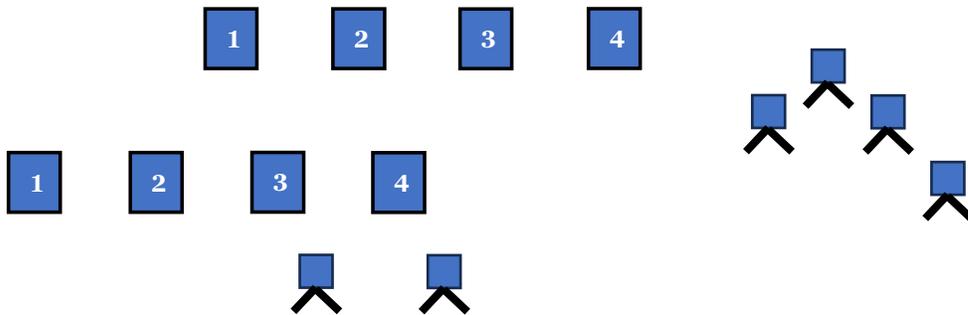
Shotgun – Anywhere from *start plate* to *right table*, engage six knockdowns until down. Make safe behind barrier.

Rifle – From *right table*, **single tap** an inner target, then **double tap sweep** all targets from either end, then **single tap** other inner target. Make safe on left table.

EXAMPLE: 2-1-1-2-2-3-3-4-4-3

Pistols – From *left table*, repeat rifle instructions: **single tap** an inner target, then **double tap sweep** all targets from either end, then **single tap** other inner target.

Notes:



Pistols



Shotgun/ Rifle



Shotgun





Stage 5 - Principles

“You don’t understand. You can’t make a deal with him. Even if you gave him the money he’d still kill you. He’s a peculiar man. You could even say that he has principles.” – Carson Wells - Chapter 5

Carson Wells explains Chigurh to Moss. Some men can be reasoned with, but he isn’t one of them. Even if you gave him everything, he’d still come for you. It’s not cruelty, its principle, just not the kind you’d recognize. Some people, like life, aren’t moved by reason or mercy. They follow their own code, and once you’re in their sights, there’s no dealing your way out. – The OTJ

- 10 Pistol** – Holstered
- 10 Rifle** – Staged on **Zach Rack**
- 4+ Shotgun** – Staged on **left table**

Starting Location: Both hands touching **Zach Rack**.

Starting Line: “He’s a peculiar man.”

Shooting Order: Rifle, Shotgun, Pistols

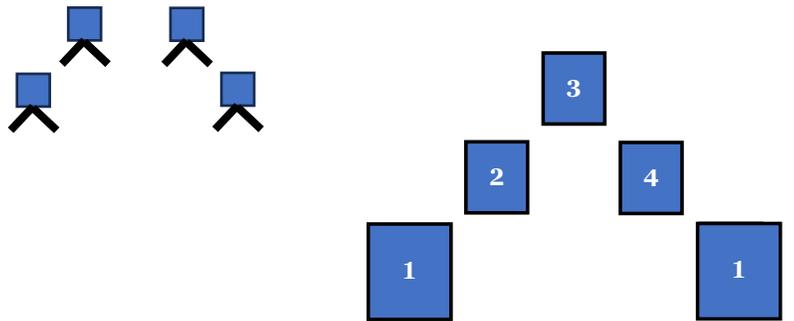
ATB:

Rifle – From *staged location*, **Single Tap Sweep** targets from either end, then **double tap** both bottom targets from same end, then **single tap** center target.

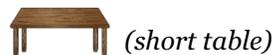
EXAMPLE: 1-2-3-4-5-1-1-5-5-3

Shotgun – Engage four knockdowns until down. Make safe on right table.

Pistols – From *right table*, repeat rifle instructions: **Single Tap Sweep** targets from either end, then **double tap** both bottom targets from same end, then **single tap** center target.



Pistols



(short table)

Shotgun



Rifle





Stage 6 - Mess

“It’s a mess, aint it Sheriff?” – Deputy Wendell - Chapter 10

Wendell comments on the aftermath of the desert shoot-out. Using verbal irony, Bell replies with understatement: “If it aint it’ll do till the mess gets here.” He means the opposite: the devastation is truly overwhelming. There’s a kind of quiet wisdom in downplaying what can’t be fixed. Sometimes, when the old order breaks, all that’s left is to nod at the wreckage and carry on. – The OTJ

10 Pistol – Staged on **right table**

10 Rifle – Staged on **right table**

6+ Shotgun – Staged on **left table**

Starting Location: At **right table**, looking down at your staged guns with hands at shoulder height held up in defeat.

Starting Line: “I’m here!”

Shooting Order: **Pistol first & last**

ATB:

Pistol – From *right table*, **Nevada Sweep** lower three targets from either end.

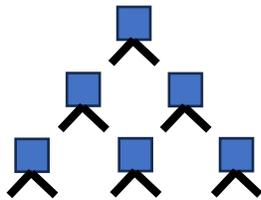
If Shotgun – From *left table*, engage six knockdowns until down.

If Rifle – From *right table*, **Nevada Sweep** upper three targets from either end, then engage top target with five rounds.

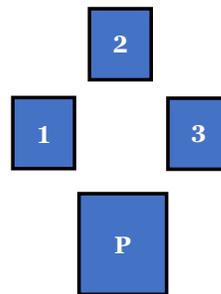
EXAMPLE: 1-2-3-2-1-2-2-2-2-2

Pistol – From *right table*, engage bottom target with five rounds.

Notes: Pistols may be restaged or holstered.



Shotgun



Pistol/ Rifle/ Pistol



(tall table)

