

STAGE 1

THE HUCKLEBERRY PACE MEMORIAL HOTEL

Pistols:10 Holstered/Rifle:10, Left Table/Shotgun: 6+ Right Table

Gun order is Shooter's Choice ~ Rifle not last

Starting with Hands on Hat shooter says,

“Load up and shoot!”

At the beep shooter will engage the targets as follows:

Pistol: From left side of upright card table
Double Tap Sweep the Pistol Targets.

Rifle: Double Tap Sweep the Rifle Targets.
Make Rifle safe on either table.

Shotgun: From right side of pole
Engage 6 shotgun targets until down.
Make Shotgun safe on either table.

Note: Sweeps may start on either end.

Note: Pistols must be shot from left side of upright card table.

Note: Shotgun must be shot from right side of pole.



STAGE 2

THE OKLAHOMA TERRITORIAL LAND OFFICE

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 at Low Surrender shooter says,

“Alive or dead, it's your choice!”

At the beep shooter will engage the targets as follows;

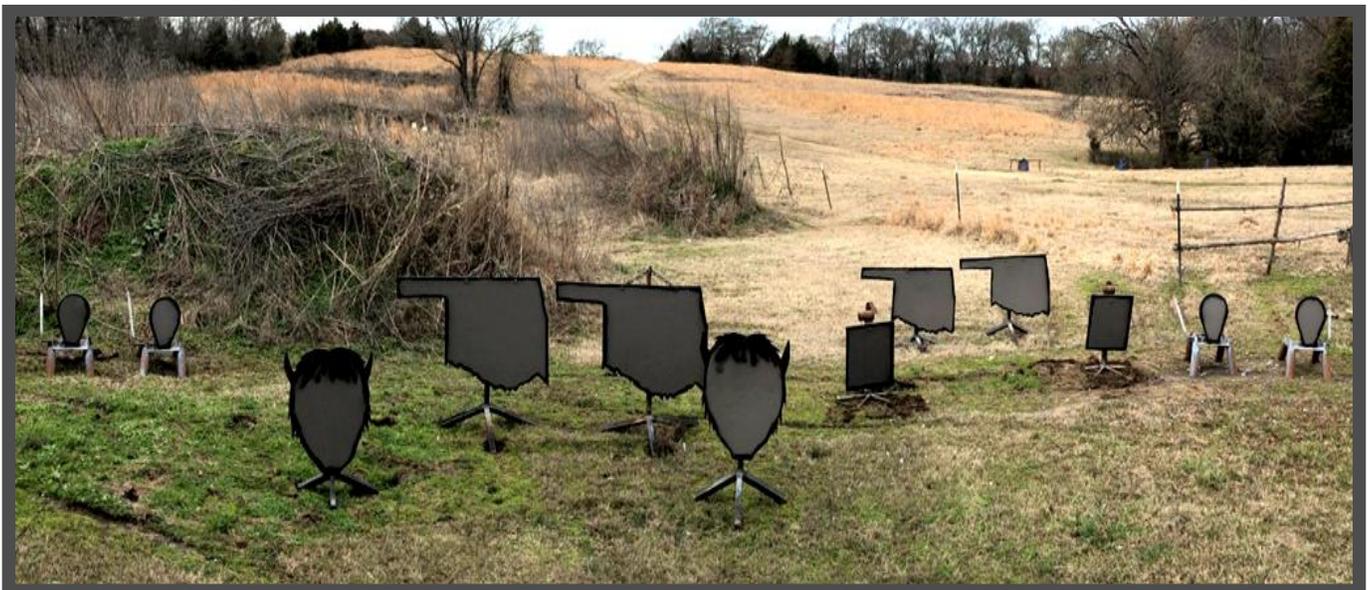
Pistols: Engage targets in a 3-3-3-1 Sweep starting on either end.

Rifle: Engage targets in a 3-3-3-1 Sweep starting on either end.
Make Rifle safe on either table.

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

Note: Shooter must shoot from all 4 openings.

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



STAGE 3

SPEEDY GONZALES CORRALS

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 Hands on Table shooter says,

“Every gun makes its own tune!”

At the beep shooter will engage the targets as follows;

Pistols: Shoot Center target 4 times *then*
Double Tap Sweep all three targets
starting on either end.

Rifle: Shoot Center target 4 times *then*
Double Tap Sweep all three targets
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 4

GENE'S MERCANTILE

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

Gun order shooters choice ~ Rifle cannot be last

Starting at gun(s) of choice with Thumbs on Belt shooter says,

“We all have it comin' kid!”

At the beep shooter will engage the targets as follows;

Pistols: Triple Tap the Top Red Target *then* shoot the other 4 targets one time each in any order *then* Triple Tap the Top Red Target.

Rifle: Triple Tap the Top Red Target *then* shoot the other 4 targets one time each in any order *then* Triple Tap the Top Red Target.
Make Rifle safe on either table.

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

Note: Pistols must be shot from the left side of the milk can.



STAGE 5

THE BUFFALO STAGE LINES

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

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting at Texas Surrender shooter says,

“There's nothin' like a nice piece of Hickory!”

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

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

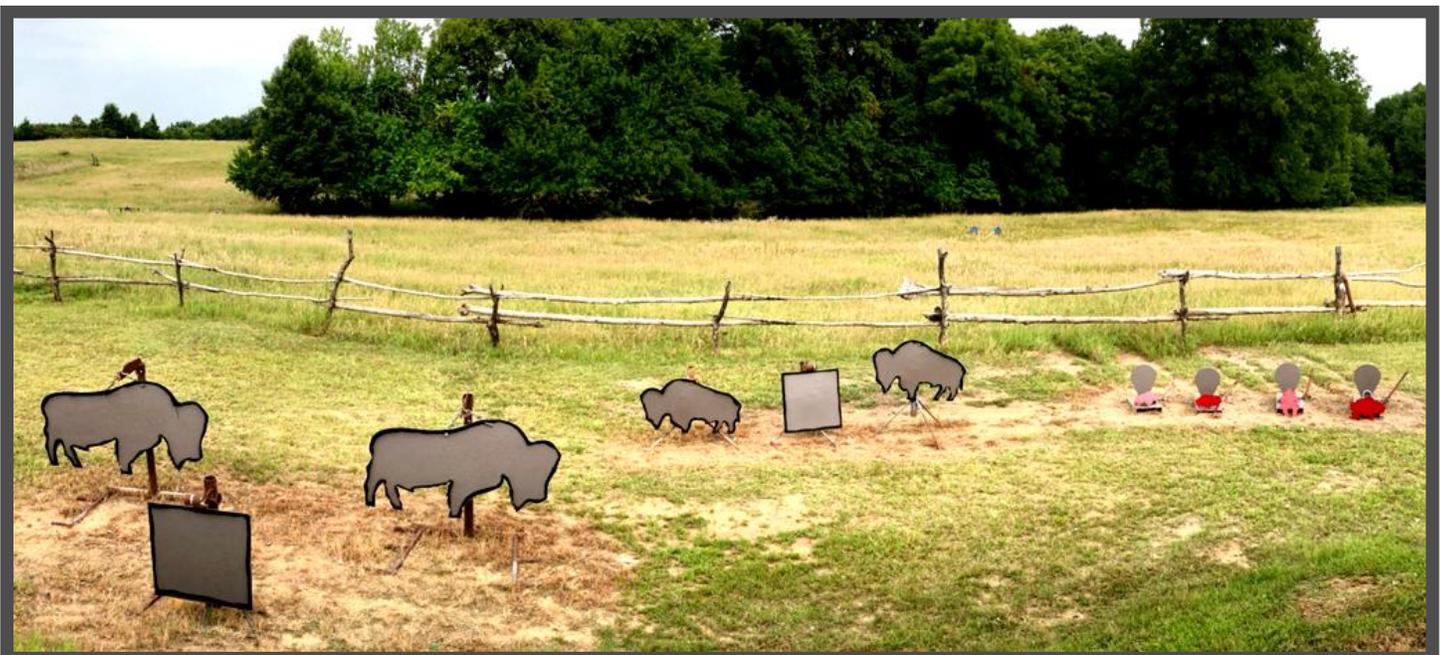
Make Rifle safe on either table.

Move to the right table and

Knock down the Shotgun targets.

Make Shotgun safe.

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



STAGE 6

THE WATERIN' HOLE

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

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting in the left Doorway with Hands at sides
(not SASS default) shooter says,

“That's just the way it is!”

From the doorway, starting on any outside target, engage the Pistol targets vertically or horizontally with two shots on each outside target *then* one shot in the center & Repeat in other direction.

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

Retrieve Shotgun and engage targets until down.
Make Shotgun safe.

Note: Rifle Pattern may be shot dirty

Note: Pistols must be shot from the Doorway.



STAGE 7

THE HTH SALOON

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

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands on Staged Gun(s) of choice shooter says

“I'm a lot faster than you'll ever live to be!”

At the beep shooter will engage the targets as follows;

Pistols } Using both Pistols & Rifle for a total of 20 rounds,
& } shoot each target at least twice.
Rifle } Make Rifle safe anywhere on the Bar.

Shotgun: Knock down Shotgun targets.
Make Shotgun safe on Bar.

Note: Buckaroos & Buckarettes - Stand & Deliver from platform.

Note: Guns must be staged on designated Rubber Mats (Not Buckaroos/Buckarettes)

Note: Pistols may be Re-staged on Bar or Holstered.

Note: This Stage is a Round count.



STAGE 8

THE SHORT LINE RAILHEAD

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

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting in the doorway with hands at sides shooter says,

“I reckon so!”

At the beep shooter will engage the Pistol targets in a 2-3-5 Sweep starting on either end.

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

Make Rifle safe on either table.

Move to Shotgun and engage

Shotgun targets until down.

Make Shotgun safe.

Note: Starting position is Hands at Sides ~ not SASS default



STAGE 9

THE TOMANATOR LEAD MINE

Rifle:10, at the Ready behind the Up-Range Table

Pistols:10 Holstered

Shotgun: 4+ staged on Down-Range Table

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting behind Rifle Table with Rifle at the ready shooter says

“There'll be no hangin' here!”

At the beep shooter will engage the Targets with Rifle, then Pistol in a 2-4-6-8 Sweep starting on either end.

Rifle may be re-staged on either table.

Engage the Shotgun targets until down.

Make Shotgun safe.

Note: Shooter must start East (Up-Range) of the Rifle Table

Note: Pistols may be shot from any position down-range of the Rifle Table.

Note: All shots must be fired through the west framed opening.



STAGE 10

CO JACK'S CATHOUSE

Pistols:10, holstered/Rifle:10, Left Table/Shotgun: 6+, Right Table

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting behind the table in the left framed opening with Thumbs on Leather shooter says,

“Sister, This here is a Cathouse!”

At the beep, Shoot the Pistol targets in a 2-1-2 Sweep starting on either target and Repeat starting on either target.

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

Make Rifle safe on either table.

Move to 1st doorway on left and engage 1st 2 Shotgun targets.

Move to doorway on right & engage the next 2 Shotgun targets

Move forward to left doorway and engage the last 2 Shotgun targets.

Note: Sweep may be shot Dirty

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

