

STAGE 1

THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order shooters choice - Rifle cannot be last
Starting at gun(s) of choice at Low Surrender shooter says,

“Was that your horse?”

At the beep shooter will engage the targets as follows;

Pistols: Shooter must be left of Rifle Table.
Shoot Pistol targets in a 1-1-6-1-1 Sweep
starting on either end

Rifle: Shot from behind Rifle Table.
Shoot Rifle targets in a 1-1-6-1-1 Sweep
starting on either end
Make Rifle safe on either table.

Shotgun: Shot from right side of Pole.
If Shotgun is first shooter must have
at least one foot behind the Right Table.
Engage Shotgun targets until down.
Make Shotgun safe on either table.

Note: Pistols must be shot from left of Rifle Table.

Note: Rifle must be shot with at least one foot behind the Rifle Table.

Note: If Shotgun is 1st shooter must have at least one foot behind the Right Table.



STAGE 2

THE OKLAHOMA TERRITORIAL LAND OFFICE

Pistols:10, Holstered
Rifle:10, Staged on either Table
Shotgun: 4+ Staged on either Table

Gun order Pistol or Rifle first - SHOTGUN MUST BE LAST
Shooter must shoot from all 4 openings

Starting with Hands at sides (not SASS default) shooter says,

“Guns...what guns?!”

At the beep shooter will engage the targets as follows;

Pistols: Shoot each target at least twice in any order.

Rifle: Shoot each target at least twice in any order.
Make Rifle safe on either table.

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

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

Note: Shooter must shoot from all 4 openings

Note: This is a Round Count - targets may be shot in any order



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 with hands on gun(s) of choice shooter says,

“Gracias!”

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 4

THE BUFFALO STAGE LINES

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

Gun order is Shotgun ~ Rifle ~ Pistol

Starting with at least one foot behind the Shotgun Table
with Thumbs on Belt shooter says,

“Just ride in!”

At the beep shooter will knock down the Shotgun targets.

Make Shotgun safe on either table.

Engage the Rifle targets with a

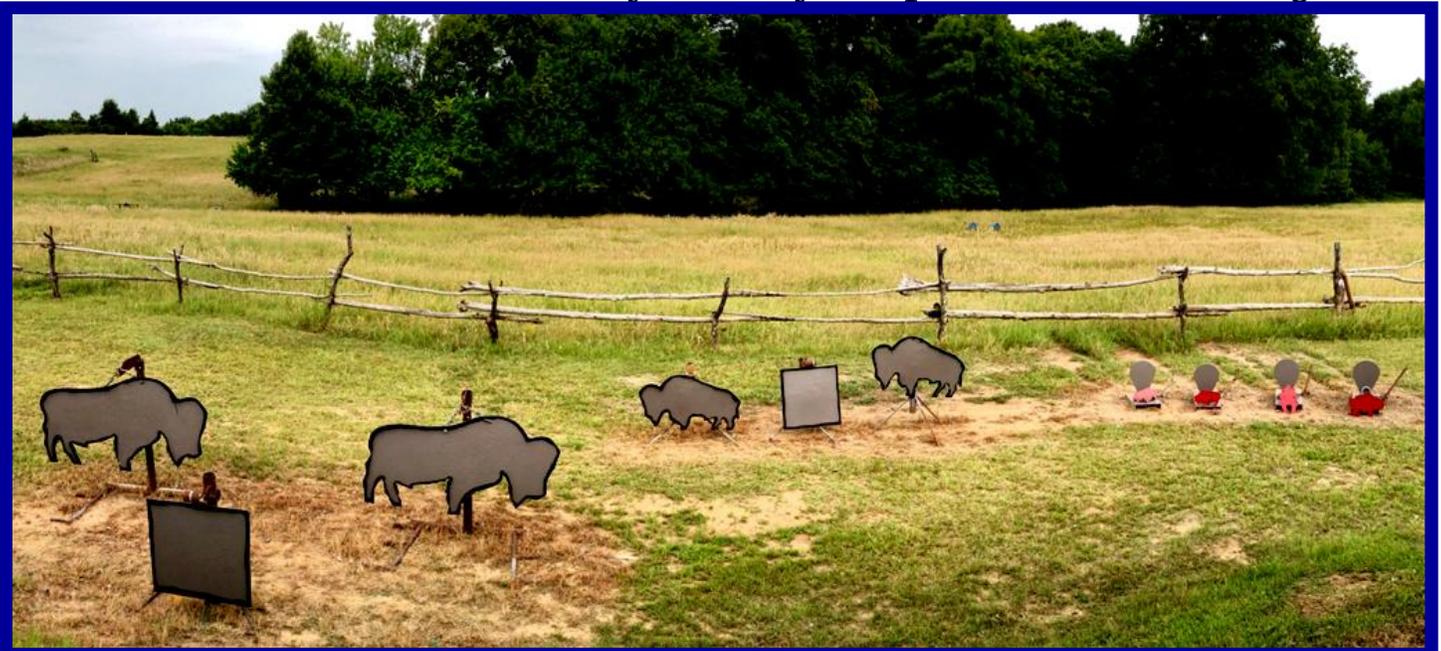
Double Tap Nevada Sweep starting on either end.

Make Rifle safe.

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

Note: Starting position is at least one foot behind the Shotgun Table

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



STAGE 5

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 at Texas Surrender shooter says,

“Let's go!”

At the beep, starting either horizontally or vertically, shooter will Single Tap the two outside Pistol targets *then* Triple Tap the center target and repeat in other direction.

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

Make Rifle safe in either window.

Retrieve Shotgun and knock down Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from the Doorway

Note: Sweeps may be shot dirty



STAGE 6

THE TOMANATOR LEAD MINE

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting at the Rifle Table with
Hands on Staged Rifle shooter says,

“They'll draw on 2”

At the beep shooter will engage the Rifle targets in a
Progressive Sweep starting on either end.

Make Rifle safe on either table.

Move to forward position and shoot the Pistol
targets the same as Rifle instructions.

Knock down the Shotgun targets.

Make Shotgun safe.

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



STAGE 7

CO JACK'S CATHOUSE

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

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting in the left framed opening
with Hands on Hat shooter says

“Seven is a lucky number!”

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

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

Make Rifle safe parallel to wood boundary.

Move to 1st door on left and engage
the 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.

Note: 3-4-3 Sweep on 2 targets;

3 shots on 1st target/ 4 shots on 2nd target/ 3 shots on 1st target

Note: Shooter must Re-stage Rifle parallel to wood boundary.

Note: Shotgun make-ups must be made up from where engaged.

