

STAGE 1

THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order is Shotgun ~ Rifle ~ Pistol

Starting with Shotgun in hand shooter says,

“Clean is over-rated!”

At the beep shooter will engage the targets as follows:

Shotgun: From right side of pole

Engage Shotgun targets until down.

Make Shotgun safe on either table.

Rifle: Shoot each target one time in any order.

Make Rifle safe on table.

Pistol: From left side of upright card table

Single Tap Sweep the Pistol Targets and

Repeat starting on either end.

Note: Starting position Shotgun in hand, other hand can be on shells in belt.

Note: Both Pistol 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 but opposite Shotgun

Shotgun: 4+ Staged on either Table but opposite Rifle

Gun order Shooters Choice ~ Rifle cannot be last

Shooter must shoot from all 4 openings

Starting with gun(s) of choice with hands at sides shooter says,

“Oh Lord!”

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a 2-3-3-2 Sweep starting on either end.

Rifle: Engage targets in a 2-3-3-2 Sweep starting on either end.
Make Rifle safe on either table.

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

Note: Starting position is Hands at sides, not SASS default.

Note: Shooter must shoot from all 4 openings.

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



STAGE 3

SPEEDY GONZALES CORRALS

Rifle:10, Staged on Table
Pistols:10, Staged on Table
Shotgun: 2+ Staged on Table

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Hands on Hat shooter says,

“That’s gonna hurt!”

At the beep, starting on either target,
engage the two Rifle targets in a 3-4-3 Sweep.

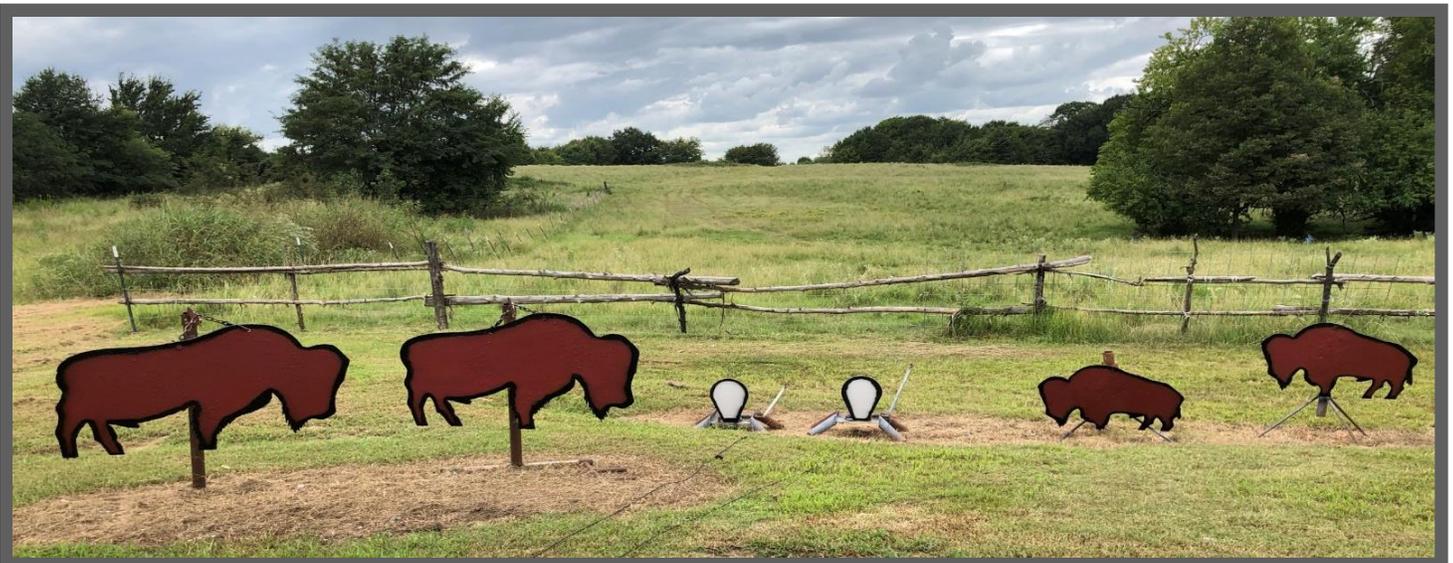
Make Rifle safe on Table.

Then shoot the Pistol targets the same as Rifle instructions.

Then engage the Shotgun targets until down.

Note: This is a Stand & Deliver Stage

Note: Pistols may be restaged on table or holstered.



STAGE 4

GENE'S MERCANTILE

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

Gun order is Rifle ~ Shotgun ~ Pistols

Starting left of the Milk Can at Low Surrender shooter says,

“That’s what we’ve been waitin’ for!”

At the beep, from the left side of the Milk Can, shooter will engage the Rifle targets in a Continuous Nevada Sweep starting on either end.

Make Rifle safe on either table.

Engage Shotgun targets until down.

Make Shotgun safe on table.

Shoot the Pistol targets the same as the Rifle instructions.

Note: Rifle must be shot from the Left side of the milk can.

Note: Pistols may be shot from anywhere safe.



STAGE 5

STORME STAGE LINES

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting at Rifle Table with Hands at Sides shooter says,

“You’re movin’ like a confused girl on Prom night!”

At the beep shooter will engage the Rifle targets with 4 shots on the Center target *then* Double Tap Sweep all 3 targets starting on either end.

Make Rifle safe on either table.

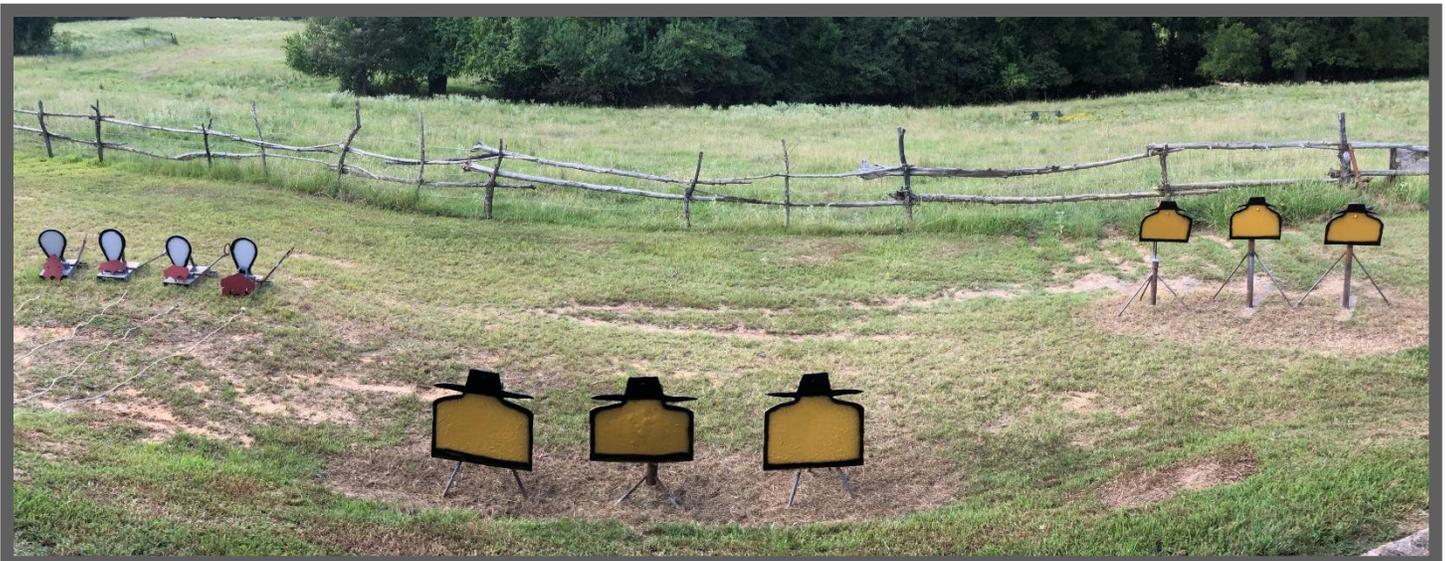
Shoot the Pistol targets the same as the Rifle instructions.

Move to the left table and Knock down the Shotgun targets.

Make Shotgun safe.

Note: Pistols may be shot from anywhere between the posts.

Note: Shotgun must be shot from left side of the left post.



STAGE 6

THE WATERIN' HOLE

Pistols:10, Holstered

Rifle:10, Staged in Left Window

Shotgun: 4+ Staged in Center Window

Gun order is Pistols ~ Rifle ~ Shotgun ~ Shotgun

Starting in the left Doorway with Hands on Guns shooter says,

“Pass them Oreos!”

At the beep, with Pistols, Triple Tap the top target *then* Single Tap the bottom 4 targets in any order *then* Triple Tap the top target.

Move to the left window and shoot the

Rifle targets the same as Pistol instructions.

Make Rifle safe in either window.

With Shotgun knock down 2 Shotgun targets from Center Window.

Move to right window and knock down the last 2 Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from doorway.

Note: Left 2 Shotgun targets must be shot from Center Window &

Right 2 Shotgun targets must be shot from Right Window.

Shotgun make-ups must be shot from where engaged.



STAGE 7

THE HTH SALOON

Pistols:10, STAGED anywhere on Bar

Rifle:10, staged anywhere on Bar

Shotgun: 4+ staged anywhere on Bar

Gun order Pistols ~ Rifle ~ Shotgun

Starting with Hands on Bar shooter says,

“Are you gonna eat all that?”

At the beep shooter will engage the targets as follows;

Pistols: } Starting with Pistols, then Rifle put at least
& } One Shot on each target in any order
Rifle: } for a total of 20 rounds.
Make Rifle safe on Bar.

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

Note: Pistols may be restaged on Bar or Holstered.

Note: This stage is a Round Count.



STAGE 8

PANHANDLE SLIM'S RAILHEAD

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

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting Rifle in Hands with some part of the Rifle touching Table shooter says,

“You gotta be freakin’ kidding me!”

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

Make Rifle safe on table.

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

Move to Shotgun and engage Shotgun targets until down.

Make Shotgun safe.

Note: Pistols must be shot through Doorway.

Note: Starting position-some part of the Rifle must be touching the table.



STAGE 9

THE TOMANATOR LEAD MINE

Rifle:10, Staged on the Up-Range Table

Pistols:10 Holstered

Shotgun: 4+ staged on the Down-Range Table

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting with hands on Rifle Table shooter says

“That’s what I’m talkin’ about!”

At the beep shooter will alternate the 2 Outside Targets for 5 rounds *then* alternate the 2 Inside Targets for the other 5 rounds. Make Rifle safe on either table. Move down-range of the Rifle Table and shoot the Pistols the same as the Rifle instructions.

Engage the Shotgun targets until down.

Make Shotgun safe.

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

Rifle:10, at Port Arms /Shotgun: 6+, Left table/Pistols:10, holstered
Gun Order is Rifle ~ Shotgun ~ Pistols

In the framed opening to the right of the Shotgun Table
with Rifle at Port Arms shooter says,

“See ya soon!”

At the beep, starting on either end, engage the
2 targets in a 1-1-3-3-1-1 Continual Sweep.

Make Rifle safe within directional barrier on table.

Engage 1st 2 Shotgun targets through 1st left doorway.

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 Pistols the same as the Rifle instructions.

Note: Port Arms is Rifle Buttstock below waist with barrel angling up & forward.

Note: Rifle must be restaged so that the barrel is WITHIN the directional barrier.

Note: Shotgun must be shot through the doorway openings only

Note: Shotgun misses must be made up from where engaged

