

# STAGE 1

## THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order is shooters choice ~ Rifle cannot be last

Starting at Low Surrender shooter says,

***“All we need now is cattle!”***

At the beep shooter will engage the targets as follows;

With Rifle, engage targets in a  
2-3-2-3 Sweep starting on either end.

With Pistols, shoot the same as the Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols must be shot from left side of pole.*

*Rifle 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 through all 4 openings

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

***“You ride with an outlaw you die with an outlaw”***

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a  
2-3-5 Sweep starting on either end.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Shooter must shoot through all 4 openings*

*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 with Hands at sides shooter says,

***“The hardest thing on earth  
is choosin’ what matters”***

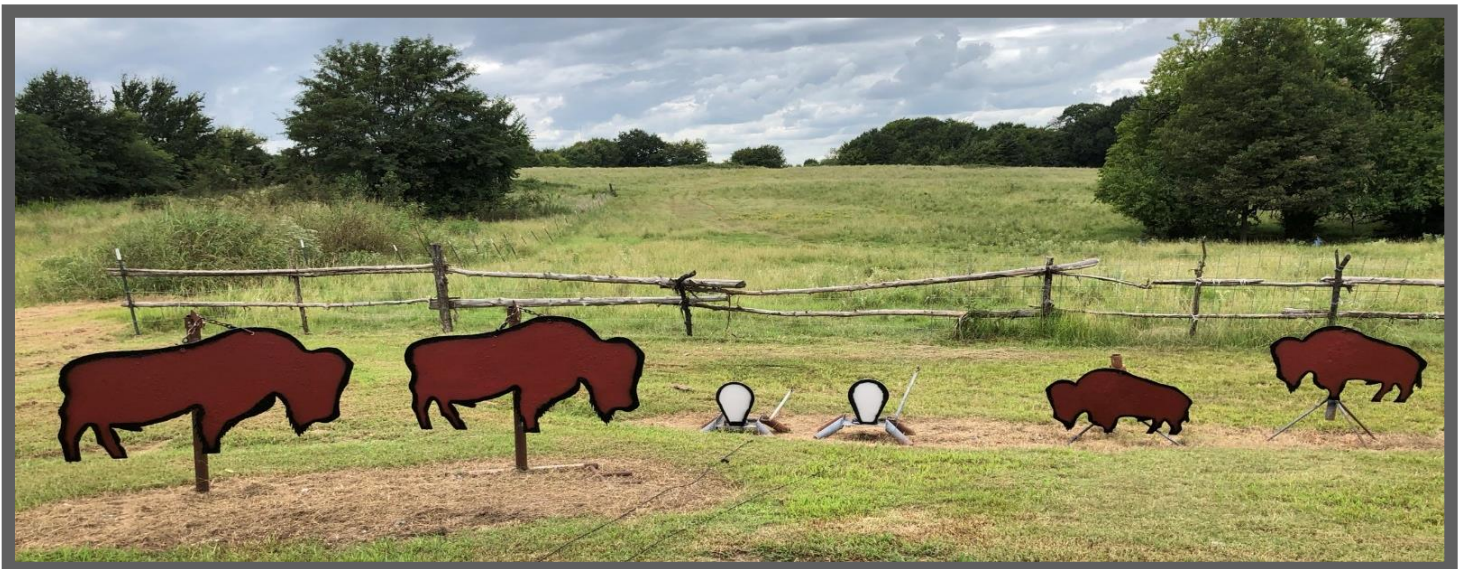
At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a  
4-2-4 Sweep starting on either target.

With Rifle, shoot the same as Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*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 with Hands on Hat shooter says,

***“It ain’t dyin’ I’m talkin’ about!”***

At the beep shooter will engage the targets as follows;

With Rifle, shoot the top two targets 3 times each  
in any order, *then* alternate the bottom two targets  
for four rounds starting on either target.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Rifle must be shot from the left side of the milk can.  
Pistols must be shot from the right side of the post.*



# STAGE 5

## STORME STAGE LINES

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

Gun order shooters choice ~ Rifle cannot be last  
Starting with Hands on Table of choice shooter says,

***“I won’t say I did, and I won’t say I didn’t!”***

At the beep shooter will engage the targets as follows;

With Rifle, engage the targets in a  
3-4-3 Sweep starting on either end.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols must be shot from between posts.*

*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 with Hands anywhere on Doorway shooter says,

***“I hate rude behavior in a man!”***

At the beep, starting on either the top target or bottom right, engage the Pistol Targets in a Progressive Sweep.

*1 shot on 1<sup>st</sup> target, 2 shots on 2<sup>nd</sup> target,  
3 shots on 3<sup>rd</sup> target & 4 shots on 4<sup>th</sup> target.*

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

With Shotgun, knock down the 2 Left Shotgun targets from Center Window.

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

*Notes: Pistols must be shot from doorway.*

*Shotgun misses must be made-up from where engaged.*



# STAGE 7

# THE HTH SALOON

Pistols:10, STAGED on Bar

Rifle:10, Staged on Bar

Shotgun: 4+ Staged on Bar

Gun order shooters choice ~ Rifle cannot be last

Starting at Low Surrender shooter says,

***“I reckon!”***

At the beep shooter will engage the targets as follows;

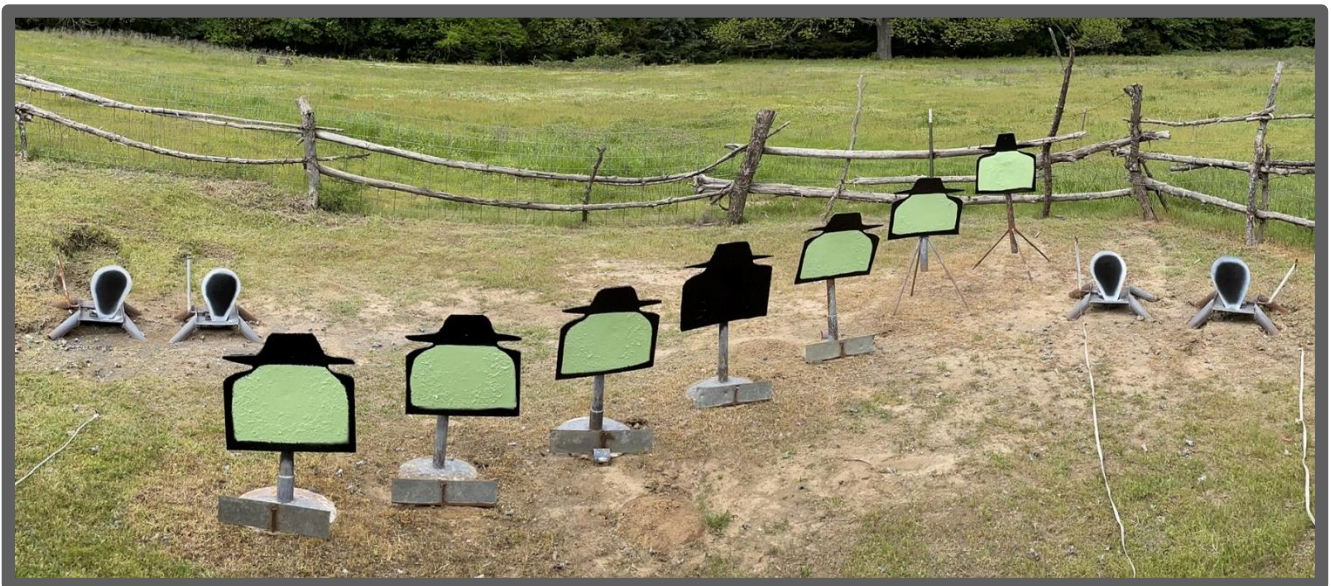
With Pistols, starting on either the Front Left Target or the Black Target, engage the Pistol targets in a 3-3-3-1 Sweep.

With Rifle, starting on either the Back Right Target or the Black Target, engage the Rifle targets in a 3-3-3-1 Sweep.

With Shotgun, engage Shotgun targets until down.

*Notes: The Black Target is used for both Pistols & Rifle.*

*Pistols may be Re-Staged or Holstered after shooting.*



# STAGE 8

## PANHANDLE SLIM'S RAILHEAD

Rifle:10, Left Table/Pistols:10, Holstered/Shotgun:4+ Right Table  
Gun order shooters choice ~ Rifle cannot be last  
Starting with Hands on Hat shooter says,

***“It’s been quite a party, ain’t it?”***

At the beep shooter will engage the targets as follows;

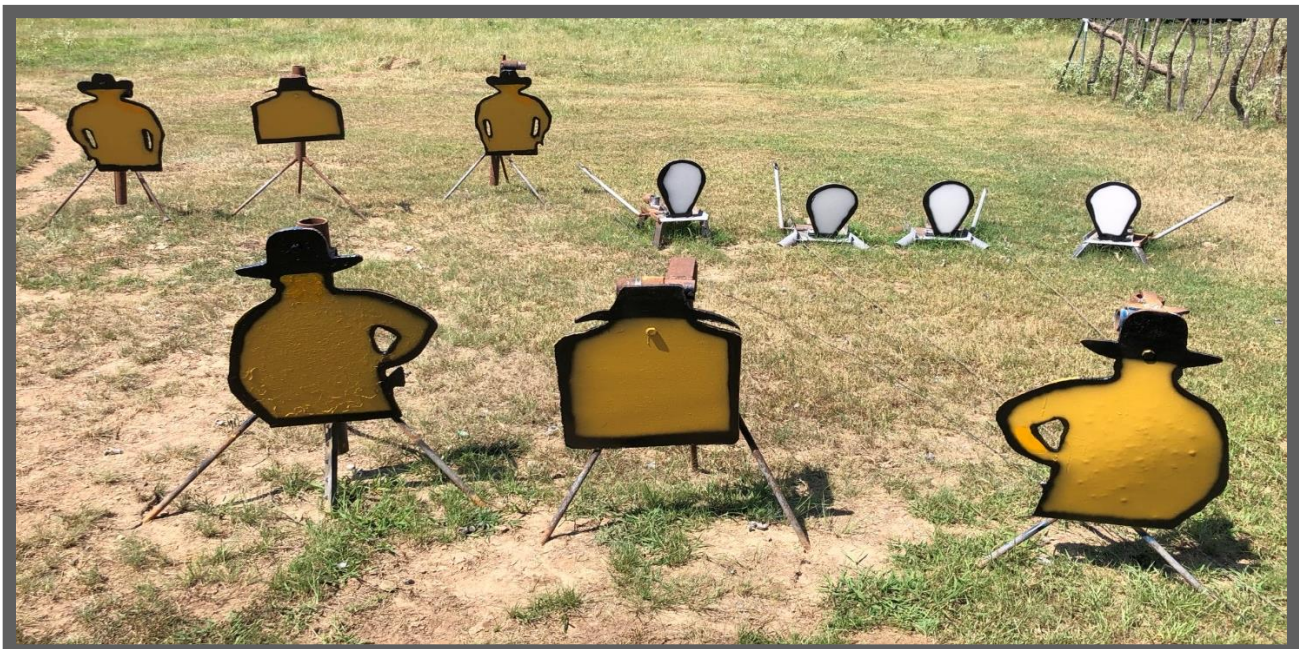
With Rifle, engage the targets in a  
2-1-2 Sweep starting on either end  
and repeat in either direction.

With Pistols, through the doorway,  
shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Dirty is okay!*

*Pistols must be shot through Doorway.*





# 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 ~ Pistols ~ Shotgun

Starting with Hands on Staged Rifle shooter says

***“Yesterday’s gone, we can’t get it back”***

At the beep, starting on either end, Single Tap Sweep all 4 targets *then* shoot the outside targets 3 times each.

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.

*Notes: Pistols may be shot from any position down-range of the Rifle Table.  
All shots must be fired through the west framed opening.*



# STAGE 10

## COJACK'S CATHOUSE

Rifle:10, at the Ready /Shotgun: 6+, Left table/Pistols:10, Holstered  
Gun Order is Rifle ~ Shotgun ~ Pistols

Starting in the framed opening to the right of the Shotgun Table  
with Rifle at the Ready shooter says,

***“Good to see you boys!”***

At the beep Shooter will engage the targets starting on the  
Left Target with 1 shot, *then* 9 shots on the Right Target.

Make Rifle safe within directional barrier on table.

Engage 1<sup>st</sup> 2 Shotgun targets through 1<sup>st</sup> 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 within directional barrier on table.

Shoot the Pistols the same as the Rifle instructions.

★ *This is a “Slim Pickens Sweep” ~ Slim Pickens was born in 1919.*

*Notes: Rifle & Shotgun must be restaged with barrel INSIDE the directional barrier.*

*Shotgun must be shot through the doorway openings.*

*Shotgun misses must be made up from where engaged.*

