STAGE 1
THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order is Pistols ~ Rifle ~ Shotgun
Starting left of the Upright Card Table
at Low Surrender shooter says,

"A gun is a tool"

At the beep shooter will engage the
Pistol targets in a Double Tap Nevada Sweep
starting on either end.
Retrieve Rifle and shoot the Rifle targets
the same as the Pistol instructions.
Make Rifle safe.
Engage Shotgun targets until down.
Make Shotgun safe.

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

STAGE 2
THE CALAMITY CAFÉ

There are 5 openings numbered 1-5, left to right

Pistols:10 Holstered/Rifle:10, on Bar/Shotgun: 4+, on Bar

Gun order shooters choice ~ Rifle cannot be last

<u>Shooter must shoot through 4 openings.</u>

Starting with Hands on Hat shooter says,

"Listen to me!"

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
3-1-2-1-3 Sweep starting on either end.

With Rifle, shoot the same as the Pistol instructions.
Make Rifle safe.

With Shotgun, Knock down all 4 Shotgun targets.
Make Shotgun safe.

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

STAGE 3
THE OKLAHOMA TERRITORIAL LAND OFFICE

Pistols:10, STAGED on either left or right table
Rifle:10, Staged on either left or right table
Shotgun: 4+ Staged on either left or right table

Gun order shooters choice ~ Rifle cannot be last

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

"You can call me Shane"

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
3-3-3-1 Sweep starting on either end.

With Rifle, shoot the same as the Pistol instructions.
Make Rifle safe.

With Shotgun, engage Shotgun targets until down.
Make Shotgun safe on either table.

Note: Pistols may be re-staged or holstered after shooting.
Note: Shotgun misses must be made up from where engaged.

STAGE 4
SPEEDY GONZALES CORRALS

Rifle: 10, on Table/Pistols: 10, STAGED on Table/Shotgun: 2+ on Table

Gun order is Rifle ~ Pistols ~ Shotgun
Starting with Hands at Sides shooter says,

"Didn't expect to find any fences around here!"

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
2-1-2 Sweep and Repeat
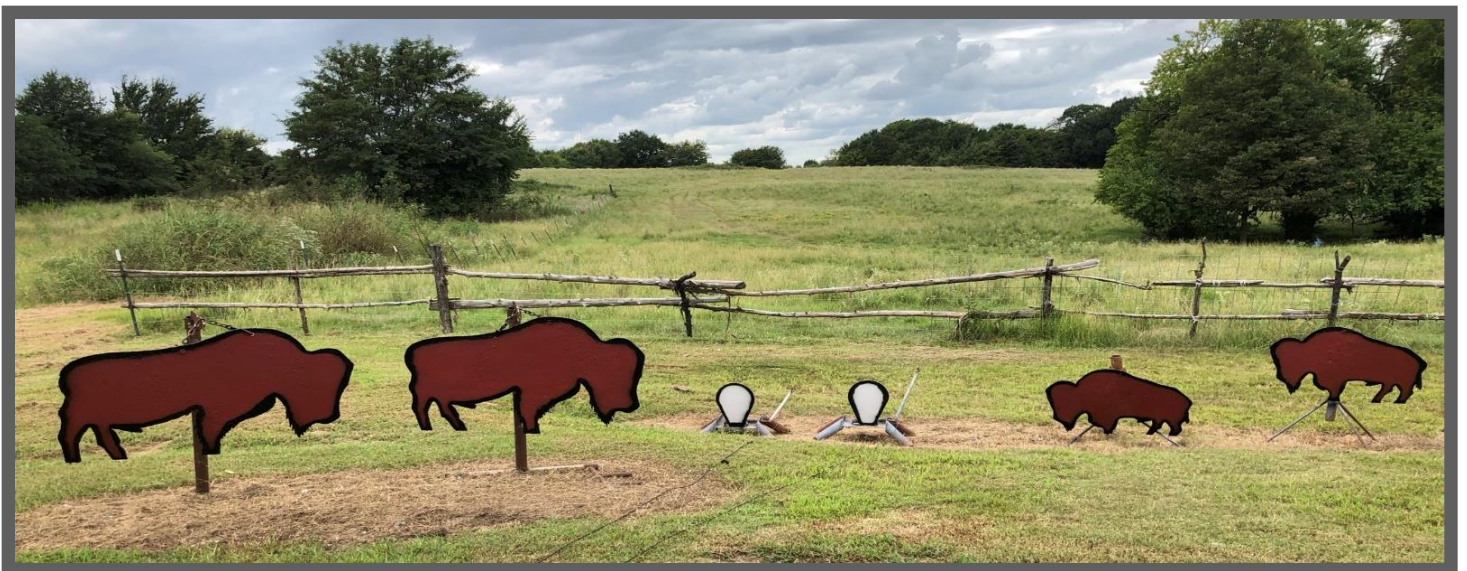starting on either target for both sweeps.

With Rifle, shoot the same as Pistol instructions.
Make Rifle safe on table.

With Shotgun, engage Shotgun targets until down.
Make Shotgun safe on table.

Note: This pattern can be shot dirty.
Note: Pistols may be re-staged or holstered after shooting.
Note: This is a Stand & Deliver Stage.

STAGE 5
GENE'S MERCANTILE

Pistols:10, Holstered/Rifle:10, Left Table/Shotgun:4+, Right Table
Gun order is Pistols ~ Rifle ~ Shotgun

Starting at right side of post with
Hands on Pistol(s) shooter says,

"Would you put down that gun?"

At the beep shooter will engage the Pistol targets
in a Regressive Sweep starting on either end.
(4 on 1st target, 3 on 2nd target 2 on 3rd target, 1 on 4th target)
Move to left table and shoot the Rifle targets
the same as the Pistol instructions.
Make Rifle safe.
Retrieve Shotgun and
knock down the Shotgun targets.
Make Shotgun safe.

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

STAGE 6
STORME STAGE LINES

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

Gun Order is Shotgun ~ Rifle ~ Pistols

Starting at Shotgun with Hands on Table shooter says,

"The old timers can't see it yet!"

At the beep shooter will engage the
Shotgun targets until down.
Make Shotgun safe.
Move to right table and engage the Rifle targets
in a 3-4-3 Sweep starting on either end.
Make Rifle safe.
Move to between the posts and shoot the
Pistol targets the same as the Rifle instructions.

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