

# STAGE 1

## THE OKLAHOMA TERRITORIAL LAND OFFICE

Pistols:10, Staged on either Table

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 Hat shooter says,

***"About there will do"***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either end,

Single Tap Sweep all 4 targets *then* shoot the  
Oklahoma State Targets 3 times each.

With Rifle, shoot the same as the Pistol instructions.

Make Rifle safe.

With Shotgun, engage Shotgun targets until down.

Make Shotgun safe.

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



# STAGE 2

## 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,

***“A bit further North”***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either target,

Double Tap each target *then*

Triple Tap each target.

With Rifle, shoot the same as Pistol instructions.

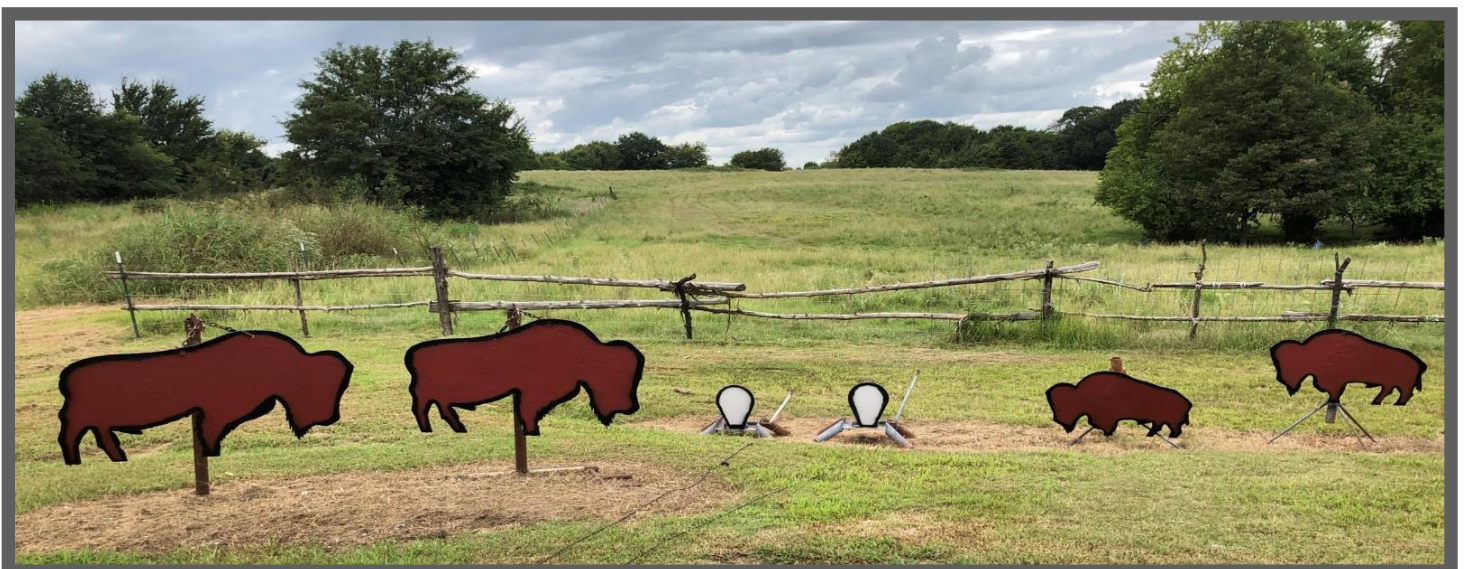
Make Rifle safe.

With Shotgun, engage Shotgun targets until down.

Make Shotgun safe.

*Notes: Dirty is okay!*

*This is a Stand & Deliver Stage*



# STAGE 3

## GENE'S MERCANTILE

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

Gun order is Rifle ~ Pistols ~ Shotgun  
Starting with Hands on Table shooter says,

***“We sent them back to England”***

At the beep shooter will engage the Rifle targets  
in a 1-4-4-1 Sweep starting on either end.

Make Rifle safe.

Shoot the Pistol Targets the same as the Rifle instructions.

Engage Shotgun targets until down.

Make Shotgun safe.

*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 4

## STORME STAGE LINES

Pistols:10, STAGED OR HOLSTERED

Rifle:10, Right Table

Shotgun: 4+ Left Table

Gun Order is Pistols ~ Rifle ~ Shotgun

Starting with Hands on Staged or Holstered Pistol(s) shooter says,

***“Don't just stand there - get him!”***

At the beep shooter will engage the Pistol targets in a

Double Tap Nevada Sweep starting on either end.

Shoot the Rifle targets the same as the Pistol instructions.

Make Rifle safe.

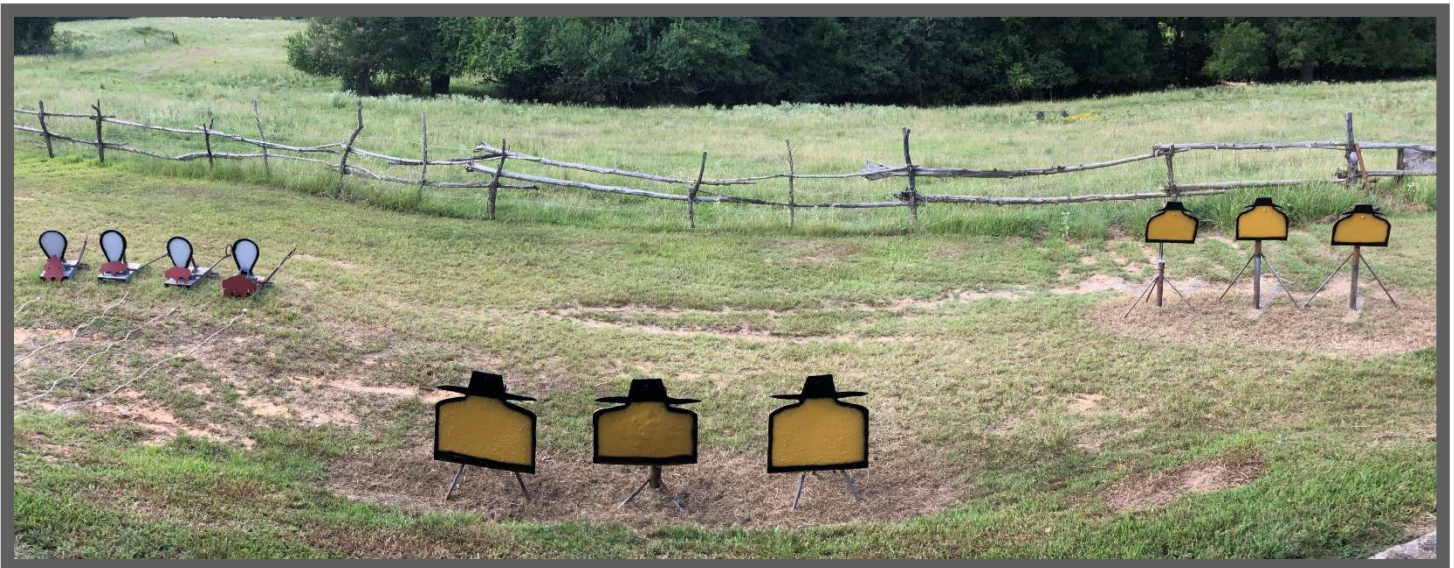
Retrieve Shotgun and Knock down Shotgun targets.

Make Shotgun safe.

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

*Pistols must be shot from between posts.*

*Pistols may be re-staged or holstered after shooting.*



# STAGE 5

## 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 Doorway at Texas Surrender shooter says,

***"I don't eat things that are still movin."***

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

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

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

Make Rifle safe.

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

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

*Notes: Pistols must be shot from doorway.*

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



# STAGE 6

# THE HTH SALOON

Pistols:10, STAGED on Bar

Rifle:10, Staged on Bar

Shotgun: 4+ Staged on Bar

Gun order is Pistols ~ Rifle ~ Shotgun

Starting at Low Surrender shooter says,

***“Make the most of it!”***

At the beep shooter will engage the targets as follows;

Pistols: } Using Pistols and Rifle put 2 shots on each  
& } target in the 1st row, 4 shots on each target  
Rifle: } in the 2<sup>nd</sup> row, and 6 shots on the back target.

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

*Notes: This Stage is a Round Count*

*Pistols may be re-staged on Bar or Holstered.*

