

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 with Gun(s) of choice with Hands at Sides shooter says,

“Who’s first?”

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
3-4-3 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.

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 Thumbs on Belt shooter says,

“We’re burnin’ daylight!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the 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.

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



STAGE 3

SPEEDY GONZALES CORRALS

Pistols:10, STAGED on Table

Rifle:10, on Table

Shotgun: 2+ on Table

Gun order shooters choice ~ Rifle cannot be last
Starting with Hand(s) on Gun(s) of choice shooter says,

“I’d of hung ya!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a
1-4-1-4 starting on either target.

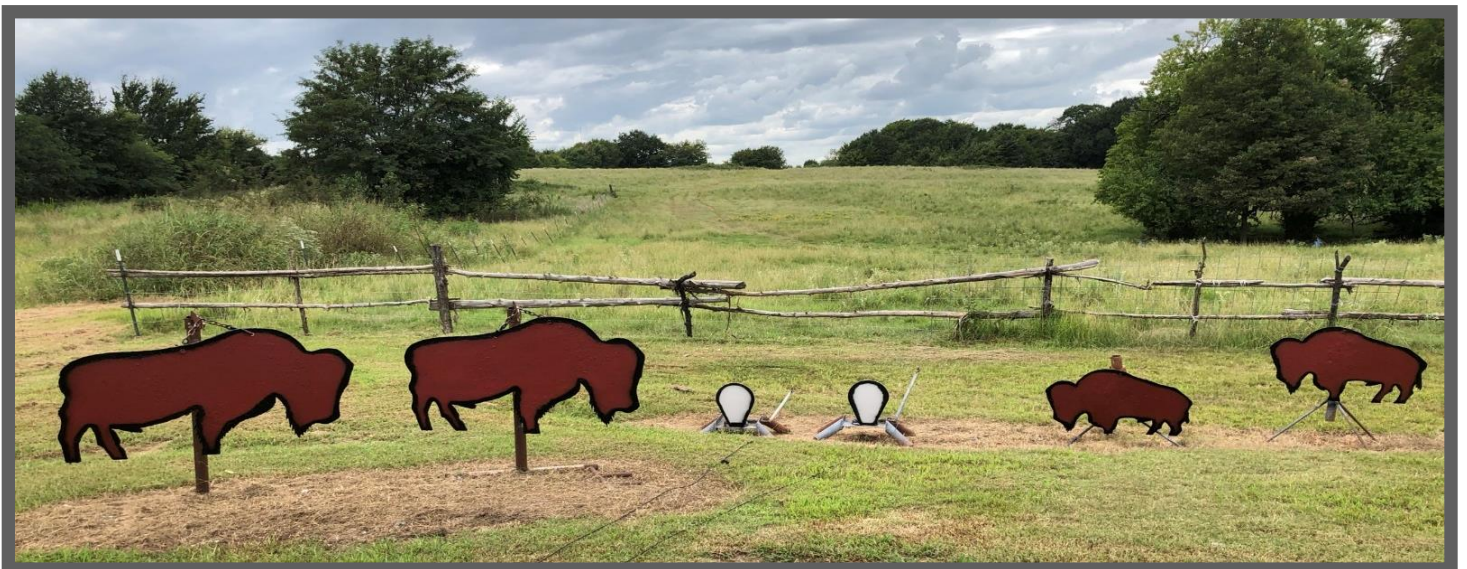
With Rifle, shoot the same as Pistol instructions.
Make Rifle safe.

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

Notes: Dirty is okay!

Pistols may be re-staged or holstered after shooting.

This is a Stand & Deliver Stage



STAGE 4

GENE'S MERCANTILE

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

Gun order is Rifle ~ Pistols ~ Shotgun
Starting at Low Surrender shooter says,

“It’s a hard life!”

At the beep shoot the Black Target 5 times
then shoot all five targets 1 time.

Make Rifle safe.

Shoot the Pistol Targets the same as the Rifle instructions.
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, STAGED OR HOLSTERED

Rifle:10, Right Table

Shotgun: 4+ Left Table

Gun Order is Pistols ~ Rifle ~ Shotgun

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

“It’s not a Sunday school picnic!”

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.

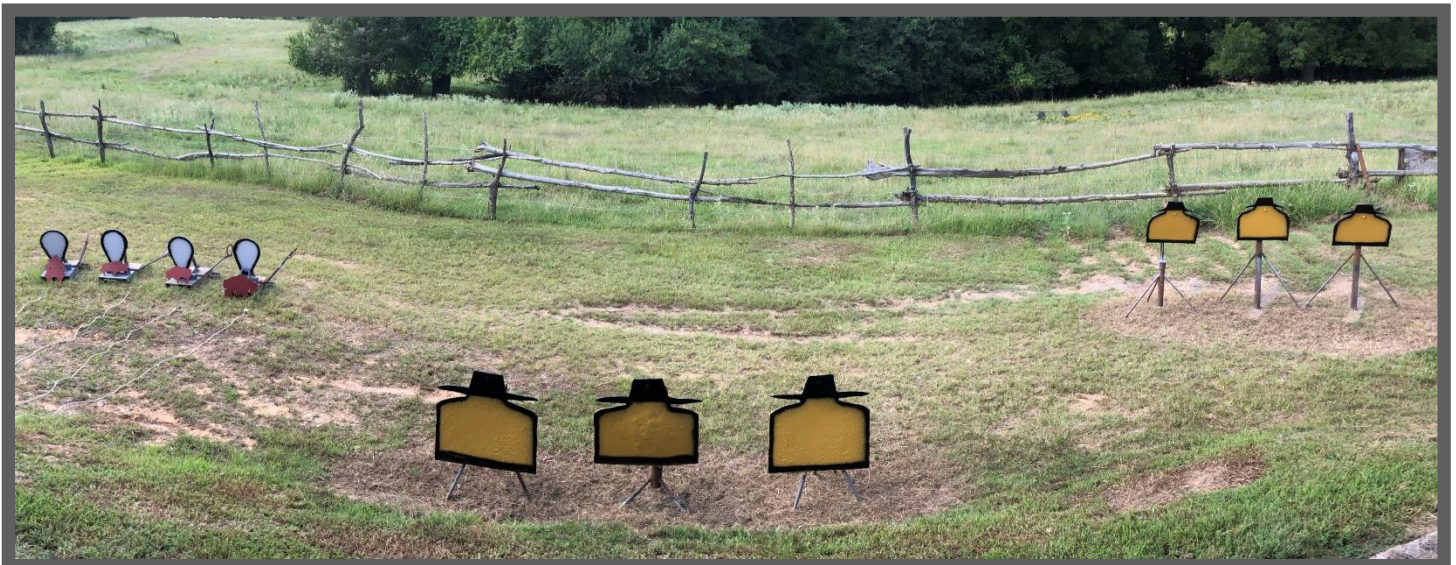
Retrieve Shotgun and Knock down Shotgun targets.

Notes: Starting position can be 1 Staged & 1 Holstered Pistol.

Pistols must be shot from between posts.

Pistols may be re-staged or holstered after shooting.

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 Doorway at Texas Surrender shooter says,

“You’ll get used to me.”

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

4 shots on 1st target, 3 shots on 2nd target,
2 shots on 3rd target & 1 shot on 4th 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 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 is Pistols ~ Rifle ~ Shotgun

Starting with Hands on Bar shooter says,

“What did you say?”

At the beep shooter will engage the targets as follows;

Using Pistols, *then* Rifle
put 2 shots on each target in the 1st row,
4 shots on each target in the 2nd row,
and 6 shots on the back target.

Engage Shotgun targets until down.

Notes: This Stage is a Round Count

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 is Rifle ~ Pistols ~ Shotgun

Starting with Hands on Table shooter says,

“It’s how you’re remembered!”

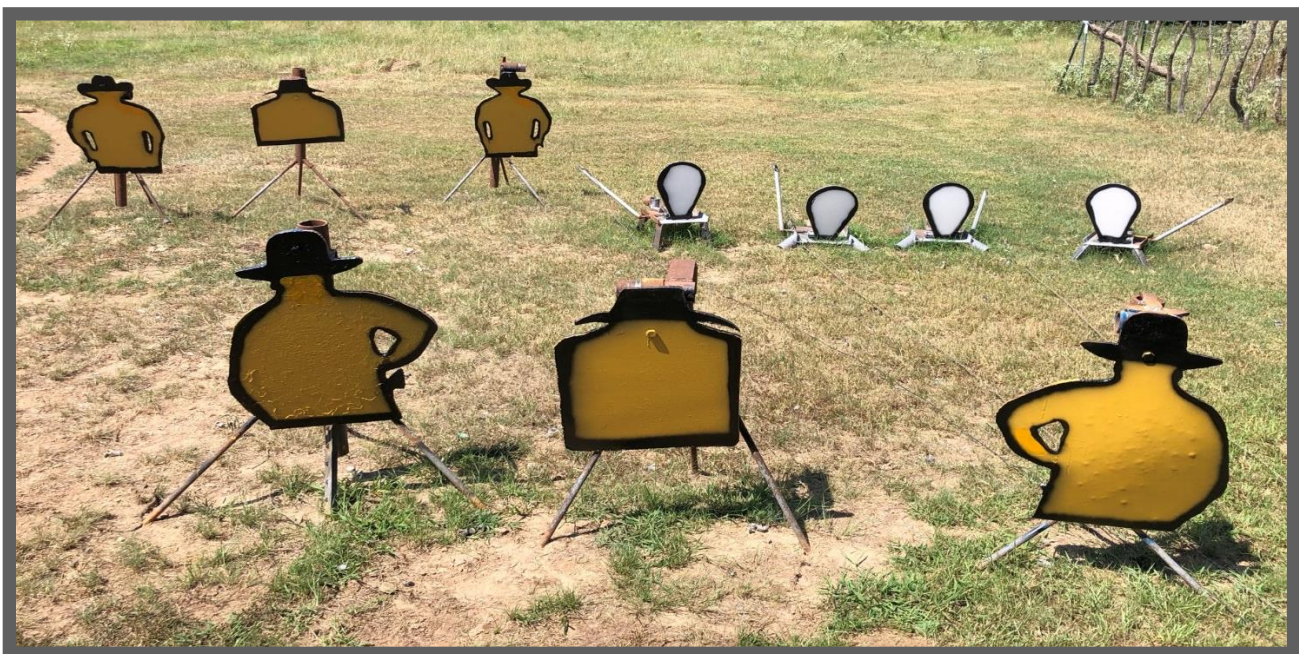
At the beep Engage the Rifle targets
in a 2-3-5 Sweep starting on either end.

Make Rifle safe.

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

Move to Right Table and Knock Down the Shotgun targets.

Note: 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 Hat shooter says

“You alright boy?”

At the beep, with the Rifle, shooter will engage the targets in a Continuous Nevada Sweep starting on either end.

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,

“I’m proud of ya!”

At the beep, with the Rifle, engage the targets in a
2-3-2-3 starting on either target.

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 Rifle instructions.

Notes: Dirty is okay!

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.

