

# STAGE 1

## 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 from all 4 openings

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

***“You two are going to hang!”***

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a Regressive Sweep  
starting on either end.

(4 on 1<sup>st</sup> target/3 on 2<sup>nd</sup> target/2 on 3<sup>rd</sup> target/1 on 4<sup>th</sup> target)

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

*Note: Shooter must shoot from all 4 openings.*

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



# STAGE 2

## 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 at gun(s) of choice with Hands on Table shooter says,

***“Wrong word... Fact!”***

At the beep shooter will engage the targets as follows;

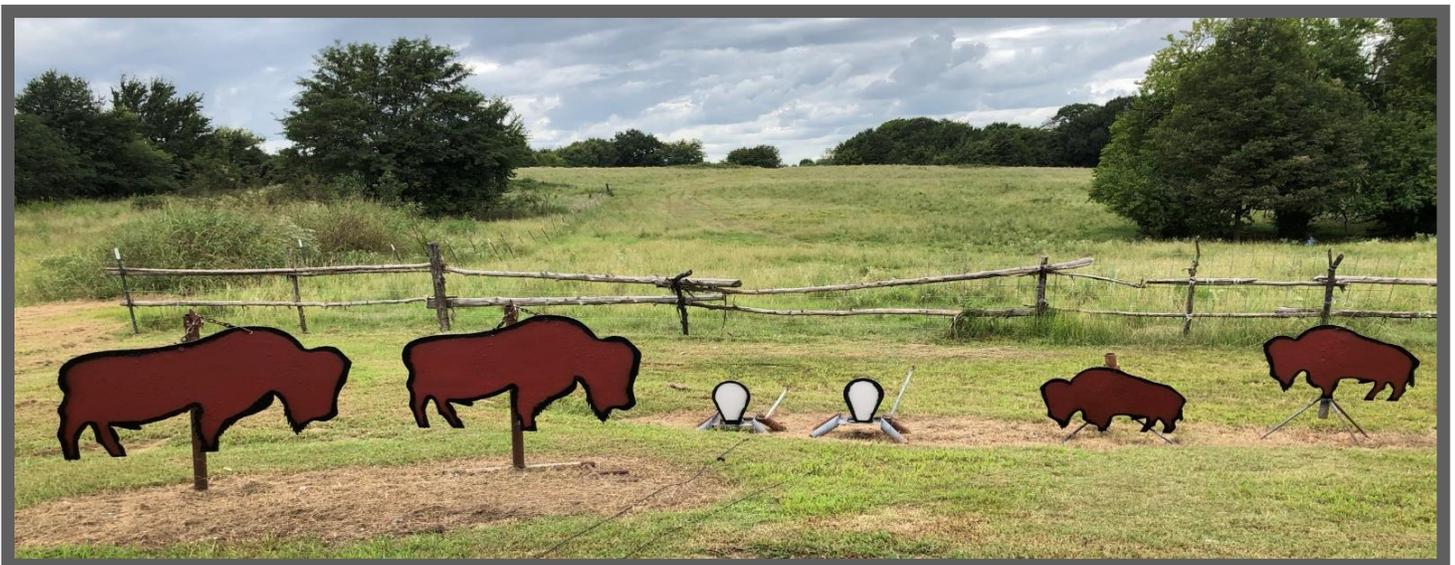
Pistols: Engage targets in a 2 - 3 - 5 Alternating Sweep starting on either target.

Rifle: Engage targets in a 2 - 3 - 5 Alternating Sweep starting on either target.  
Make Rifle safe on table.

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

*Note: This is a Stand & Deliver Stage*

*Note: Pistols may be restaged on table or holstered.*



# STAGE 3

## GENE'S MERCANTILE

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

Gun order shooters choice - Rifle cannot be last  
Starting at gun(s) of choice with Hands on Hat shooter says,

***“Let’s go get ‘em back!”***

At the beep shooter will engage the targets as follows;

Pistols: Double tap either one of the top targets, *then*  
Single Tap the bottom target below it, *then*  
Double Tap the Top Target again.  
Repeat on opposite side.

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

*Note: Rifle must be shot from the Left side of the milk can.*  
*Note: Pistols may be shot from anywhere safe.*



# STAGE 4

## STORME STAGE LINES

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

Gun order shooters choice - Rifle cannot be last  
Starting at gun(s) of choice at Low Surrender shooter says,

***“Just lead!”***

At the beep shooter will engage the targets as follows;

Pistols: Sweep all three targets starting on either end  
*then* Double Tap any target and Repeat.  
(Yes, you can!)

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

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

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



# 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 left Doorway with Hands on Guns shooter says,

***“I don’t favor talkin’ to vermin!”***

At the beep, with Pistols, Shoot each target 2 times in any order.

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.*

*Note: This stage is a Round Count.*



# STAGE 6

## THE HTH SALOON

Pistols:10, STAGED anywhere on Bar

Rifle:10, staged anywhere on Bar

Shotgun: 4+ staged anywhere on Bar

Gun order shooters choice - Rifle cannot be last

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

***“You just had to kill him!”***

At the beep shooter will engage the targets as follows;

Pistols: Starting on either end, shoot the Red  
Pistol targets in 2 separate Nevada Sweeps.

Rifle: Starting on either end, shoot the Yellow  
Rifle targets in 2 separate Nevada Sweeps.  
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.*

