

STAGE 1

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
Shooter must shoot through at least 4 openings.

Starting with Hands on Hat shooter says,
“Well I’ll be a suck egg mule!”

At the beep shooter will engage the targets as follows;
With Pistols, Shoot each target at least one time in any order.
With Rifle, shoot the same as the Pistol instructions.
With Shotgun, Knock down all 4 Shotgun targets.

*Notes: This stage is a Round Count
Shotgun misses must be made up from where engaged.*



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 at least 2 openings

Starting at Low Surrender shooter says,

“What's that on your head?”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a Continuous Nevada Sweep starting on either end.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

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 Hands Flat on Table shooter says,

“It’s called a hat”

At the beep shooter will engage the targets as follows;

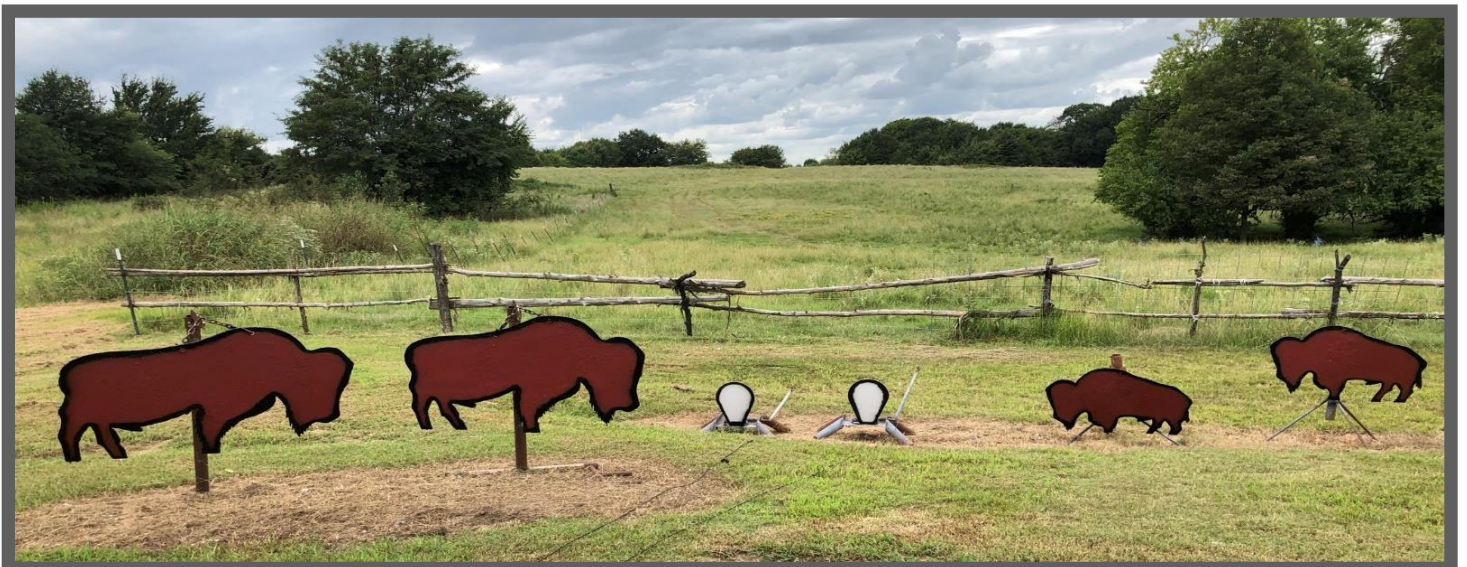
With Pistols, engage the targets in a
4-2-4 starting on either target.

(4 on 1st target, 2 on 2nd target, 4 on 1st target)

With Rifle, shoot the same as Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols may be re-staged or holstered after shooting.
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 Hand(s) on Staged or Holstered Gun(s)
of choice shooter says,

“I'm paid to risk my neck”

At the beep shooter will engage the targets as follows;

With Pistols, Triple Tap each Outside Target
(starting on either target)

Then, alternate the middle 2 targets for 4 shots
(starting on either target)

With Rifle, shoot the same as Pistol 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 One Hand on a table shooter says,

“I hit the sign, and the sign hit him!”

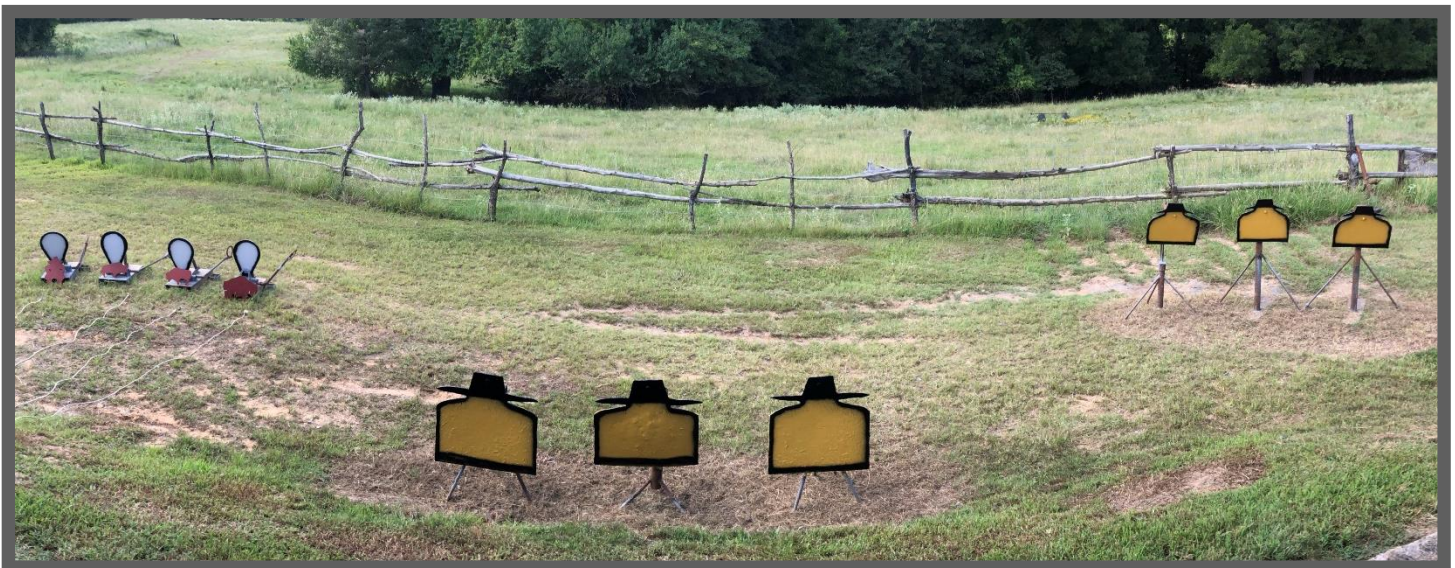
At the beep shooter will engage the targets as follows;
With Pistols, Alternate the Outside Targets for 5 shots
then Dump 5 shots on the Center Target.

With Rifle, shoot the same as Pistol 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 HTH SALOON

Pistols:10, STAGED on Bar

Rifle:10, on Bar

Shotgun: 4+, on Bar

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands at Sides shooter says,

“I'm hungry!”

At the beep shooter will engage the targets as follows;

Using Pistols *and* Rifle
shoot each target at least twice in any order.

Engage Shotgun targets until down.

Notes: This Stage is a Round Count

Pistols may be re-staged or Holstered after shooting.

