

# STAGE 1

## THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with at least one foot behind the left table with Rifle at the Ready shooter says,

***“Don’t worry Ketcham,  
you’re gonna be the first to die!”***

At the beep shooter will engage the Rifle targets with 2 shots on the Middle Target, then 4 shots on each outside target.

Make Rifle safe on table.

Move left past the upright card table and shoot the Pistol targets the same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe.

*Note: Pistols must be shot from left side of upright card table.*

*Note: Shotgun must be shot from right side of pole.*

*Note: Either outside target may be shot first after 2 shots on center.*



# STAGE 2

## THE CALAMITY CAFÉ

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

Pistols:10 Holstered

Rifle:10, Opening #2 on Counter

Shotgun: 4+, Opening #1 on Counter

Gun order is Pistols ~ Rifle ~ Shotgun

Starting in Opening #5 at Low Surrender shooter says,

***“Where d’ya think you're goin’?”***

At the beep, starting on either end, engage the Pistol targets in a 5 Shot Single Tap Sweep *then Repeat Sweep starting on the opposite end.*

Move to Opening #2 and shoot the Rifle targets the same as the Pistol instructions.

Retrieve Shotgun and knock down 4 Shotgun targets from any opening.

Make Shotgun safe.

*Note: Shotgun misses may be made up from any opening.*



# STAGE 3

## THE OKLAHOMA TERRITORIAL LAND OFFICE

Shotgun: 4+ In One Hand  
Rifle: 10, Staged on either Table  
Pistols: 10, Holstered

Gun order Shotgun ~ Rifle ~ Pistols

Shooter must shoot from all 4 openings

Starting with Shotgun in Hand shooter says,

***“Well, we cut cards and I lost!”***

At the beep shooter will engage the targets as follows;

- Shotgun: Engage Shotgun targets until down.  
Make Shotgun safe on either table.
- Rifle: 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)  
Make Rifle safe on either table.
- Pistols: Shoot the Pistol targets the same as the Rifle instructions.

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

*Note: Shotgun misses can be made up from any opening.*

*Note: Start with Shotgun in 1 hand-other hand may be on shells in belt.*



# STAGE 4

## SPEEDY GONZALES CORRALS

Pistols:10, Holstered /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 Hat shooter says,

***“Well, I’ll be a suck-egg mule!”***

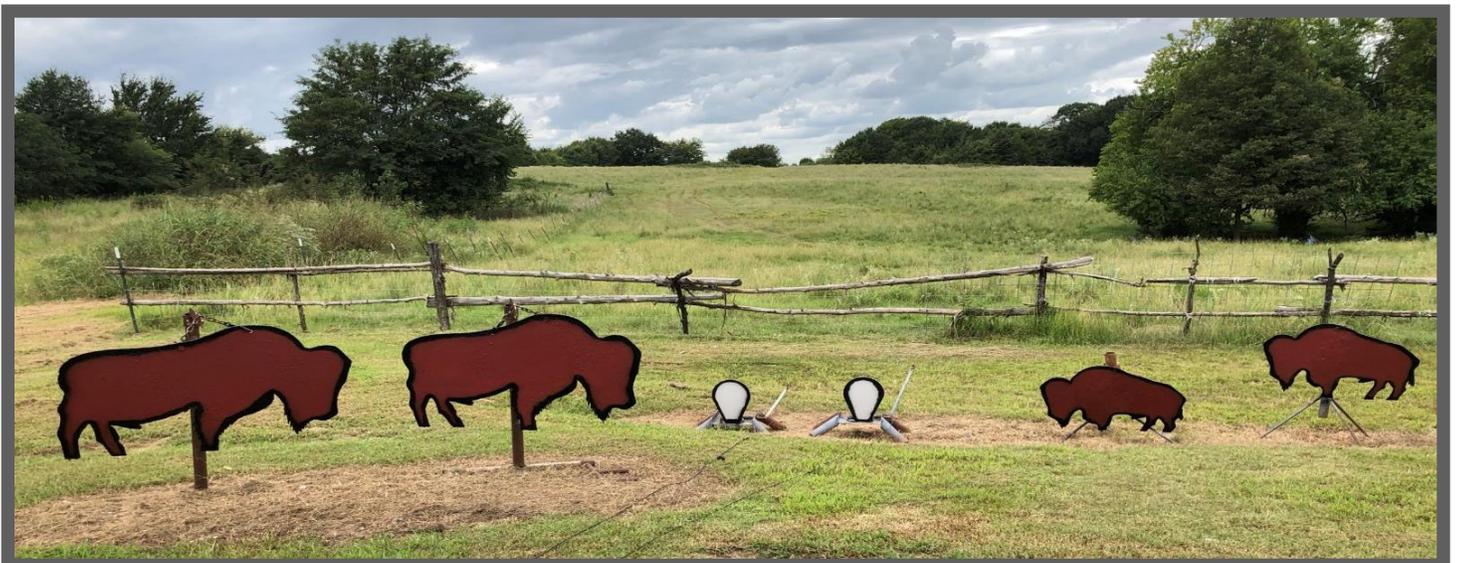
At the beep shooter will engage the targets as follows;

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

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

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

*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 Shooter's Choice ~ Rifle not last

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

***“Don’t ya know any other songs?”***

At the beep shooter will engage the targets as follows:

Pistol: One Shot on the Top Black Target *then*  
Alternate the 2 left or 2 right targets  
for 4 shots *then* switch to the 2 targets  
on the other side and alternate for 4 shots  
*then* put the last shot on the Top Black Target.

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

Shotgun: Knock down 4 shotgun targets.  
Make Shotgun safe on any table.

*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

Rifle:10, Right Table

Pistols:10, Staged on Center Table OR Holstered

Shotgun: 4+ Left Table

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting with Hands on Hat shooter says,

***“I waited a long time for this!”***

At the beep shooter will engage the Rifle targets in a 1-2-2 Sweep and Repeat starting on either end.

Make Rifle safe on either table.

Move to Pistol targets and engage the same as Rifle instructions.

Knock down Shotgun targets.

Make Shotgun safe

*Note: Pattern may be shot dirty (1-2-3-2-2)*

*Note: Pistols must be shot from between the posts.*

*Note: Pistols can be staged or holstered after shooting.*

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

