

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 on Hat shooter says,

“Everybody’s got a gun!”

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
2-3-5 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 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 3 openings.

Starting at Low Surrender shooter says,
“Whoa Ollie!”

At the beep shooter will engage the targets as follows;

With Pistols, Single Tap Sweep all 5 Targets
starting on either end *then* Nevada Sweep
the 3 middle targets starting on either end.

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

With Shotgun, Knock down all 4 Shotgun targets.
Make Shotgun safe.

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



STAGE 3

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

Starting with Hands at Sides shooter says,

“Pull yourself together man!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets with 1 Shot
on each Outside Target and 4 Shots
on each Inside Target in any order.

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

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

Notes: This Stage is a Round Count.

Shoot from as many openings as needed.

Shotgun misses must be made up from where engaged.



STAGE 4

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 Staged Gun(s) of choice shooter says,

“You’re in the game!”

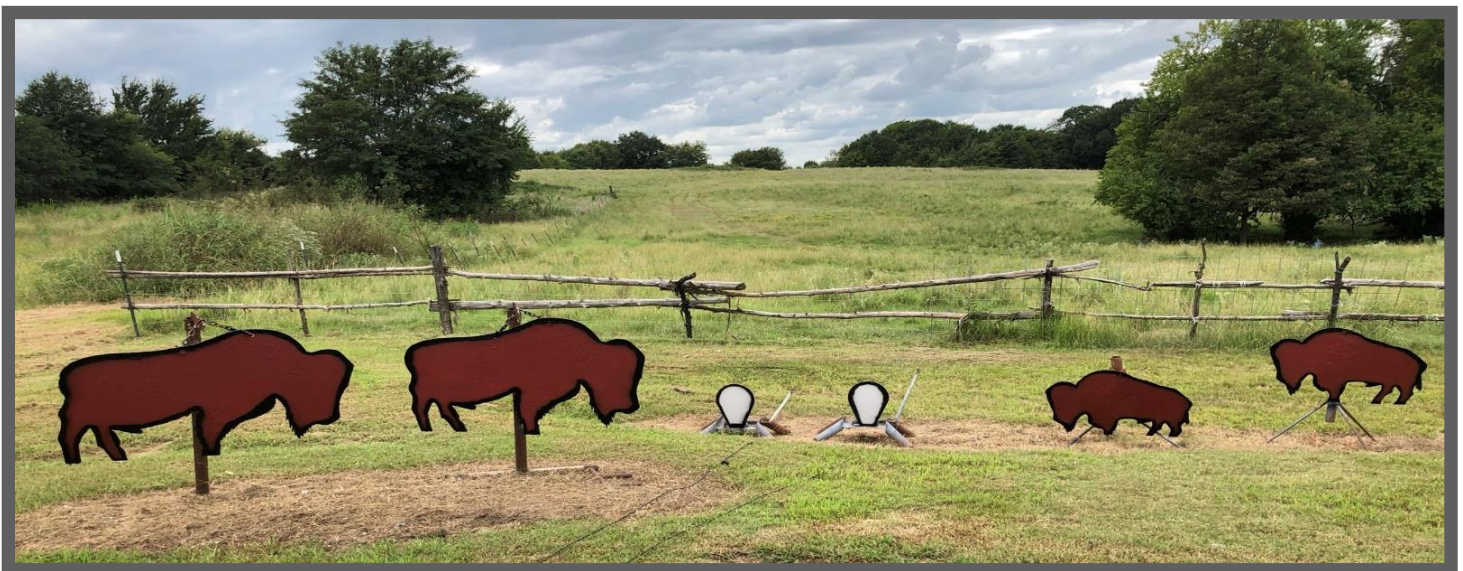
At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a
Continuous Alternating Sweep
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: Pistols may be re-staged or holstered after shooting.
This is a Stand & Deliver Stage*



STAGE 5

GENE'S MERCANTILE

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

Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on Hat shooter says,

“What are friends for?”

At the beep shooter will engage the targets as follows;
With Pistols, alternate the Outside Targets for 5 Rounds
and the Inside Targets for 5 Rounds,
starting on either set of targets.

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

With Shotgun, 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 6

STORME STAGE LINES

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

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands on Table shooter says,

“Draw!”

At the beep shooter will engage the targets as follows;

With Pistols, 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: Pistols must be shot from between posts.

Shotgun must be shot from left side of the left post.

