

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 2 openings.

Starting with Hands at sides shooter says,

“Not hardly!”

At the beep shooter will engage the targets as follows;

With Pistols, shoot each target at least 1 time,
in any order, for a total of 10 shots.

With Rifle, shoot the same as the Pistol instructions.

Make Rifle safe.

With Shotgun, Knock down all 4 Shotgun targets.

Make Shotgun safe.

Note: 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 all 4 openings

Starting at Low Surrender shooter says,

***“What'd he have to go
and do that for?”***

At the beep shooter will engage the targets as follows;
With Pistols, starting on either end, engage targets in a
Nevada Sweep Double Tapping the end targets.

Example ~ { 1-1-2-3-4-4-3-2-1-1 }

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

With Shotgun, engage Shotgun targets until down. Make
Shotgun safe on either table.

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 on Staged Gun(s) of choice shooter says,

“Pays to be careful!”

At the beep shooter will engage the targets as follows;

With Pistols, starting on either target put
2 shots on the 1st target *then*

3 shots on the 2nd target and Repeat (identical).

With Rifle, shoot the same as Pistol instructions.

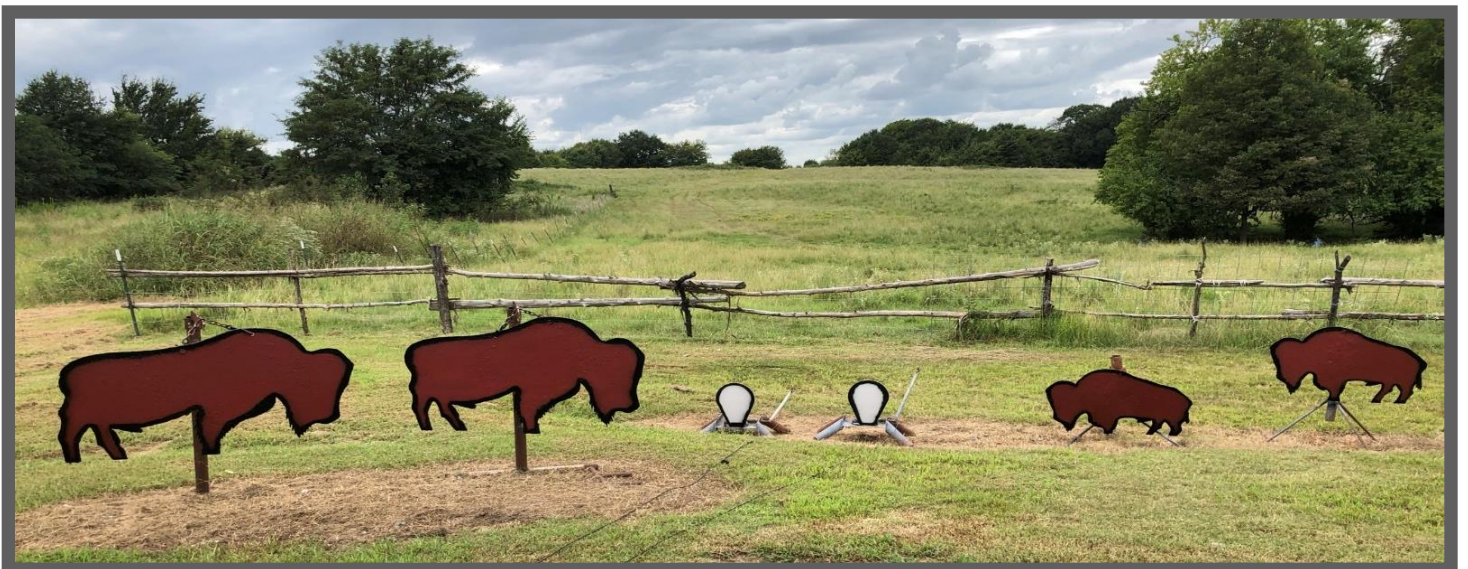
Make Rifle safe on table.

With Shotgun, engage Shotgun targets until down.

Make Shotgun safe on table.

Notes: Pistols may be re-staged or holstered after shooting.

This is a Stand & Deliver Stage.



STAGE 4

GENE'S MERCANTILE

Rifle:10, Left Table/Shotgun:4+, Right Table/Pistols:10, Holstered
Gun order is Rifle ~ Shotgun ~ Pistols

Starting left of the milk can
with Rifle at the ready shooter says,

“No sir, I ain't!”

At the beep shooter will engage the Rifle targets in
a Progressive Sweep starting on either end.

(1 on 1st target, 2 on 2nd target 3 on 3rd target, 4 on 4th target)

Make Rifle safe.

Move to left table and engage
Shotgun targets until down.

Make Shotgun safe.

Then, shoot Pistols the same as Rifle instructions.

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

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

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting at Rifle with Hands on Table shooter says,

“Come on Dog!”

At the beep shooter will engage the targets with
2 shots on each outside target *then*
one in the middle and repeat.

Make Rifle safe.

Move to between the posts and shoot the
Pistol targets the same as the Rifle instructions.
From left of the post engage the Shotgun targets until down.
Make Shotgun safe.

*Notes: Shotgun must be shot from left side of the left post.
Pistols must be shot from between posts.*



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 with Hands on the Door Frame shooter says,

“I don't know what color they are & I don't care!”

At the beep put 4 shots on the Top Target, 4 shots on the Bottom Target and 1 Shot on each target in between in any order.

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.

Move to right window and knock down the Right 2 Shotgun targets.

Make Shotgun safe.

Notes: This Stage is a Round Count.

Pistols must be shot from doorway.

Shotgun misses must be made-up from where engaged.

