

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

***“Mornin’ boys!”***

At the beep shooter will engage the targets as follows;

Pistols: Single Tap Sweep all 4 targets starting on either end *then* Double Tap back.

(1-2-3-4-3-3-2-2-1-1 OR 4-3-2-1-2-2-3-3-4-4)

Rifle: Same as Pistol instructions.

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

*Note: Shooter must shoot from all 4 openings*



# STAGE 2

## SPEEDY GONZALES CORRALS

Rifle:10, Staged on Table  
Pistols:10, Staged on Table  
Shotgun: 2+, Staged on Table

Gun Order is Rifle ~ Pistol ~ Shotgun

Starting with Hands on Table shooter says,

***“Big one’s comin’!”***

At the beep, starting on either end, shooter will engage the Rifle targets in a 1-1-3 Sweep and repeat starting on either end.

Make Rifle safe.

Then shoot the Pistol Targets  
the same as Rifle instructions.

Shooter will then knock down Shotgun targets.

Make Shotgun safe.

*Note: Pistols may be re-staged on table or holstered.*

*Note: Pattern may be shot dirty.*



# STAGE 3

## GENE'S MERCANTILE

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

Gun Order is Rifle ~ Pistol ~ Shotgun

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

**“Ornery old fool!”**

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

Make Rifle safe.

Move Left past the Milk Can and shoot the Pistol targets the same as Rifle instructions.

Move to the Right Table and engage the Shotgun targets until down.

Make Shotgun safe.

*Note: Rifle must be shot left of the Post.*

*Note: Pistols must be shot left of the Milk Can.*



# STAGE 4

## STORME STAGE LINES

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 at Low Surrender shooter says,

**“Boss”**

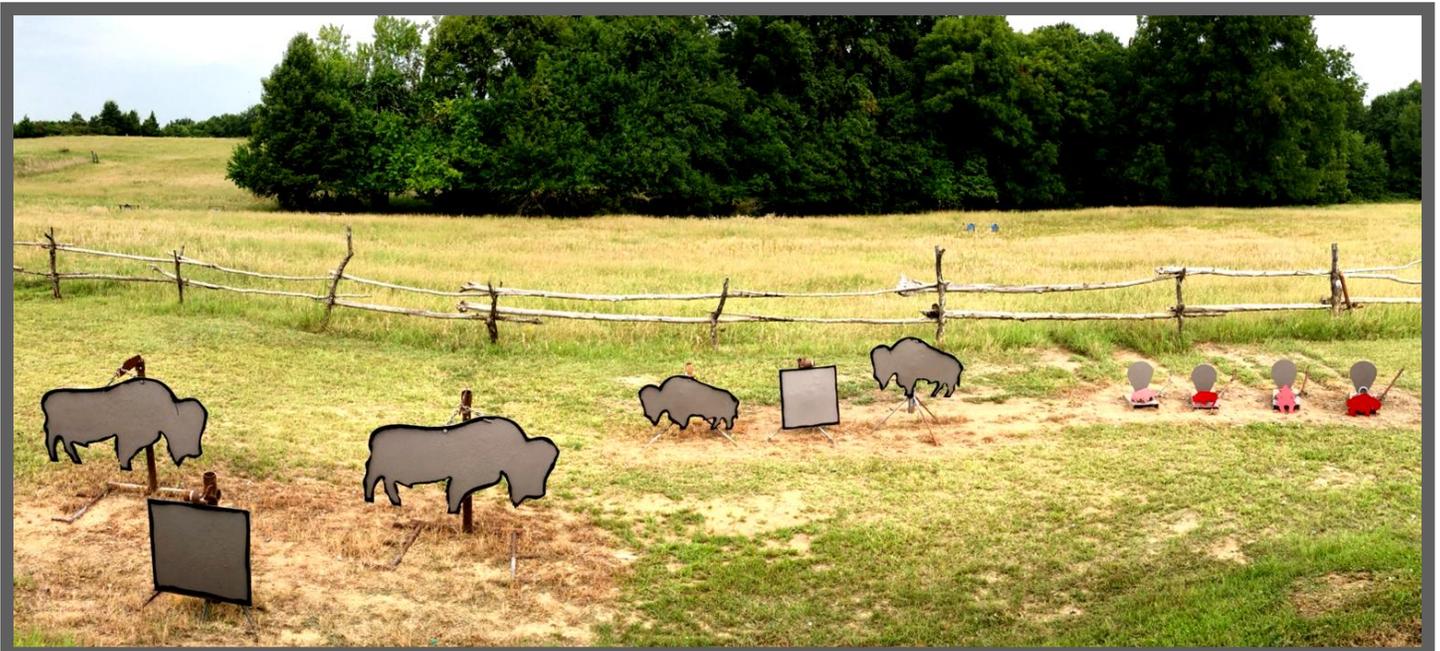
At the beep shooter will engage the targets as follows;

Pistols: Double Tap both Buffalo targets *then*  
shoot the middle square target 6 times.

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 must be shot from the left side of the 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 Hat shooter says,

***“Sorry Charlie!”***

At the beep, with Pistols, shoot the 3 vertical targets and the 3 horizontal targets with the following instructions;

Single Tap Sweep 3 targets starting on either end *then*

Double Tap the center target and repeat on other 3 targets.

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.*



# STAGE 6

# THE HTH SALOON

Pistols:10, STAGED anywhere on Bar

Rifle:10, anywhere on Bar

Shotgun: 4+ anywhere on Bar

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

***“Pretty day for makin’ things right!”***

At the beep shooter will engage the targets as follows;

Pistols: Triple Tap Sweep the Pistol targets *then*  
put the last shot on a Rifle target.

Rifle: Triple Tap Sweep the Rifle targets *then*  
put the last shot on a Pistol target.  
Make Rifle safe on Bar.

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

*Note: Red Cowboys are Pistol targets & Yellow are Rifle.*  
*Note: Pistols may be restaged on Bar or Holstered.*

