STAGE 1
THE CALAMITY CAFÉ

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

Pistols:10, Holstered / Rifle:10, Staged on Bar
Shotgun: 4+, Staged on Bar

<u>Shooter must shoot through at least 3 openings</u>

Gun order shooters choice ~ Rifle cannot be last
Starting with Hands at Sides shooter says,

**"The deer didn't know where he was,
And I wasn't sure either!"**

At the beep shooter will engage the targets as follows;

With Pistols, Single Tap Sweep all 5 targets
then Nevada Sweep the 3 middle targets.

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

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

*Notes: Nevada Sweep can start on either end of middle targets
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

<u>Shooter must shoot through all 4 openings</u>

Starting at Gun(s) of choice at Low Surrender shooter says,

"Think they'll shoot us?"

At the beep shooter will engage the targets as follows;

With Pistols, Shoot the targets in a 2-3-3-2 Sweep starting on either end.

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

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

Notes: Shooter must shoot from all 4 openings.
Shotgun misses must be made up from where engaged

STAGE 3
SPEEDY GONZALES CORRALS

Pistols:10, Holstered/Rifle:10, on Table/Shotgun: 2+ on Table

Gun order shooters choice ~ Rifle cannot be last
Starting with Gun(s) of choice with
Hands on Table shooter says,

"I'll take the 10 days"

At the beep shooter will engage the targets as follows;

With Pistols, <u>Starting on left target</u>,
Single Tap the left target and Double Tap the right target
for a total of 10 rounds.

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.

Note: This is a Stand & Deliver Stage
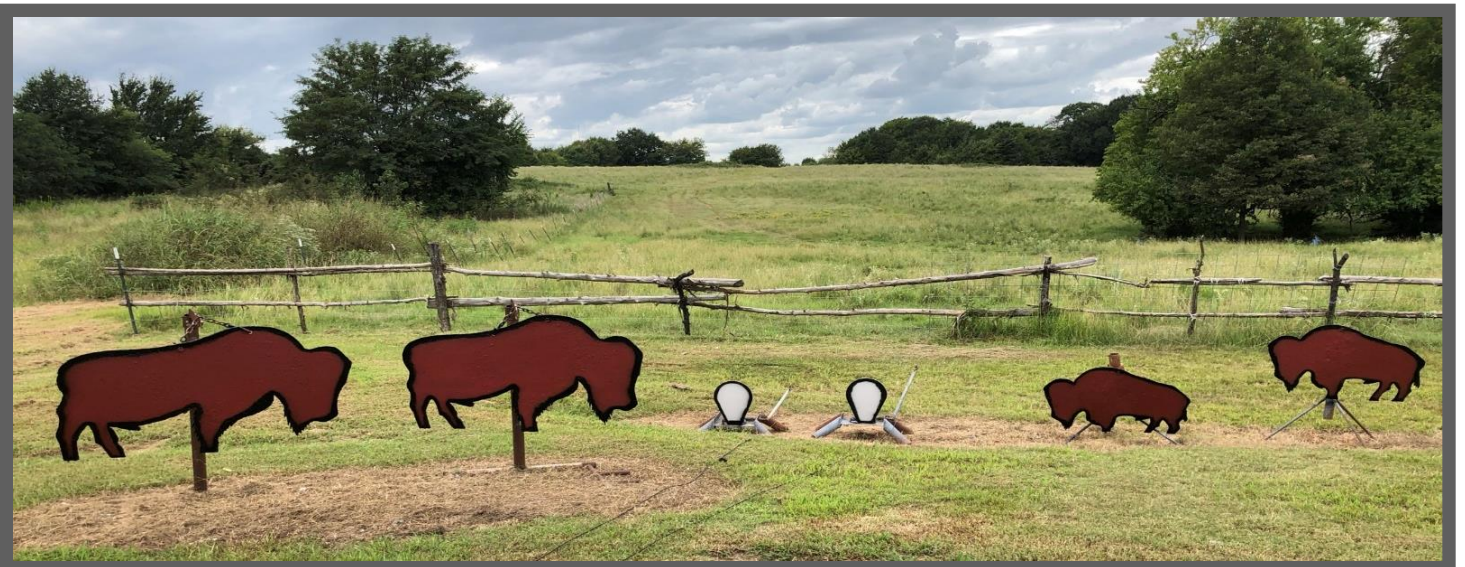
STAGE 4
GENE'S MERCANTILE

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

Gun order is Shooter's Choice ~ Rifle not last

Starting with Hands on Hat shooter says,

**"You wouldn't have a gun around here,
would ya Padre?"**

At the beep shooter will engage the targets as follows:

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

With Rifle, Shoot the same as Pistol instructions.
Make Rifle safe on any table.

With Shotgun, Knock down Shotgun targets.
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 5
STORME STAGE LINES

Pistols:10, STAGED on Center Table
Rifle:10, Right Table/Shotgun:4+ Left Table

Gun order shooters choice - Rifle cannot be last

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

"Well, he can't be all bad!"

At the beep shooter will engage the targets as follows;

With Pistols, Put 4 shots on any target *then*
Double Tap Sweep all 3 targets starting on either end.

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

With Shotgun, Engage 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.
Pistols may be re-staged or re-holstered after shooting.
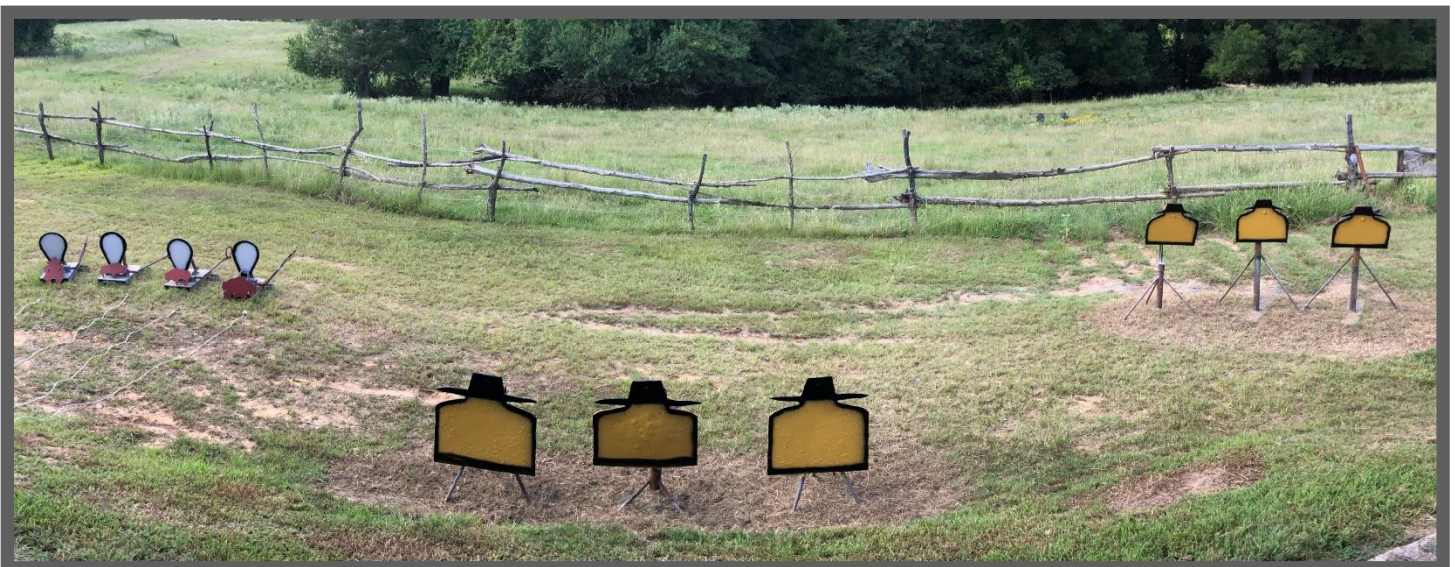
STAGE 6
THE WATERIN' HOLE

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 Door Frame shooter says,

"Well, the fun's over!"

At the beep, engage the Pistol Targets in a Progressive Sweep
starting on Top target or Bottom Right target.
[1 on 1st target- 2 on 2nd target- 3 on 3rd target- 4 on 4th target]
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 from Center Window.
Move to right window and knock down
the Right 2 Shotgun targets.
Make Shotgun safe.

Notes: Pistols must be shot from doorway.
Shotgun misses must be made-up from where engaged.