

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 through all 4 openings

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

“Form a Posse!”

At the beep shooter will engage the targets as follows;

With Pistols, Engage targets in a 3-3-3-1 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 2

SPEEDY GONZALES CORRALS

Pistols:10, STAGED on Table

Rifle:10, Staged on Table

Shotgun: 2+ Staged on Table

Gun order is Pistols ~ Rifle ~ Shotgun

Starting at Low Surrender shooter says,

“It’s alright with me!”

At the beep, engage the Pistol targets in a Regressive Sweep starting on either target.

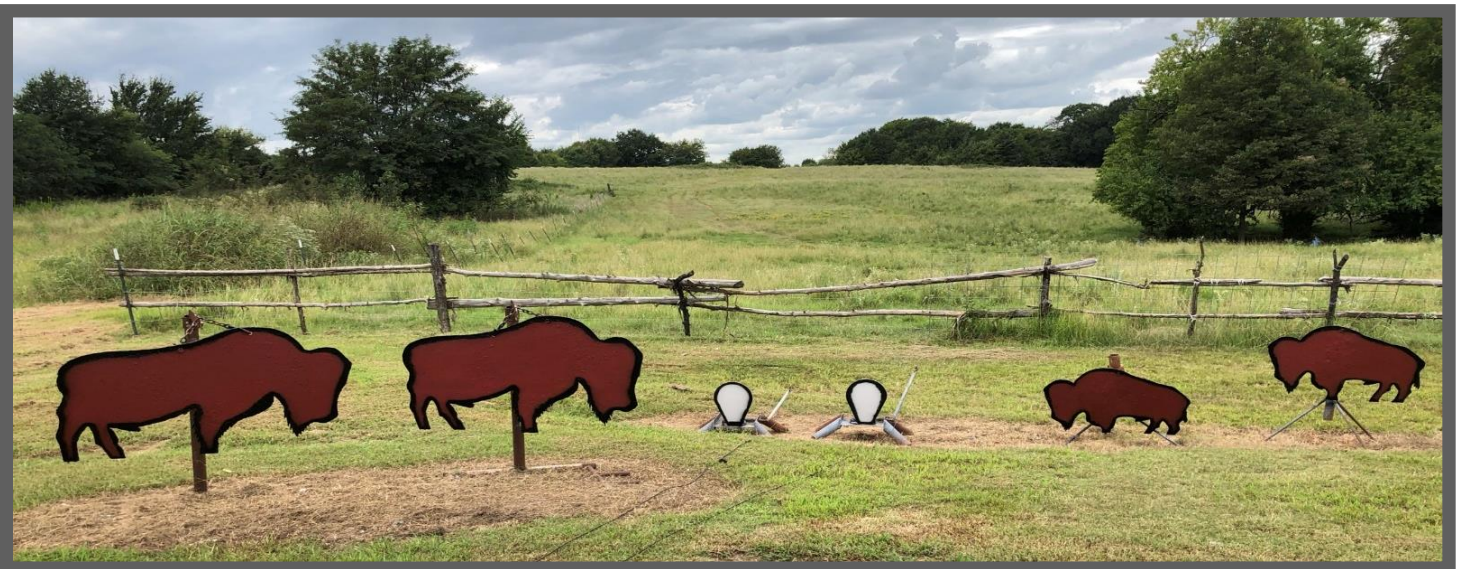
[4 on 1st target- 3 on 2nd target- 2 on 1st target- 1 on 2nd target]

Shoot the Rifle targets the same as Pistol instructions.

Make Rifle safe.

Knock down Shotgun targets.

Note: This is a Stand & Deliver Stage



STAGE 3

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,

“That’s possible!”

At the beep shooter will engage the targets as follows:

With Pistols, Shoot each outside target 3 times each
Then Single Tap Sweep all 4 targets.

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

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

Notes: Sweep may start on either end.

Rifle must be shot from the Left side of the milk can.

Pistols must be shot from the right side of the post.



STAGE 4

STORME STAGE LINES

Pistols:10, STAGED on Center Table
Rifle:10, Right Table/Shotgun:4+ Left Table
Gun Order is Pistols ~ Rifle ~ Shotgun
Starting with Hands on Table shooter says,

“You want some?”

At the beep shooter will engage the Pistol targets in a Double Tap Nevada Sweep starting on either end. Shoot Rifle targets the same as Pistol instructions.

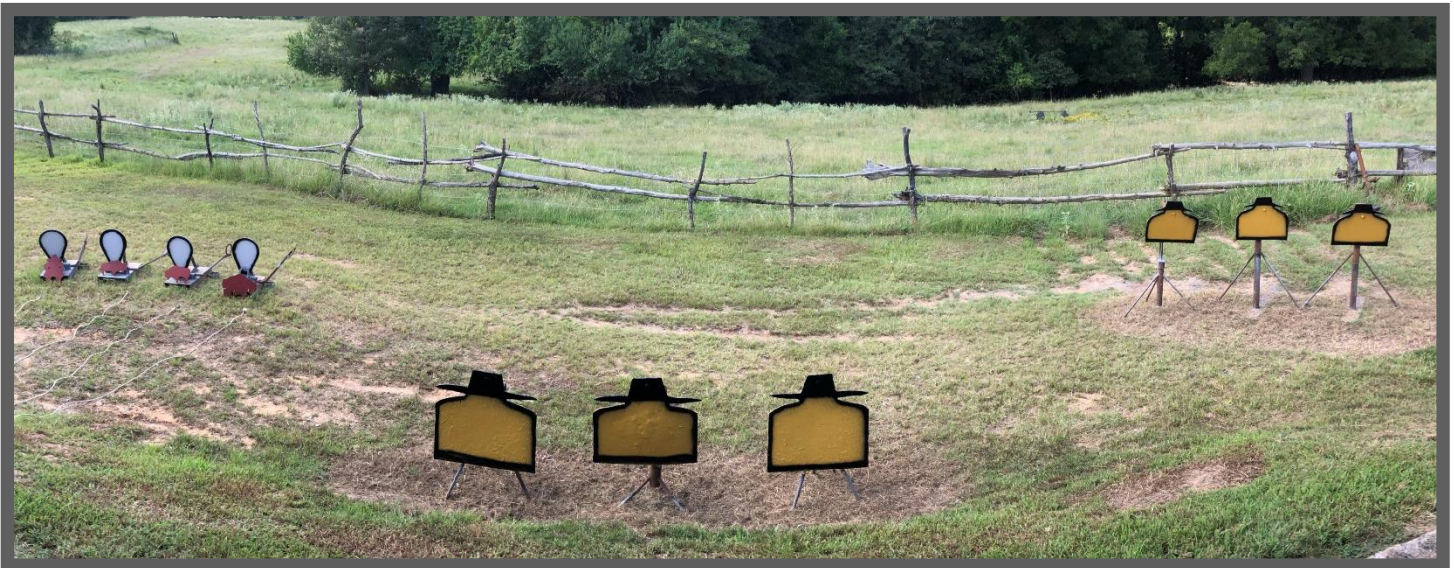
Make Rifle safe.

Move to Shotgun and
Knock down Shotgun targets.

Make Shotgun safe

Notes: Pistols must be shot from between posts.

Shotgun must be shot from left side of the left 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 Doorway with
Hands on Holsters, Pistol or Pistols shooter says,

“Anything else?”

At the beep, starting on either end, Nevada Sweep targets by
Single Tapping targets 1-4 *then* Double Tap targets 3,2,1

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 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.



STAGE 6

THE HTH SALOON

Pistols:10, STAGED

Rifle:10, Staged

Shotgun: 4+ Staged

Gun order shooters choice ~ Rifle cannot be last

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

“I’ll be back”

At the beep shooter will engage the targets as follows;

Pistols: } Using Pistols and Rifle put 3 shots on each
& } target in the front row, 4 shots on each target
Rifle: } in the middle row and 3 shots on the back target
for a total of 20 rounds.

Shotgun: Engage Shotgun targets until down.

Notes: This Stage is a Round Count

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

