

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,

“Draw!”

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in
2 Separate Nevada Sweeps.

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 with Hands at sides shooter says,

“It won’t be the first time!”

At the beep shooter will engage the targets as follows;

With Pistols, Engage the targets in a
3-1-2-1-3 Sweep 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.

Note: 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

Shooter must shoot through all 4 openings

Starting at Low Surrender shooter says,

“I always get 1 or 2 shots off!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a Regressive Sweep.

*4 shots on 1st target, 3 shots on 2nd target,
2 shots on 3rd target & 1 shot on 4th target.*

With Rifle, shoot the same as the Pistol instructions.

Make Rifle safe.

With Shotgun, engage Shotgun targets until down.

Make Shotgun safe.

Note: 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 Gun(s) of choice shooter says,

“He wants a horse!”

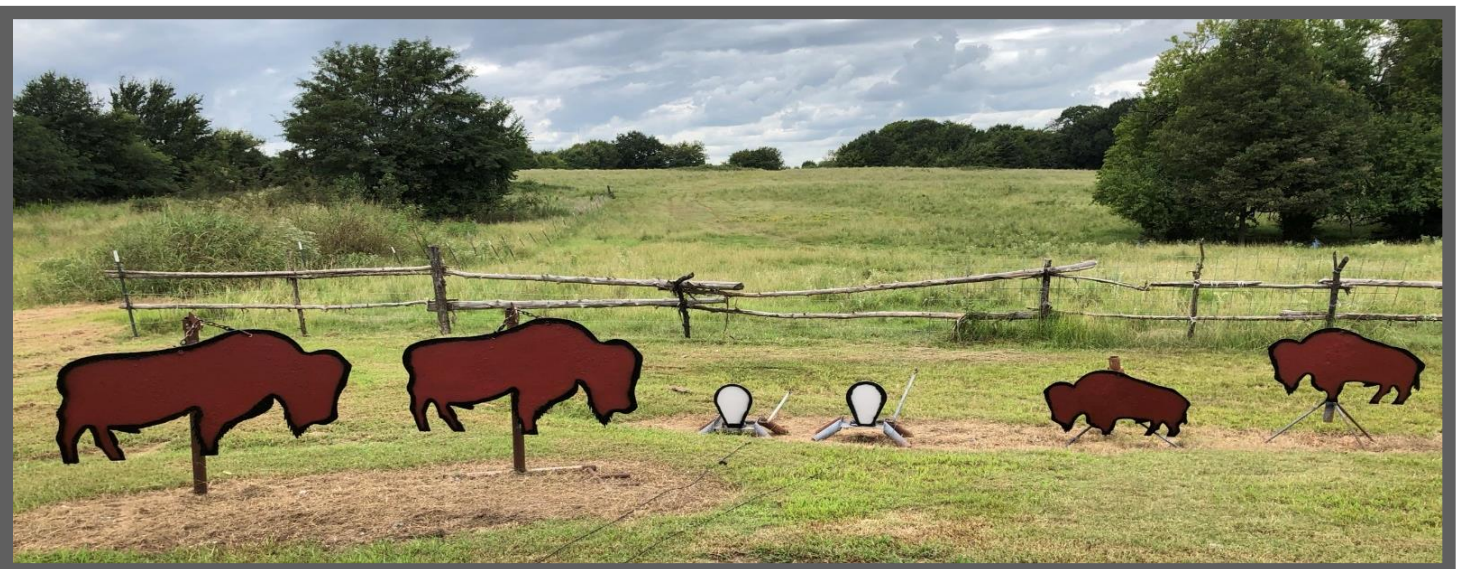
At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a
2-3-5 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

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

Gun order is Rifle ~ Pistols ~ Shotgun
Starting with Hands on Table shooter says,

“Just sew me up!”

At the beep shoot all five targets 1 time
then shoot the Black Target 5 times.

Make Rifle safe.

Shoot the Pistol Targets the same
as the Rifle instructions.

Engage Shotgun targets until down.

*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 Gun(s) of choice in Hand(s) shooter says,

“Was that shootin’?”

At the beep shooter will engage the targets as follows;

With Pistols, engage the 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.*

