

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 at Sides (not SASS default) shooter says,

“Who’s first?”

At the beep shooter will engage the targets as follows;

Pistols: Triple Tap the Oklahoma State Targets *then*
& Rifle: Sweep all 4 targets starting on either end.
Make Rifle safe on either table.

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

Note: Shooter must shoot from all 4 openings



STAGE 2

SPEEDY GONZALEZ CORRALS

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

Gun order shooters choice - Rifle cannot be last
Starting at gun(s) of choice at Low Surrender shooter says

“What did you say?”

At the beep shooter will engage the targets as follows;

Pistols: Double Tap Sweep all three targets
& Rifle: *then* 4 shots on the middle target.
Make Rifle safe.

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

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



STAGE 3

GENE'S MERCANTILE

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

Gun order shooters choice - Rifle cannot be last

Starting with hands on staged or holstered gun(s) of choice shooter says,

***“It’s not how you’re buried,
it’s how you’re remembered!”***

At the beep shooter will engage the targets as follows;

Pistols: Shoot the targets in a Progressive Sweep
& Rifle: starting on either end.

(1 on 1, 2 on 2, 3 on 3, 4 on 4 ~OR~ 1 on 4, 2 on 3, 3 on 2, 4 on 1)

Make Rifle safe on either table.

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

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 with Hands on Hat shooter says,

“We’re burnin’ daylight!”

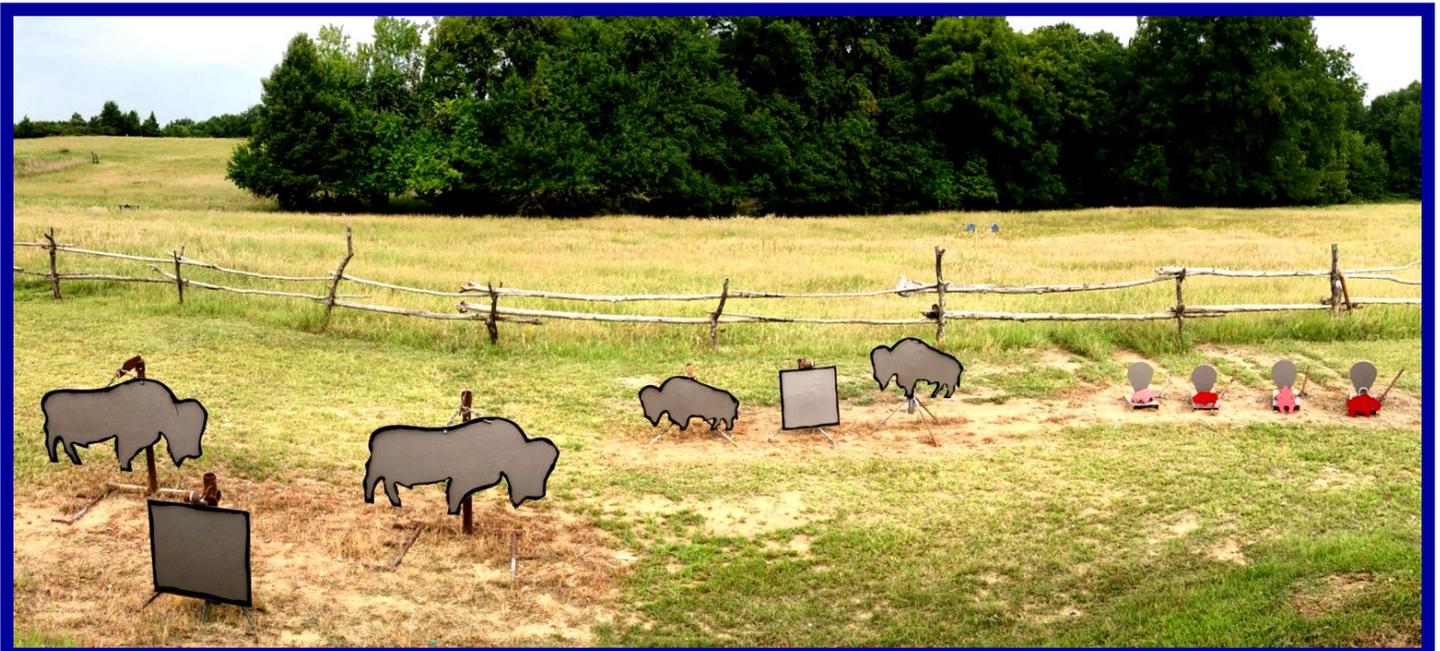
At the beep shooter will engage the targets as follows;

Pistols: Shoot the outside targets with 2 shots on one
& Rifle: and 3 shots on the other *then* dump 5 shots
on the middle target.

Make Rifle safe on either table.

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

Note: Shooter must be on the left side of the post when shooting Pistols.



STAGE 5

THE WATERIN' HOLE

Pistols:10, Holstered

Rifle:10, Left Window

Shotgun: 4+ Center Window

Gun order is Pistols ~ Rifle ~ Shotgun

Starting in the left Doorway at Texas Surrender shooter says,

“It’s a hard life!”

At the beep shooter will shoot each target at least one time in any order for a total of 10 shots.

Move to the left window and shoot the Rifle targets the same as Pistol instructions.

Make Rifle safe in either window.

Retrieve Shotgun and knock down 2 Shotgun targets from Center Window.

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

Make Shotgun safe.

Note: This stage is a Round Count

Note: Pistols must be shot from the Doorway

Note: Shotgun make-ups must be made up from where engaged.



STAGE 6

HTH SALOON

Pistols:10, STAGED anywhere on Bar

Rifle:10, anywhere on Bar

Shotgun: 4+ anywhere on Bar

Gun order is Pistols ~ Rifle ~ Shotgun

Starting at the Pistols with Hands on Bar shooter says,

“Trail driving is not a Sunday school picnic!”

At the beep shooter will engage the Pistol targets in a 3 - 4 - 3 Sweep starting on either end.

Retrieve Rifle and shoot the Rifle targets the same as the Pistol instructions.

Make Rifle safe anywhere on the Bar.

Retrieve Shotgun and knock down the Shotgun targets.

Note: Red Cowboys are Pistol targets & Yellow are Rifle.

Note: Pistols may be restaged on Bar or Holstered.

