

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 with Hands on Hat shooter says,

“Let’s move!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in 2 Separate Nevada Sweeps starting on either end.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

Notes: Shooter must shoot through all 4 openings

Shotgun misses must be made up from where engaged.



STAGE 2

SPEEDY GONZALES CORRALS

Pistols: 10, Holstered

Rifle: 10, on Table

Shotgun: 2+ on Table

Gun order shooters choice ~ Rifle cannot be last

Starting at Low Surrender shooter says,

“Choose your mounts gentlemen!”

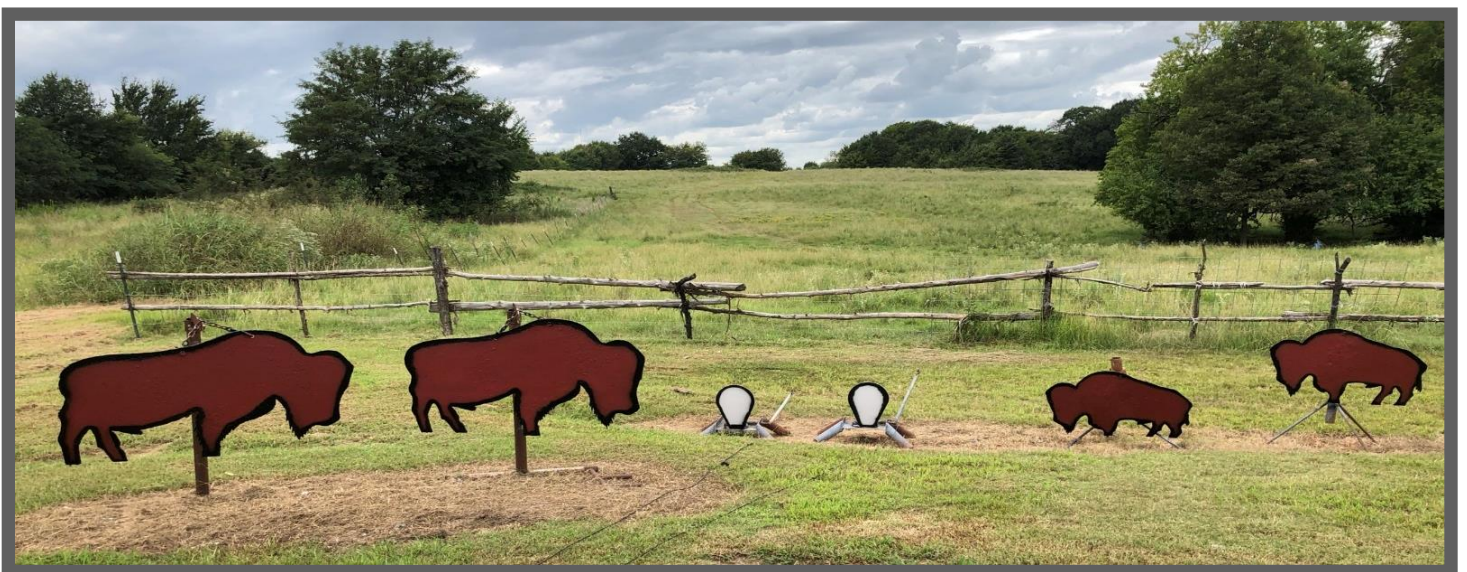
At the beep shooter will engage the targets as follows;

With Pistols, starting on either target,
Alternate the targets for 5 rounds *then*
dump 5 on either target.

With Rifle, shoot the same as Pistol instructions.

With Shotgun, engage Shotgun targets until down.

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

“Sheer absolute genius!”

At the beep shooter will engage the targets as follows;
With Rifle, alternate the top two targets for 5 rounds
and the bottom two targets for 5 rounds
starting on any target.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, 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 4

STORME STAGE LINES

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

Gun order shooters choice ~ Rifle cannot be last
Starting with Hands on a Table shooter says,

“Which way you think we oughta go?”

At the beep shooter will engage the targets as follows;

With Rifle, engage the targets in a
2-3-5 Sweep starting on either end.

With Pistols, shoot the same as Rifle instructions.

With Shotgun, engage Shotgun targets until down.

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 with Hands on Pistol(s) shooter says,

“Don’t call me Captain!”

At the beep, with Pistols,
shoot the bottom right target 4 times and the
three vertical targets 2 times each in any order.

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

With Shotgun, knock down the 2 Left
Shotgun targets from Center Window.

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

Notes: This Stage is a Round Count

Pistols must be shot from doorway.

Shotgun misses must be made-up from where engaged.



STAGE 6

THE HTH SALOON

Pistols:10, STAGED on Bar

Rifle:10, Staged on Bar

Shotgun: 4+ Staged on Bar

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands on Bar shooter says,

“I favor trying for the Red River!”

At the beep shooter will engage the targets as follows;

With Pistols, starting on either the Front Left Target or the Black Target, engage the Pistol targets in a Progressive Sweep.

With Rifle, starting on either the Back Right Target or the Black Target, engage the Rifle targets in a Progressive Sweep.

With Shotgun, engage Shotgun targets until down.

Notes: The Black Target is used for both Pistols & Rifle.

Pistols may be Re-Staged or Holstered after shooting.

