

STAGE 1

THE CALAMITY CAFÉ

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

Pistols: 10 Holstered ~ Shot from Opening #5

Rifle: 10, Opening #2 on Counter

Shotgun: 4+, Opening #1 or #3 on Counter

Gun order shooters choice ~ Rifle cannot be last

Starting at Gun(s) of choice with Thumbs on Belt shooter says,

“What’s this?”

At the beep shooter will engage the targets as follows;

Pistols: Starting on either end sweep the Pistol targets with one shot on each target *then* Nevada Sweep the three middle targets.
(ex: 1-2-3-4-5-4-3-2-3-4)

Rifle: Same as Pistol instructions from Opening #2.
Make Rifle safe anywhere on counter.

Shotgun: Engage 2 Shotgun targets from Opening #1 and 2 Shotgun targets from Opening #3.
Make Shotgun safe anywhere on counter.

Note: Shotgun misses may be made up from any safe opening.



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

Shooter must shoot from all 4 openings

Starting with Gun(s) of choice with

Hands on Hat shooter says,

“So long, Croaker!”

At the beep shooter will engage the targets as follows;

Pistols: Sweep all 4 targets starting on either end
Then Triple Tap each State Target in any order.

Rifle: Sweep all 4 targets starting on either end
Then Triple Tap each State Target in any order.
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.

Note: Shotgun misses can be made up from any safe opening.



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 Hands on Gun(s) of choice shooter says,

“You know what to do!”

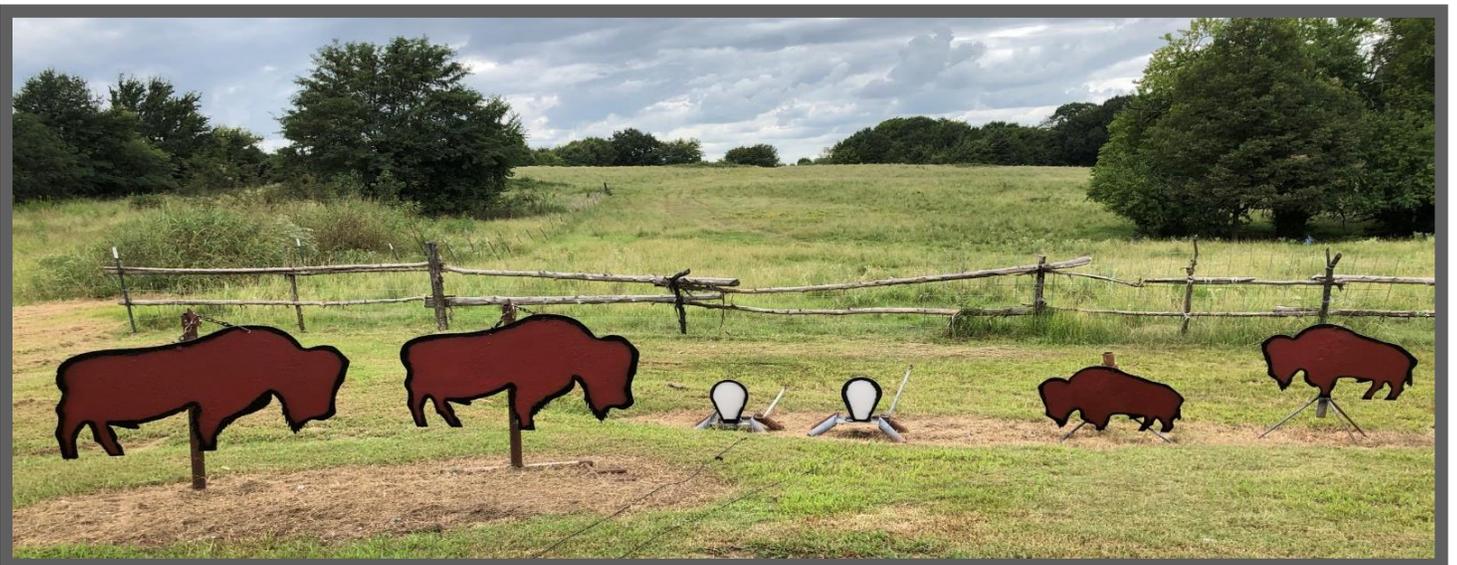
At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a 3-4-3 Sweep
starting on either end.

Rifle: Engage targets in a 3-4-3 Sweep
starting on either end.
Make Rifle safe on table.

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

Note: This is a Stand & Deliver Stage.



STAGE 4

GENE'S MERCANTILE

Rifle:10, Left Table/Shotgun:4+, Right Table/Pistols:10, Holstered Gun order is Rifle ~ Shotgun ~ Pistols

Starting at Rifle Table with Hands at Sides shooter says,

“You said no rules!”

At the beep shooter will engage the Rifle targets in a 3-3-3-1 Sweep starting on either end.

Make Rifle safe on either table.

Retrieve Shotgun and knock down 4 shotgun targets.

Make Shotgun safe.

Shoot the Pistol Targets the same as the Rifle instructions.

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

Note: 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 is Pistols ~ Rifle ~ Shotgun

Starting behind the Center Table
with Hands on Table shooter says,

“I’ll have your hide!”

At the beep shooter will engage the
Pistol targets in a 1-2-1-2-3 Sweep
starting on either end

and repeat in the same order.

ex: (1on1/1 on 2/1 on 1/1 on 2/1 on 3)

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

Make Rifle safe on any table.

Knock down Shotgun targets.

Make Shotgun safe

Note: Pistols can be staged or holstered after shooting.

Note: Shotgun must be shot from left side of the left post.



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 in the left Doorway at Low Surrender shooter says,

“Yeah, I know!”

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.

With Shotgun, knock down the 2 Left targets from Center Window. Move to right window and knock down the Right 2 Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from doorway.

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

