

STAGE 1

SPEEDY GONZALES CORRALS

Pistols:10, Holstered
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 stole my gun!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a
Progressive Sweep starting on either target.

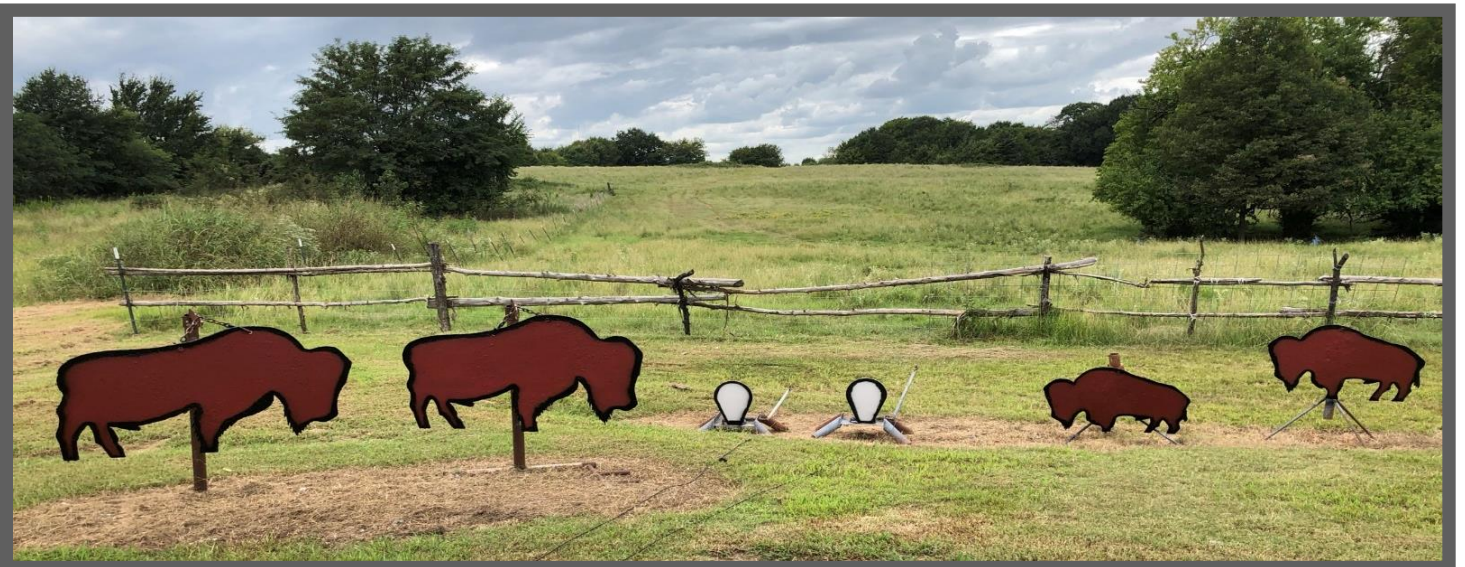
With Rifle, shoot the same as Pistol instructions.

Make Rifle safe.

With Shotgun, engage Shotgun targets until down.

Make Shotgun safe.

Note: This is a Stand & Deliver Stage



STAGE 2

GENE'S MERCANTILE

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

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

“Not me!”

At the beep shoot the targets in a
1-4-4-1 Sweep starting on either end.

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 3

STORME STAGE LINES

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

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting with Hands close to Rifle but not touching it shooter says,

“Get off!”

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

Shoot the Pistol targets the same as the Rifle 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.



STAGE 4

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 at Texas Surrender shooter says,

“You’re seein’ things!”

At the beep, shoot each target 1 time *then* Double Tap 3 targets.

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

Make Rifle safe.

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: Pistols must be shot from doorway.

Shotgun misses must be made-up from where engaged.



STAGE 5

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,

“Get outa my bar!”

At the beep shooter will engage the targets as follows;

Using Pistols and Rifle

shoot each target at least 1 time in any order

Engage Shotgun targets until down.

Notes: This Stage is a Round Count

Pistols may be re-staged or holstered after shooting.



STAGE 6

PANHANDLE SLIM'S RAILHEAD

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Rifle in Hands shooter says,

“I know what to do!”

At the beep Engage the Rifle targets in a 1-3-1 Sweep and Repeat starting on either end.

Yes, you can shoot it dirty!

Make Rifle safe.

Move to Doorway and shoot the Pistol Targets the same as the Rifle instructions.

Move to Right Table and Knock Down the Shotgun targets.

Note: Pistols must be shot through Doorway.

