

STAGE 1

THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun Order is Pistols ~ Rifle ~ Shotgun

Starting with Thumbs on Belt shooter says,

“Go on, pick it up!”

At the beep shooter will engage the targets as follows;

With Pistols, engage targets in a
Double Tap Nevada Sweep starting on either end.

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 2 openings.

Starting at Low Surrender shooter says,

“You’re kiddin’!”

At the beep shooter will engage the targets as follows;

With Pistols, Engage the targets in a
2-1-4-1-2 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 with Hands on Hat shooter says,

“Couldn’t let him shoot you in the back!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a
3-3-3-1 Sweep starting on either end.

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,

“It takes some people a little longer than others!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in an
alternating 3-1-1-1-1-3
starting on either target.

With Rifle, shoot the same as Pistol instructions.

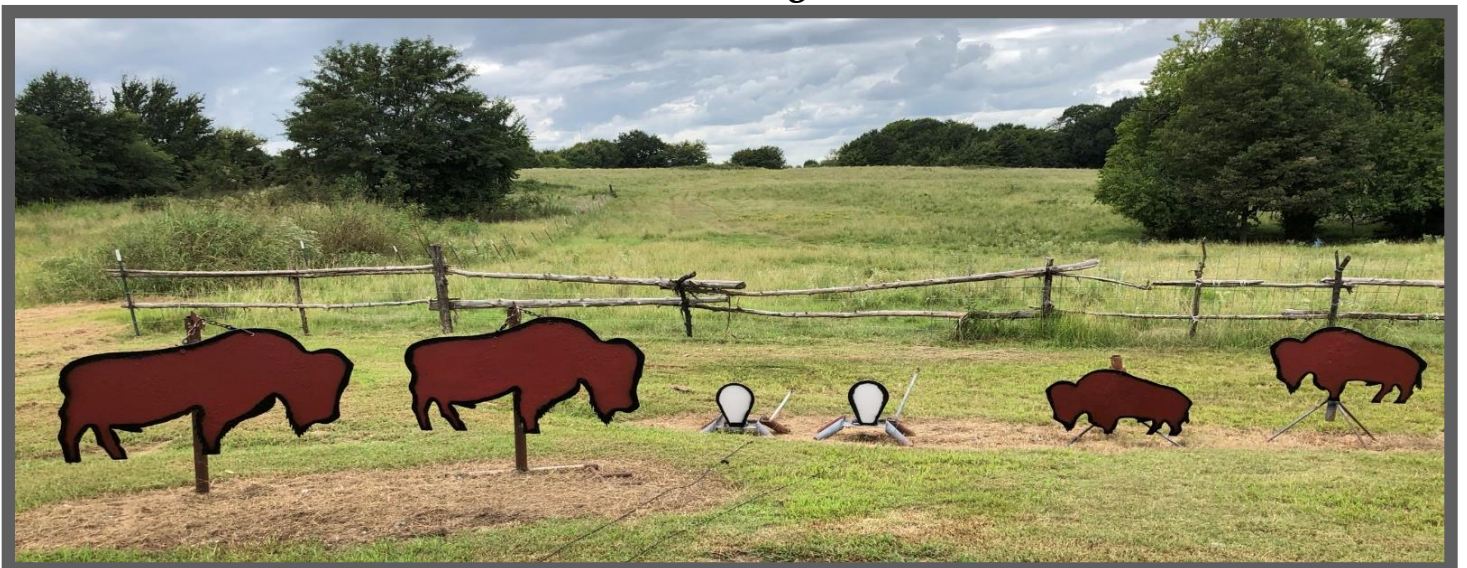
Make Rifle safe.

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 Rifle at Port Arms shooter says,

“I guess you know what you’re doin’ Sheriff!”

At the beep, starting on either end,
engage the targets in a Regressive Sweep.
*[4 shots on the 1st target, 3 shots on the 2nd target,
2 shots on the 3rd target, 1 shot on the 4th target]*
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

Shotgun: 4+ Left Table

Rifle:10, Right Table

Pistols:10, Holstered

Gun Order is Shotgun ~ Rifle ~ Pistols

Starting with Shotgun in Hand shooter says,

“That’s real funny!”

At the beep engage the Shotgun targets until down.

Make Shotgun safe.

Shoot the Rifle targets in a 2-3-5 Sweep
starting on either end.

Make Rifle safe.

Shoot the Pistol targets the same as the Rifle instructions.

Notes: Starting position is Shotgun in one hand – other hand may be anywhere safe.

Pistols must be shot from between posts.

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

