

STAGE 1

THE HUCKLEBERRY PACE MEMORIAL HOTEL

Pistols:10, Holstered / Rifle:10, Left Table/Shotgun:6+ Right Table

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

***“You wouldn’t have a gun around here,
would ya Padre?”***

At the beep shooter will engage the targets as follows;

Pistols: Double Tap each Cowboy starting on either one *then* Double Tap the Squares in any order.

Rifle: Double Tap each Cowboy starting on either one *then* Double Tap the Squares in any order.
Make Rifle safe on either table.

Shotgun: Engage 6 Shotgun targets until down.
Make Shotgun safe on either table.



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,

“Well, the fun’s over!”

At the beep shooter will engage the targets as follows;

Pistols: Starting with either the two inside targets or the two outside targets, alternate for 5 shots. Then for the next 5 shots, shoot the other set of targets.

Rifle: Starting with either the two inside targets or the two outside targets, alternate for 5 shots. Then for the next 5 shots, shoot the other set of targets.

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

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

Note: Shooter must shoot from all 4 openings



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 at gun(s) of choice with Hands on Table shooter says,

“Form a posse!”

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a 2 - 3 - 5 Sweep starting on either end.

Rifle: Engage targets in a 2 - 3 - 5 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

Pistols:10 Holstered/Rifle:10, Left Table/Shotgun:4+, Right Table
Gun order is Shooter's Choice ~ Rifle not last

Starting at gun of choice with Hands on Hat shooter says,

“Well he can’t be all bad!”

At the beep shooter will engage the targets as follows:

Pistol: Using 10 rounds, shoot each target at least 1 time.

Rifle: Using 10 rounds, shoot each target at least 1 time.
Make Rifle safe on either table.

Shotgun: Knock down 4 shotgun targets.
Make Shotgun safe on either table.

Note: Pistols must be shot from the left side of the milk can.



STAGE 5

THE BUFFALO 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 at Sides (not SASS default) shooter says,

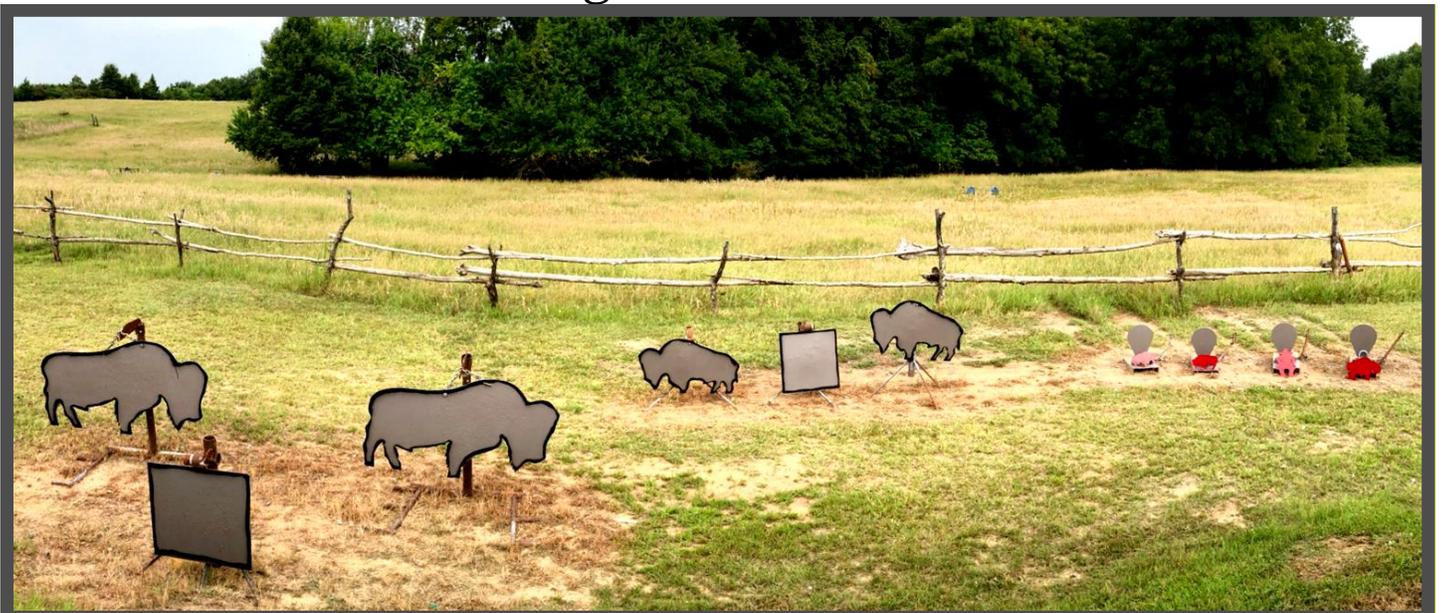
“Think they’ll shoot us?”

At the beep shooter will engage the targets as follows;

Pistols: From the left side of the post,
starting on either end, engage targets in
two identical Nevada Sweeps

Rifle: Starting on either end, engage targets in
two identical Nevada Sweeps
Make Rifle safe on either table.

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



STAGE 6

THE WATERIN' HOLE

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

Gun order shooters choice - Rifle cannot be last
Starting at gun/guns of choice with
Thumbs on Leather shooter says,

“I’ll be back!”

At the beep shooter will engage the targets as follows;

Pistols: From the Doorway, starting on any outside target engage the Pistol targets vertically or horizontally in a 1-3-1 Sweep & Repeat in other direction.

Rifle: Starting on any outside target engage the Rifle targets vertically or horizontally in a 1-3-1 Sweep & Repeat in other direction. Make Rifle safe in either window table.

Shotgun: Engage Shotgun targets until down. Make Shotgun safe in either window table.

Note: Pistols must be shot from the Doorway

