

STAGE 1

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 Hands on Hat shooter says,

“I shoulda brought my own horse!”

At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a

Progressive Sweep starting on either target.

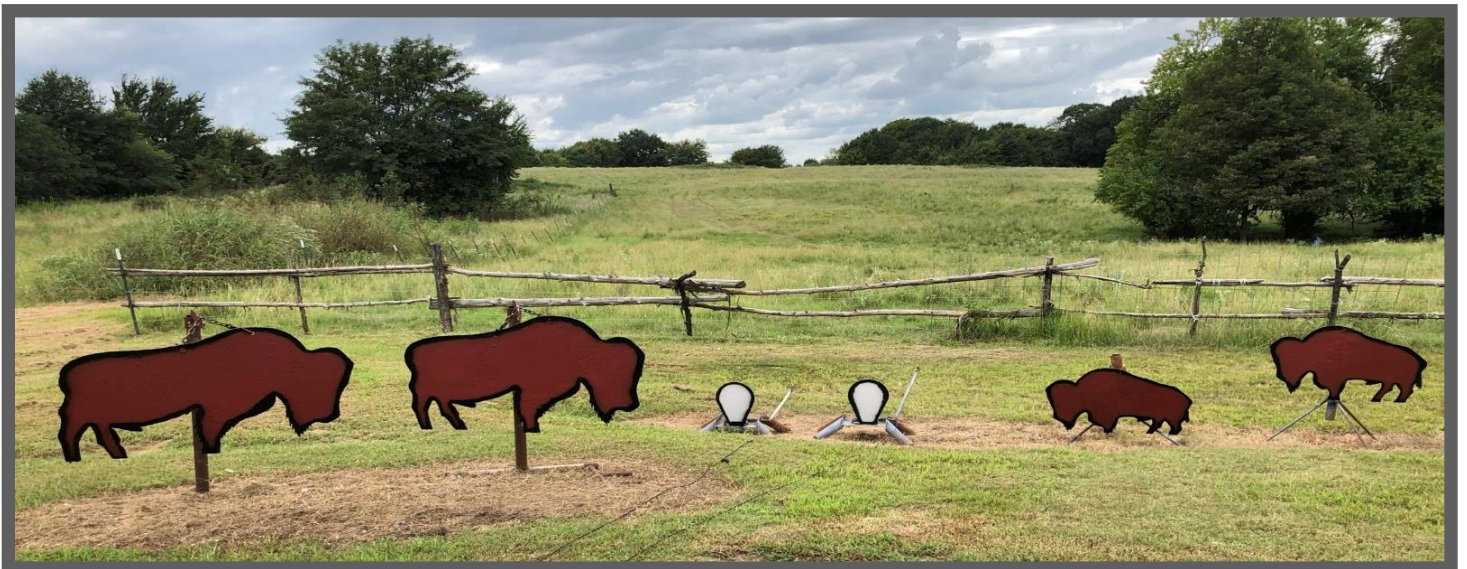
(1 on 1st target, 2 on 2nd target, 3 on 1st target, 4 on 2nd target)

With Rifle, shoot the same as Pistol instructions.

With Shotgun, engage Shotgun targets until down.

Notes: Pistols may be re-staged or holstered after shooting.

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 Table shooter says,

“You’ll be back!”

At the beep shooter will engage the targets as follows;

With Rifle, starting on any target, shoot the 2 targets on either the left or right side in an Alternate Single Tap for 5 rounds *then* Alternate Single Tap the 2 targets on the opposite side for 5 rounds.

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 3

STORME STAGE LINES

Shotgun: 4+ in Hand, Left of Post

Rifle: 10, Center Table

Pistols: 10, Holstered

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Shotgun in Hand on Left Side of Post shooter says,

“Much obliged!”

At the beep shooter will engage the targets as follows;

With Shotgun, engage Shotgun targets until down.

With Rifle, starting on either end,

Put at least 3 shots on each target in any order.

With Pistols, shoot the same as Rifle instructions.

Notes: Shotgun may be shot from anywhere safe.

Pistols must be shot from right side of right post.

This stage is a Round Count.



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,
“Easy!”

At the beep, starting on either the top, or bottom right target, engage the Pistol Targets in a Single Tap Sweep *then* shoot 1st target, 2nd target & 3rd target *then* shoot 1st target & 2nd target *then* shoot 1st target.
(1-2-3-4-1-2-3-1-2-1)

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: 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 at Low Surrender shooter says,

“Make the most of it!”

At the beep shooter will engage the targets as follows;

With Pistols and Rifle

put at least one shot on each target,
in any order, for a total of 20 rounds.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols may be Re-Staged or Holstered after shooting.
This stage is a Round Count.*



STAGE 6

PANHANDLE SLIM'S RAILHEAD

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

Gun order shooters choice ~ Rifle cannot be last

Starting with Hands on Gun(s) of choice shooter says,

“Very impressive!”

At the beep shooter will engage the targets as follows;

With Rifle, engage targets in a 2-1-2 Sweep
and Repeat starting on either end
for both sweeps.

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

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols must be shot through Doorway.
Dirty is okay!*

