

# STAGE 1

## THE HUCKLEBERRY PACE MEMORIAL HOTEL

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

Gun order is shooters choice ~ Rifle cannot be last

Starting with Hands at Sides shooter says,

***“Don't forget to duck!”***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either end, engage targets in a Continuous Nevada Sweep Double Tapping the ends.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*Notes: Pistols must be shot from left side of pole.*

*Rifle must be shot from right side of pole.*



# STAGE 2

## THE CALAMITY CAFÉ

Pistols:10 Holstered/Rifle:10, on Bar/Shotgun: 4+, on Bar

Gun order shooters choice ~ Rifle cannot be last

Shooter must shoot through 3 openings

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

***“You shoulda tried!”***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either end,  
engage the targets in a 1-1-6-1-1 Sweep.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, Knock down all 4 Shotgun targets.

*Note: If you can see it, you can shoot it!*



# 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 touching Wooden Frame shooter says,

***“Well, I’ll be a suck-egg mule!”***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either end,  
engage the targets in a 3-4-3 Sweep.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

*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 at Low Surrender shooter says,

***“I waited a long time for this!”***

At the beep shooter will engage the targets as follows;

With Pistols, starting on either target.

engage the targets in an

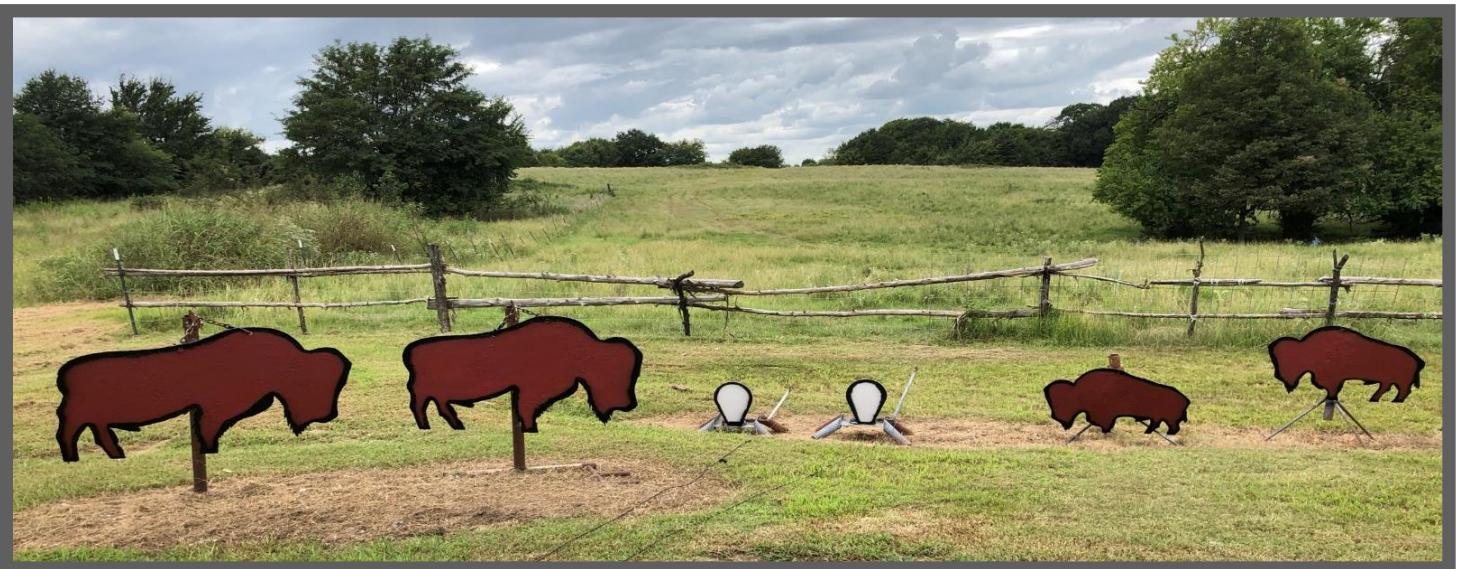
Alternate Double Tap for 10 rounds.

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 5

## GENE'S MERCANTILE

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

Gun order is Rifle ~ Pistols ~ Shotgun

Starting with Rifle in Hand shooter says,

***“Don't mind if I shoot do ya?”***

At the beep shooter will engage the targets as follows;

With Rifle, starting on either end,  
engage the targets in a Regressive Sweep.

*(4 on 1<sup>st</sup> target, 3 on 2<sup>nd</sup> target, 2 on 3<sup>rd</sup> target, 1 on 4<sup>th</sup> target)*

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 6

## STORME STAGE LINES

Shotgun: 4+ Staged on Left Table

Rifle: 10, Staged on Center Table

Pistols: 10, STAGED on Center Table

Gun order is Shotgun ~ Rifle ~ Pistols

Starting with Thumbs on Belt shooter says,

***“Leave one for me!”***

At the beep shooter will engage the targets as follows;

With Shotgun, engage Shotgun targets until down.

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

*(Dirty is okay ~ 1-3-2-3-1)*

With Pistols, shoot the same as Rifle instructions.

*Notes: Shotgun may be shot from anywhere safe.*

*Pistols may be re-staged or holstered after shooting.*

