

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 at Low Surrender shooter says,

“Yea, well I guess they had it comin’!”

At the beep shooter will engage the targets as follows;

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

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

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 4 openings.

Starting with Hands on Hat shooter says,
“We all have it comin, kid!”

At the beep shooter will engage the targets as follows;

With Pistols, Nevada Sweep the right 3 targets or
the left 3 targets *then* Nevada Sweep the other side.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, Knock down all 4 Shotgun targets.

*Notes: The center target is a common target for each sweep.
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 at least 3 openings

Starting with Thumbs on Belt shooter says,

***“Anybody don't want to get killed
better head on out the back!”***

At the beep shooter will engage the targets as follows;

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

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 is shooters choice ~ Rifle cannot be last
Starting with Hands on Staged Gun(s) of choice shooter says,

“I'm here to kill you Little Bill!”

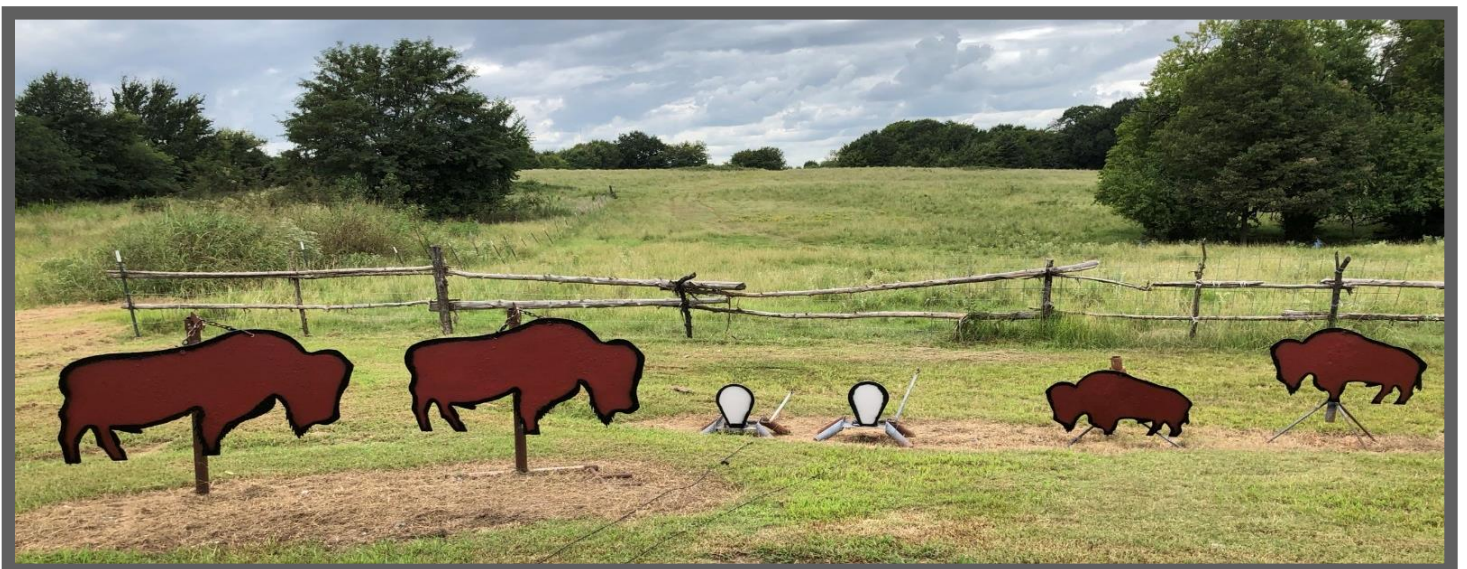
At the beep shooter will engage the targets as follows;

With Pistols, engage the targets in a 2-1-2 Sweep
and repeat starting on either target.

With Rifle, shoot the same as the Pistol instructions.

With Shotgun, engage Shotgun targets until down.

Notes: 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 shooters choice ~ Rifle cannot be last
Starting with Hands at Sides shooter says,

“This guy here is the Duck of Death!”

At the beep shooter will engage the targets as follows;

With Pistols, shoot each target at least one time
in any order for a total of 10 rounds.

With Rifle, shoot the same as the Pistol 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

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

Gun order is shooters choice ~ Rifle cannot be last

Starting with Gun(s) of choice in hand shooter says,

“He should've armed himself!”

At the beep shooter will engage the targets as follows;

With Pistols, Double Tap each outside target *then* 1 shot on the center target and repeat starting on either end.

With Rifle, shoot the same as the Pistol instructions.

Retrieve Shotgun and Knock down Shotgun targets.

*Notes: If starting with Rifle at least one foot must be behind the Rifle Table.
Pistols must be shot from between posts.
Shotgun must be shot from left side of the left post.*

