

# 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 with Hands on Hat shooter says,

***“When you hang a man you better look at him!”***

At the beep shooter will engage the targets as follows;

Pistols: Engage the Pistol targets from left to right  
in a Continuous Nevada Sweep double  
tapping the Cowboy targets.

Rifle: Same instructions as Pistol.  
Make Rifle safe on either table.

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



# STAGE 2

## THE CALAMITY CAFÉ

Pistols:10, Staged on Center Bar  
Rifle:10, Staged on Center Bar  
Shotgun:4+, Staged on Left Bar or Right Bar

Gun order shooters choice - Rifle cannot be last  
Starting with Hand(s) on Staged Gun(s) shooter says

***“Then I’ll get you there dead!”***

At the beep shooter will engage the targets in any order as follows;

Pistols            1 shot on each target in Front Row  
& Rifle:           2 shots on each target in Row 2  
                         3 shots on each target in Row 3  
                         4 shots on target in Back Row  
                         Make Rifle Safe on Bar  
                         Pistols may be re-staged on Bar or Holstered

Shotgun:        Retrieve Shotgun and knock down  
                         2 Shotgun targets. Move to opposite side  
                         and knock down other 2 Shotgun targets.  
                         Make Shotgun safe on Bar.



# 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 from all 4 openings

Starting with gun(s) of choice with Thumbs on Belt shooter says,

***“Drop your gun belt!”***

At the beep shooter will engage the targets as follows;

Pistols: Shoot the State targets 4 times each, together, and the Buffalo targets one time each, together, starting with either pair.

Rifle: Same as Pistol instructions substituting Squares for Buffalos.  
Make Rifle safe on either table.

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 4

## 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,

***“I don’t care how you slice it!”***

At the beep shooter will engage the targets as follows;

Pistols: Engage targets in a Triple Tap Sweep starting on either end *then* put the last shot on the Center Target.

Rifle: Same as Pistol instructions.  
Make Rifle safe on table.

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

*Note: This is a Stand & Deliver Stage*



# STAGE 5

## 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 at Sides shooter says,  
***“Pick up the badge!”***

At the beep shooter will engage the targets as follows:

Pistol: First shot on the Red Target *then* alternate the Left or Right 2 targets for 4 shots and repeat pattern on other side.

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

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



# STAGE 6

## 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 at Texas Surrender shooter says,

***“We didn’t finish the job!”***

At the beep shooter will engage the targets as follows;

Pistols: Double Tap Sweep the targets starting on either end *then* shoot the middle square target 4 times.

Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.

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

