

Stage 1

2 rect tgts
3 round tgts
3 54" posts
2 26" posts
5 caps
4 sg tgts
4 tables



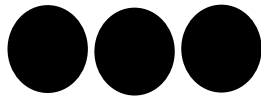
10 rifle, 10 revolver, 4+ shotgun

Rifle on table at position 1, shotgun at position 2, revolvers holstered. May start with rifle or pistols.

Start with hand(s) on appropriate gun(s)

At the beep: with rifle and revolvers shoot round targets and rectangular targets 4 times each. At position 2 with shotgun shoot 4 KD's any order until down.

Stage 2



1

2

10 rifle, 10 revolver, 4+ shotgun

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Rifle at position 1. Shotgun at position 2, revolvers holstered.

Start at SASS default. Order is shooter's choice

At the beep: With rifle shoot a continuous double tap Nevada sweep on 3 R targets, with revolvers double tap alternate between 2 P targets for 10 rounds. With SG shoot 4 KD's till down.

Stage 3

- 8 rect tgts
- 8 bases
- 4 42" posts
- 4 26" posts
- 8 caps
- 1 set gongs
- 3 tables
- 1 yellow plank



10 rifle, 10 revolver, 4+ shotgun

Revolvers holstered, rifle and SG at position 2.

Hands hanging down at position 1. Both feet must be behind yellow marker.

At the beep: With revolvers shoot a Laurence Welk sweep (1 on 1, 2 on 2, 3 on 3, 4 on 4) starting on either end. Move to position 2 and with rifle shoot same as revolvers. With SG shoot gongs 4 times no double taps.

Stage 4



10 rifle, 10 revolver, 4+ shotgun

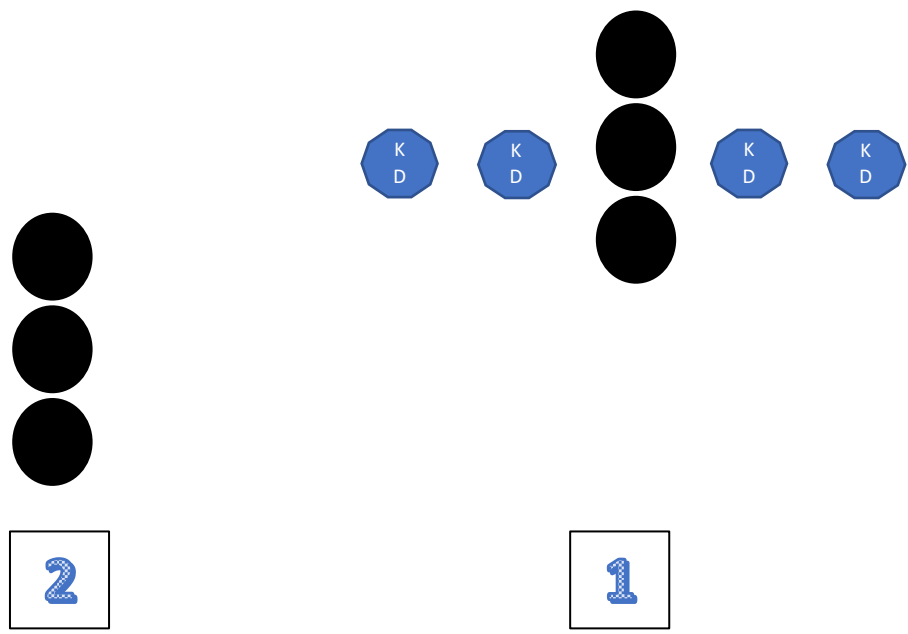
Rifle and shotgun at position 1, Revolver(s) holstered.

Hands touching hat (on head). Order is shooter's choice. **Rifle may not be last**

At the beep: With SG shoot gongs 4 times no double taps. With rifle anywhere between 1 and 2, sweep tgts 2, 1, 1, 1 and repeat (may shoot dirty) May start on either end. At position 2 (must have 1 or both feet behind yellow marker) with revolvers, shoot same as rifle for 10 rounds.

Stage 5

- 6 round tgts
- 2 3 post bases
- 2 54" posts
- 2 42" posts
- 2 26" psts
- 6 caps
- 4 SG KD's
- 4 tables

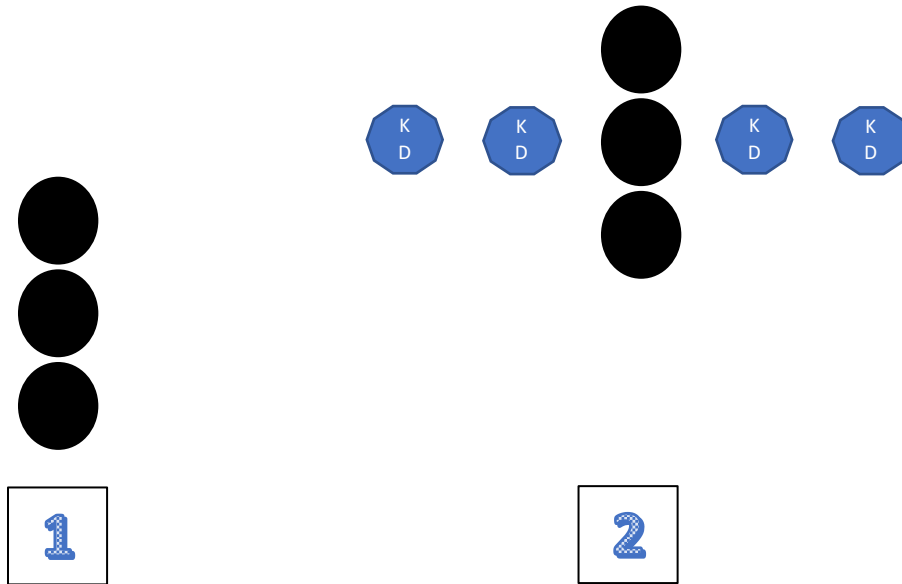


10 rifle, 10 revolver, 4+ shotgun

SG in hands at position 1, rifle at position 1, revolvers holstered

At the beep: With SG shoot KD's any order till down, shoot rifle in a 2-1-2 sweep from either end and repeat- may shoot it dirty. Make rifle safe and move to position 2. Shoot pistols same as rifle.

Stage 6



6 round tgts
2 3 post bases
2 54" posts
2 42" posts
2 26" psts
6 caps
4 SG KD's
4 tables

10 rifle, 10 revolver, 4+ shotgun

Hands held at high surrender at position 1, rifle at position 2, shotgun at position 2

At the beep: With revolvers – shoot a triple tap sweep with 10th round on center target. Move to position 2. With rifle shoot same instructions as pistols. With SG shoot KD's any order till down

ITEM	Match	# In Shed	NEED
Rect. plates	10	10	<u>0</u>
Round plates ` 12"	9	5	<u>4</u>
Caps	19	5	<u>14</u>
Single bases	13	5	<u>8</u>
Triple bases	2	2	<u>0</u>
Shotgun KD's	4	4	<u>0</u>
26" posts	8	8	<u>0</u>
42" posts	6	6	<u>0</u>
54" posts	5	5	<u>0</u>
58" posts	0	0	<u>0</u>
Tables	12	12	<u>0</u>
Trash cans	3	0	<u>3</u>
Timers	3	0	<u>3</u>