

Stage 1



- 4 rect tgts
- 4 1 post bases
- 2 54" post
- 2 42" post
- 4 caps
- 4 KD's
- 4 tables



10 rifle, 10 revolver, 4+ shotgun,. Shooter with hands on table.

Rifle on table at position 1, shotgun on table at position 2, revolvers holstered

Order is revolver, rifle, shotgun. Shoot r/p targets from right to left with 2 on 1st tgt, 4 on 2nd tgt, 6 on 3rd tgt and 8 on 4th tgt. Move to position 2 and shoot 4 kd's till down



Stage 2



10 rifle, 10 revolver, 4+ shotgun, shooter at SASS default

Shotgun at 1, Rifle at position 2, revolvers holstered. May start with shotgun or rifle, rifle may not be last.

With revolvers shoot 2 revolver tgts 2 on 1st and 3 on 2nd, repeat from same end.

With rifle shoot 2 rifle tgts same as revolvers. May start on left or right target – no dirty sweeps.

Shoot 4 shotgun kd's till down.

Stage 3



- 8 rect tgts
- 4 12' round tgts
- 12 bases
- 6 42" posts
- 6 26" posts
- 12 caps
- 1 set gongs
- 5 tables



10 rifle, 10 revolver, 4+ shotgun NOTE: round targets do not play on this stage!
 Revolvers holstered, rifle at position 2, SG at position 3. Hands on table at position 1.
 At the beep: With revolvers sweep targets (1-2-3-4,1-2-3,1-2,1) starting on either end. Move to position 2 and with rifle shoot same as revolvers.
 With SG at position 3 shoot gongs 4 times no double taps.



Stage 4

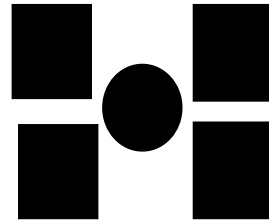


10 rifle, 10 revolver, 4+ shotgun
 Thumbs in shotgun belt. Order is shotgun, rifle, revolvers.

Rifle and shotgun at position 1, Revolver(s) holstered.
 At the beep: With SG shoot gongs 4 times no double taps. With rifle at position 2, shoot 1 shot on left round tgt and then double tap sweep the 4 rectangular targets from left to right and finish with 1 shot on right round tgt. At position 3 with revolvers, shoot same as rifle for 10 rounds.

Stage 5

- 4 rect tgts
- 1 round tgt
- 2 triple bases
- 1 single base
- 2 58" posts
- 1 42" post
- 2 26" posts
- 5 caps
- 4 KD's
- 3 tables
- 1 Vert staging stand
- ! Yellow 2x4



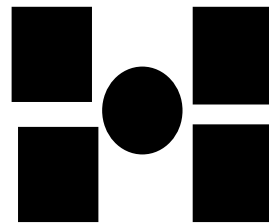
10 rifle, 10 revolver, 4+ shotgun

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

At the beep: With shotgun shoot 4 KD's any order until down (be sure to restage SG pointed to left berm). At position 2 with rifle, double tap All 5 targets. Stage rifle vertically and move to position 3 (both feet behind yellow plank) and shoot revolvers same as rifle.



Stage 6



10 rifle, 10 revolver, 4+ shotgun

Start at SASS default. Shooting Order is shooter's choice. Rifle may not be last.

Starting position is thumbs in gun belt.

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

At the beep: With revolvers shoot a continuous 8 shot circular sweep on 4 outside targets with last 2 shots on center target. Shoot rifle same as revolvers. May stage rifle vertical or take it with you. At position 2 with SG shoot 4 KD's till down.

ITEM	Match	# In Shed	NEED
Rect. plates	16	10	<u>6</u>
Round plates	1	5	<u>0</u>
Caps	17	5	<u>12</u>
Single bases	17	5	<u>12</u>
Triple bases	2	2	<u>0</u>
KD's	8	8	<u>4</u>
Gongs	1	1	<u>0</u>
26" posts	7	8	<u>0</u>
42" posts	6	6	<u>0</u>
54" posts	2	5	<u>0</u>
58" posts	1	0	<u>0</u>
Tables	11	12	<u>0</u>
Vert Stand	1	1	<u>0</u>
Trash cans	3	0	<u>3</u>
Timers	4	0	<u>4</u>