

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on right table. Pistols holstered.

SHOOTER STARTS: in Doorway, Shotgun in hands. Signal ready by saying, **"Hurry it up, we're burnin' daylight."** – *John Wayne*

ON SIGNAL: Engage Shotgun targets any order.

From right table, engage Rifle targets with a Lomondo Sweep, starting on target 2.

From left table, engage Pistol targets same as Rifle instructions.

(Note: Lomondo Sweep: 2 rds. on 2, 1 rd. on 1, 2 rds. on 2, 3 rds. on 3, 2 rds. on 2)

The knockdowns must fall to avoid being scored as a miss.

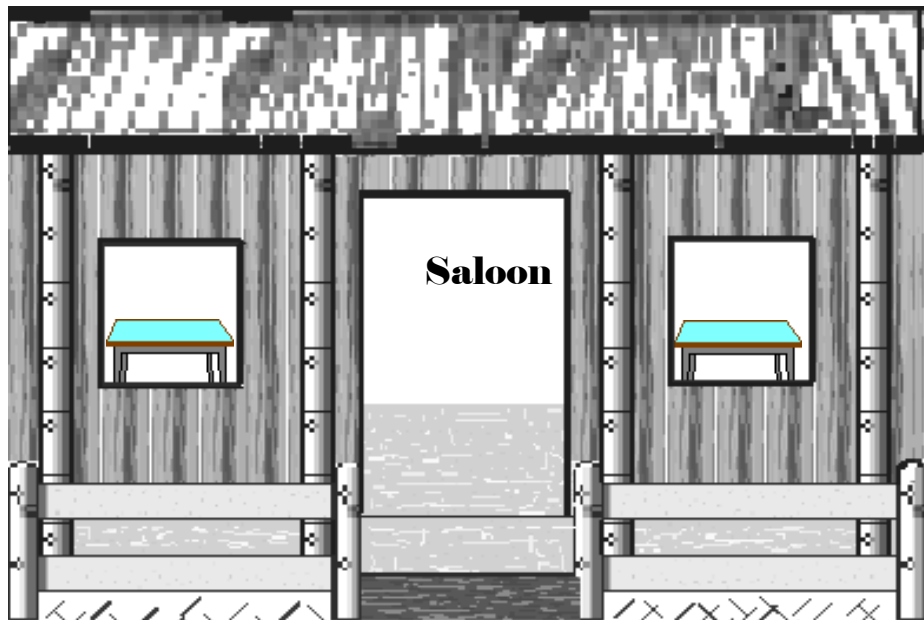
When done, get Rifle and Shotgun and move to unloading table.

R1 R2 R3



S S S S

P1 P2 P3



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on shelf in cabin.
Shotgun on center table. Pistols holstered.

SHOOTER STARTS: in cabin, with hands on Rifle. Signal ready by saying, **"Life is tough, but it's tougher when you're stupid!"** – *John Wayne*

ON SIGNAL: Engage Rifle targets with a 2,2,4,2 Sweep, starting on either end.

From center table, engage Shotgun targets any order.

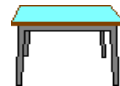
From outhouse, engage Pistol targets same as Rifle instructions

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



Cabin



Outhouse



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

STAGING: Shotgun on table behind train. Rifle on shelf in train. Pistols holstered.

SHOOTER STARTS: at table behind train, hands at SASS default. Signal ready by saying, **"You can't have no idea how little I care!"** – *Monty Walsh*

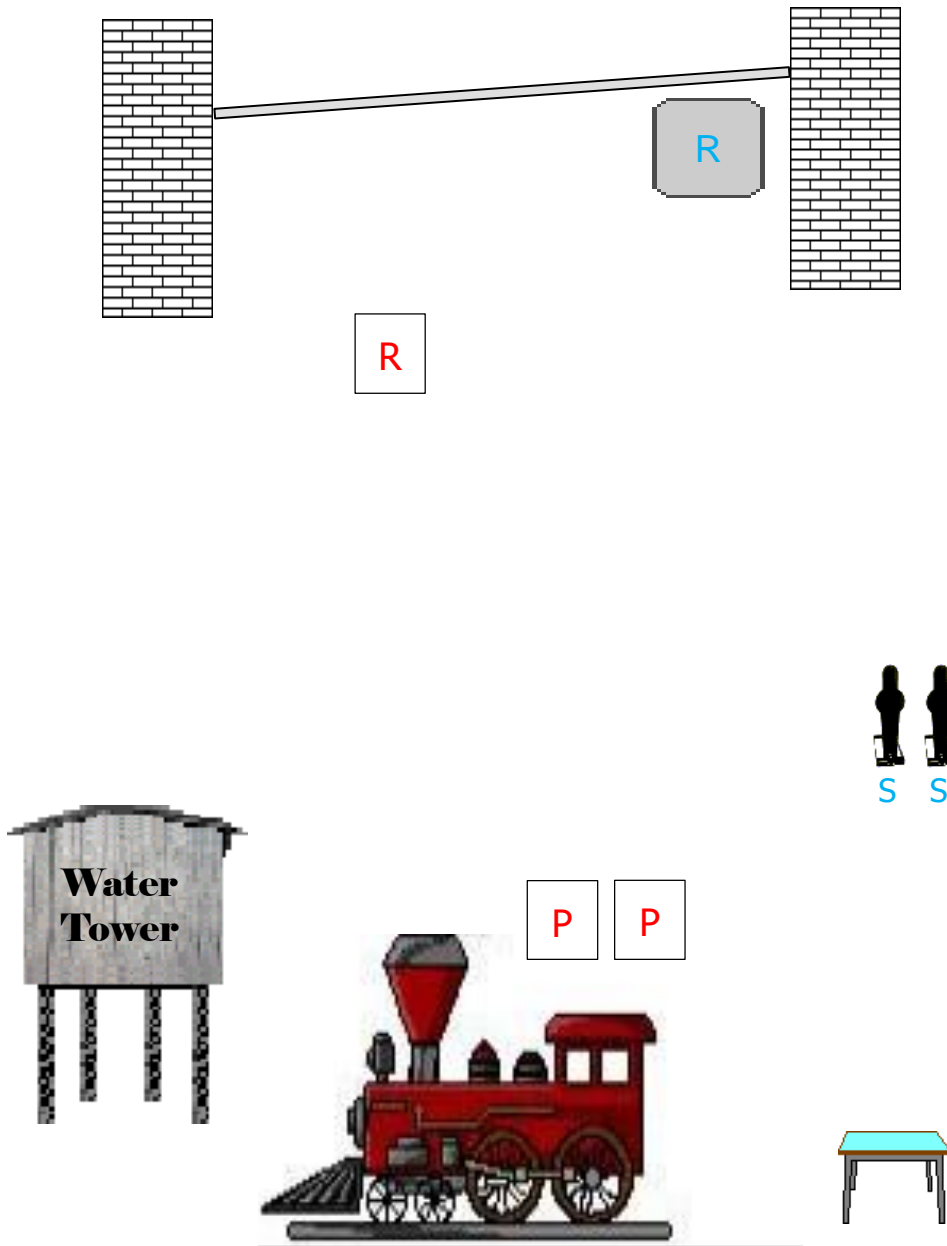
ON SIGNAL: Engage Shotgun targets any order.

From train, engage Rifle targets with a 6,3,1 Sweep, starting on the moving target. (Rifle target must be moving before engaged).

From train, engage Pistol targets same as Rifle instructions (starting on either target.)

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

STAGING: Rifle on table in church.
Shotgun on table in alley. Pistols holstered.

SHOOTER STARTS: in church, hands on hips. Signal ready by saying,
"Say when." – Doc Holliday

ON SIGNAL: engage Rifle targets with a Cat Tracker Sweep, starting on the left.

From alley, engage Shotgun targets any order.

From Madam Orr's house, engage Pistol targets same as Rifle instructions.

(NOTE: Cat Tracker Sweep: 3 rds. on 1, 1 rd. on 2, 1 rd. on 3, then 1 rd. on 2, 1 rd. on 3, 3 rds. on 4)

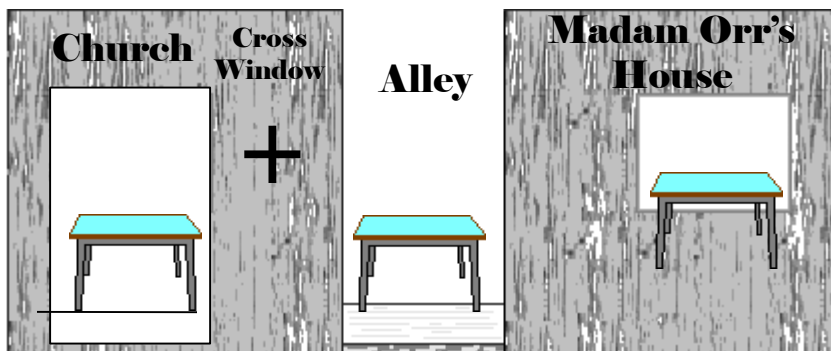
The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

R1 R2 R3 R4



P1 P2 P3 P4



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

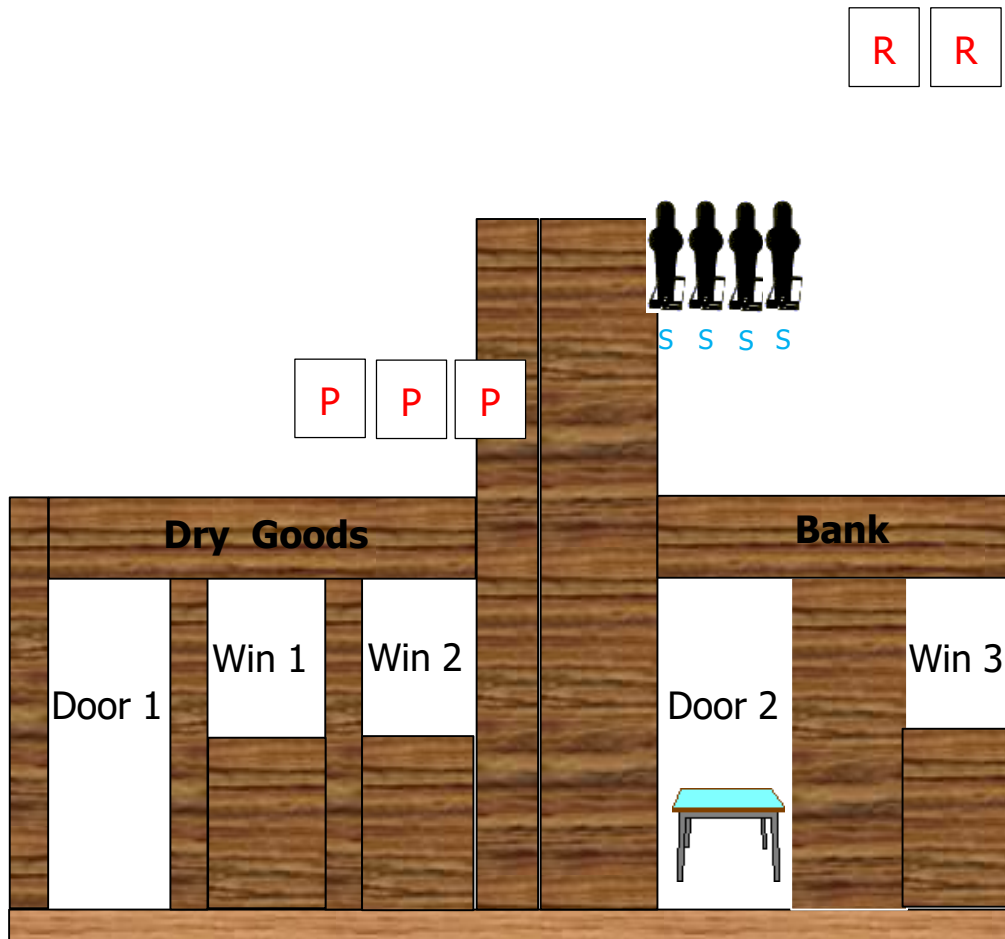
STAGING: Rifle on shelf in Window 3. Shotgun on table in Doorway 2. Pistols holstered.

SHOOTER STARTS: at Window 2, with hands on hat. Signal ready by saying, **"Don't piss down my back and tell me it's rainin'."**
- Fletcher

ON SIGNAL: Engage Pistol targets by double-tapping the center target, then sweep the three targets starting on either end. Then repeat. From Window 3, engage Rifle targets same as Pistol instructions. From Doorway 2, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.



Stage 6

10 Pistol, 10 Rifle, 6+ Shotgun

STAGING: Shotgun on shelf at Window 3. Pistols holstered.

SHOOTER STARTS: at Window 1, with Rifle at Texas Surrender. Signal ready by saying, **"My wife is in Hell – where I sent her!" - Po Campo**

ON SIGNAL: engage Rifle targets twice each.

From Window 2, engage Pistol targets same as Rifle instructions.

From Window 3, engage Shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done, get Rifle and Shotgun and move to unloading table.

