

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

Pistols holstered. Rifle and Shotgun staged on right table.

Shooter starts at left table, with hand/s on Pistol/s. Signal ready by saying, **"Look Santa!"**

ON SIGNAL:

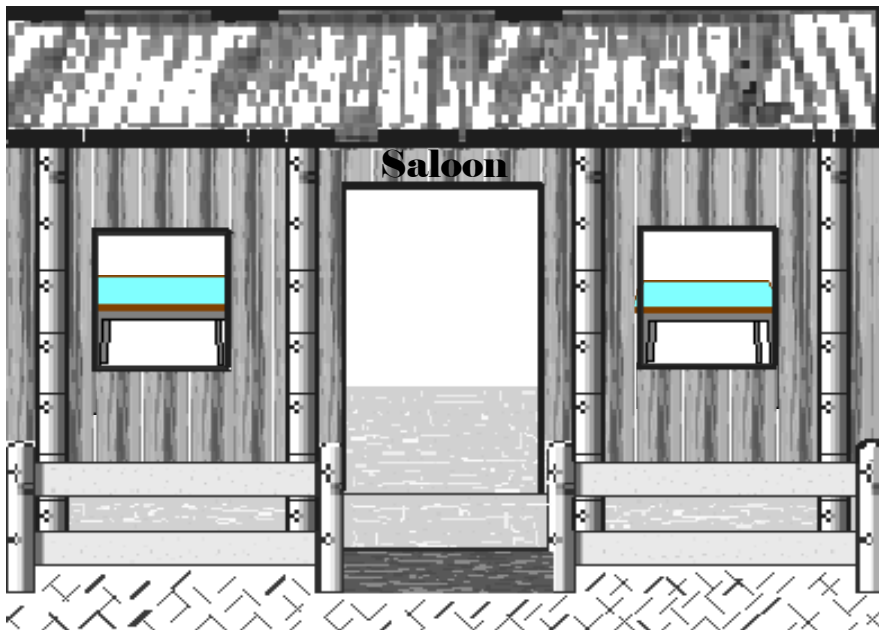
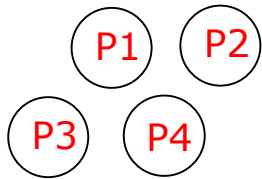
With Pistols, Engage P1, P2, P3, P4, with a 3-3-2-2 Sweep, starting on any target. Holster.

Move to right table, retrieve rifle. Engage R1, R2, R3, R4. Repeat Pistol instructions. Make rifle safe.

Retrieve Shotgun, engage S-1 thru S-4 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 2

10 Pistol, 10 Rifle, 2+ Shotgun
Pistols Holstered. Rifle and Shotgun on center table.

Shooter starts at center table, hands at Sass default. Signal ready by saying, **"Look Reindeer!"**

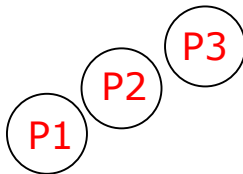
ON SIGNAL:

Retrieve Rifle, engage R1, R2, R3 with a 3-1-1 Sweep either direction. Then a 3-1-1 Sweep from the opposite direction. Make Rifle safe.

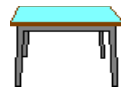
Retrieve Shotgun, engage S1, S2 in any order. **The knockdowns must fall to avoid being scored as a miss.** Make Shotgun safe.

With Pistols, engage P1, P2, P3 same as Rifle instructions (first Pistol with a 3-1-1 Sweep either direction, second Pistol with a 3-1-1 Sweep from opposite direction.) Holster.

When done get rifle and shotgun and move to unloading table.



Cabin



Outhouse



Stage 3

10 Pistol, 10 Rifle, 3+ Shotgun

**Rifle in Hands. Shotgun on table.
Pistols Holstered.**

Shooter starts in train, rifle in hands.

Signal ready by saying, **“Merry
Christmas, Scary!”**

ON SIGNAL:

With rifle engage R1 with 2 rounds, then
R2 with 8 rounds. **Moving Target
Must Be Released Before
Engaging Either Target.**

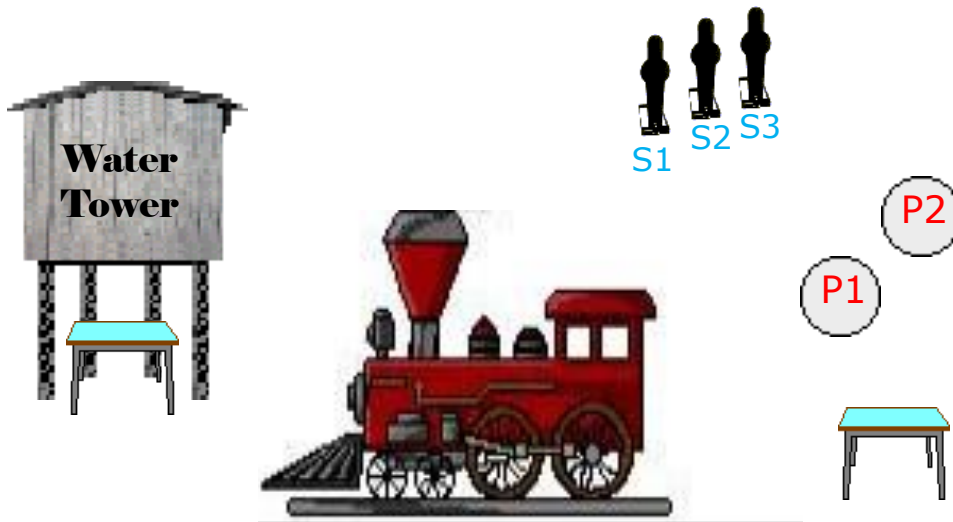
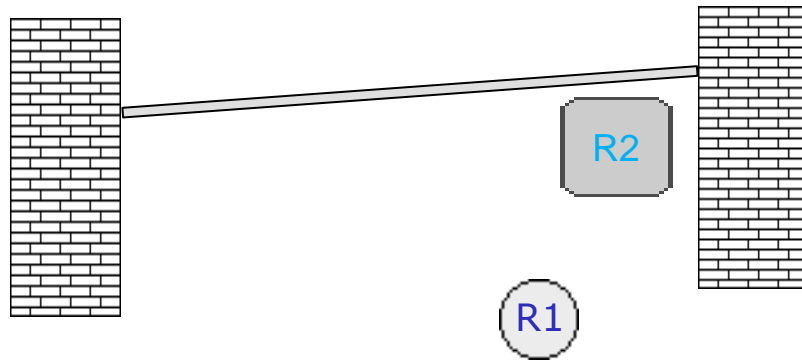
Make Rifle Safe.

Move to table. With Pistols engage P1, P2,
repeat Rifle instructions. Holster.

Retrieve Shotgun. Engage S1 thru S3 in
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 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle at Port-arms in church.
Shotgun on table in Madam Orr's house. Pistols Holstered.

Shooter starts in church with Rifle at Port-arms. Signal ready by saying, **"HoHoHo!"**

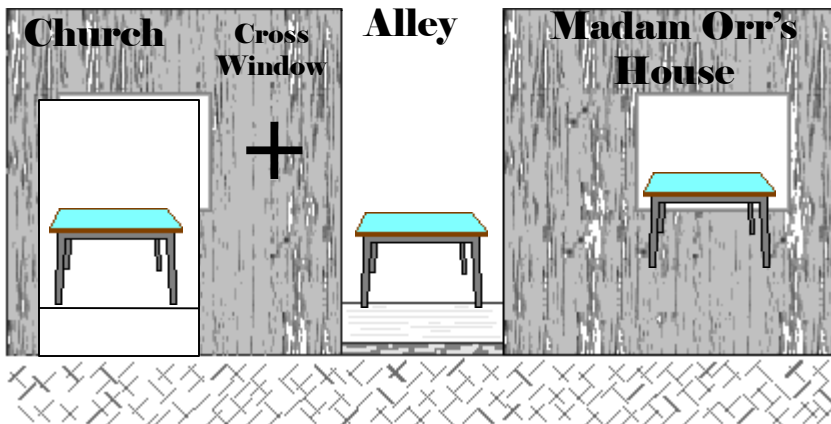
ON SIGNAL:

With Rifle engage R1, R2, R3 with a 4-4-2 Sweep from either direction. Make Rifle safe.

Move to center table. With Pistols, engage P1, P2, P3 – repeat Rifle instructions. Holster.

Move into Madam Orr's house. Retrieve Shotgun, engage S1-S4 any order. **The knockdowns must fall to avoid being scored as a miss.** Make Shotgun Safe.

When done get rifle and shotgun and move to unloading table.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in door 1, Shotgun in window 1, Pistols holstered.

Shooter starts at door 1, hands in Surrender Position. Signal Ready by Saying, **"Look Snow!"**

ON SIGNAL:

With Rifle, engage R1, R2, R3 with a 1-2-4-2-1 Nevada Sweep either direction. Make Rifle safe.

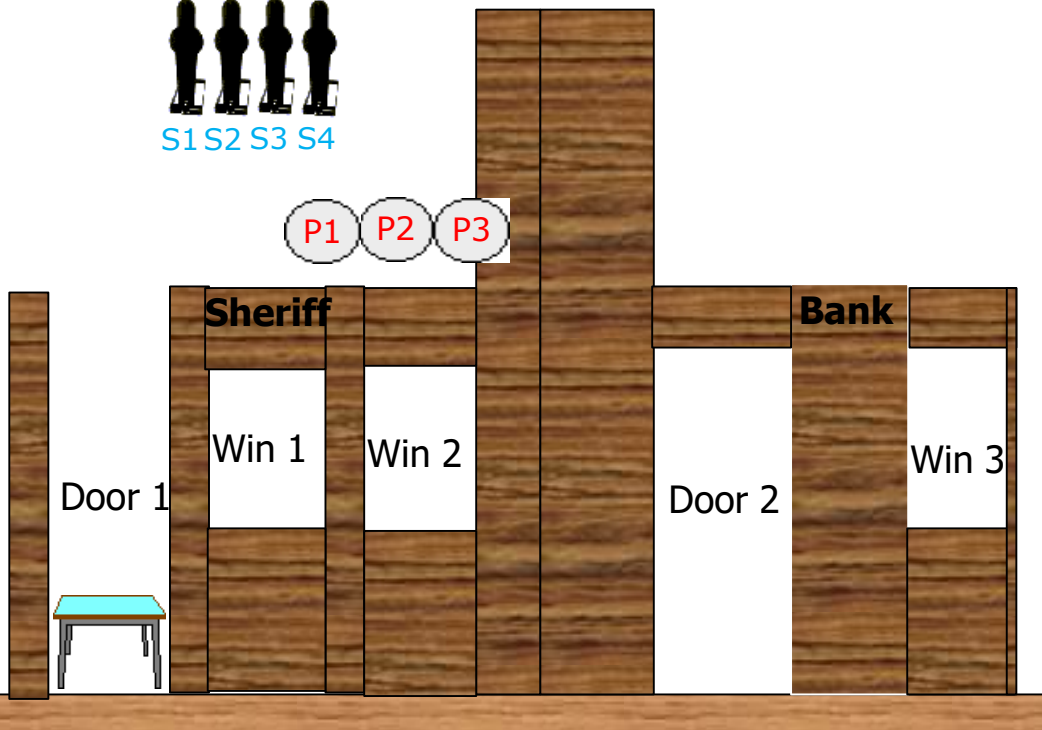
Move to window 1. Retrieve shotgun, engage S1 thru S4 any order.

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

Make Shotgun safe.

Move to window 2. With pistols, engage P1, P2, P3 – repeat Rifle instructions.

When done get rifle and shotgun and move to unloading table.



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Shotgun and Rifle on table, Pistols Holstered.

Shooter starts at left table, hands on hat.

Signal ready by saying, **"Look Frosty"**

ON SIGNAL:

Retrieve Shotgun, engage S1 thru S4 in any order. **The knockdowns must fall to avoid being scored as a miss.**

Make Shotgun safe.

Retrieve Rifle, engage R1, R2, R3, R4 with 3 rounds on either center target, then sweep from either end then 3 rounds on the other center target. Make Rifle safe.

Move to fence. With Pistol's, engage P1, P2, P3, P4 – repeat Rifle instructions.

When done get rifle and shotgun and move to unloading table.

