

Stage 1

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle at Cowboy Port Arms,
Shotgun on Right table, Pistols
holstered.

Shooter starts outside doorway of
Saloon, Rifle at Cowboy Port Arms.
To Signal Ready, Shout **"I've Been
Offered A Lot For My Work, But
Never Everything!"**

ON SIGNAL:

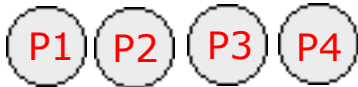
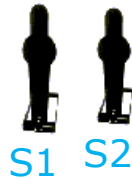
With rifle engage R1-R4 in a Nevada sweep
either direction. Make Rifle Safe.

Move to left table with pistols engage P1-P4
in a continuous Nevada sweep from
either direction. Holster.

Move to right table retrieve shotgun engage
S1 & S2 any order. Make Shotgun
Safe.

**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, 4+ Shotgun

Rifle on table. Shotgun in outhouse.
Pistols Holster.

Shooter starts outside door of cabin, at SASS default. To Signal ready Yell;
"Graveyards Are Full Of Boys Who Are Very Young And Very Proud!"

ON SIGNAL:

Move into cabin with pistols engage P1-P3 with two 2-2-1 sweeps, either direction, but both sweeps must start from the same target. Holster.

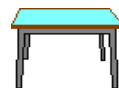
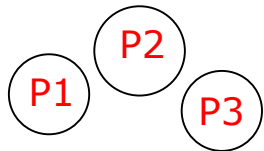
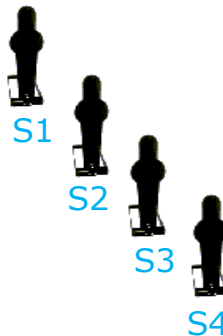
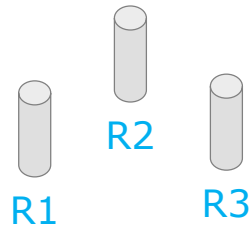
Move to table retrieve rifle engage R1-R3 in the same manner as the pistols, two 2-2-1 sweeps, either direction, but both sweeps must start from the same target. Make Rifle Safe.

Move into outhouse, 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 3

10 Pistol, 9 Rifle, 2+ Shotgun

Rifle in train. Shotgun under water tower. Pistols Holstered.

Shooter starts under water tower, hands on hat, Signal ready by saying **“We Deal In Lead, Friend!”**

ON SIGNAL:

Retrieve shotgun and engage S1&S2 in any order. Make Shotgun Safe.

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

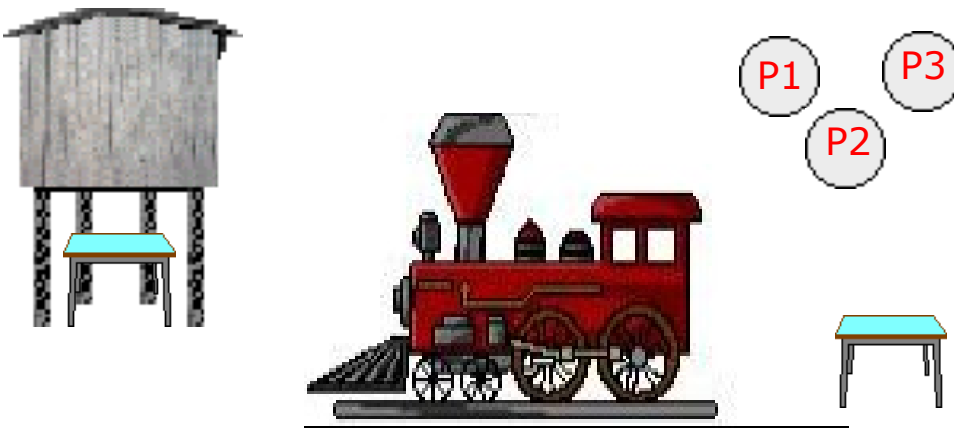
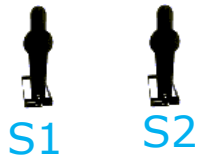
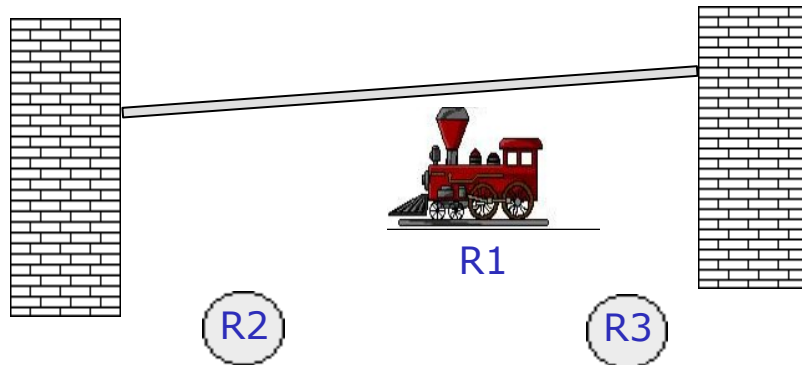
Move to train retrieve rifle, engage target R1 with 5 rounds first and then two rounds each on R2 & R3.

Train must be released before engaging targets.

Make Rifle Safe.

Move to table behind train with pistols engage P1-P3 with a 3-3-4 sweep either direction.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Church, Shotgun on table in Alley, Pistols Holstered.

Shooter starts in Church, Palms flat on table.
Signal ready by saying **"Sorry, I'm Not In The Blessing Business!"**

ON SIGNAL:

Retrieve rifle engage R1-R3 in a 4-4-2 sweep top to bottom. Make Rifle Safe.

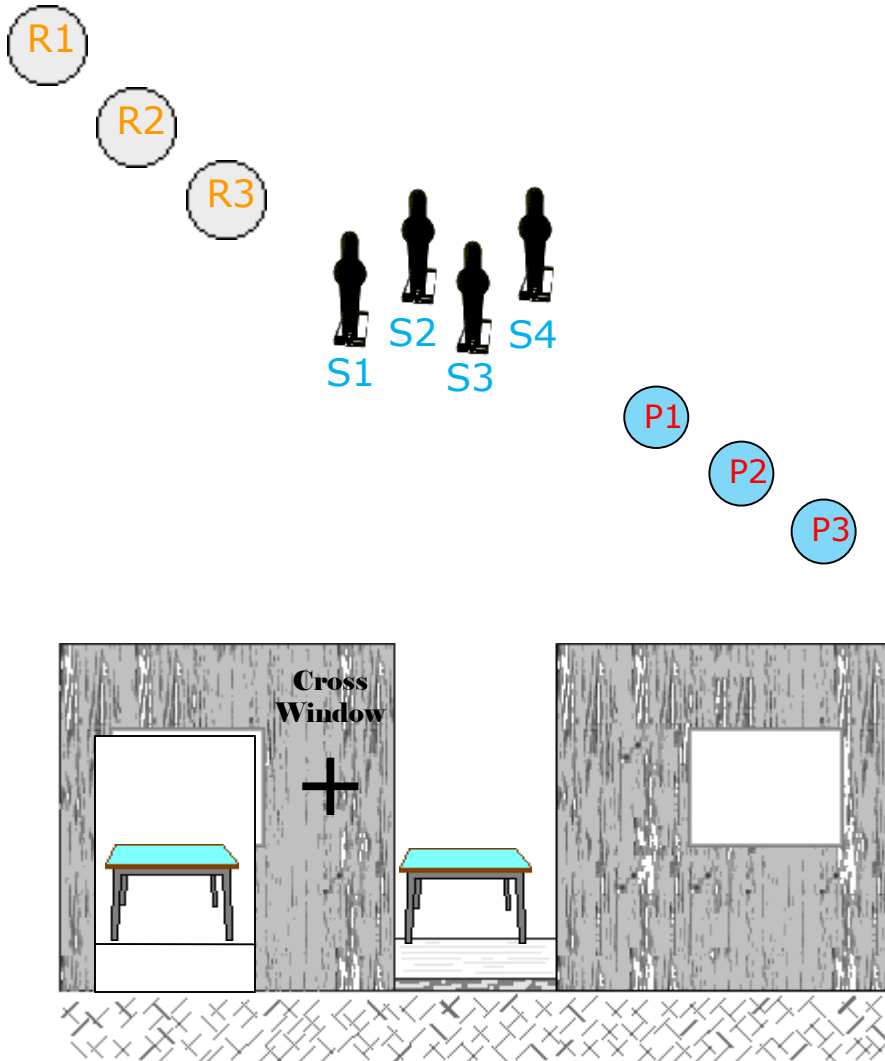
Move into alley, retrieve shotgun engage S1-S4 any order.

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

Make shotgun safe.

Move into Madam Orr's House, with Pistols engage P1-P3 in the same manner as the rifle a 4-4-2 sweep top to bottom.
Holster.

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



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

**Rifle in hands at door #1,
Shotgun staged in window #2,
Pistols Holstered.**

Shooter starts at door #1, rifle in hands
Signal ready by saying **"We come
cheaper by the bunch!"**

ON SIGNAL:

With rifle, engage R1-R3 with two 2-1-2
sweeps either direction both
sweeps must start on the same
target. Make Rifle Safe.

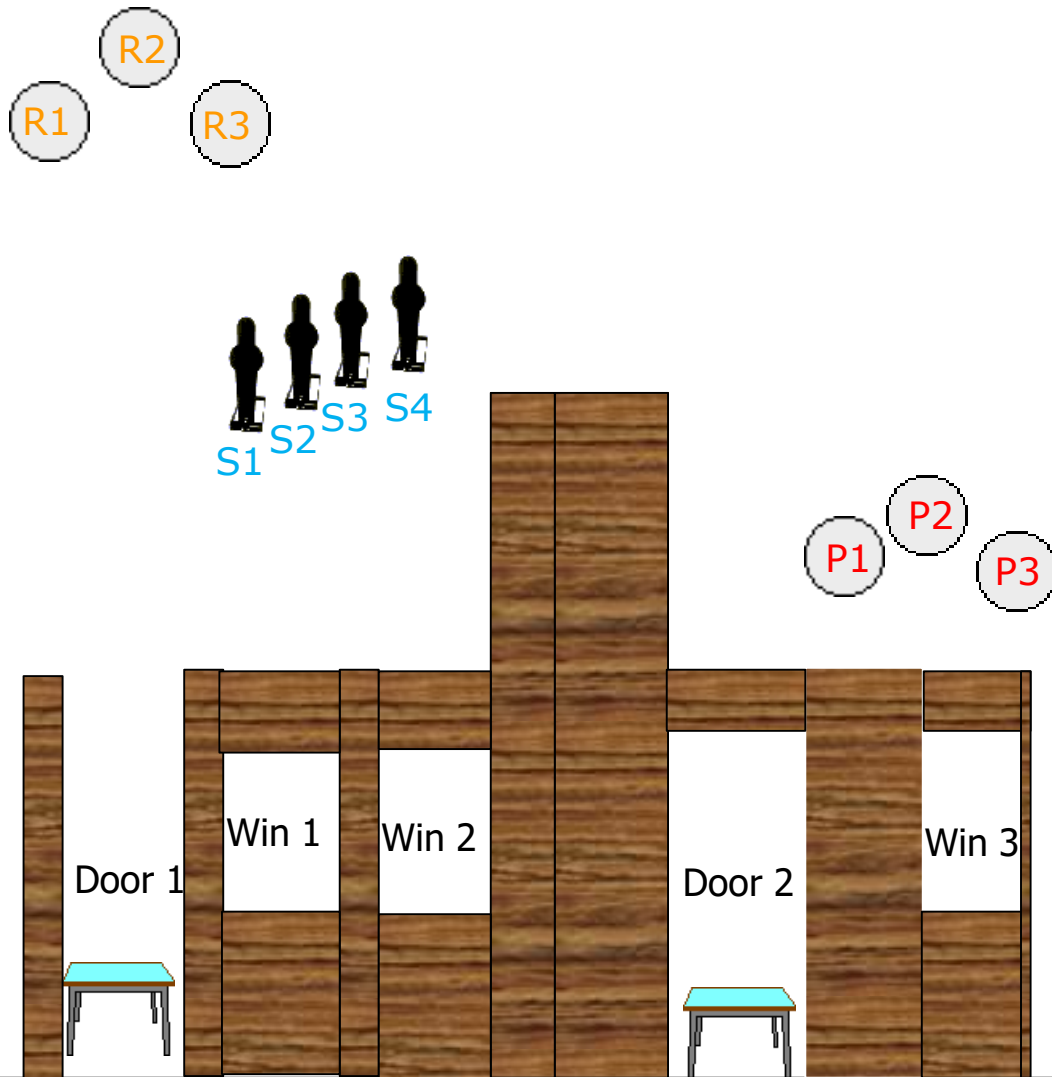
Move to window #2 retrieve shotgun
engage S1-S4 any order.

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

Make Shotgun Safe.

Move to window #3 engage P1-P3 with
two 2-1-2 sweep either direction
both sweeps must start on the
same target. Holster.

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



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in hands, Shotgun on table,
Pistols Holstered.

Shooter starts at position #1, with rifle in hands. Signal ready by saying

"Nobody Throws Me My Own Guns And Says Run. Nobody!"

ON SIGNAL:

With rifle, engage R1&R2 with 5 rounds each. Take rifle with you to position #2, Make Rifle Safe.

With pistols, engage P1&P2 with 5 rounds each. Holster.

Retrieve shotgun move to position #3 engage S1-S4 any order. Make Shotgun Safe.

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

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

