

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun Rifle in hands, Shotgun on left table, Pistols Holstered.

Shooter starts in door way rifle in hands, signal ready by saying, **"Smile when you call me that!"**

ON SIGNAL:

With rifle engage R1&R2 with 3 round each, Then engage R3 with 4 rounds.

Make Rifle Safe.

Move to right table repeat with pistols same manner as rifle engage P1&P2 with 3 rounds each, Then engage P3 with 4 rounds. Holster.

Move to left table retrieve shotgun engage S1,S2S3,&S4 back to front.

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 in out house. Shotgun in cabin. Pistols Holstered.

Shooter starts at table hands on pistol or pistols, Signal ready by saying;
"I always smile with a gun in my belly!"

ON SIGNAL:

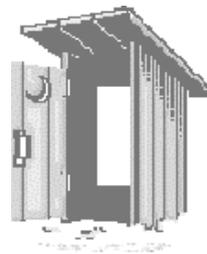
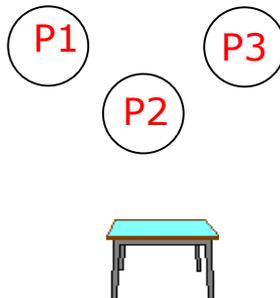
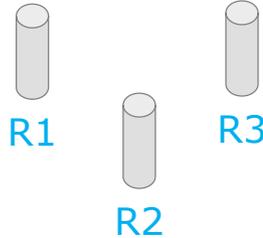
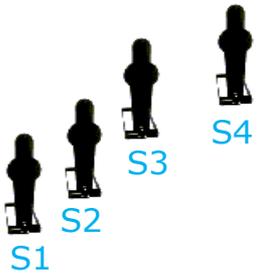
Engage P1-P3 with a 1-3-1 sweep starting on P1, then start on P2 with a 3-1-1 sweep left to right. Holster

Move into outhouse retrieve rifle engage rifle targets same as pistols 1-3-1 sweep starting on R1, then start on R2 with a 3-1-1 sweep left to right.

Move to cabin 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 3

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands. Shotgun on table behind train . Pistols Holstered.

Shooter starts in train, Signal ready by saying **“Those desperados are taken our cattle!”**

ON SIGNAL:

With rifle engage R1 with 8 rounds, then R2 with 2 rounds. **Train must be released before engaging targets.** Make Rifle Safe.

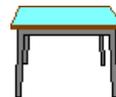
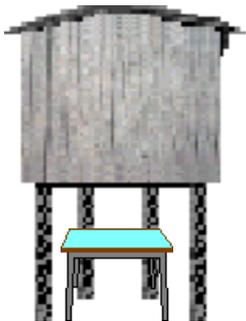
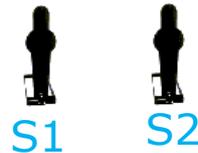
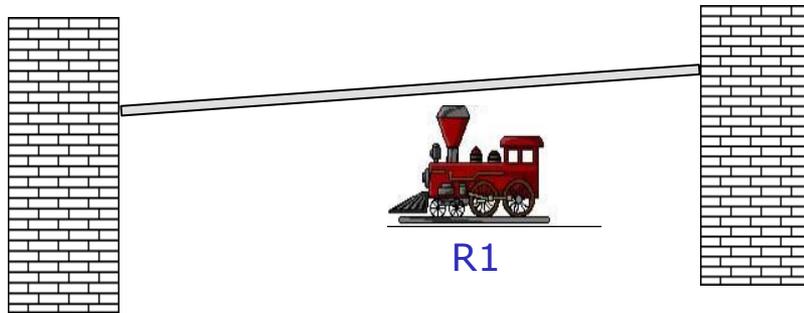
Move to table behind train retrieve shotgun engage S1 & S2 any order.

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

Make Shotgun Safe.

Move to under water tower (do not draw pistol until you are TURNED DOWN RANGE .. under tower) then engage R1 to R3 in a double tap Nevada sweep either direction.

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



Stage 4

10 Pistol, 10 Rifle, 4+ Shotgun

**Rifle in Madam Orr's House,
Shotgun in alley, Pistols Holstered.**

Shooter starts in Madam Orr's house hands on hat. Signal ready by saying **"Look It's Uncle Rosco!"**

ON SIGNAL:

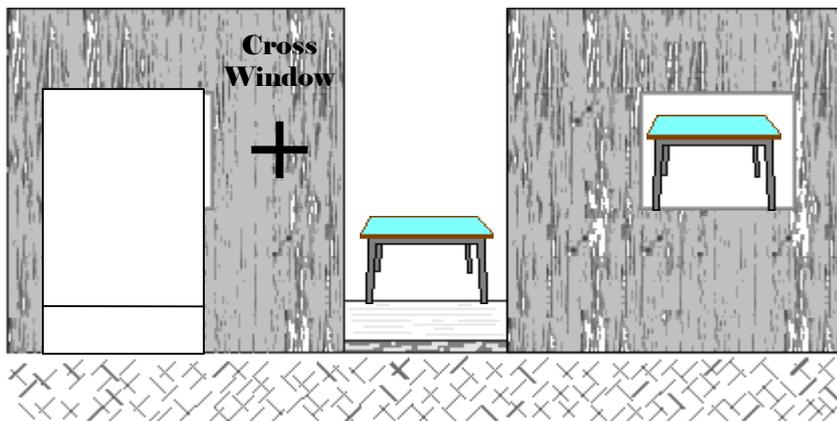
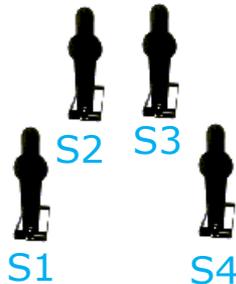
Retrieve rifle engage R1,R2,&R3 with a 1-1-3 sweep starting on R1, Then a 3-1-1 sweep starting on R1. Make Rifle Safe.

Move into Church with Pistol engage P1,P2,&P3 same as rifle, with a 1-1-3 sweep starting on P1, Then a 3-1-1 sweep starting on P1. Holster.

Move into alley retrieve shotgun, 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 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in hands at door # 1.
Shotgun staged in Door #2.
Pistols Holstered.

Shooter starts in Door #1 rifle in hands,
signal ready by saying **"Why Did
You Shoot That Old Man!"**

ON SIGNAL:

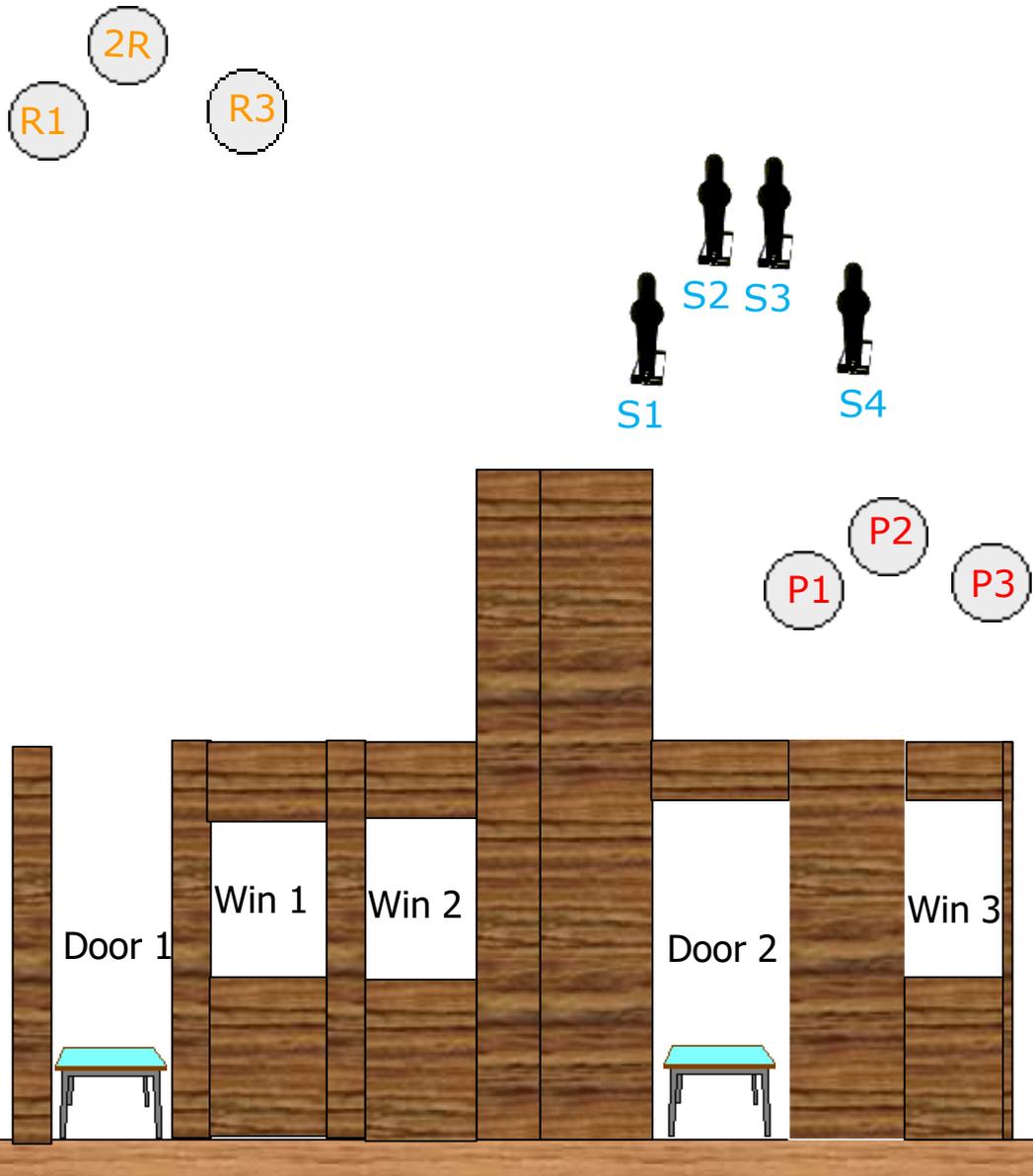
With rifle engage R1,R2,&R3 in a double
tap Nevada sweep any direction.
Make Rifle Safe

Move to window #3 with pistols repeat
same as rifle a continues double
tap Nevada sweep any direction.
Holster.

Move to Door #2 retrieve shotgun
engage S1 to S4 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, 4+ Shotgun

Rifle on table #1, Shotgun on table #2,
Pistols Holstered.

Shooter starts at fence at S.A.S.S default
position, Signal ready by saying

**"What Kind Of Town Is This, The
Girl Saved Our Life's!"**

ON SIGNAL:

With pistol's engage P1 with 2 rounds, P2 with
1 round, P3 with 2 rounds, P4 with 1
round, P3 with 2 rounds, P2 with 1
pound, P1 with 1 round, in a Nevada
sweep. Targets must be engaged in this
order from the left.

Move to table retrieve rifle, repeat pistol order.
2-1-2-1-2-1-1 Nevada sweep from the
left.

Then Move to table #2 engage S-1 To 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.

