

# Stage 1

**10 Pistol, 10 Rifle, 4+ Shotgun**

**STAGING: Shotgun on left table.  
Pistols holstered.**

**SHOOTER STARTS:** in doorway with Rifle in hands. Signal ready by saying, **"Hi Yo Silver, Away!"**

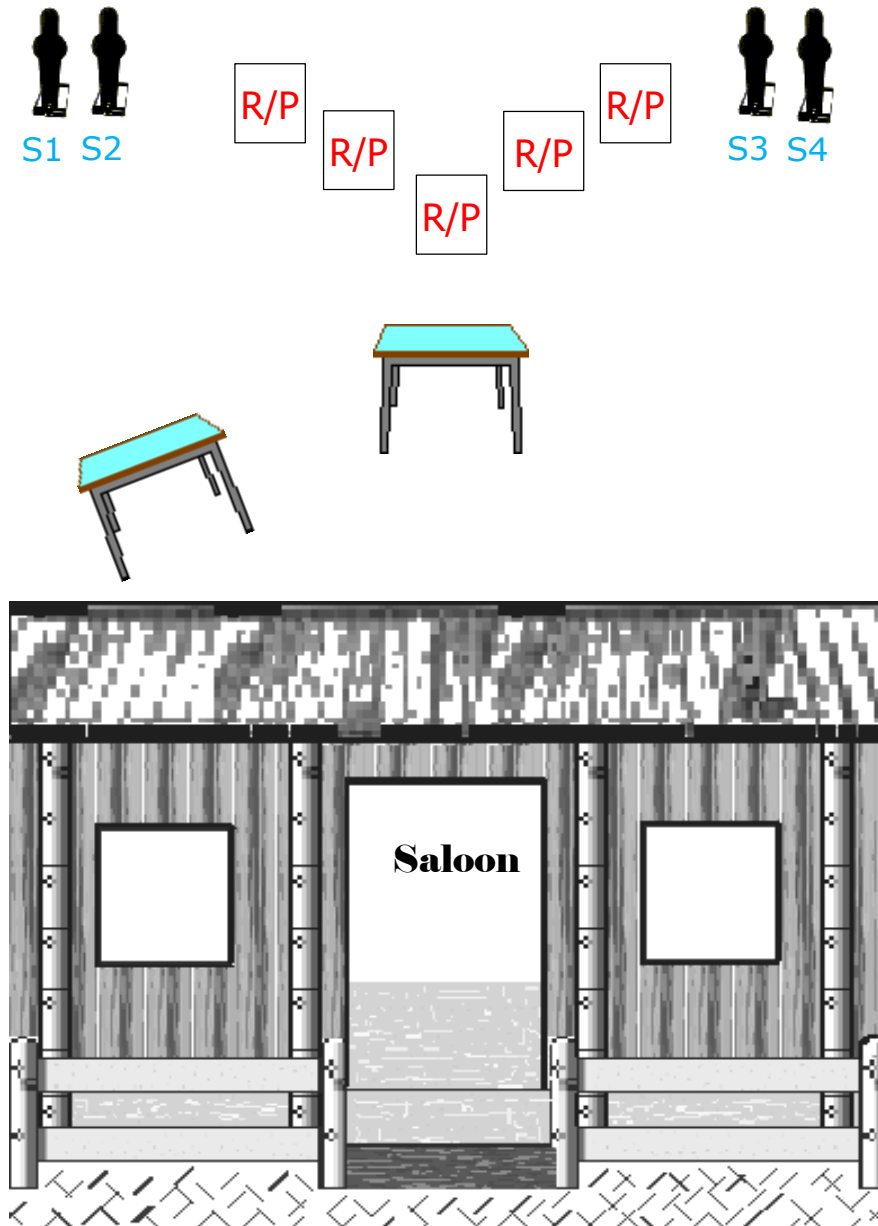
**ON SIGNAL:** From doorway, engage Rifle/Pistol targets with an "Outside-outside-inside-inside-center-center-inside-inside-outside-outside" Sweep starting on either end. (Clean or dirty). Make Rifle safe on left table and retrieve Shotgun.

From center table down-range, engage Shotgun targets, any order.

From center table, engage Rifle/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.



# Stage 2

**10 Pistol, 10 Rifle, 4+ Shotgun**

**STAGING: Rifle on table in cabin.  
Pistols holstered.**

SHOOTER STARTS: in cabin with Shotgun in hands. Signal ready by saying,  
**"Never take off the mask!"**

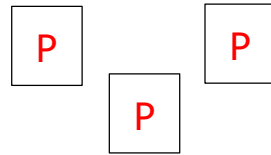
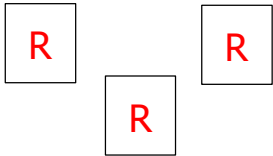
ON SIGNAL: Engage Shotgun targets any order.

From cabin, engage Rifle targets with 5 rounds on center target, then alternate 5 rounds on the two outside targets.

From anywhere between cabin and outhouse, engage the 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.



**Outhouse**



# Stage 3

**10 Pistol, 10 Rifle, 2+ Shotgun**

**STAGING:** Rifle on shelf in train.

**Shotgun on shelf under water tower. Pistols holstered.**

**SHOOTER STARTS:** under water tower, hands on hat. Signal ready by saying, **"Why are you talking to that horse?"**

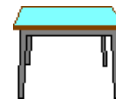
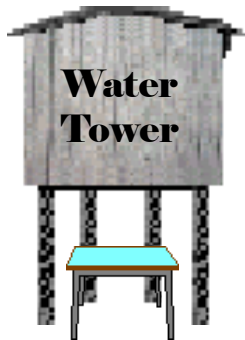
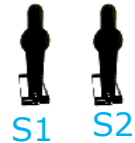
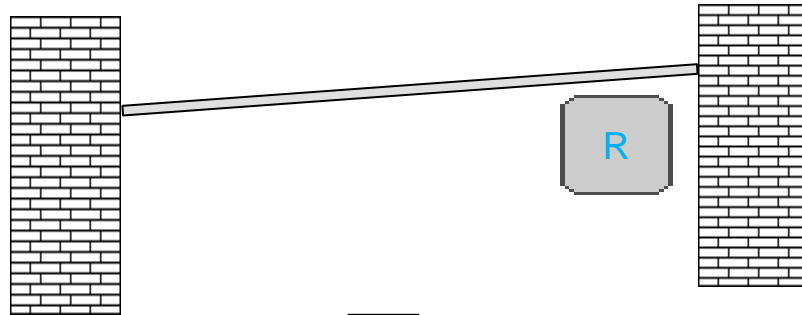
**ON SIGNAL:** Engage Shotgun targets any order.

From train, engage Rifle targets with at least 5 rounds on each target. (Rifle target must be moving before engaged).

From table behind train, 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.



# Stage 4

**10 Pistol, 10 Rifle, 4+ Shotgun**

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

SHOOTER STARTS: with back to table in alley, hands at SASS default. Signal ready by saying, "**Horse says you are spirit-walker.**"

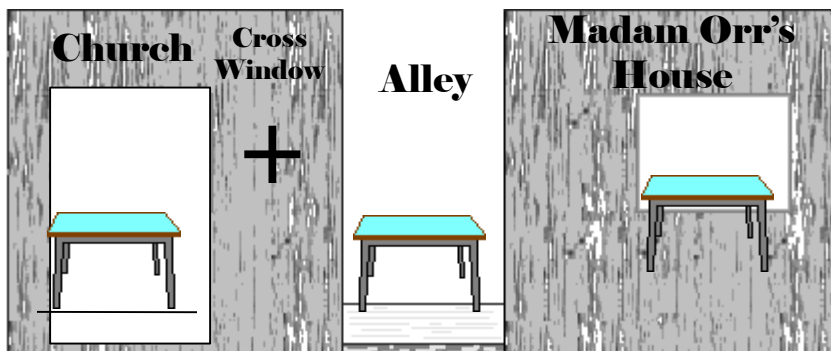
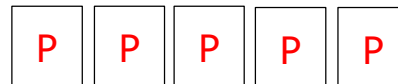
ON SIGNAL: from table in alley, engage Rifle targets with two 2-1-2 Sweeps, both sweeps starting from center target. (All targets must be engaged).

From church, engage Shotgun targets any order.

From Madam Orr's house, 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.



# Stage 5

**10 Pistol, 10 Rifle, 4+ Shotgun**

**STAGING:** Rifle staged on shelf in Window 3, Shotgun on shelf in Window 2. Pistols holstered.

**SHOOTER STARTS:** at Doorway 1, hands at Texas surrender. Signal ready by saying, **"People think you are dead – better you stay that way!"**

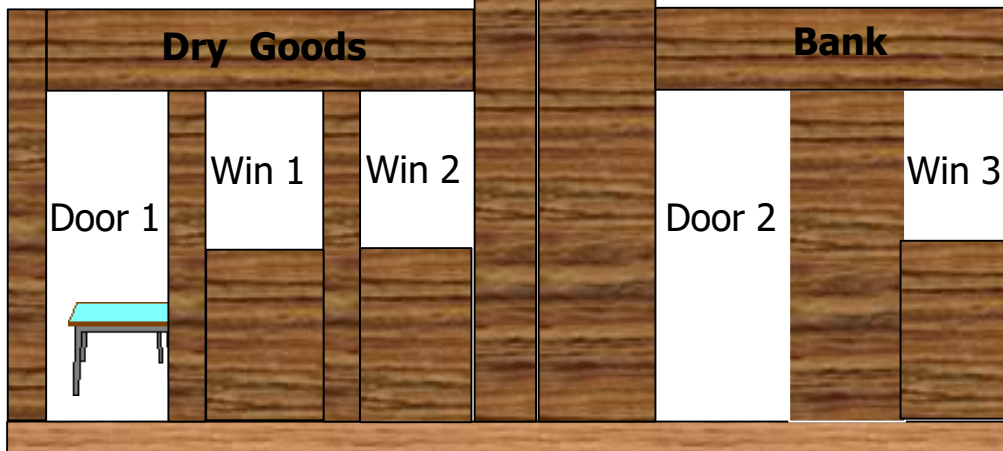
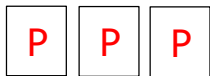
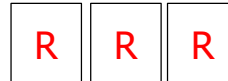
**ON SIGNAL:** Engage Pistol targets with a 1-2-4-2-1 Sweep from either direction.

From Window 3, engage Rifle targets same as Pistol instructions.

From Window 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, 4+ Shotgun**

**STAGING: Rifle on shelf in window 2. Pistols holstered.**

SHOOTER STARTS: in Alley, Shotgun at port-arms. Signal ready by saying, **"Justice is what I seek, Kemosabe?"**

ON SIGNAL: From alley, engage Shotgun targets any order. Make Shotgun safe.

From Window 2, engage Rifle targets by double-tapping the center target, then sweep all Rifle targets either direction. Then double-tap center target, then sweep all rifle targets either direction.

From Doorway, 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.

