

Stage 1

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

Shooter starts standing outside left window,
rifle in hands. Signal ready by saying
**"You Have To Live No Matter
What Happens!"**

ON SIGNAL:

With rifle engage R1,R2,& R3 with a
double tap Nevada sweep, from
either direction. Make rifle safe, Move
into Saloon.

From right table with pistols engage
P1,P2,&P3 with a continues double
tap Nevada sweep, from either
direction. Holster.

Move to center table, retrieve shotgun
and engage S1,S2,S3,&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.



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Cabin. Shotgun on table
Pistols Holstered. (Weather Permitting).

Shooter starts standing in Cabin, At SASS default. Signal ready by saying, **"There Are Somethings A Man Can't Run From!"**

ON SIGNAL:

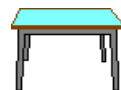
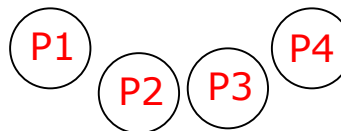
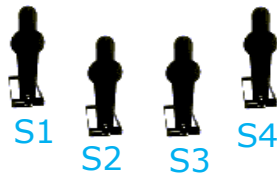
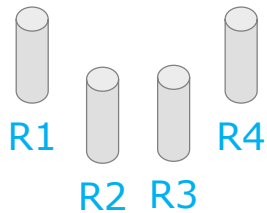
Retrieve rifle and engage R1,R2,R3,&R4 with a outside, outside, inside, inside outside, outside, inside, inside, outside, outside sweep, from either direction. Make rifle safe.

Move into outhouse with pistols engage, P1,P2,P3& P4 in the same manner as the rifle. Holster.

Move to table with Shotgun engage S1,S2,S3,&S4 with a outside, outside, inside, inside sweep from either direction. 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 3

10 Pistol, 10 Rifle, 2+ Shotgun
Rifle in train. Shotgun staged on table behind train. Pistols Holstered. (Weather Permitting).

Shooter starts under water tower, at SASS default. Signal ready by saying **“Our Telegraph Went Dead!”**

ON SIGNAL:

With pistols engage P1,P2,&P3 with a double tap continuous Nevada sweep from either direction. Holster.

Move into train retrieve rifle engage R1 with 7 rounds then put 1 round on each pistol target any order P1,P2,P3

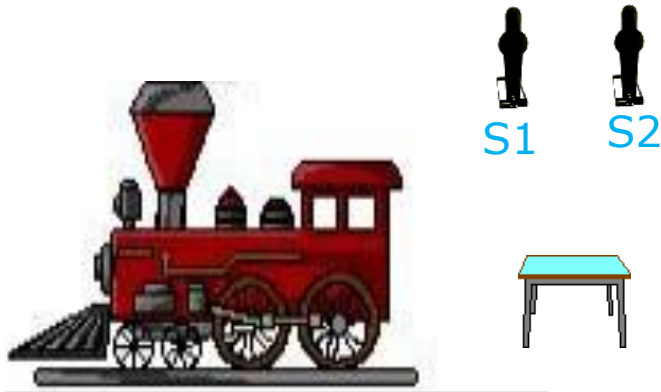
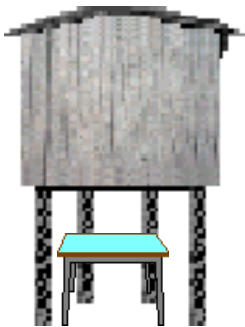
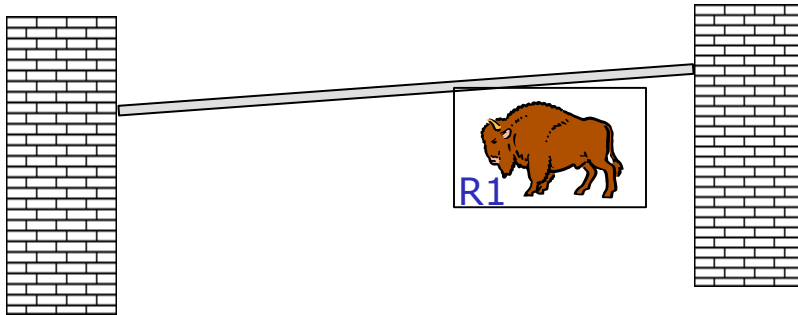
Train must be released before engaging targets.

Make rifle safe.

Move to table behind train retrieve shotgun and engage S1 & S2 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 in hands, Shotgun on table in Alley, Pistols Holstered.

Shooter starts in Madam Orr's House with rifle in hands. Signal ready by saying **"I'll Take The Shotgun Luke!"**

ON SIGNAL:

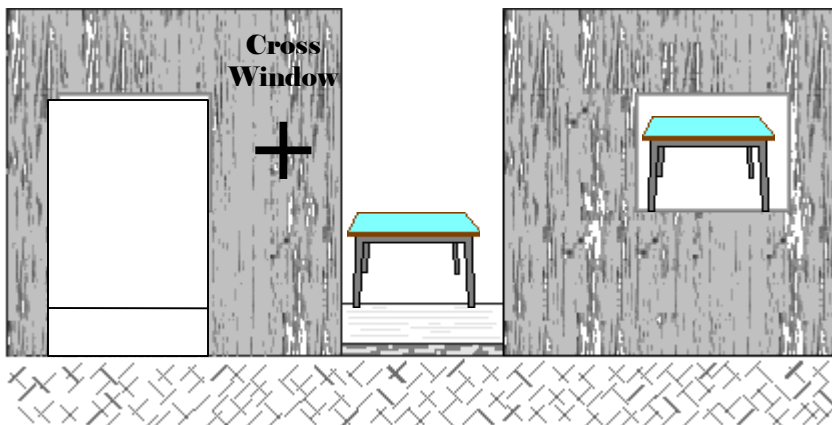
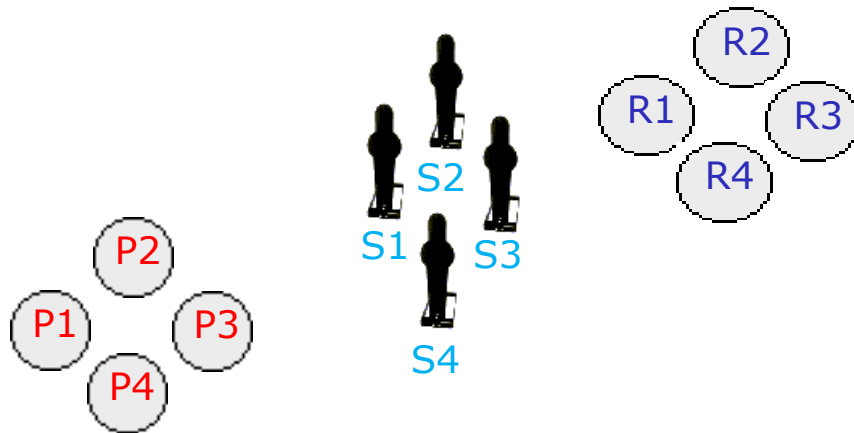
With rifle engage R1,R2,R3,&R4 with a double tap on R1&R2 then 1 round on R3 then a double tap on R4&R3 then 1 round on R2. In that order. Make rifle safe.

Move into Church with pistol's engage P1,P2,P3,&P4 in the same manner as the rifle. Holster.

Move into alley retrieve shotgun engage S1,S2,S3,&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.



Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged in window 3

Shotgun staged in window 2,

Pistols Holstered.

Shooter starts at window 3, at SASS default. Signal ready by saying

"You Mean The War For The Southern Confederacy, Sir!"

ON SIGNAL:

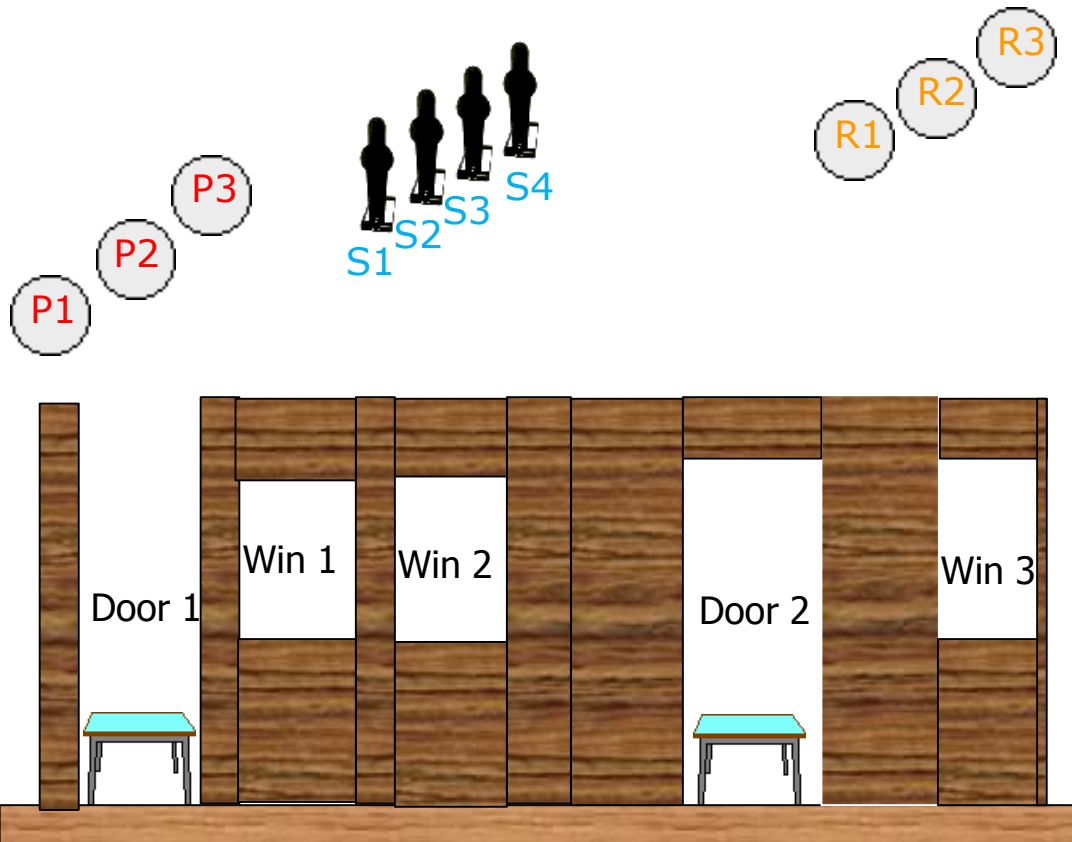
Retrieve rifle engage R1,R2,&R3 with two, 2-1-2 sweeps starting on R1
Make rifle safe.

Move to window 2, retrieve shotgun engage S1,S2,S3,&S4 in any order.

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

Move to door 1 with pistols engage P1,P2,&P3 with two, 2-1-2 sweeps starting on P1. Holster.

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





Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on middle table, Shotgun on left table, Pistols holstered.

Shooter starts at the fence, hands at surrender
Signal ready by saying

"Sam Peacock Is A Whiskey Drummer!"

ON SIGNAL:

With pistols engage P1,P2,P3,&P4 with a 3-1-1 sweep on P1-P2-P3 **then** a 1-1-3 sweep on P2-P3-P4. Holster.

Move to middle table retrieve rifle engage R1,R2,R3,&R4 with a 3-1-1 sweep on R1-R2-R3 **then** 1-1-3 sweep on R2-R3-R4. Make rifle safe.

Finally move to left table retrieve shotgun engage S1,S2,S3,&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.

