

Stage 1

10 Pistol, 10 Rifle +1 reload, 3+ Shotgun

Rifle & Shotgun, staged anywhere safely, Pistols Holstered.

Shooter will start standing at any of the 3 positions at SASS default. Gun order is shooters choice. Signal ready by saying, **"1776!"**

ON SIGNAL:

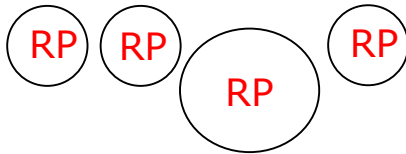
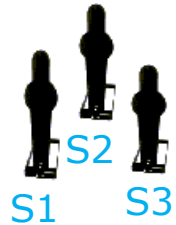
Using all guns & reload as needed engage the 4 targets in a 1-7-7-6 sweep round count in any order.

(ex.1,2,2,2,2,2,2,2,3,3,3,3,3,3,3,4,4,4,4,4,4)

Engage the 3 shotgun targets any order.

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

When done get rifle and shotgun move to unloading table.



Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle staged on table. Shotgun on table in out house. Pistols Holstered.

Shooter starts in out house hands on belt, Signal ready by saying; **"Meat and Potatoes!"**

ON SIGNAL:

Retrieve shotgun and engage targets in this order S1,S2,S3,S4 sweep.

Inside,inside,outside,outside.

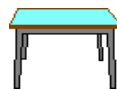
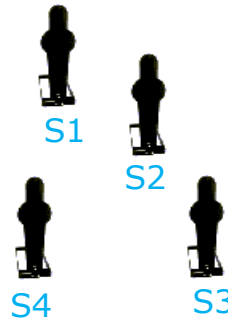
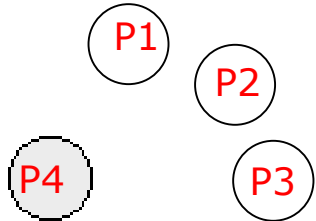
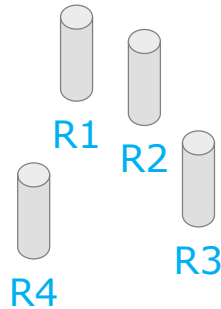
Make Shotgun Safe.

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

Move to table with rifle engage targets in this order R1,R2,R3,R4 for 10 round sweep. Inside,inside,outside,outside. Make Rifle Safe.

Move to cabin engage pistols same as rifle. Holster.

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



Stage 3

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle in Hands. Shotgun staged at table Under water tower . Pistols Holstered.

Shooter starts at table behind train, Signal ready by saying

“We better R-U-N-N-O-F-T!”

ON SIGNAL:

With rifle engage R1 with 8 rounds Then 2 rounds on R2. MRS.

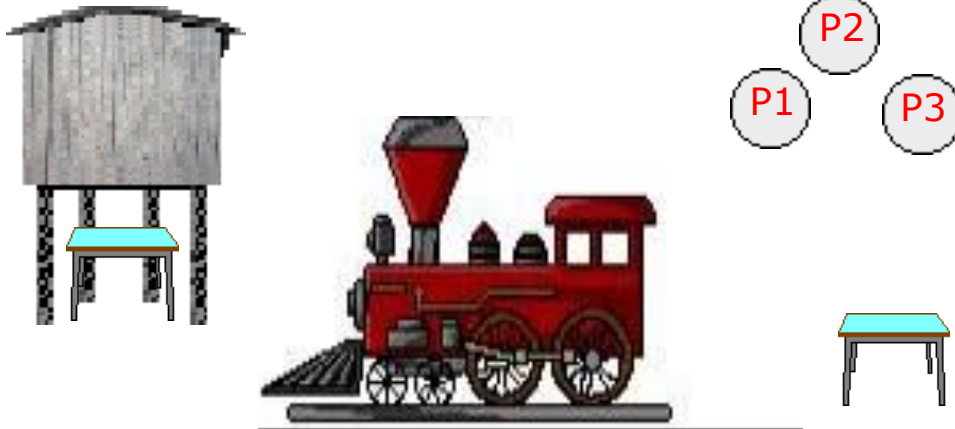
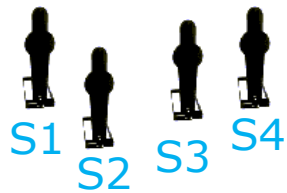
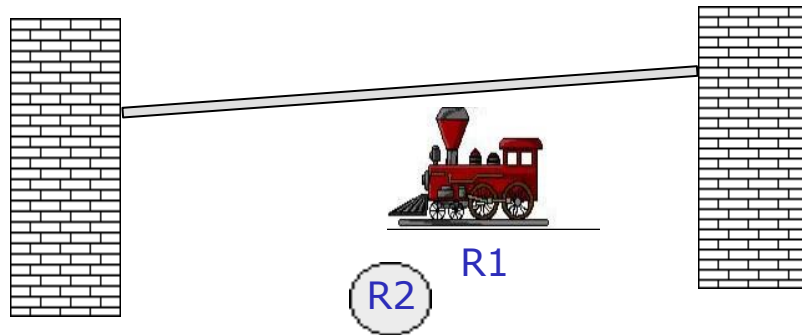
Train must be released before engaging targets.

With pistols engage P1,P2,P3 , with 3 rounds each then 1 round on R1 (for 5 second bonus). Holster.

Move to under water tower engage S1-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 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Church, Shotgun on table in Madam Orr's house, Pistols Holstered.

Shooter starts in church hands flat on table.

Signal ready by saying **"Look at the melon on that one, looks like an orange on a toothpick!"**

ON SIGNAL:

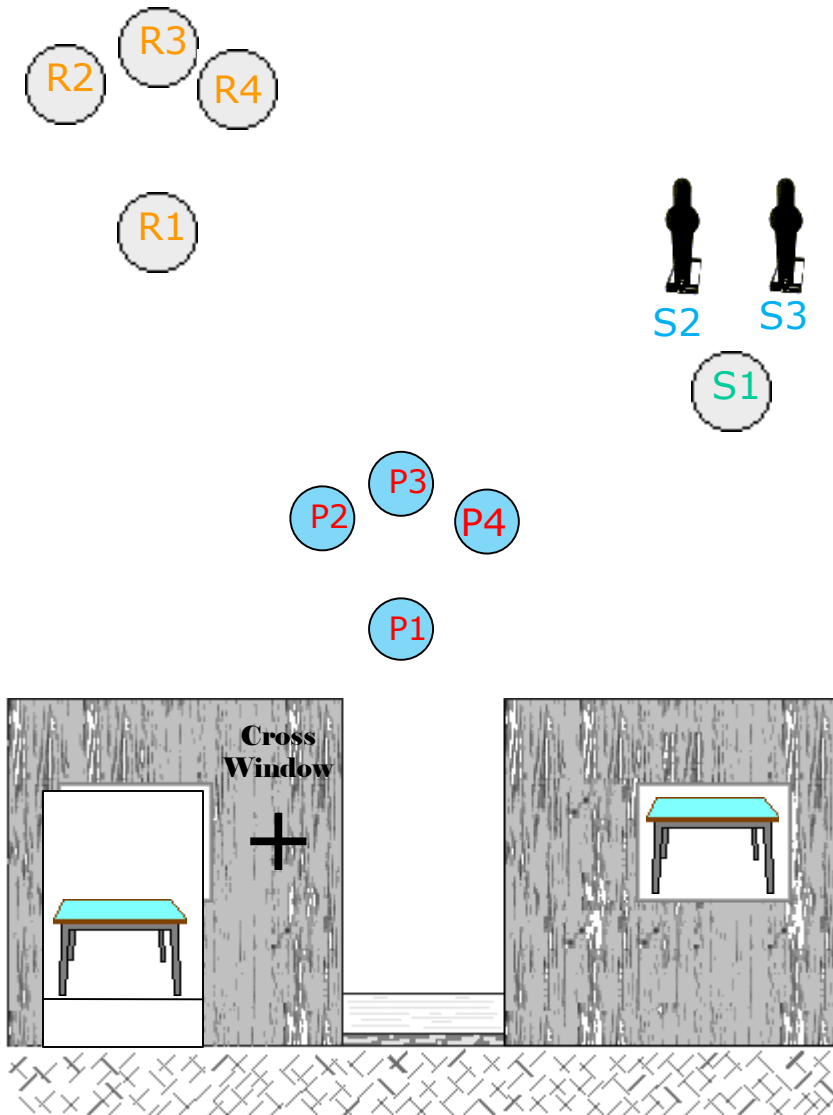
Engage rifle in an anchor sweep for 10 rounds starting on R1. MRS.

Move to alley engage Pistol targets in the same manner as the rifle starting on P1. Holster.

Move into Madam Orr's house anchor sweep shotgun targets starting on S1. MSS.

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 when ready says **"Shoot low boys they're riding Shetlands!"**

ON SIGNAL:

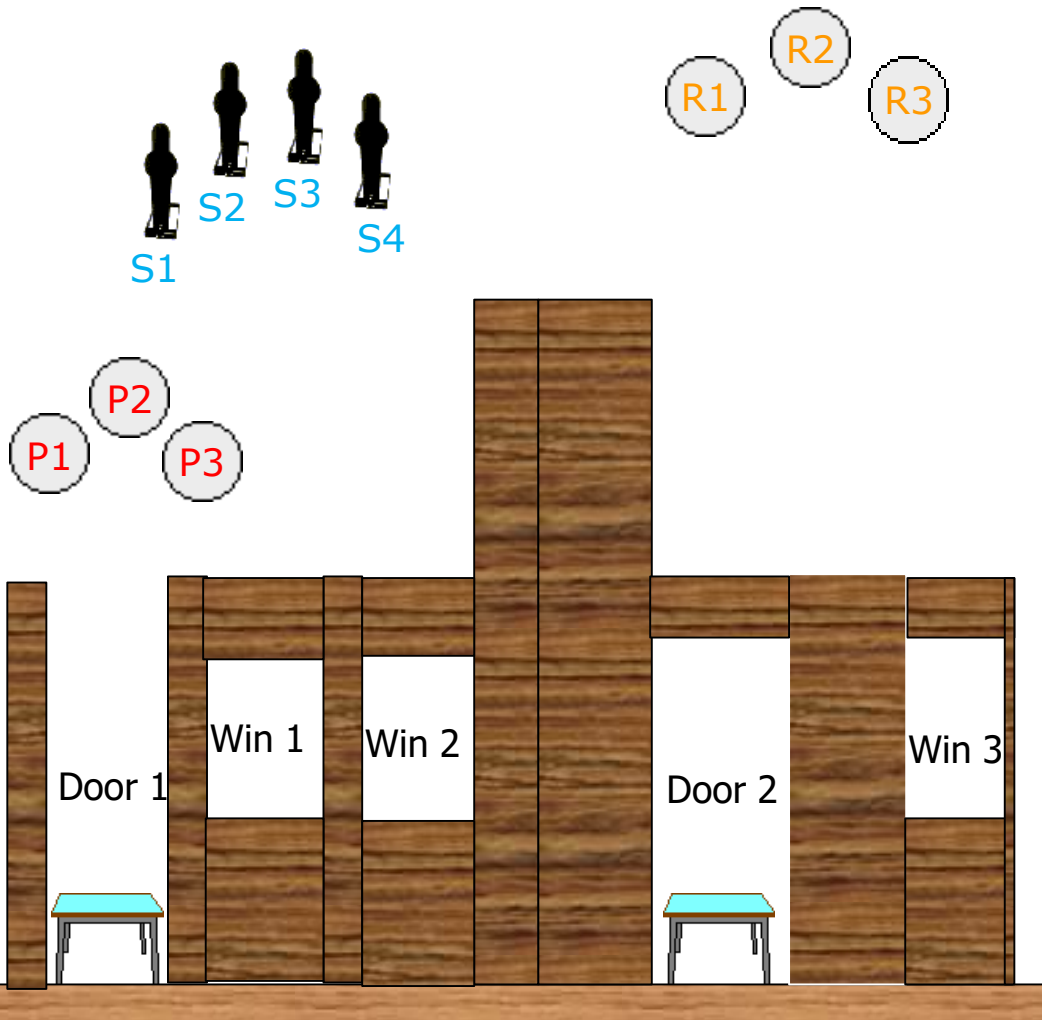
Retrieve rifle engage rifle targets in a 3-4-3 sweep either direction. MRS

Move to Door #1 with pistols repeat same as rifle 3-4-3 sweep either direction. Holster.

Move to Window #2 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 right table, Shotgun on left table, Pistols Holstered.

Shooter starts at right table, With hands on hat, Signal ready by saying

"My name ain't Lawrence and I don't Welk!"

ON SIGNAL:

Retrieve rifle engage rifle targets R1 to R4 in a Lawrence Welk sweeps, from either direction. Make Rifle Safe.

Move to fence engage Pistol targets in same manner as rifle, Lawrence Welk sweep from either direction. Holster.

Move to left table retrieve shotgun engage S1,S2,S3 & S4 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.

