

Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun
Rifle staged on right table. Shotgun staged on right table. Pistols holstered.

Shooter starts at right table, with hands at SASS default. Signal ready by saying, **"Yeah, faster than you!"** (*The Quick and the Dead, 1995*)

ON SIGNAL:

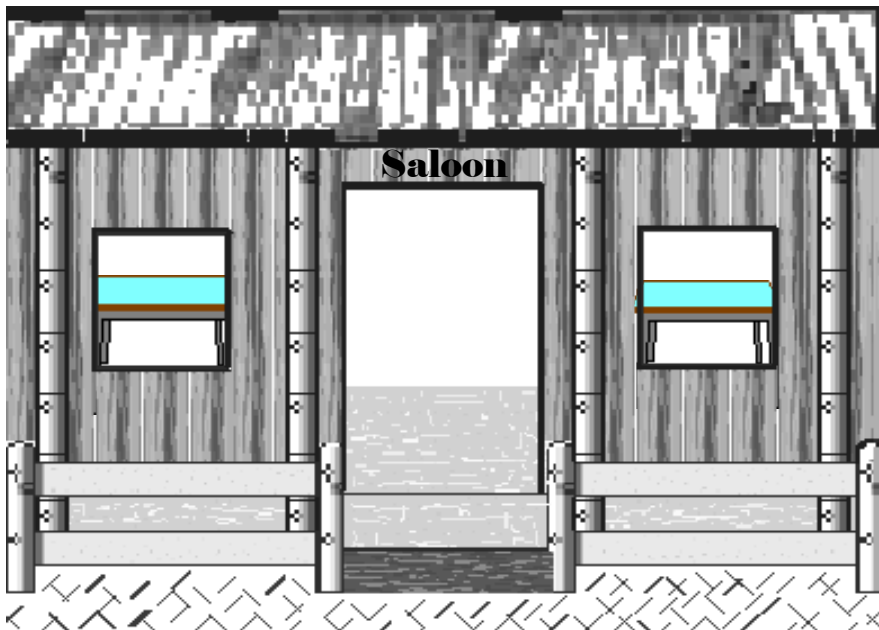
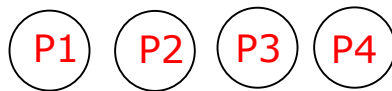
With Rifle engage R1-R4 with one round on each center target, then 3 rounds on each outside target, then 1 round on each center target. Make Rifle Safe.

Retrieve Shotgun, engage S3, S4 any order, move to left table engage S1, S2 any order. Make Shotgun Safe.

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

Move between tables, with pistols, engage P1-P4. Repeat rifle instructions. Holster pistols.

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.

Shooter starts at Outhouse, hands on door frame.

Signal ready by saying, **"Well, he should'a armed himself!"** (*Unforgiven, 1992*)

ON SIGNAL:

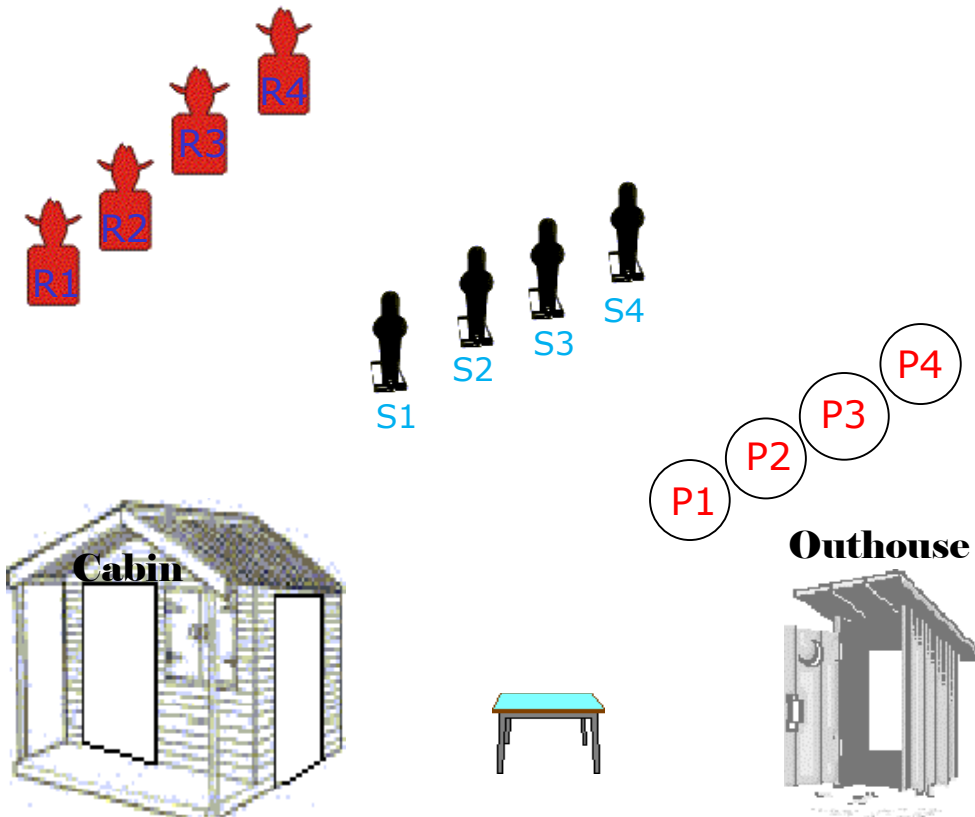
Move into Outhouse. Engage targets P1-P4 with a 1-4-4-1 Sweep either direction. Holster pistols.

Move into cabin, retrieve Rifle engage R1-R4 Repeat Pistol instructions. Make Rifle Safe.

Move to center table, retrieve Shotgun, 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.



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

**Rifle staged on Right Table.
Shotgun staged on Right Table.
Pistols holstered.**

Shooter starts in train, hands on pistol or pistols. Signal ready by saying, **"I've heard that you're a low-down Yankee liar"** (*Shane 1953*)

ON SIGNAL:

With Pistols engage P1 and P2 with 9 rounds on P1 and 1 round on P2 any order. Holster pistols.

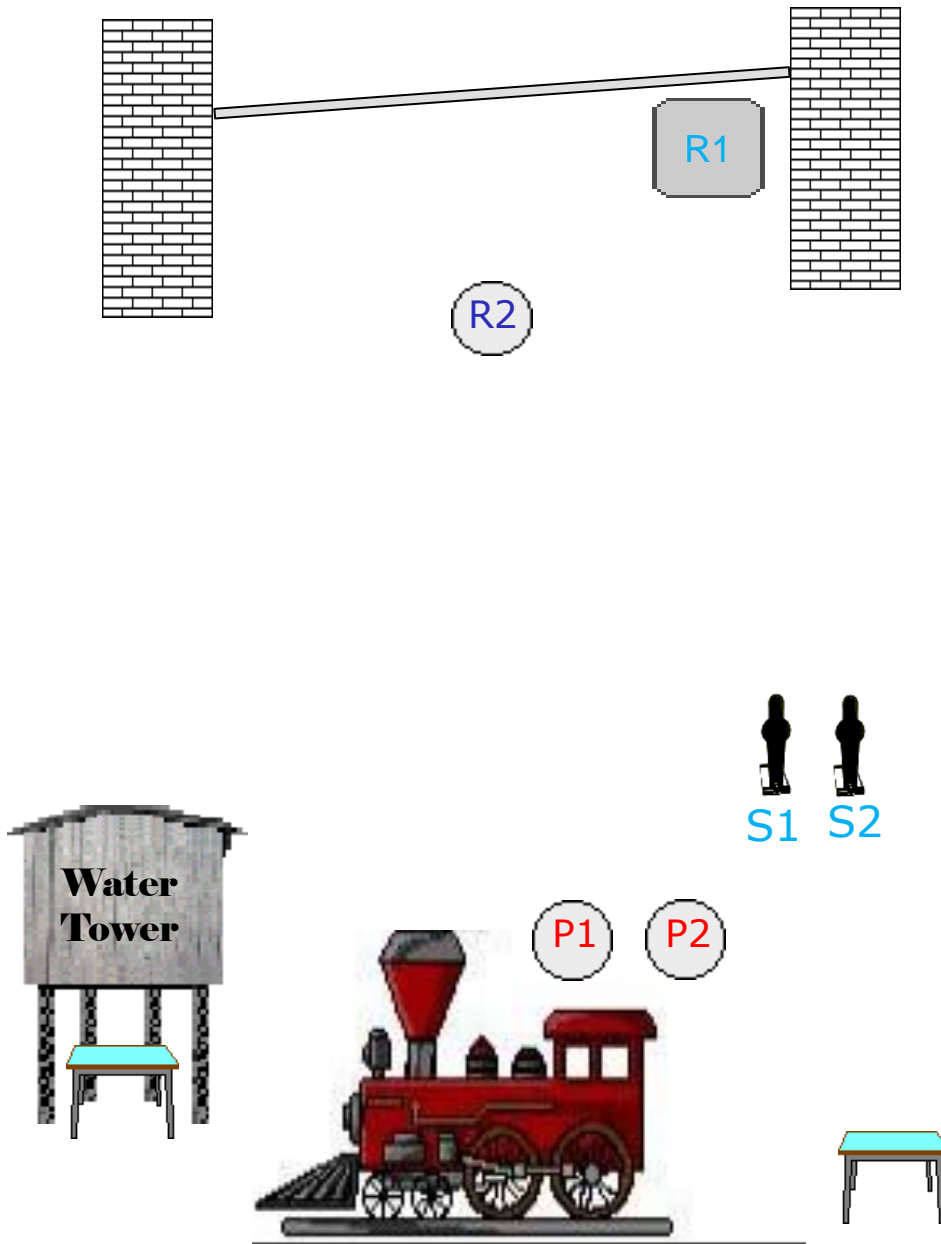
Move to Right Table. Retrieve Rifle, engage R1 and R2. Repeat pistol instructions.

Target R1 Must Be Released Before Engaging Targets. Make Rifle Safe.

Retrieve Shotgun engage S1 and 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 4

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on table in Church. Shotgun on table in Alley. Pistols holstered.

Shooter starts in Church, hands in surrender position. Signal ready by saying, **"Dying ain't much of a living, Boy"** (*The Outlaw Josey Wales, 1976*)

ON SIGNAL:

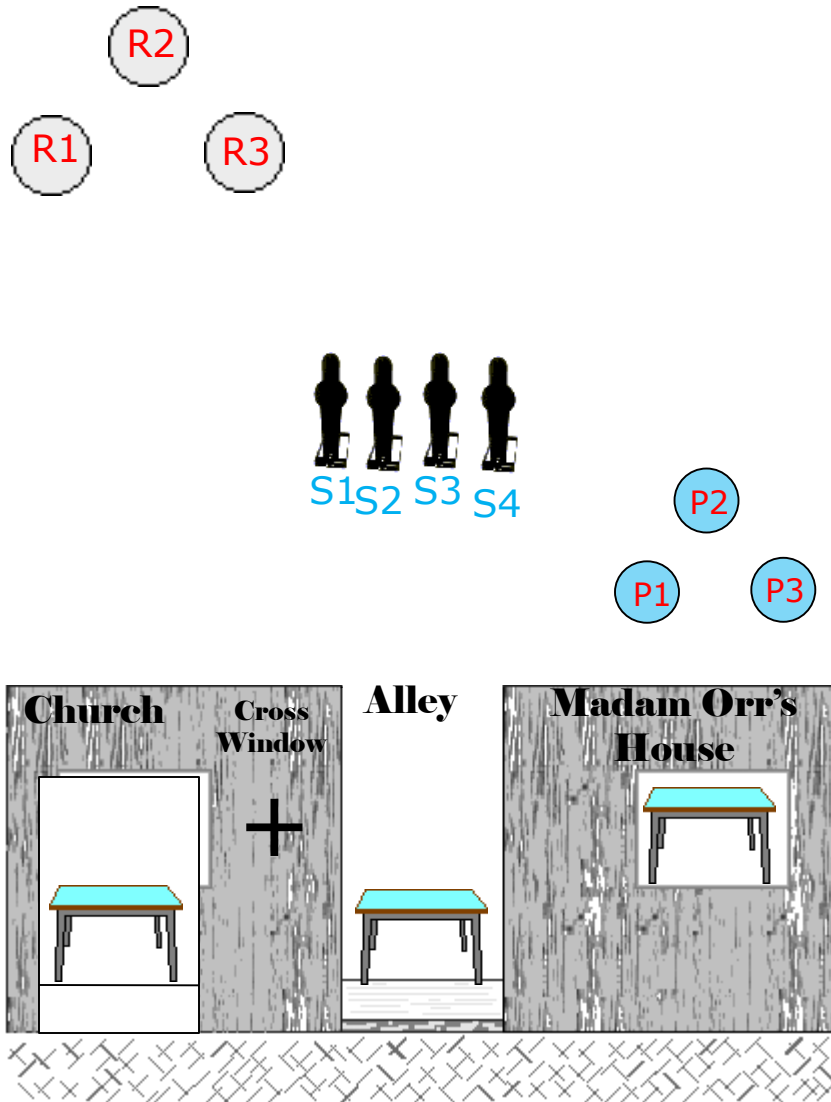
Retrieve Rifle, engage R1 and R3 with a 5 shot alternation. Then a 5 shot dump on R-2. Make Rifle Safe.

Move to Alley, retrieve Shotgun. Engage S1-S4 any order. Make Shotgun Safe.

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

Move into Madam Orr's house, with Pistols engage P1-P3. Repeat rifle instructions.

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



Stage 5

**10 Pistol, 10 Rifle, 4+ Shotgun
Shotgun in Window 3, Rifle in
Window 1, Pistols holstered.**

Shooter starts at Window 3, one hand
on Shotgun, one hand on shells.

Signal Ready by Saying, **"When you
have to shoot, shoot. Don't
talk."** (*The Good, the Bad and the
Ugly, 1966*)

ON SIGNAL:

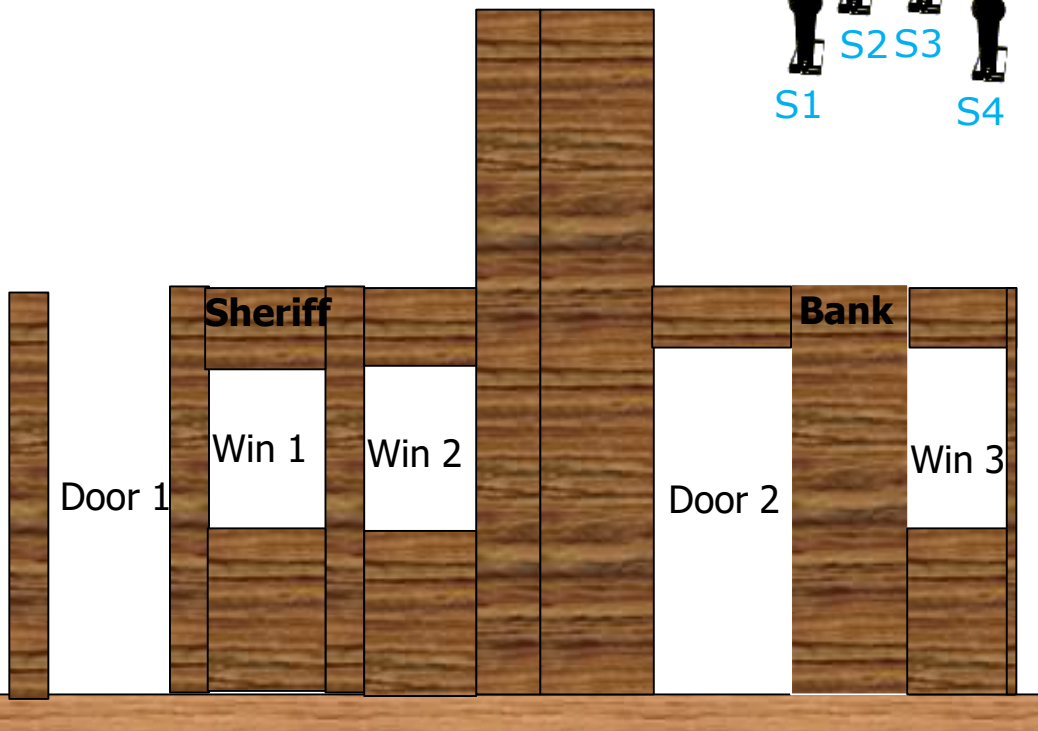
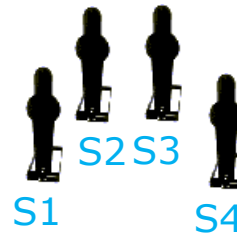
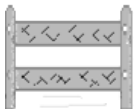
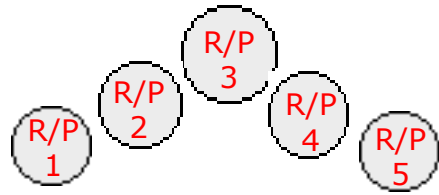
With Shotgun, engage S1-S4 any order.
Make Shotgun Safe.

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

Move to Window 1, retrieve Rifle,
engage R/P1-R/P5 with a 1-2-4-2-
1 Sweep (R/P1, R/P2, R/P2, R/P3,
R/P3, R/P3, R/P3, R/P4, R/P4,
R/P5) either direction. **Make
Rifle Safe Vertically.**

Move thru doorway, with pistols engage
R/P1-R/P5. Repeat rifle
instructions. Holster pistols.

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



Stage 6

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in Hands at left fence, Shotgun on table, Pistols Holstered.

Shooter starts at left fence with Rifle in hands. Signal ready by saying, **"I'm your Huckleberry!"** (*Tombstone, 1993*)

ON SIGNAL:

With rifle engage R1-R4 with an Anchor Sweep, R1-R2-R1-R3-R1-R4-R1-R3-R1-R2. Make Rifle Safe on Table.

With Pistols, engage P1-P4. Repeat rifle instructions. Holster Pistols.

Retrieve Shotgun move to Right Fence, engage S1- 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.

