

# Stage 1

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

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

**STARTING POSITION:** Shooter in doorway, hands at SASS default. Signal ready by saying, **"This guy here is the Duck of Death..."**

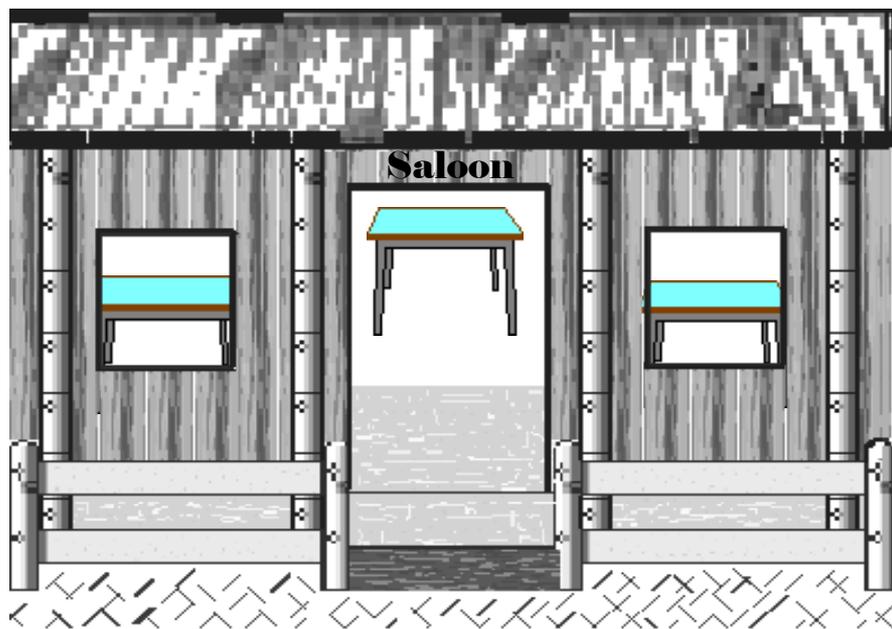
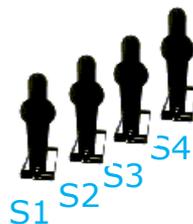
**ON SIGNAL:** From right table, engage the four R/P targets with "1 rd-on-1, 2 rds-on-3, 2 rds-on-4, then 1 rd-on-2, 2 rds-on-3, 2 rds-on-4" sweep from left. **Make rifle safe vertically.**

From left table, engage the four shotgun targets any order. **Make shotgun safe on table down range.**

From table down range, with pistols, engage the four RP 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, 2+ Shotgun**

**STAGING: Shotgun in Cabin. Pistols holstered.**

**STARTING POSITION:** Shooter starts at center table, rifle in hands. Signal ready by saying, **"You ain't ugly like me..."**

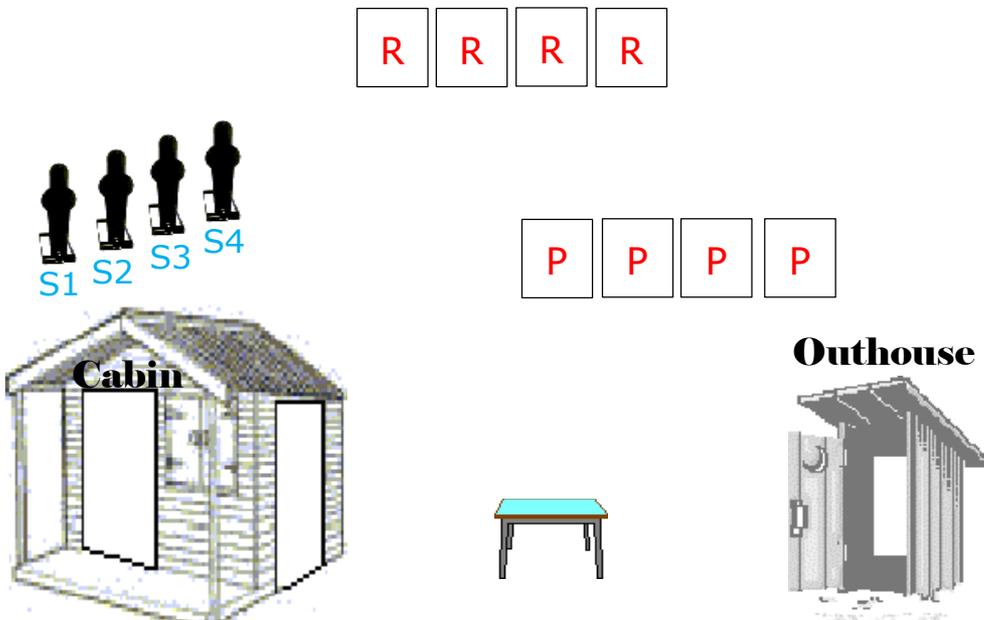
**ON SIGNAL:** Starting on either end, engage the four rifle targets with a Nevada Sweep - double tapping the two outside targets.  
(1,1,2,3,4,4,3,2,1,1)

From center table, engage the four pistol targets same as rifle instructions.

From cabin, engage the four 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

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

**Shotgun on table behind train.**

**Pistols holstered.**

**STARTING POSITION:** Shooter starts in train, one hand on rope, one hand on Rifle. Signal ready by saying, **"We all have it comin' kid."**

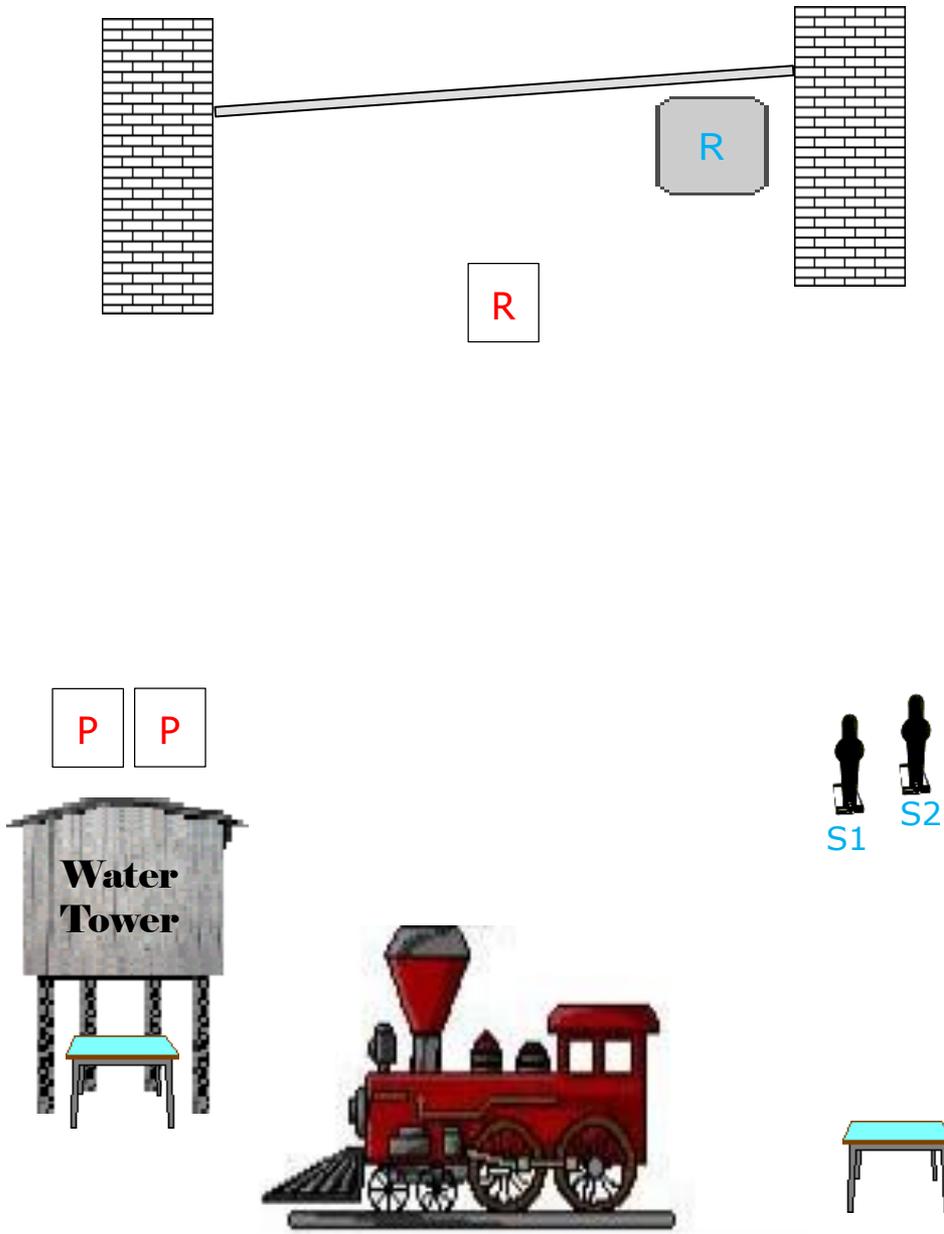
**ON SIGNAL:** Engage the moving target with 6 rounds, then 3 rounds on the stationary target, then 1 round on the moving target (6,3,1). (target must be moving before engaged).

From the table behind the train, engage the two shotgun targets any order.

From table under water tower, engage the two pistol targets, same as rifle instructions (may start on either stationary target) (6,3,1).

**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. Pistols on table in Madam Orr's House. Shotgun on table in Church.

**STARTING POSITION:** Shooter starts in alley, arms folded across chest. Signal ready by saying, **"Anybody don't want to get killed, better head on out the back."**

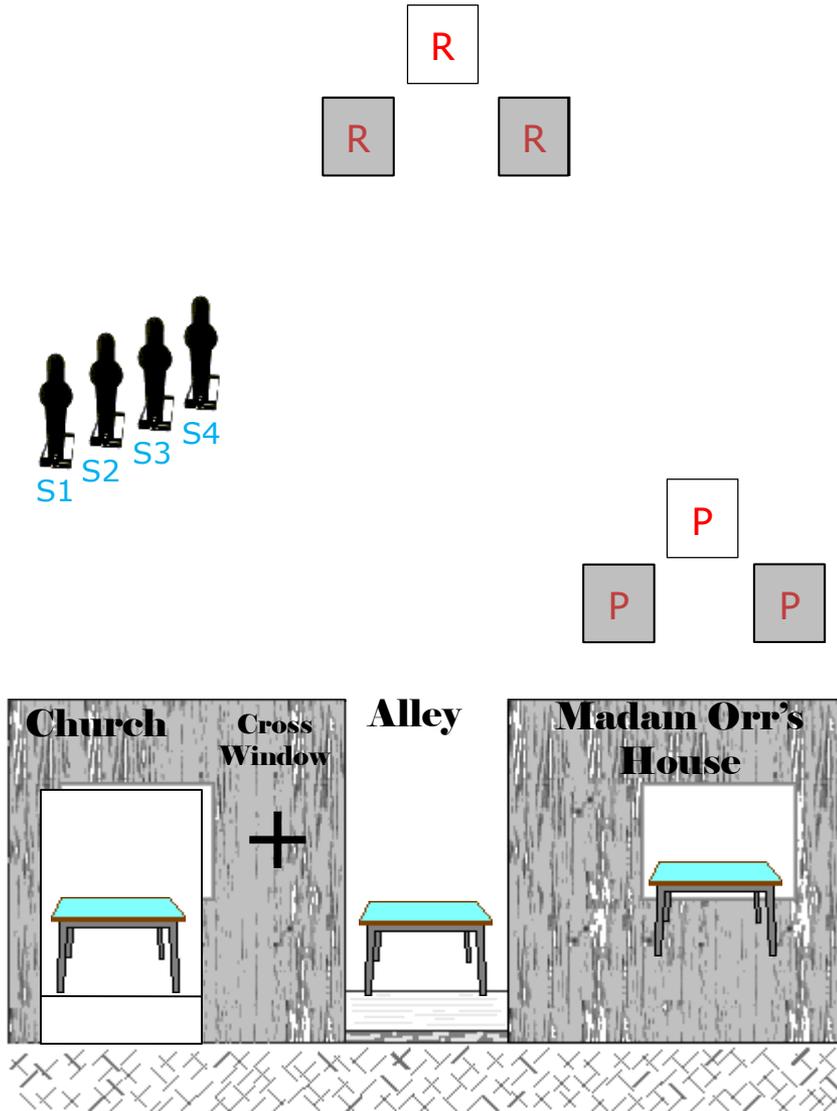
**ON SIGNAL:** With Rifle, alternate between the two black targets for four rounds, starting on either target. Then engage the white target twice. Then alternate again between the two black targets for four rounds, starting on either target.

From table in church, engage the four shotgun targets.

From table in Madam Orr's house, engage the three 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 on shelf at window 3.  
**3. Shotgun on shelf at window 3.**  
**3. Pistols holstered.**

**STARTING POSITION:** Shooter starts at window 3, with hands on shelf.  
Signal ready by saying, **"It's a hell of a thing killin' a man."**

**ON SIGNAL:** With Rifle, engage the two rifle targets with at least five rounds on each target.

From window 3, engage the four shotgun targets.

From doorway 1, engage the two 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.

R R



P P



# Stage 6

## 10 Pistol, 10 Rifle, 4+ Shotgun

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

**STARTING POSITION:** Shooter starts at left table, hands on Shotgun. Signal ready by saying, **"Who's the fellow owns this s\*\*\*-hole...???"**

**ON SIGNAL:** Engage the four shotgun targets any order.

From right table, engage the rifle targets with a "Grizzly Sweep" by double-tapping the center R/P target, then single-tap the other two rifle targets, then double-tap the center R/P target, then single-tap the other two rifle targets. Finish by double-tapping center R/P target.

From right table, 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.

