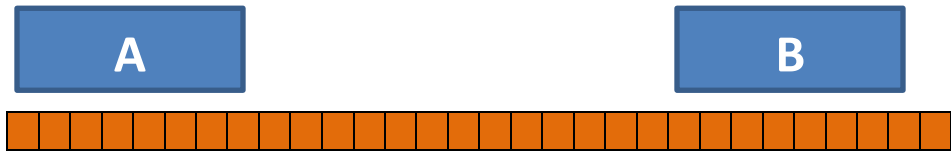
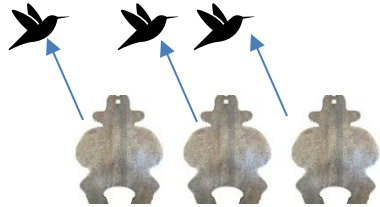


10 Rifle
10 Pistol
6+ Shotgun



Stage 1 – Bay 3

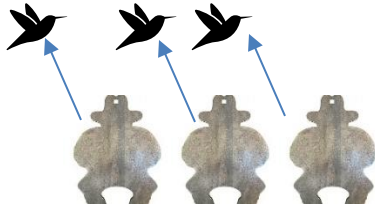
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with gun(s) of choice in hand(s).

Shooting: Gun order shooters choice. Both positions must be used.

- If with pistols, shoot the four pistol targets in a 2-3-3-2 sweep from either end.
- If with rifle, shoot the four rifle targets in a 2-3-3-2 sweep from either end.
- If with Shotgun shoot the three shotgun targets and three clay pigeons. A miss on the clay is not a miss but a hit is a 5 second bonus.

10 Rifle
10 Pistol
6+ Shotgun



Stage 2 – Bay 3

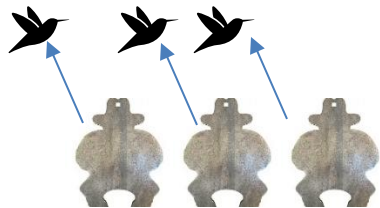
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with hands clasped behind your back.

Shooting: Gun order shooters choice. Both positions must be used.

- If with pistols, shoot the four pistol targets in a Lawrence Welk sweep from either end. 1-2-3-4-
- If with rifle, shoot the four rifle targets the same as the pistols.
- If with Shotgun shoot the three shotgun targets and three clay pigeons. A miss on the clay is not a miss but a hit is a 5 second bonus.

10 Rifle
10 Pistol
6+ Shotgun



Stage 3 – Bay 3

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with hands at SASS default.

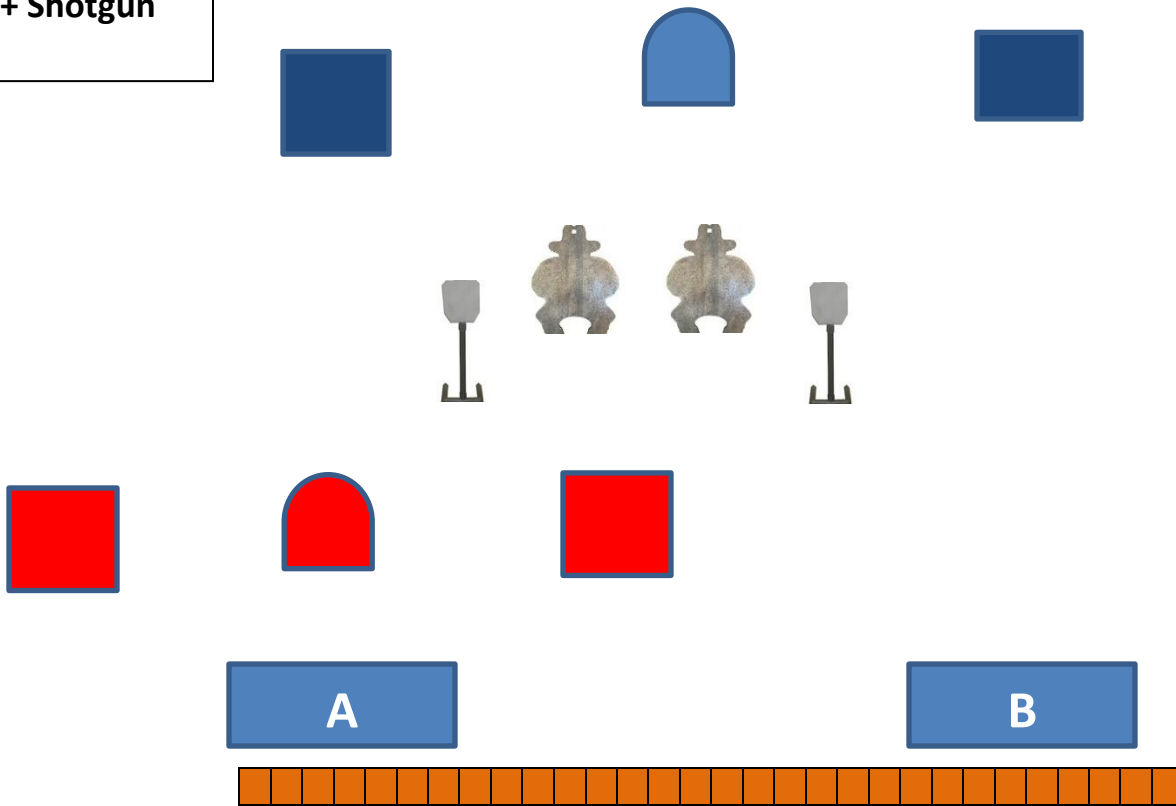
Shooting: Gun order shooters choice. Both positions must be used.

- If with pistols, shoot the four pistol targets in a 1,4,4,1 sweep from either end then repeat starting for the opposite end.
- If with rifle, shoot the four rifle targets the same as the pistols.
- If with Shotgun shoot the three shotgun targets and three clay pigeons. A miss on the clay is not a miss but a hit is a 5 second bonus.

10 Rifle

10 Pistol

4+ Shotgun



Stage 4 – Bay 1

Guns: Rifle loaded **NINE** rounds staged safely. Shotgun open and empty staged safely. Pistols loaded **NINE** rounds holstered.

Start: with hands flat on table not touching any gun.

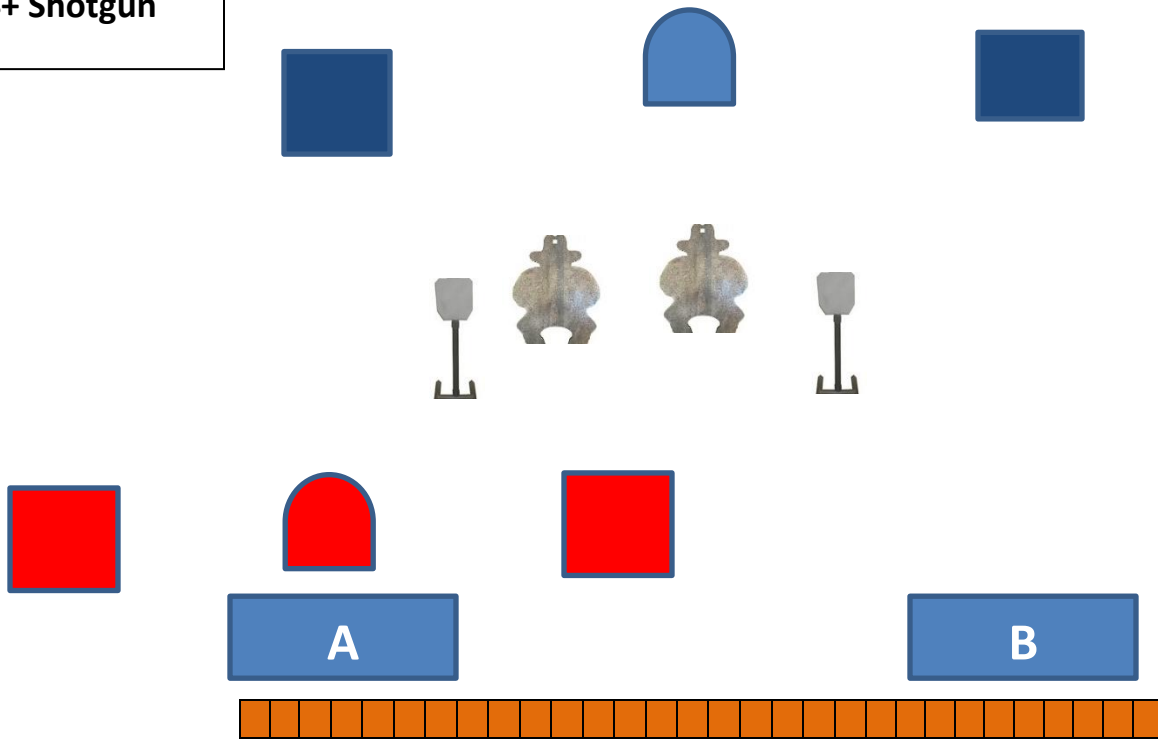
Shooting: Gun order shooters choice. Both positions may be used.

- If with pistols, shoot the three pistol targets in a triple tap sweep and then put the 10th round on the center target.
- If with cowboy rifle, shoot the three rifle targets in a triple tap sweep.
- If with Shotgun shoot the two lollipops then the two cowboys.

10 Rifle

10 Pistol

4+ Shotgun



Stage 5 – Bay 1

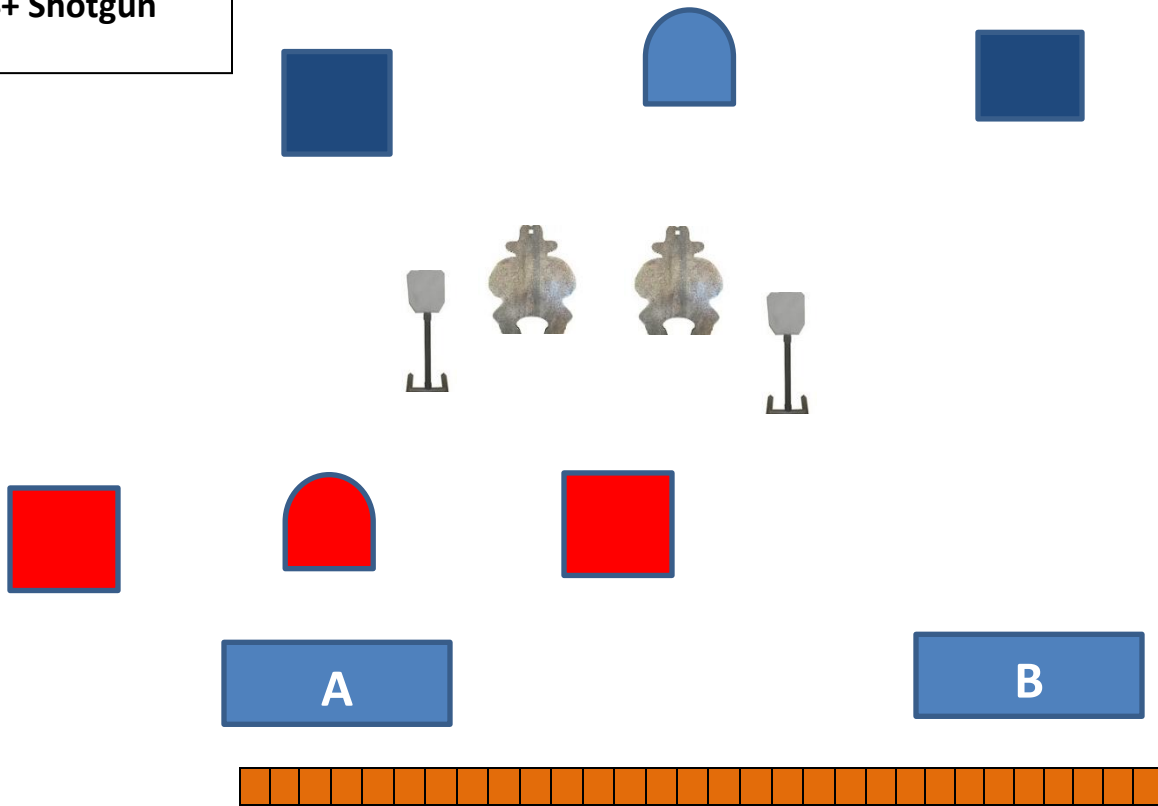
Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with hands at sass default.

Shooting: Gun order shooters choice. Both positions may be used.

- If with pistols, shoot the three pistol targets with 4 rounds on an end target, 1 round in the center, 4 rounds on the other outside target, and the last round in the center.
- If with cowboy rifle, shoot the three rifle targets the same as the pistols.
- If with Shotgun shoot the four shotgun targets till down.

10 Rifle
10 Pistol
4+ Shotgun



Stage 6 – Bay 1

Guns: Rifle loaded ten rounds staged safely. Shotgun open and empty staged safely. Pistols loaded five rounds each holstered.

Start: with hands at low surrender.

Shooting: Gun order shooters choice. Both positions must be used.

- If with pistols, shoot the three pistol targets in a 1,2,2,3,2,2,1,2,2,3 sweep starting from the left. That is a Nevada Sweep double tapping the center target.
- If with cowboy rifle, shoot the three rifle targets the same as the pistols.
- If with Shotgun shoot the four shotgun targets till down.