

Stage 1 – Bay 1

Ammunition requirements and staging:

10 pistol – 5 rounds each pistol – holstered

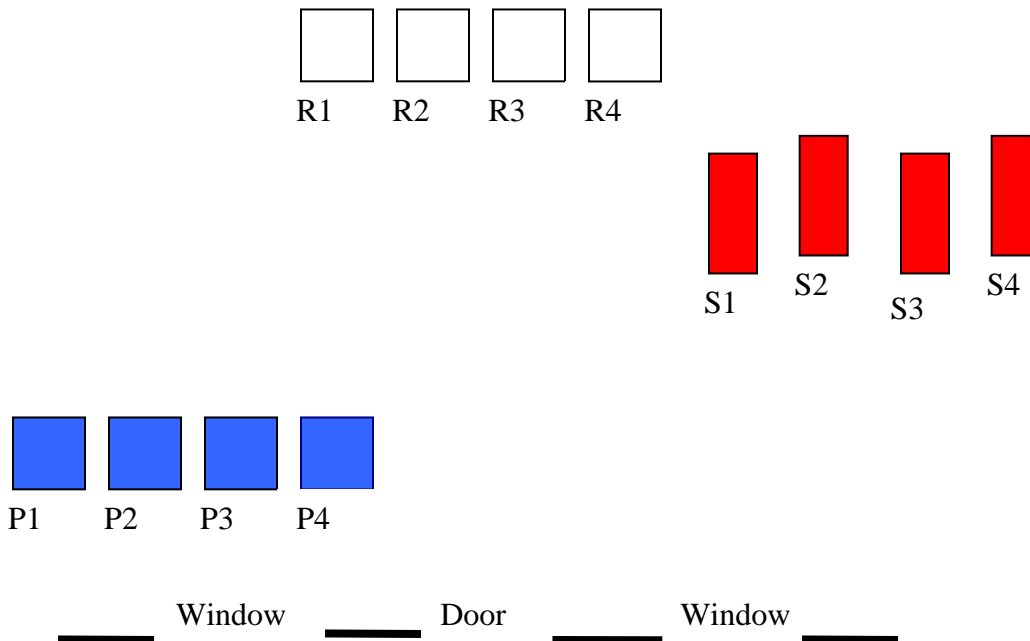
10 rifle – hammer down on empty chamber – staged in the door

4+ shotgun – rounds on person – staged in right window

Starting position: Standing at the left window, hands in hip pockets.

Course of fire: P, S, R

Timer will start after the shooter says "**Faster, Faster!**" At the beep, with pistols, engage the pistol targets in a continuous Nevada sweep from either end, double tapping the end targets. With rifle, use same instructions as pistols. With shotgun, engage four shotgun targets until down.



Stage 2 – Bay 2

Ammunition requirements and staging:

10 pistol – 5 rounds each pistol – holstered

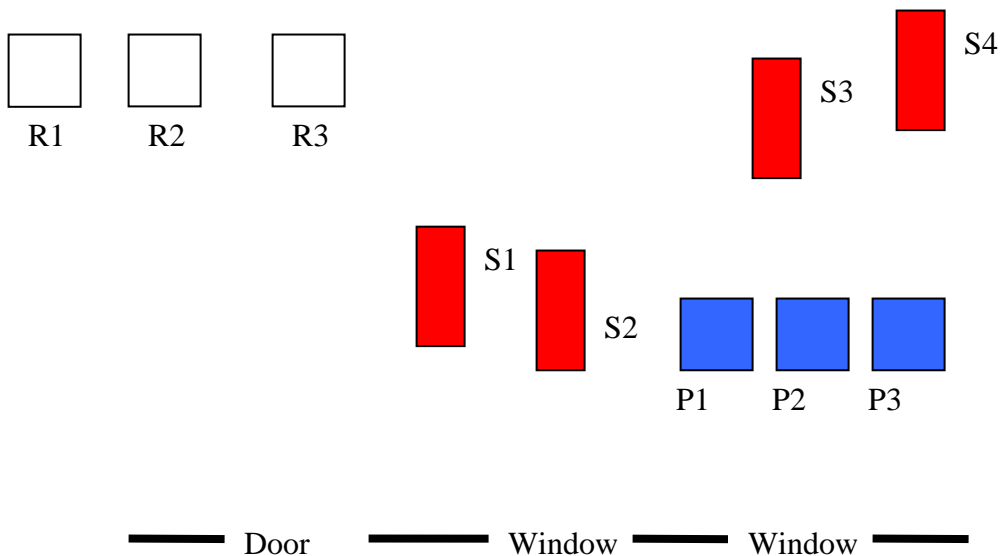
10 rifle – hammer down on empty chamber – staged in door

4+ shotgun – rounds on person – staged in either window

Starting position: Standing with back against any post.

Course of fire: may not be last .

Timer will start after the shooter says **“Wait! What?”** At the beep, with gun(s) of choice: Rifle, place four rounds on the center target, then double tap sweep from either end. Shotgun, engage two shotgun targets, then move to other window and engage remaining shotgun targets. Shotgun makeup’s can be made at either position. Pistols, engage pistol targets per rifle instructions.



Stage 3 – Bay 4

Ammunition requirements and staging:

10 pistol – 5 rounds each pistol – holstered

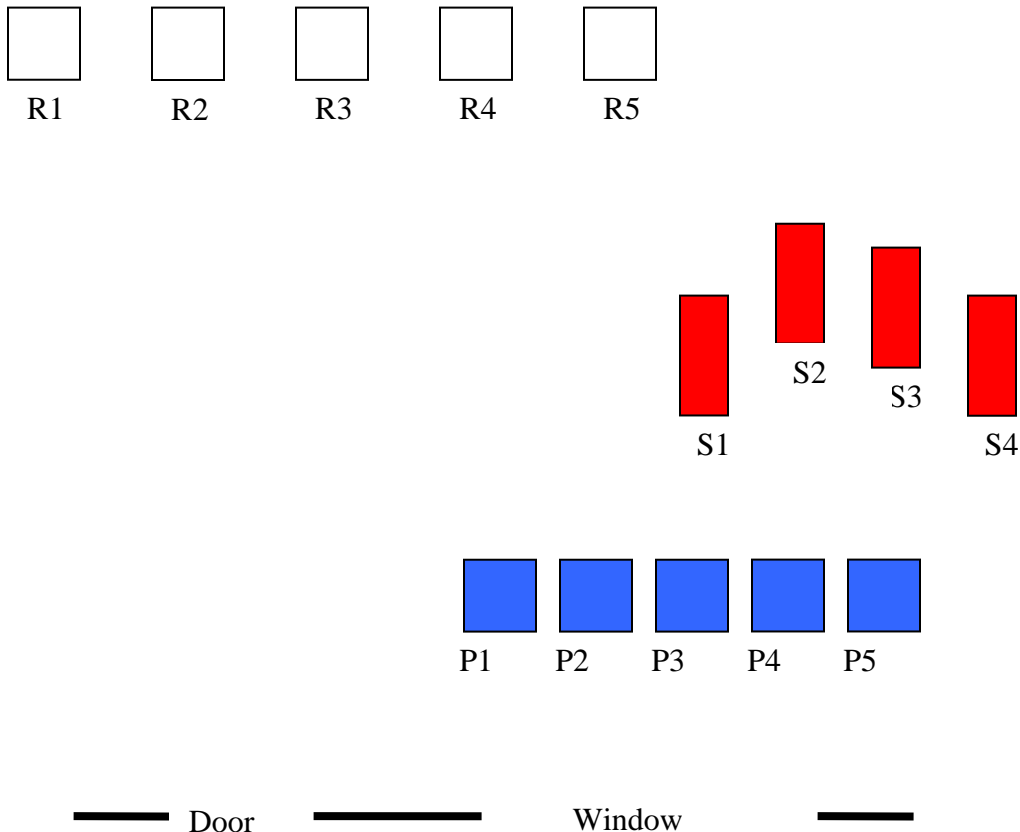
10 rifle – hammer down on empty chamber – staged anywhere safely

4+ shotgun – rounds on person – staged anywhere safely

Starting position: Standing at SASS default.

Course of fire: Rifle may not be last.

Timer will start after the shooter yells "**Time to load'em up**" At the beep, with gun of choice: Rifle, engage targets in an outside, outside, inside, inside, center double tap sweep. Shotgun, engage 4 shotgun targets until down. Pistols, engage targets using same instructions as rifle.



Stage 4 – Bay 5

Ammunition requirements and staging:

10 pistol – 5 rounds each pistol – holstered

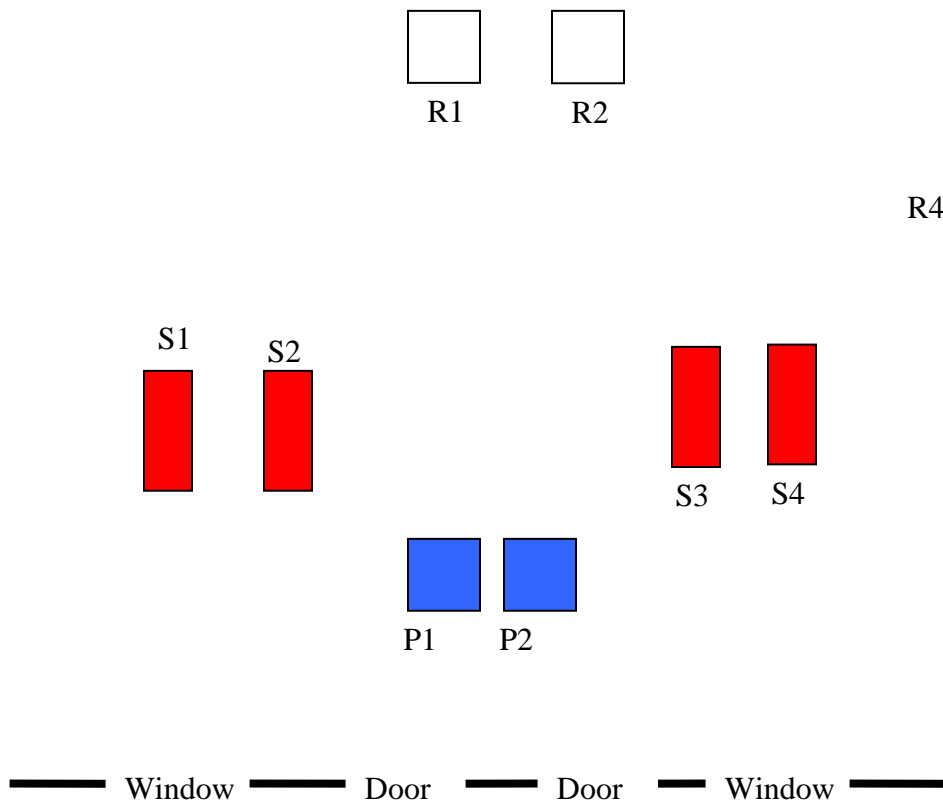
10 rifle – hammer down on empty chamber – staged anywhere safely

2+ shotgun – rounds on person – staged anywhere safely

Starting position: Shooter stands any position with gun(s) of choice in hand(s).

Course of fire: Rifle may not be last

Timer will start after the shooter yells **“Shoot that polecat!”** At the beep with gun(s) of choice: Rifle, from either door, engage two rifle targets in an alternating 1-1-3-3-1-1 sweep. Pistols, from the other door, engage pistol targets per rifle instructions. Shotgun, from either window, engage two shotgun targets until down.



Stage 5 – Bay 9

Ammunition requirements and staging:

10 pistol – 5 rounds each pistol – holstered

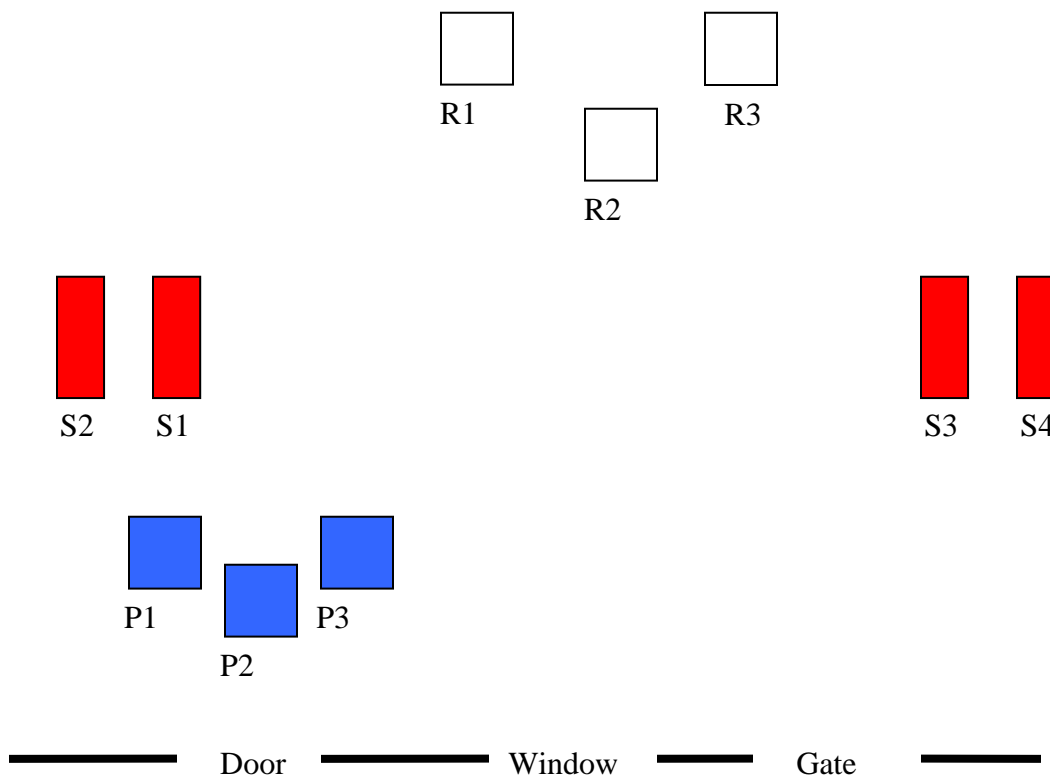
10 rifle – hammer down on empty chamber – staged in window

4+ shotgun – rounds on person – staged in the door

Starting position: Standing near the door with hands in on a post.

Course of fire: P, R S

Timer will start after the shooter yells **“That’s a fine horse!!”** At the beep, engage shotgun targets S1 and S2, then pistol targets R1, R2, and R3 with a 2-6-2 round count. Retrieve shotgun and move to the window and engage rifle targets same as pistol targets. Retrieve shotgun and move to the gate engage shotgun targets S3 and S4 until down.



Stage 6 – Bay 10

Ammunition requirements and staging:

10+ pistol – 5 rounds each pistol – holstered, extra round staged

10+ rifle – hammer down on empty chamber, extra round staged
– staged in the door

4+ shotgun – rounds on person – staged in the door

Starting position: Standing at the door at SASS default.

Course of fire: Rifle may not be last

Timer will start after the shooter says **"Who is dealing this hand??"** At the beep, engage any two shotgun targets until down. With rifle, engage rifle targets in two separate Nevada Sweeps. After completing the string, the shooter may attempt an eleventh shot at R4. There is a 5 second bonus for a hit and a miss is not counted as a miss. With pistols, engage targets same instructions as rifle. After completing the string, the shooter may attempt an eleventh shot at P4. There is a 10 second bonus for a hit and a miss is not counted as a miss. Only one bonus allowed.

