

Stage 1 – Bay 1

Ammunition requirements and staging:

14 pistol – holstered/Staged

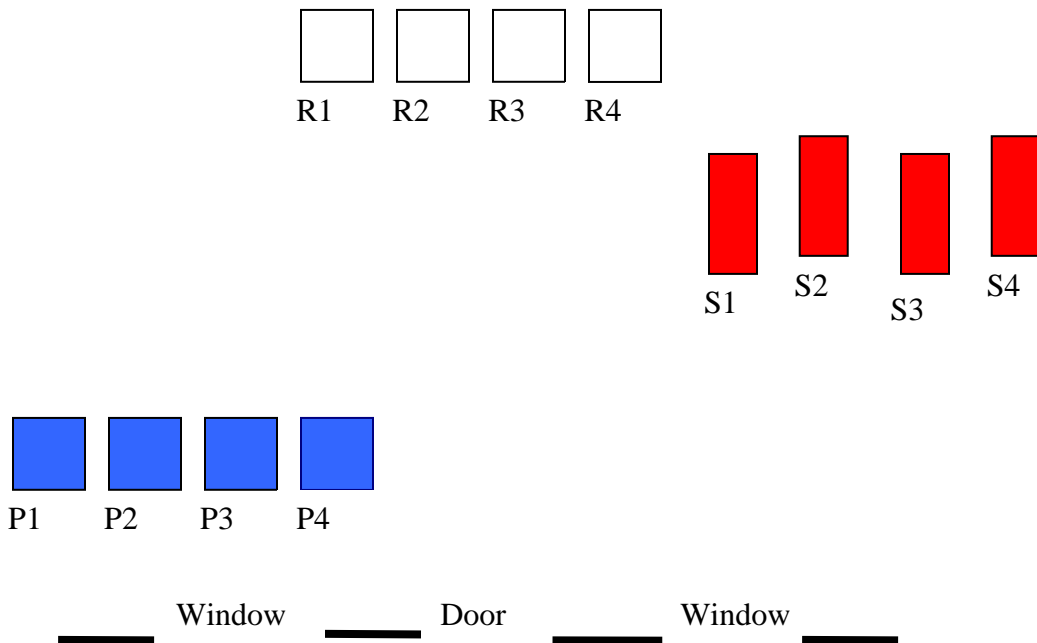
10 rifle – hammer down on empty chamber – staged in the door

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

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

Course of fire: P, R, S

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



Stage 2 – Bay 2

Ammunition requirements and staging:

14 pistol – holstered/Staged

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

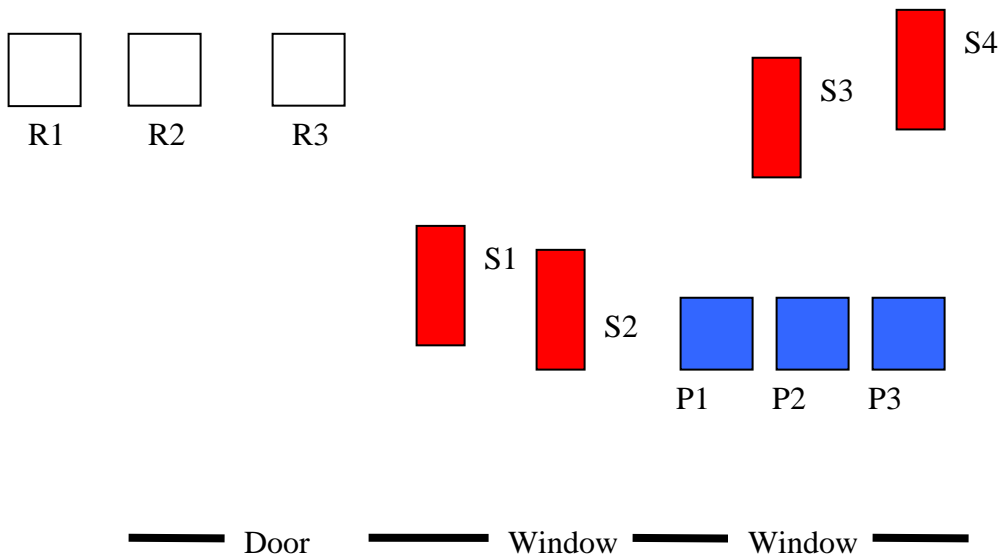
4+ shotgun – rounds on person – staged in either window

Starting position: Standing with back against any post.

Course of fire: Rifle may not be last .

Timer will start after the shooter says **“READY”** 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. Pistol, engage pistol targets.

P1,P1,P1 P2, P3,P3,P3, REPEAT



Stage 3 – Bay 4

Ammunition requirements and staging:

14 pistol – holstered/Staged

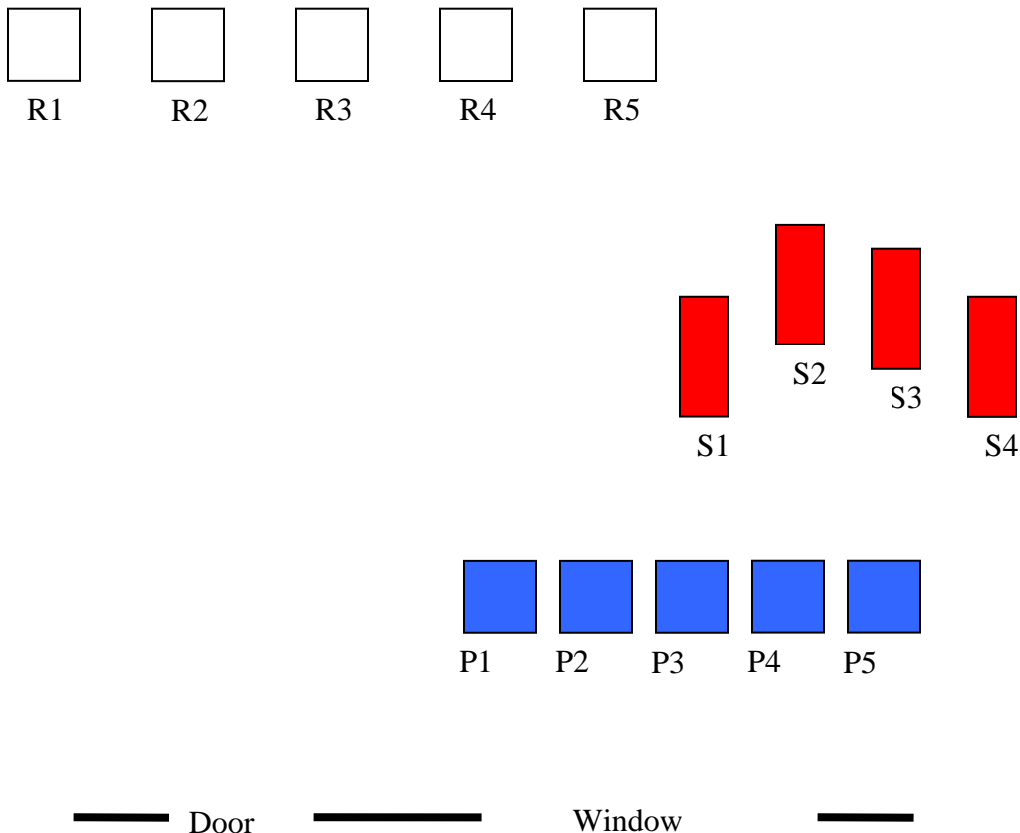
10 rifle – hammer down on empty chamber – staged anywhere safely

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 **"READY"** 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 in an P1, P1, P1, P5, P5, P5, P2, P2, P4, P4, P3, P3, P3, P3.



Stage 4 – Bay 5

Ammunition requirements and staging:

14 pistol– holstered/Staged

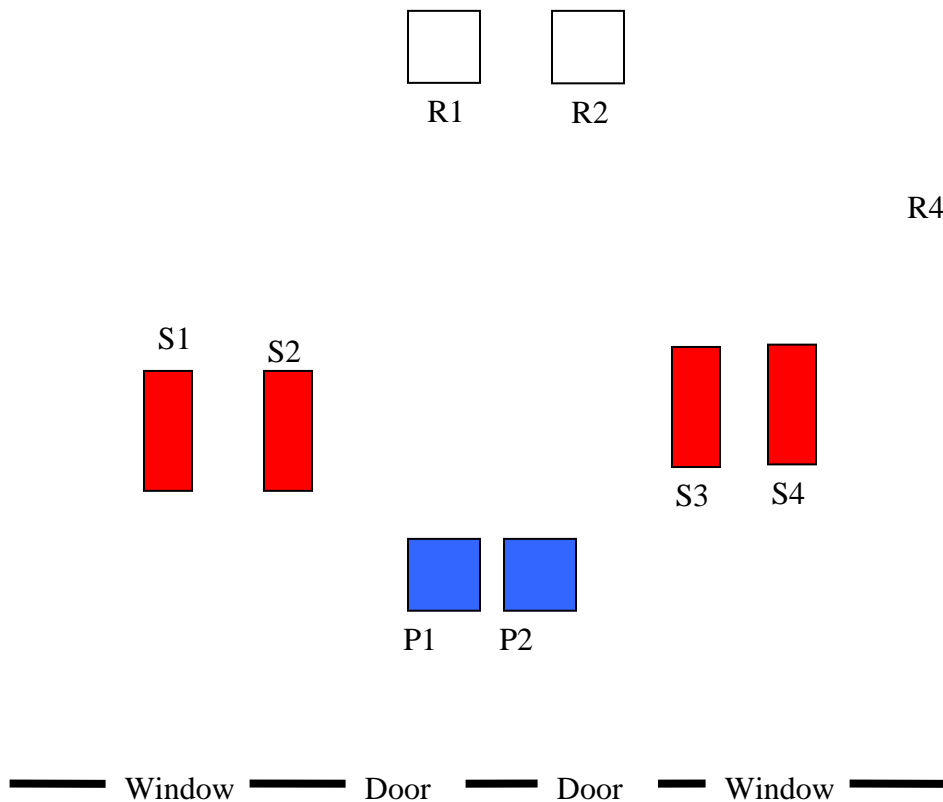
10 rifle –hammer down on empty chamber – staged anywhere safely

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 “**READY**” 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 in an alternating double tap. Shotgun, from left window, engage two shotgun targets until down, move to right window engage two shotgun targets till down.



Stage 5 – Bay 9

Ammunition requirements and staging:

14 pistol – holstered/staged

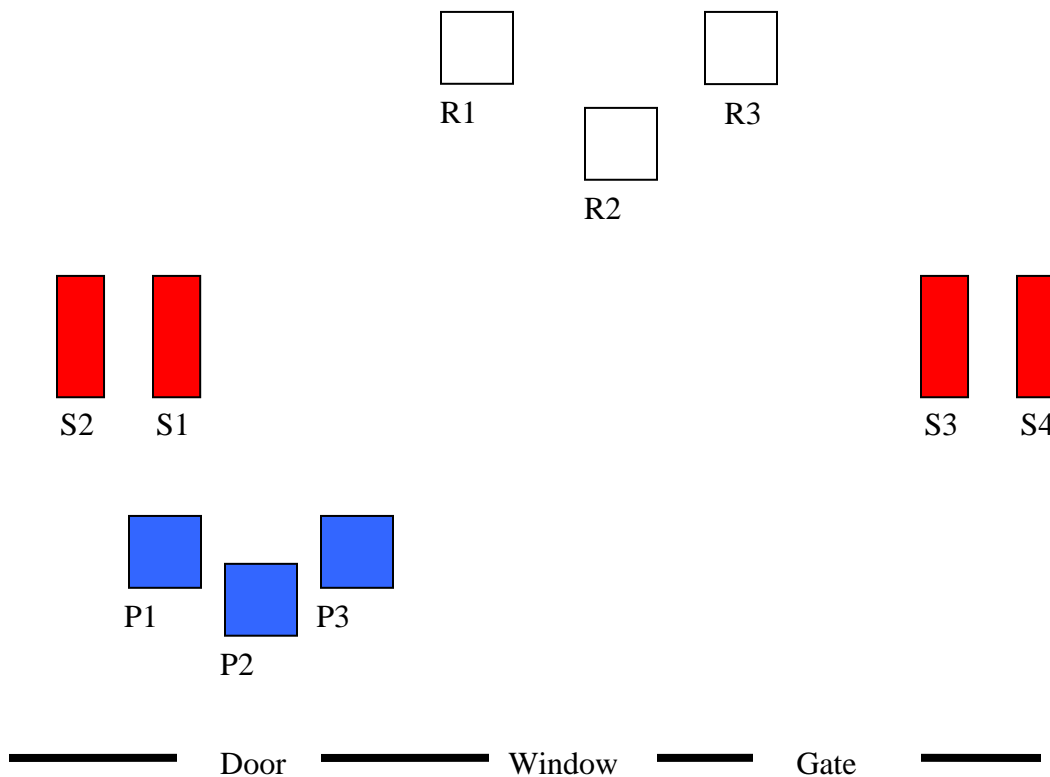
10 rifle – hammer down on empty chamber – staged in window

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 “**READY**” At the beep, from the door engage shotgun targets until down. Then engage pistol targets P1, P2, P3 with a 2-3-2 sweep, **Repeat**. Retrieve shotgun and move to the window and engage rifle targets in an 2-6-2 sweep. Retrieve shotgun and move to the gate engage shotgun targets until down.



Stage 6 – Bay 10

Ammunition requirements and staging:

14 pistol – holstered/staged

10 rifle – hammer down on empty chamber - 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 **“READY”** At the beep, from the door engage shotgun targets until down. With rifle, engage rifle targets in two separate Nevada Sweeps. With pistol, engage targets in an P1, P1, P2, P2, P3, P3, P3 REPEAT.

