

Stage 1 – “Radical Shotgun”

Ammo requirements/gun staging:

10 Pistol – Holstered.

10 Rifle – Vertical Staged in doorway

6+ Shotgun – Staged in Right window

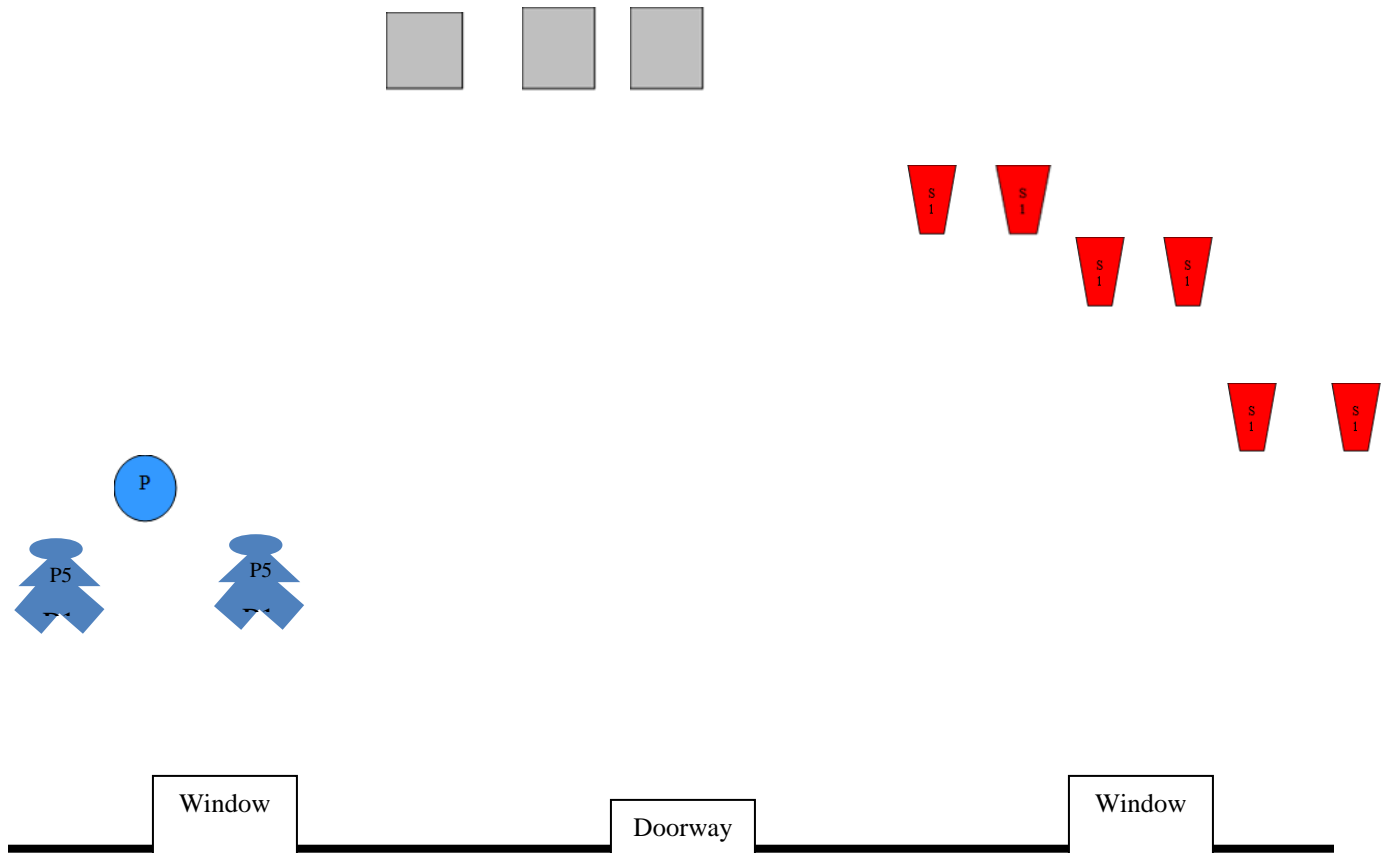
RT came up with a new approach to shooting SG targets, to start off the match.

Starting Position: Standing at opening of choice, hands on hat

Shooting Order: **RMNBL**

Course of Fire: Timer will start after the shooter says, “RT has a devious mind.”

- Engage 3 pistol targets in a 4-2-4 sweep in either direction from left window.
- Engage 3 rifle targets, same as pistols, from the doorway and vertically restage rifle.
- Engage 6 KD targets, starting with the middle two, then shoot the remaining KD’s any order until all are down from the right window.



Stage 2 – “Another Shotgun Challenge”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged in either window

4+ Shotgun – Staged in the right window

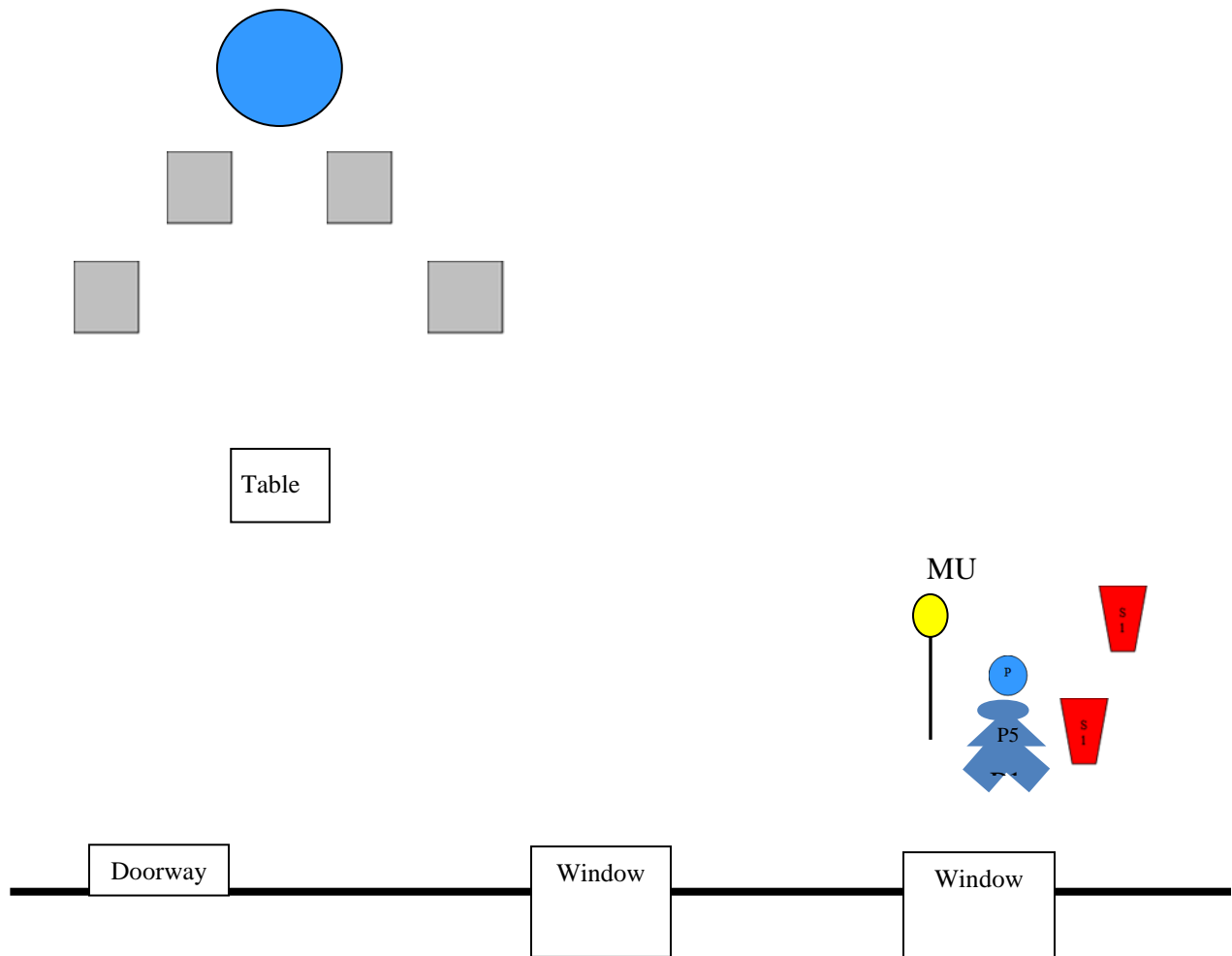
During COVID, RT found another shotgun target thinking project. He remembered that lefties always complain about shooting left to right so here’s one for them

Shooting Order: S-R-P

Starting Position: Standing at the right window

Course of fire: Timer will start after shooter says, “RT has too much time on his hands.”

- Engage KD’s shotgun targets as follows: Cowboy and flier, then the remainder in any order until down. Missed bird can be made up on Make Up Bird.
- Move to the center window and with the rifle engage large round rifle target with a triple tap and then with the remaining 7 rounds, engage the remaining 4 targets with a continuous Nevada sweep starting on any target.
- Move thru doorway and engage pistol targets anywhere between the deck and table with same instructions as rifle. **DO NOT MOVE WITH A COCKED GUN. Watch your muzzle.**



Stage 3 – “Can I be like Deuce”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged on Buckboard on the right side

4+ Shotgun -- Staged on buckboard (rounds on person or staged)

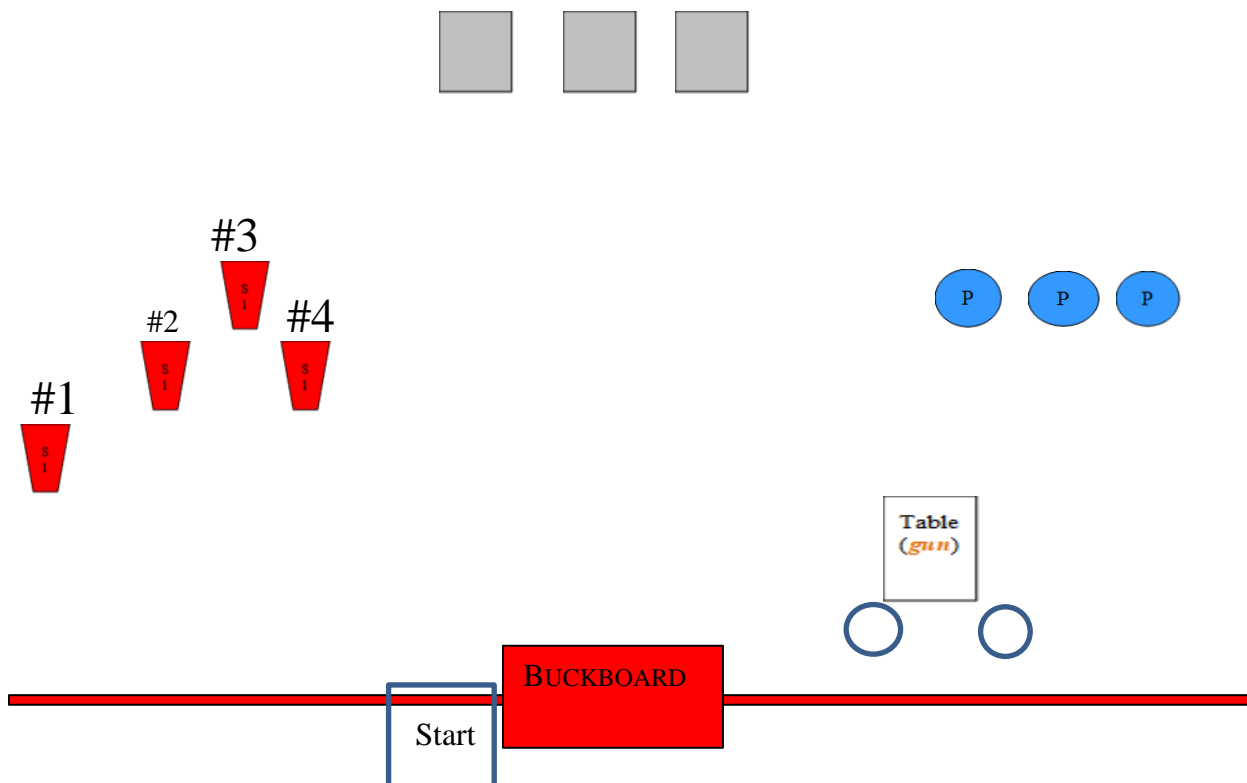
RT has always been amazed at how fast Deuce can manipulate a pistol. So, here's your chance to try one of his lightning-fast sweeps.

Starting Position: Standing in the painted square, your butt up against the wagon and facing the loading table

Shooting Order: S-R-P

Course of Fire: Timer will start after the shooter says, “I want to be as fast as Deuce.”

- Engage shotgun targets 1-3-2-4 then stage shotgun
- Engage rifle targets from right side of buckboard in a Deuce Stevens Speed sweep from either direction (single tap sweep the 3 targets twice (no you can't) then the 4 remaining rounds on the center target)
- Move to the table, standing between the white posts. Engage pistol targets same as the rifle



Stage 4 -- "RT, You're Going to Swing"

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged in right window

4+ Shotgun – At the doorway in hands

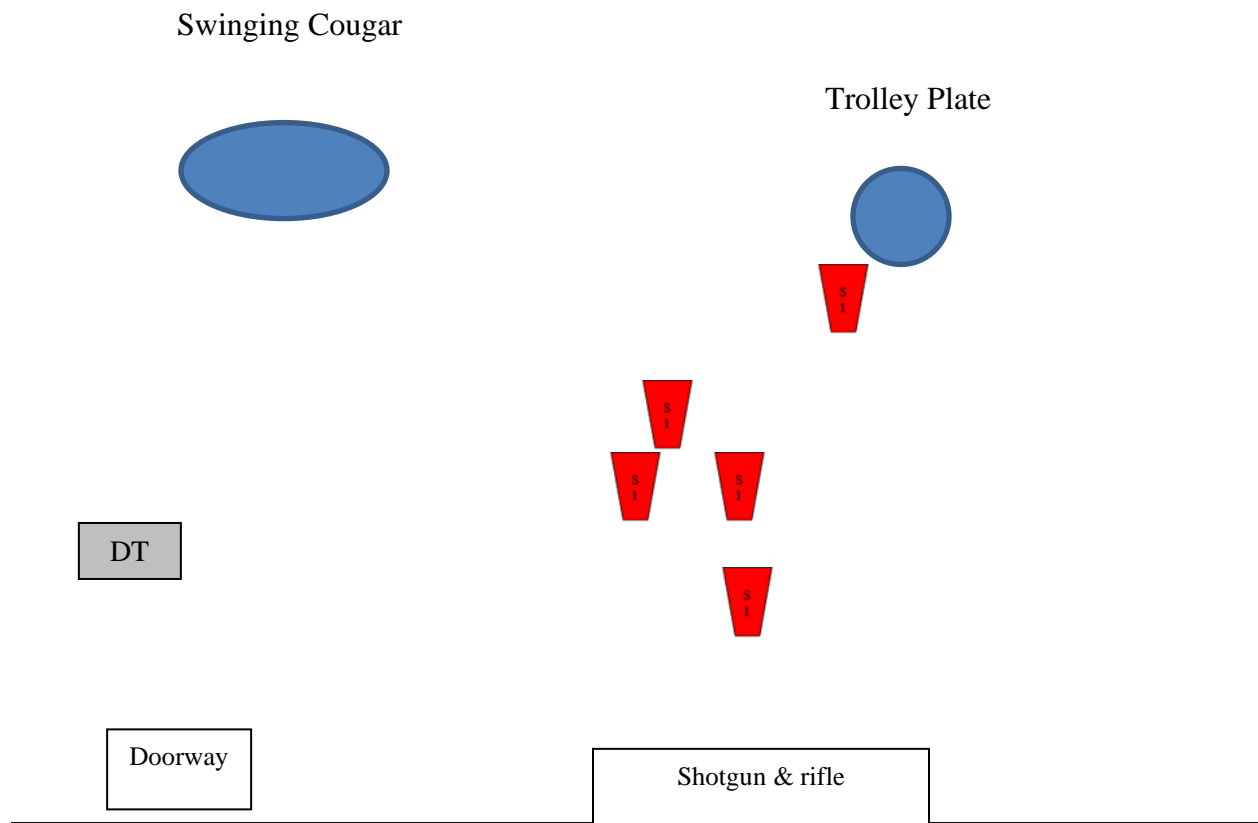
RT loves moving targets so here are three of his favorites.

Starting Position: In the window with shotgun in hands.

Shooting Order: S-R-P

Course of Fire: Timer will start after the shooter says, "RT, you're going to swing"

- Engage 4 shotgun targets until all are down, front to back.
- With rifle, engage 5th SG Target supporting the trolley target and place 4 more rounds on the round target. Then engage the swinging cougar activator and remaining rifle rounds on the swinger.
- Move to the doorway, engage dueling tree, hitting all plates and dump remaining rounds on either the round target or the cougar. Leaving a plate not hit or misses on the dump target are misses.



Stage 5 – “Tricky Shotgun - Hang RT Again”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle +1 – Staged in either doorway

4+ Shotgun – Staged in any opening

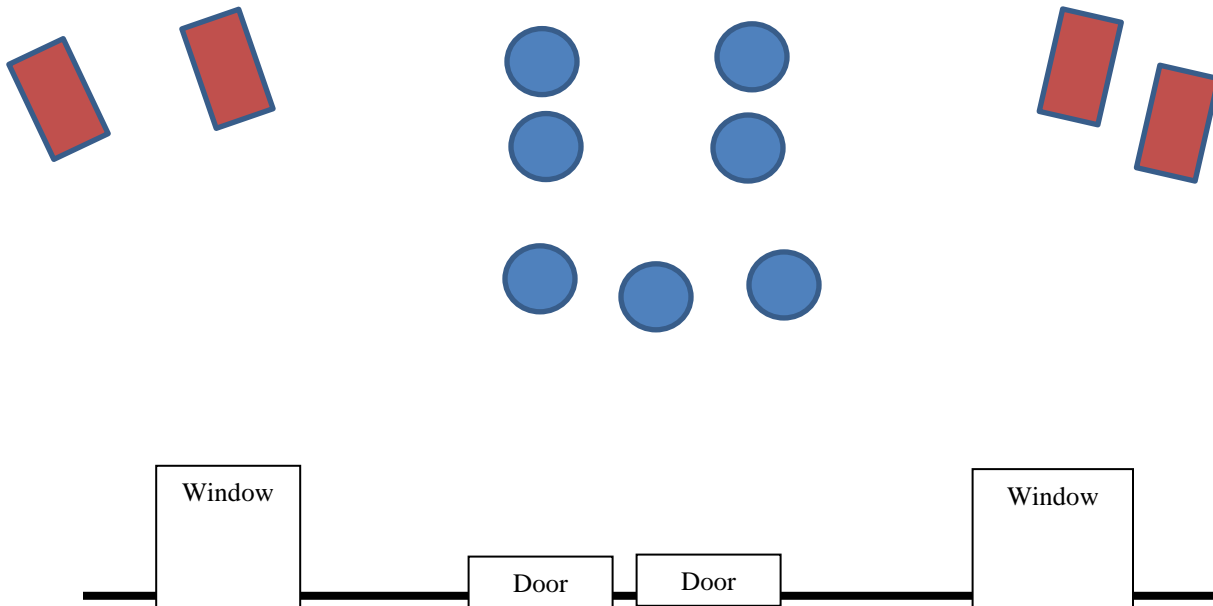
After last year’s Fall Roundup, tensions were very high. RT had just finished reviewing last year’s comments. It was obvious that he was a wanted man. This stage should be less challenging.

Starting Position: Standing in either doorway, hands on gun of choice

Shooting Order: Any order but must use three openings - RMNBL

Course of Fire: Timer will start after shooter says, “Who’s got a rope?”

- With pistols and rifle, from either doorway, triple tap all the targets in any order
Load the 11th round into the rifle at any time after the beep. (Round may be placed or carried in any approved SASS location for safe loading) This is a round count
- Engage shotgun targets any order



Stage 6 – “Who has the Anchor”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – Staged in trough

4+ Shotgun – Staged in trough

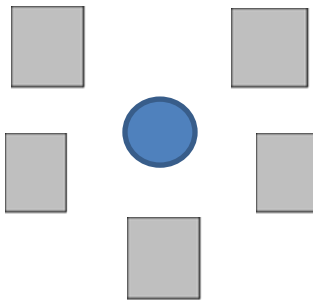
Wicker Nash, Partner and Chancy Shot, along with all the gunfighters and outlaws RT knows, love anchor sweeps so here is a favorite.

Starting Position: In the schoolhouse door with a stick of Dynamite

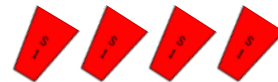
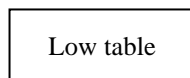
Shooting Order: R-S-P

Course of Fire: Timer will start after the shooter says, “I love anchor sweeps.”

- **At the beep toss the Dynamite into the barrel and move to trough and engage rifle targets in an anchor sweep starting on the center round target which will be the anchor, then place 1 round on each of the square targets alternating between a square target and the anchor**
- **Engage shotgun KD's in any order**
- **Move downrange, and with pistols, engage targets same as the rifle anywhere between the trough and table.**



Rifle / Pistol targets



Stage 7 – “Don’t Hit the Props”

Ammo requirements/gun staging:

10 Pistol – Holstered

11 Rifle – Staged on table at position 2

4 + Shotgun – Staged on table at position 1

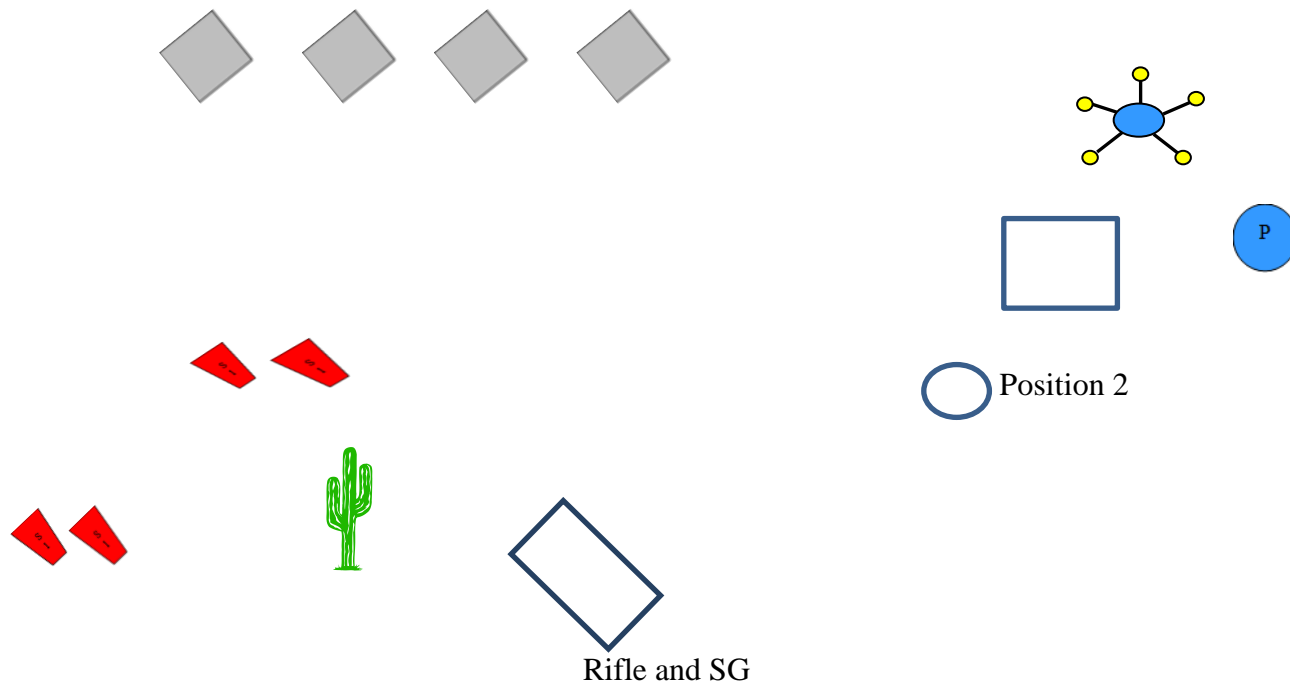
Our props are getting old so please keep them in good shape.

Starting Position: Standing behind the trough, hands on belt buckle

Shooting Order: S-R-P

Course of Fire: Timer will start after the shooter says, “I love the Texas star!”

- Engage left two shotgun targets, then the two on the right side of cactus until down. Do NOT hit the cactus. 10 second penalty for prop damage.
- Engage 4 rifle targets in a 2-3-2-3 sweep from either end. (OPTION at the end of the string engage the yellow cowboy in the lft corner with 1 round from your body for a 10 second bonus) a miss on the yellow target is not a miss
- Move to position 2 past the pole and with pistols engage Texas Star until all plates fall off, then remaining rounds are placed on the dump target. A miss on the dump target or a plate left on the stair is a miss.



Stage 8 --“Watch for them snakes and flying objects”

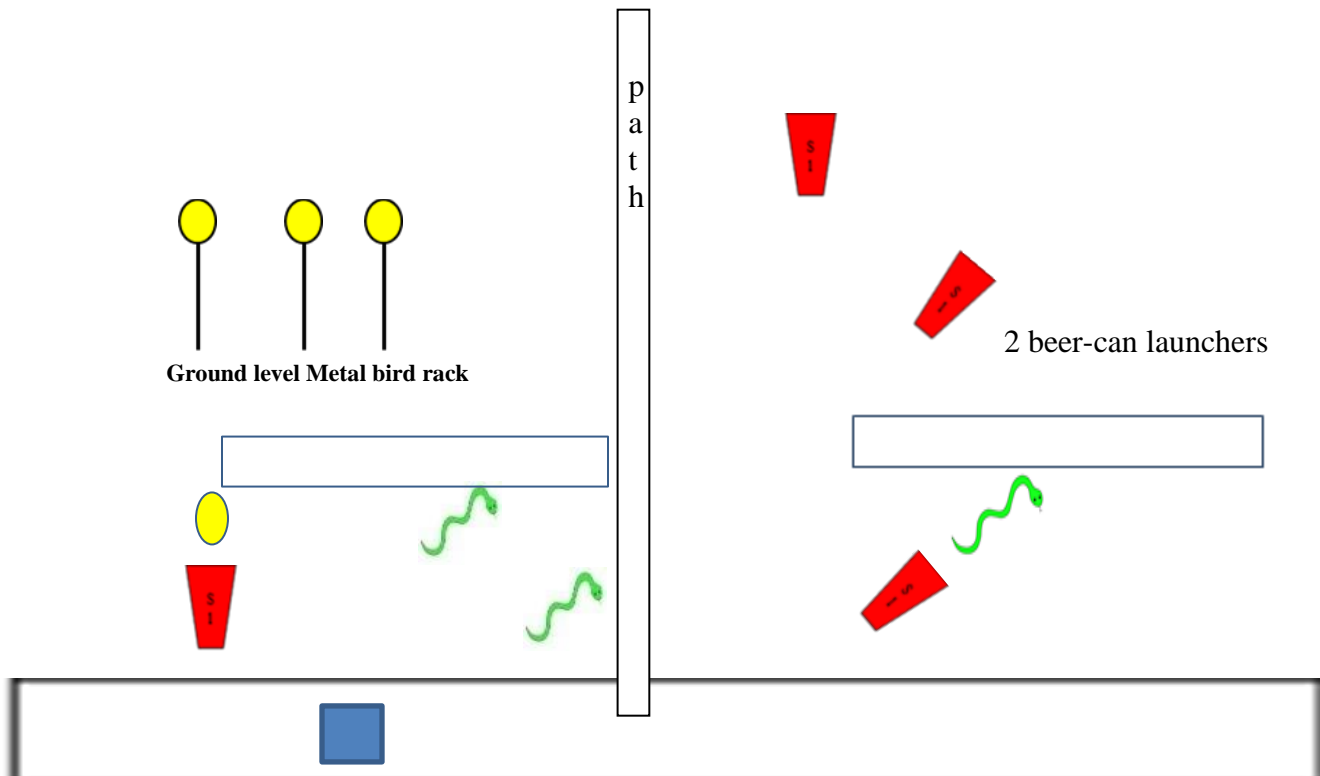
Ammo requirements/gun staging:
10+ Shotgun – Held in both hands.

If you’re ready for some running and gunning, check your supply of shotgun shells, take a deep breath, and say “let’s go but watch out for the snakes and flying beer cans

Starting Position: Standing in the square marked on the walkway, shotgun held in both hands

Course of Fire: Timer will start after the shooter says, “I hate snakes but love beer”

- From within the square, engage the snakes then the bird thrower and bird. (The bird must be engaged. if bird is missed MU at the end of the stage. Snakes must be knocked off their stands.)
Be sure your shotgun is open before moving. You can load on the run, but it must remain open until arriving at next shooting position
- Move through the opening and engage the snake and shotgun target on the right until down.
- Move down the pathway, and past both walls and engage the 2 beer- can launchers with 4 rounds. Engage thrower then shoot the beer can. Misses on the beer cans can be made up in the bay to the left along with the missed bird.
- **MISS TICKETS AND PROCEDURAL TICKETS MAY NOT BE USED ON THIS STAGE If the bird fails to launch or breaks it is a hit, ALL birds and beer cans MUST BE ENGAGED, and if missed made up in the MU bay**



Stage 9 – “Medusa with SG Options”

Ammo requirements/gun staging:

10 Pistol – Holstered

10 Rifle – In the window, at the ready

2 or 4+ Shotgun – SG staged in wagon shop door

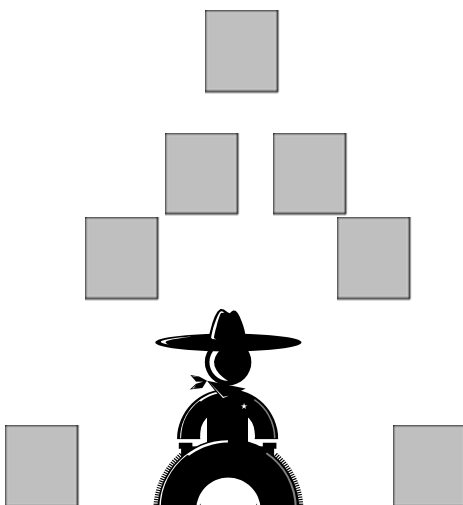
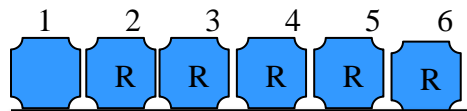
RT’s been thinking how to use the Medusa in a different manner, allowing shooters the option to demonstrate their trick shooting abilities or just shoot what they are comfortable with. So, think it through and decide “Am I a trick shooter or Steady Eddy?”

Starting Position At the window, with rifle at the ready

Shooting Order: R-P-S

Course of Fire: Timer will start after the shooter says “Lots of options”

- With rifle, engage the 6 knock down plates until down. Then shoot remaining rounds on the cowboy dump target. Misses are only counted if a plate is left up or a miss on the cowboy dump target
- With pistols, from the doorway, single tap 7 pistol targets any order, then with 3 remaining rounds engage the cowboy dump target
- **SHOOTERS choice on the SG.** Engage the 4 knock downs until down OR the Medusa. Bird can only be engaged after the Medusa is activated. Procedural tickets my NOT be used on the Medusa





Stage 10 – “Are You Annie Oakley or Bob Munden”

Ammo requirements/gun staging:

- 10 Pistol – Holstered.
- 10 Rifle – Staged in left window
- 4+ Shotgun – Staged in right window

RT dug out all the novelty targets for this match. Way in the back, he found this cowboy, so what do you think????????..... Yup, he figured out a way to use it. Enjoy!

Starting Position: Standing in opening of choice, both hands touching hat.

Shooting Order: Shooter’s Choice, RMNBL.

Course of Fire: Timer will start when the shooter says, “I am Bob OR I am Annie!”

- With rifle, engage the two targets from left window, starting on the swinger with two rounds, then alternating between the round target and the swinger.
- With pistols, engage the head, arms, and feet of the novelty target. Misses on the novelty cowboy do not count. **NOTE:** If you successfully hit the head, arms and feet you get a 5 second reduction. You must attempt with a minimum of 5 rounds to hit moving parts. Place any remaining rounds on the dump target. Misses on dump target are scored as misses. Failure to actively engage the novelty parts (ex.dumping 10 on the cowboy and/or downrange) will result in a “P”, with no procedural ticket allowed.
- From the right window, engage shotgun targets with an inside-inside outside- outside until down.

