

## STAGE 1 - "DARE TO BE DIFFERENT"

### ***Ammo requirements/gun staging***

**10 Pistol/holstered**

**10 Rifle/in doorway, held at the ready**

**4++ Shotgun/staged in either trough**

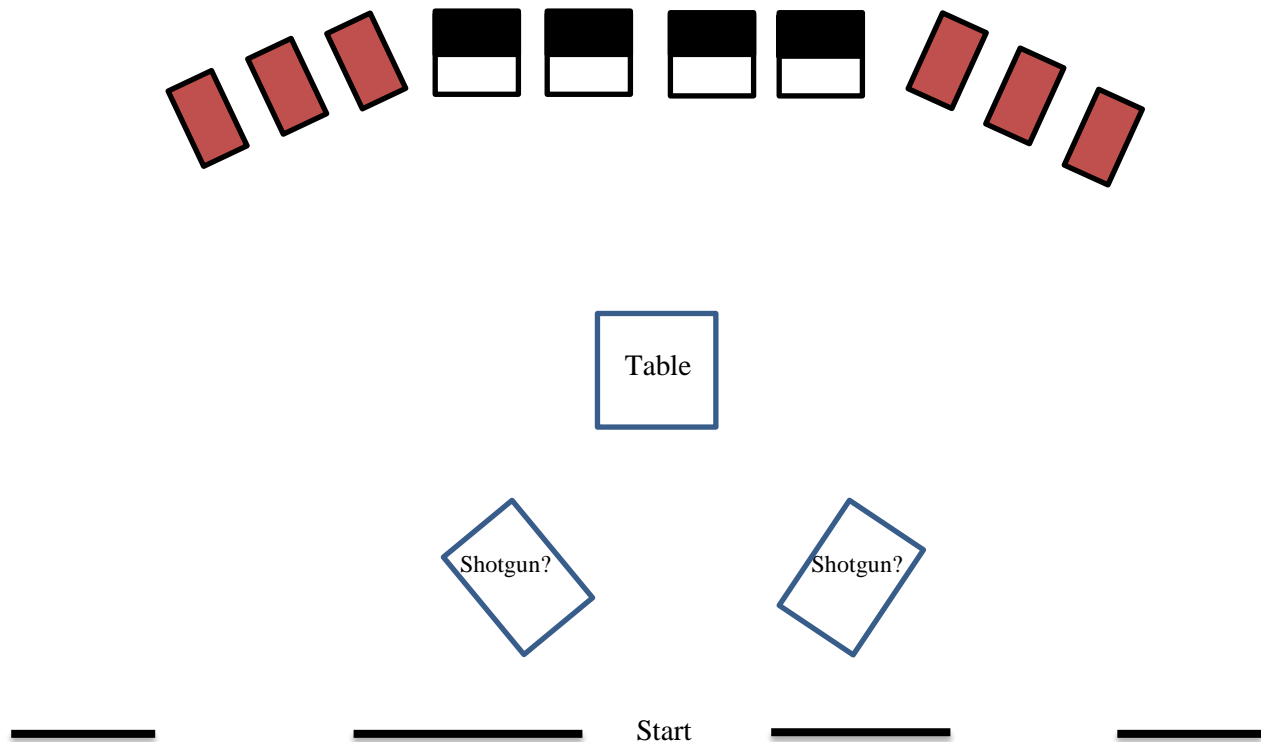
The folks at our Social Club pride themselves on doing things a bit differently than some other folks. For our celebration, they've set up a shooting game with some things we don't often see around these parts.

**Starting Position:** Standing in doorway, rifle at the ready.

**Shooting Order: R-S-P-(S?)**

**Course of Fire:** Timer will start after shooter says "Well, this IS different!"

- ⇒ With rifle, **engage any one knockdown, then sweep the R/P targets with one round each, then engage another knockdown, and sweep the R/P targets with one round each in the opposite direction.**
- ⇒ With shotgun, **at any point between door and downrange table, engage remaining knockdowns, in any order. Restage shotgun on downrange table.**
- ⇒ With pistols, **engage R/P targets with a continuous Nevada Sweep**



**STAGE 2 - "YOU CALL THIS LAW AND ORDER?"**

***Ammo requirements/gun staging***

10 Pistol/holstered or staged in left window

10 Rifle/staged

6+ Shotgun/staged

**One long gun staged in right window, one staged in doorway. Pistol targets must be engaged from left window. Rifle & shotgun targets engaged from any opening.**

Count Sandor ***always*** demands order in his courtroom, but, being in a celebration spirit, he's allowing you to decide what order that will be...have fun with that!

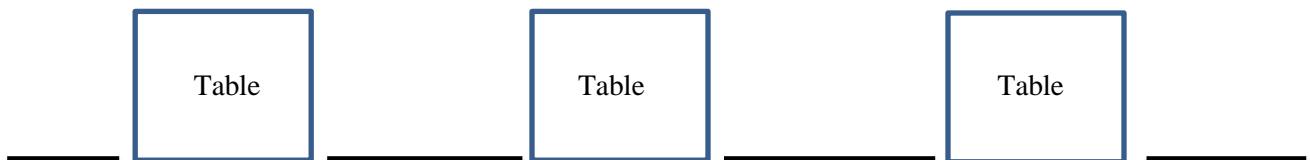
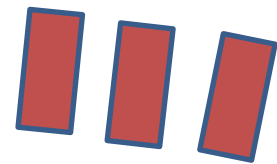
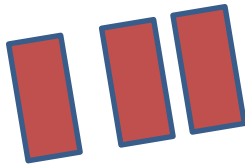
**Starting Position:** Standing at opening of choice, hands touching gun(s), which must remain flat on the table, or in holsters.

**Shooting Order:** Shooter's Choice, **RMNBL**.

**Course of Fire:** Timer will start after shooter says "We'll have order of **some** kind!"

⇒ With pistols and with rifle, ***place at least two rounds each on the appropriate targets.***

⇒ With shotgun, ***engage six KD's.***



### STAGE 3 - "THOSE ARE TWO BIG, TOUGH HOMBRES!"

#### *Ammo requirements/gun staging*

10 Pistol/staged on table

10 Rifle/staged on table

4+ Shotgun/staged on table

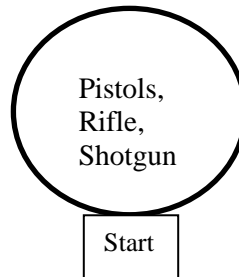
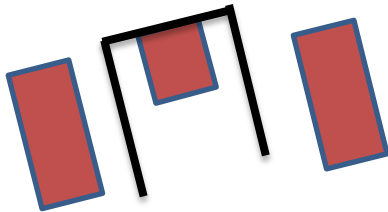
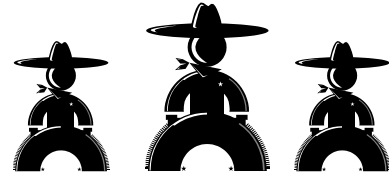
There are some tough characters who hang out in the saloon and now you're going to have to defend yourself against the toughest hombres in town., You know it's gonna take more than one shot to put the big guys down.

**Starting Position:** Sitting behind the table, cards in one hand, shot glass in the other. Shooter may engage the stage seated, or may stand at any time while on the clock.

**Shooting Order:** Shooter's Choice, **RMNBL**

**Course of Fire:** Timer will start after shooter says "The bigger they are, the harder they fall!"

- ⇒ With pistols and with rifle, **engage appropriate targets in a *Tough Hombre Sweep (P2-P2-P1-P3-P2) or (P2-P2-P3-P1-P2) and repeat in same order.***
- ⇒ With shotgun, **engage targets in the order *swinger-KD-KD-swing***



## Stage 4 – Is This Paradise? No, It's Just a Sweep!

### Ammo requirements/gun staging:

- 10 Pistol – 5 rounds each/holstered
- 10 Rifle – Staged left or right doorway, shooter's choice
- 4+ Shotgun – Staged in right window

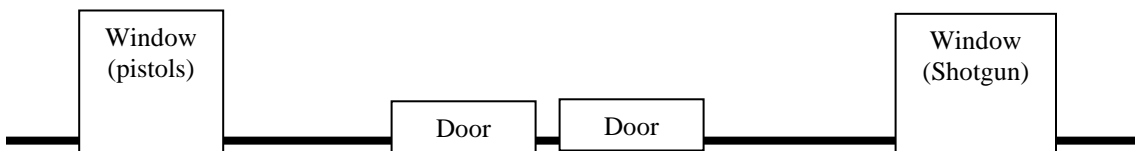
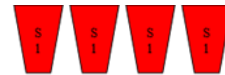
A number of you have shot at Paradise Pass, but if you've never been there here's a little taste of what their stages may be like with a sweep named after them.

**Starting Position:** Standing behind gun of choice at SASS default

**Shooting Order:** Shooter's choice, but RMNBL

**Course of Fire:** Timer will start after the shooter says *"Is this Paradise?"*

- ATB, engage targets with gun of choice.
- Pistols: engage pistol targets in a Paradise Pass Sweep by placing 3 shots on the middle target, single tapping the other 4 targets and then the last 3 shots on the middle target.
- Rifle: Engage rifle targets same sequence as pistols.
- Shotgun: Engage KD shotgun targets any order until down.
- Stage complete.



## Stage 5 – *As Easy as 1,2,1,2,3!*

### Ammo requirements/gun staging:

- 10 Pistol – 5 rounds each/holstered
- 10 Rifle – Staged in window
- 4+ Shotgun – Held in both hands in right opening

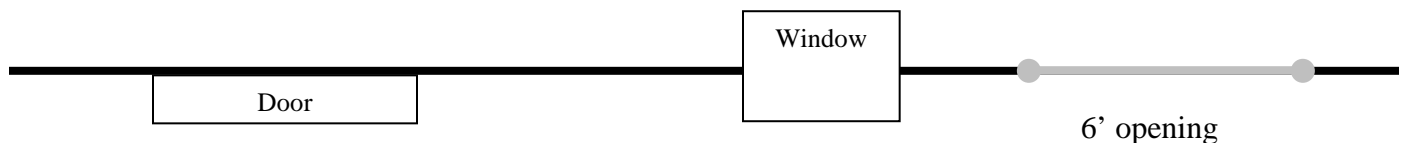
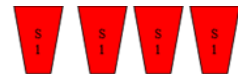
**You start on either end and just when you get going, you have to go back to where you started and do it again. It's really not as bad as it sounds and by the end you'll probably think it's as easy as 1,2,1,2,3.**

**Starting Position:** Holding shotgun with both hands in right opening

**Shooting Order: Shotgun, Rifle, Pistols**

**Course of Fire:** Timer will start when the shooter says "1,2,1,2,3"

- ATB, engage shotgun targets any order until down
- Rifle: Engage rifle targets in a 1-2-1-2-3 sweep starting on either end (P1, P2, P1, P2, P3 or P3, P2, P3, P2, P1 and repeat). No, you can't.
- Pistols: Engage pistol targets same sequence as rifle. Stage complete.



## Stage 6 – Jenga: Weird Name but Fun to Shoot!

### Ammo requirements/gun staging:

- 10 Pistol – 5 rounds each/holstered.
- 10 Rifle – Staged on table in left window
- 4+ Shotgun – Staged on table in right window

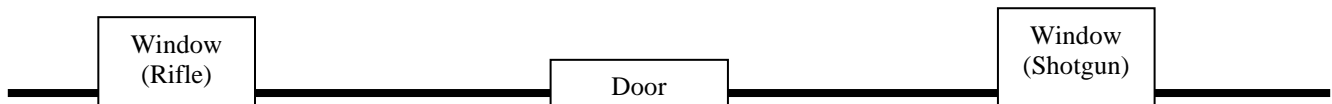
**The Jenga sweep is something the folks from the Sheyenne Valley in South Dakota came up with. It's a strange name, but a lot of fun to shoot!**

**Starting Position:** Standing behind rifle in left window, arms folded across your chest.

**Shooting Order: Rifle, Pistols, Shotgun**

**Course of Fire:** Timer will start when the shooter says “*Jenga*”

- ATB, engage rifle targets with a Jenga Sweep (Double tap the middle target, single tap the 3 center targets starting on either side, single tap sweep all five targets starting on either end).
- Pistols: Engage pistol targets same sequence as rifle.
- Engage KD shotgun targets until down. Stage complete.



Bay 10