



3 BAYS, 6 STAGES

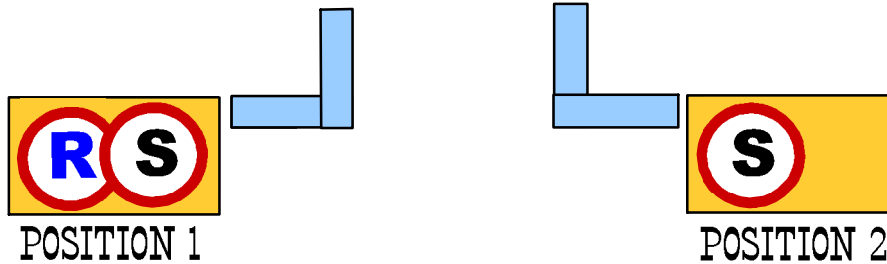
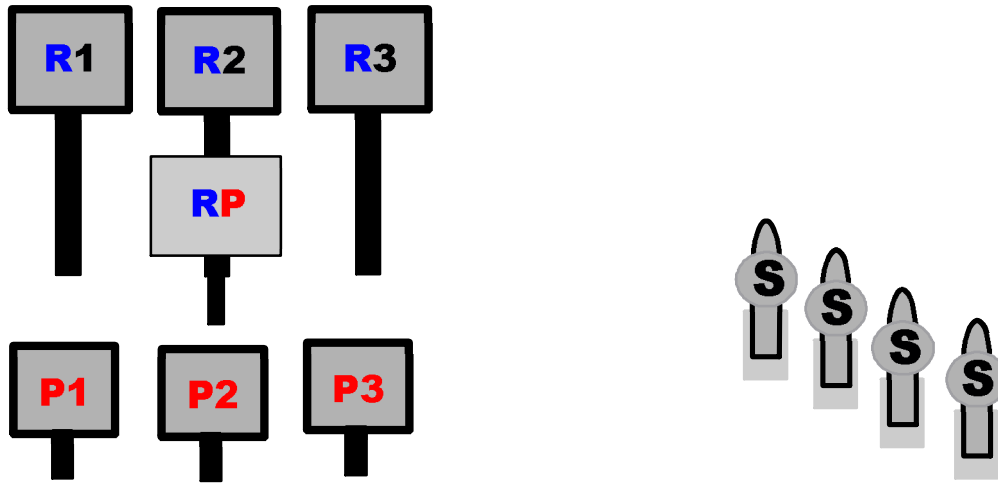
(INSPIRED BY 2018 SASS NW REGIONAL)

60=R

60=P

24+=S

STAGE 1




10 RIFLE 10 PISTOL 4+ SHOTGUN


START: STANDING @ POSITION 1 or 2. Hands low surrender.

Rifle loaded w/10 staged at Position 1.

Pistols loaded w/5 rounds each and holstered.

Shotgun open and empty staged at Position 1 or Position 2.

WHEN READY SAY:

" How do we tell the good guys from the bad guys? "

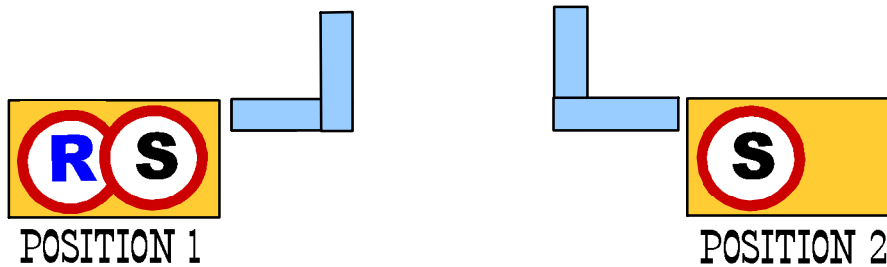
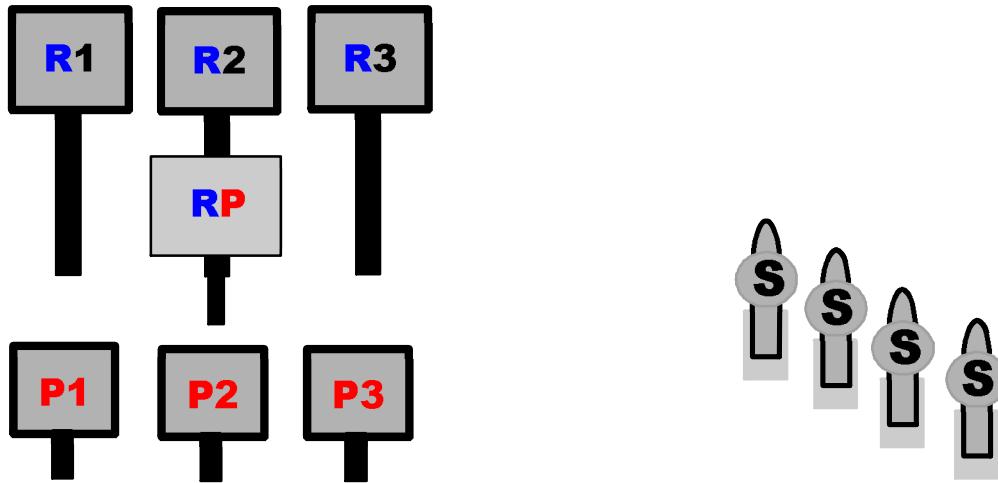
AT THE BEEP: (Guns may be shot in any order but rifle may not be last.)

Position 1 w/ Rifle: Double tap center RP target THEN sweep R1, R2, R3 in either direction.
Repeat.

Position 1 w/ Pistols: Double tap center RP target THEN sweep P1,P2,P3 in either direction.
Repeat.

Position 2 w/ Shotgun: With shotgun engage the 4 knock-downs, any order.

STAGE 2



10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 1 or 2. Hands on hat or top of head.

Rifle loaded w/10 staged at Position 1.

Pistols loaded w/5 rounds each and holstered.

Shotgun open and empty staged at Position 1 or Position 2.

WHEN READY SAY:

" Shoot first ask questions later. "

AT THE BEEP: (Guns may be shot in any order but rifle may not be last.)

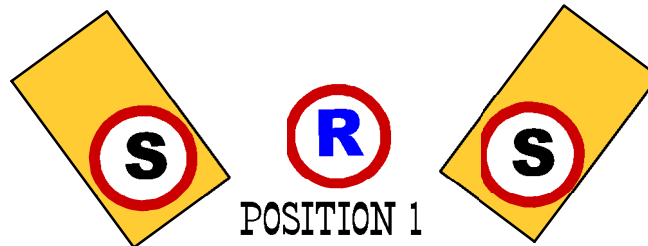
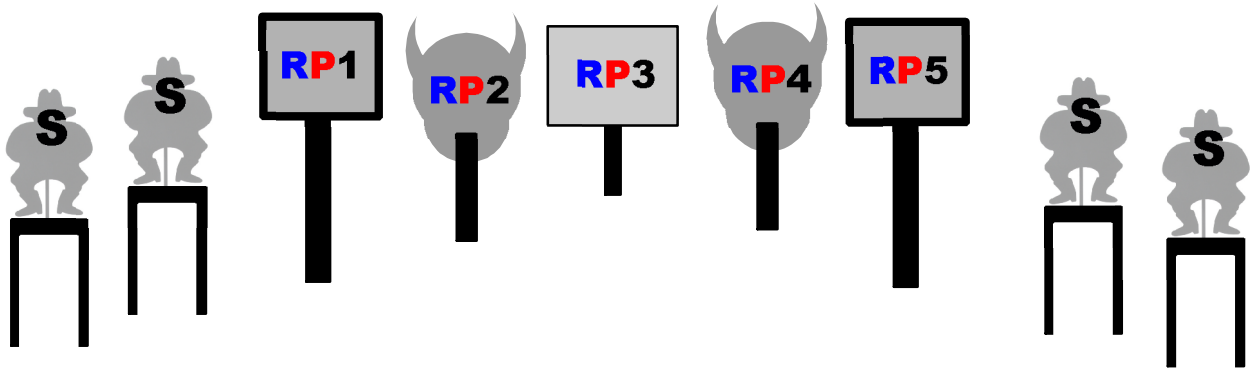
Position 1 w/ Rifle: Starting on RP target, engage rifle targets

RP, R1, RP, R2, RP, R3, RP, R2, RP, R1.

Position 1 w/ Pistols: Engage pistol targets same instructions as rifle.

Position 2 w/ Shotgun: With shotgun engage the 4 knock-downs, any order.

STAGE 3



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: STANDING @ POSITION 1.

Rifle loaded w/10 Held in hands.

Shotgun open and empty staged on either table at Position 1

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY:

" It's like shootin' ducks on a pond. "

AT THE BEEP:

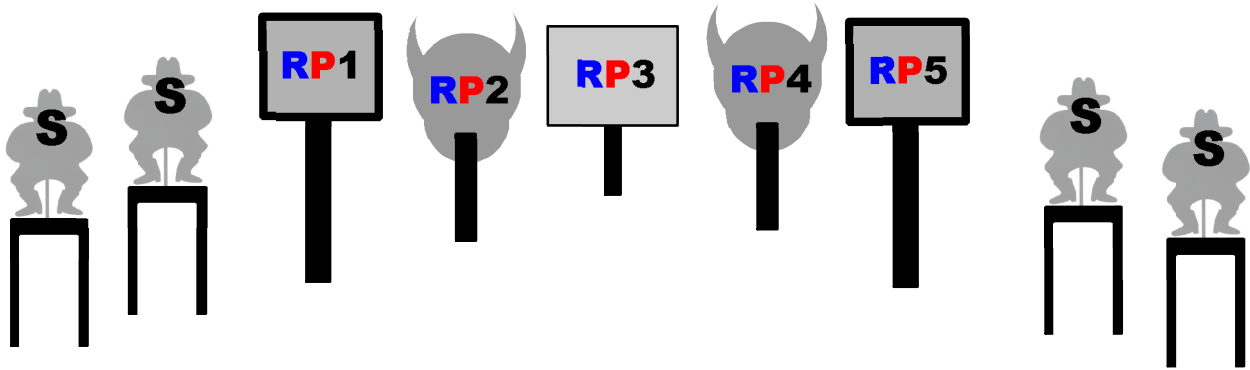
Position 1 w/ Rifle: Double tap RP3 THEN sweep RP2-RP4 (starting either end) THEN sweep RP1-RP5 (starting either end). Make rifle safe into berm.

With Shotgun Between position 1 and 2: engage the 4 knock-downs, any order.

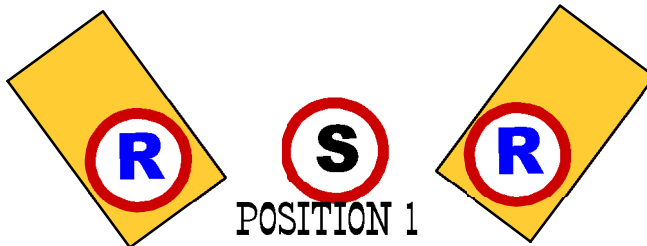
Make shotgun safe into berm at position 1 or on forward table at position 2.

Between position 1 and 2 w/ Pistols: Engage pistol targets same instructions as rifle.

STAGE 4



POSITION 2



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: STANDING @ POSITION 1, shotgun open and empty held in hands.

Rifle loaded w/10 staged on a table at Position 1.

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY:

" Really, It's just like shootin' rabbits. "

AT THE BEEP:

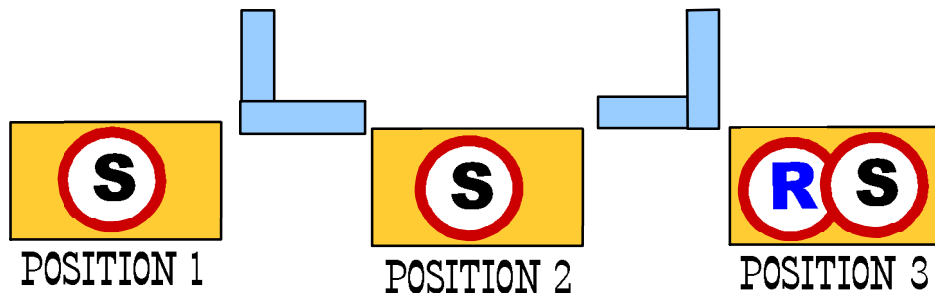
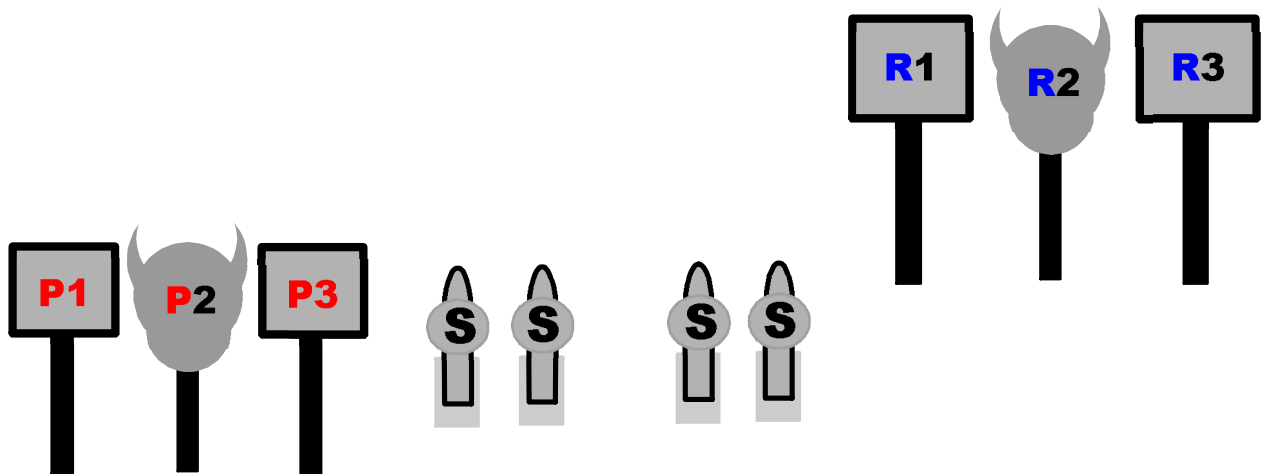
With Shotgun at Position 1: Engage the 4 knock-downs, any order.

Make shotgun safe into berm.

Position 1 w/ Rifle: Double tap the rifle targets in this order 1,3,5,4,2. Make rifle safe at position 1 or on forward table at position 2.

Between position 1 and 2 w/ Pistols: Engage pistol targets same instructions as rifle.

STAGE 5



START: Standing at Position 1 or 3 Hands flat on table.

Pistols loaded w/5 rounds each and holstered.

Rifle loaded w/10 staged at Position 3.

Shotgun open and empty staged at any position.

SAY THE LINE: " Stop messin' around and just shoot 'im! "

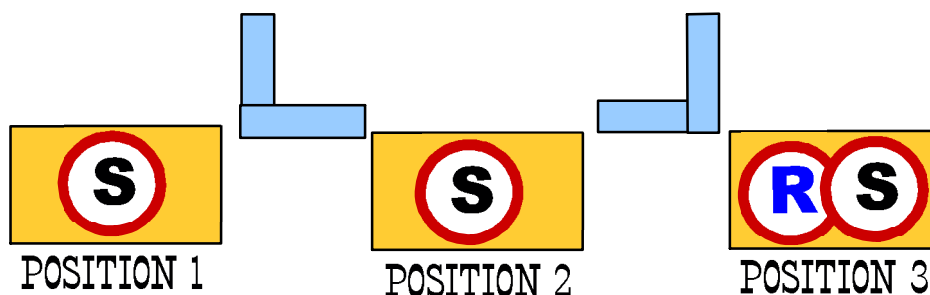
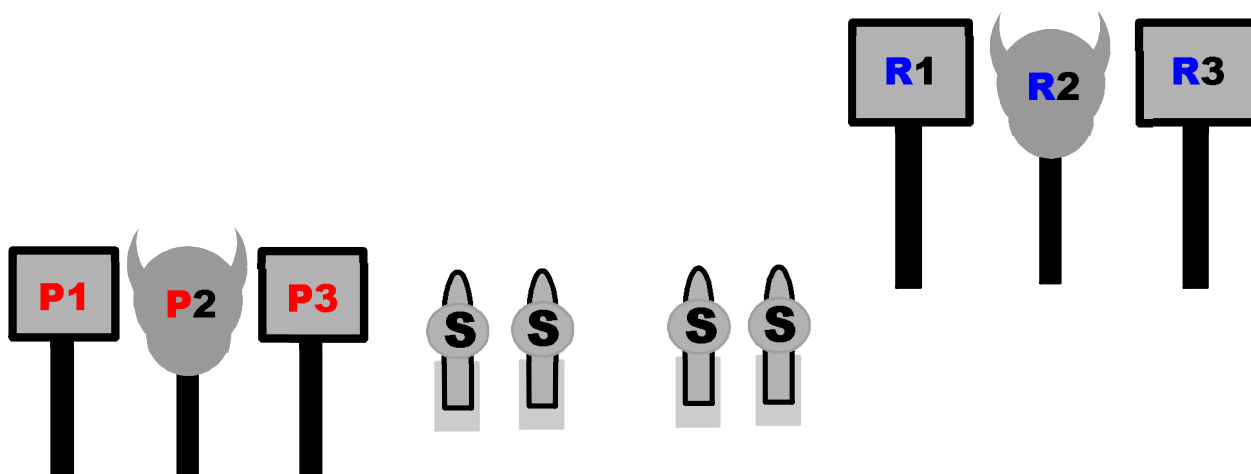
AT THE BEEP: (May shoot pistol or rifle first. Shotgun must be last.)

With pistols at position 1: Starting on either end, double tap sweep the pistol targets. Place the remaining 4 rounds on the center target.

With rifle @ Position 3: Engage rifle targets same instructions as pistols.

With shotgun @ Position 2: Engage 4 knock-downs. Any order.

STAGE 6



START: Standing at Position 1 or 3 Hands on hips.

Pistols loaded w/5 rounds each and holstered.

Rifle loaded w/10 staged at Position 3.

Shotgun open and empty staged at any position.

SAY THE LINE: " This IS where the West is Fun. "

AT THE BEEP: (May shoot pistol or rifle first. Shotgun must be last.)

With pistols at position 1: With first five rounds, triple tap the center target THEN double tap one outside target. With second five rounds triple tap the center target THEN double tap the OTHER outside target.

With rifle @ Position 3: Engage rifle targets same instructions as pistols.

With shotgun @ Position 2: Engage 4 knock-downs. Any order.