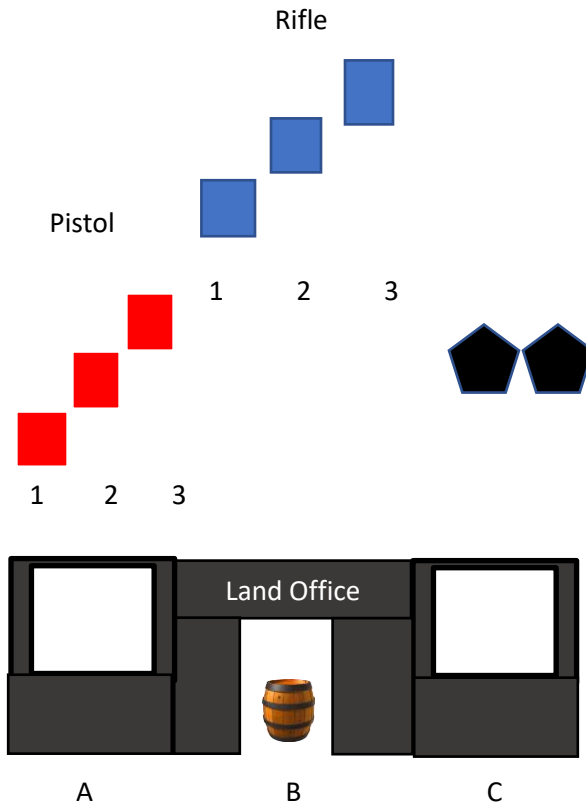


Land Office
April - 1st Saturday
Stage 1

Target Distance - Yards							
Pistol	7-8-9	Rifle	13-15-17	Shotgun	8	Bonus	n/a



- 10 Pistol- Holstered
- 10 Rifle – Staged safely
- 2+ Shotgun – Staged safely

Shooter starts at **A**, the left window, with hands at the SASS default position.

To start the timer, say “**I’m here to file a claim**”.

At the beep, with **Pistols**, engage the pistol targets in two 1-3-1 sweeps (1 on 1, 3 on 2, 1 on 3) and repeat from either direction.

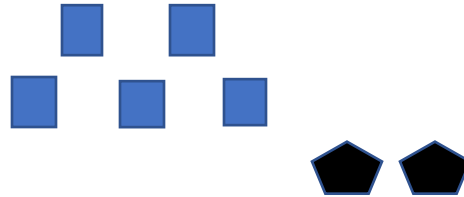
Then move to doorway, **B**, with **Rifle**, engage the rifle targets with pistol instructions.

Then move to **C**, with **Shotgun**, engage the shotgun targets in any order until down.

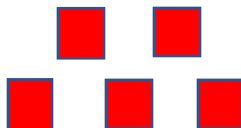
MERCANTILE
(Month) (1st or 3rd Saturday)
Stage 2

Target Distance - Yards							
Pistol	7-8	Rifle	13-15	Shotgun	8	Bonus	n/a

Rifle



Pistol



A

B

C

- 10 Pistol- Holstered
- 10 Rifle – Staged safely
- 2+ Shotgun staged safely

Shooter starts at **A**, the left window. Hands on pistols

To start the timer, say **“Got any hard rock candy?”**

At the beep, with **Pistols**, first double tap the back row, then double tap the front row.

Move to **B**, the door way , with **Rifle** engage rifle targets with pistol instructions.

From **C**, the right window, with shotgun engage the shotgun targets until down.

BANK

April - 1st Saturday

Stage 3

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	n/a



1



2



C



B

A

B

10 Pistol- Holstered

10 Rifle – In hands

4+ Shotgun – staged safely at left or right window

Shooter starts at , **A**, with **Rifle** in hands

To start the timer, say **“I’m taking it all”**

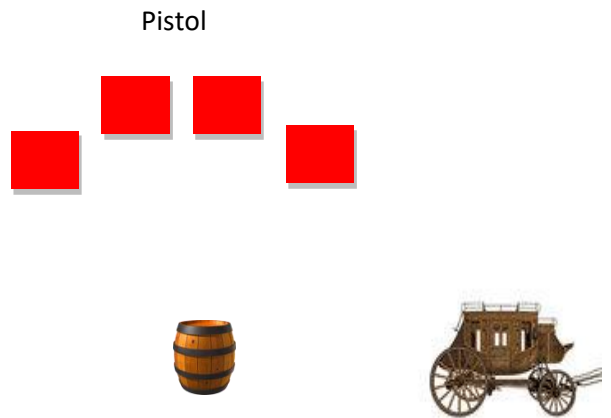
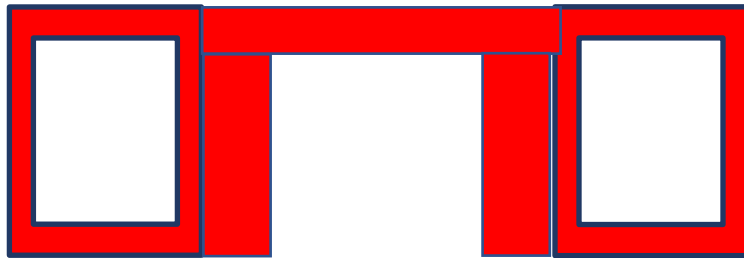
At the beep, with **Rifle**, engage the left Rifle/Pistol target two times, then the right target three times, then repeat (1-1-2-2-2-1-1-2-2-2). **Make rifle safe pointing into berm.**

Move to either **B**, the left or right window, with **Shotgun** engage the shotgun targets until down, then move to the other window and engage the shotgun targets until down. **Make Shotgun safe pointing into berm.**

Move to the safe, with **Pistols** engage the Rifle/Pistol targets with the rifle instructions.

SALOON
(Month) (1st or 3rd Saturday)
STAGE 4

Target Distance - Yards							
Pistol	7-8	Rifle	13-14	Shotgun	8	Bonus	n/a



A

B

C

D

- 10 Pistol- Holstered
- 10 Rifle – Staged safely
- 4+ Shotgun – Staged safely

Shooter starts at **A** or **D**, hands above head

To start the timer, say **“Bring me a Beer”**

At the beep from **A**, the left window, engage the **Rifle** targets alternating on the two outside targets for 5 rounds and then alternating on the two inside targets for 5 rounds.

Or from **D**, the barrel, engage the **Pistol** targets with rifle instructions.

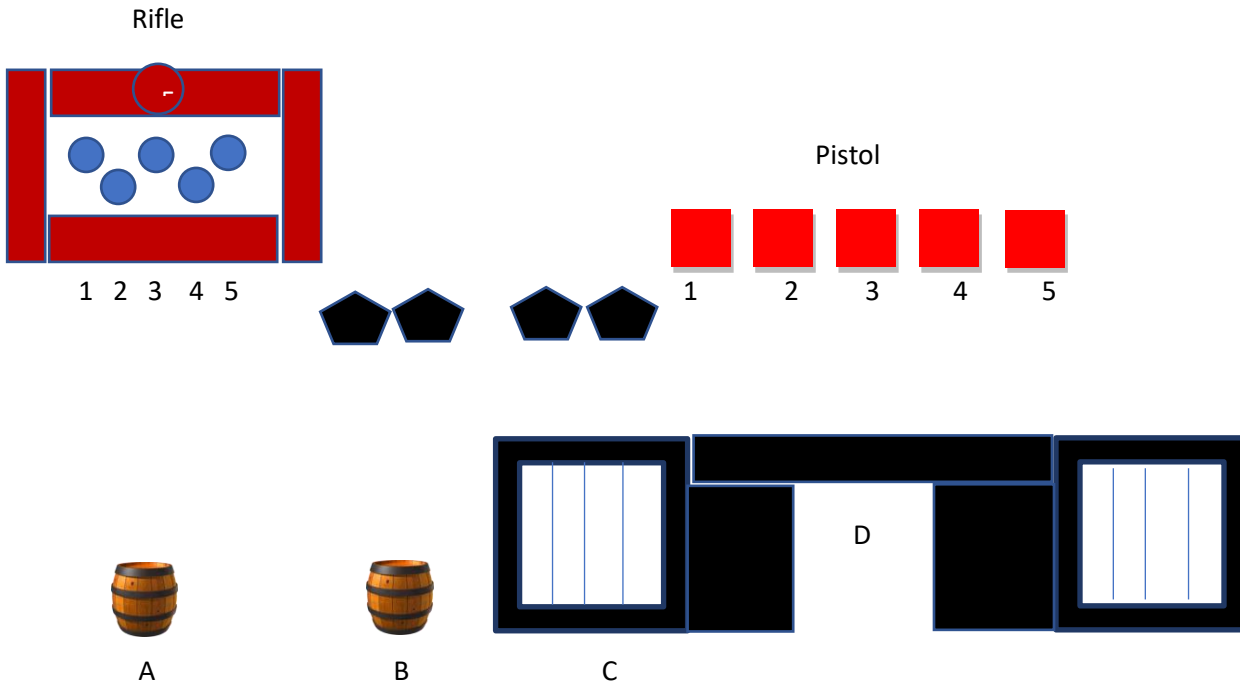
Then engage 2 shotgun targets until down at **B** and **C**

Then from **A** or **D** engage the pistol or rifle targets that you have not engaged.

JAIL (Month) (1st or 3rd Saturday)

STAGE 5

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	n/a



10 Pistol- Holstered

10 Rifle – in hands

4+ Shotgun staged safely

To start the timer, say **“Beat that time”**

Shooter starts at **A**, with stuff teddy bear in both hands

At the beep, with **Rifle**, sweep the five rifle targets then Nevada sweep the middle 3 targets (1 on 1, 1 on 2, 1 on 3, 1 on 4, 1 on 5, 1 on 2, 1 on 3, 1 on 4, 1 on 3, 1 on 2). Make the rifle safe for down range movement.

Move to **B** and engage both shotgun targets until down,

Move to **C** and engage both shotgun targets until down make shotgun safe for down range movement or take it with you.

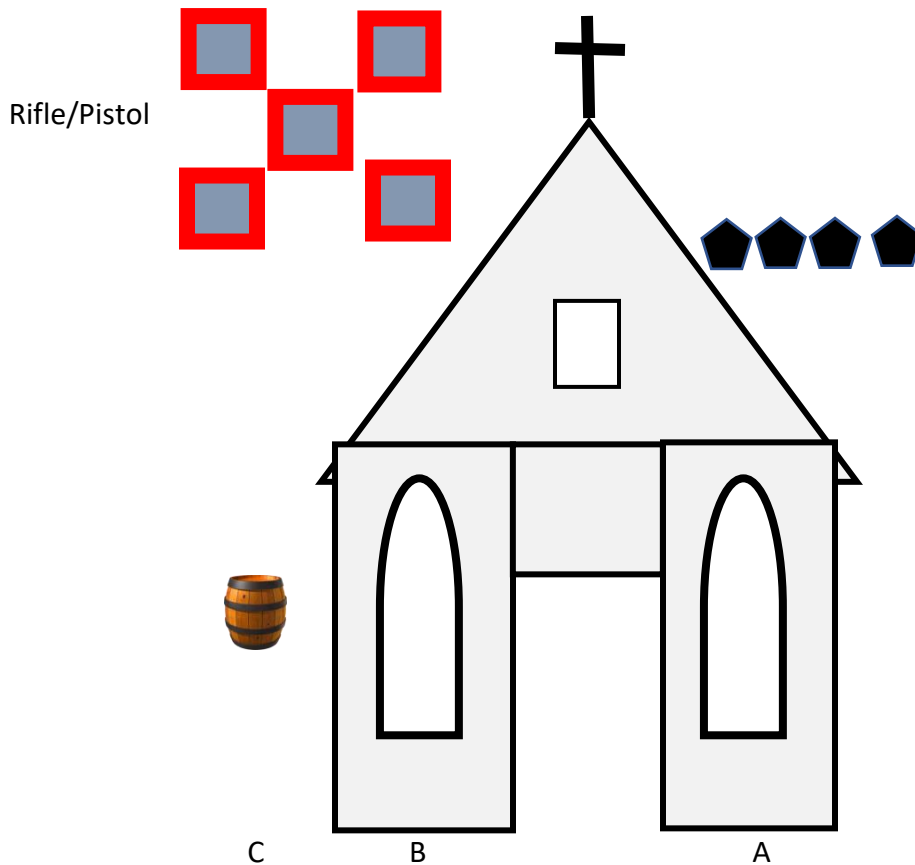
Move to **D** and with pistols engage the pistol targets with the rifle instructions.

CHURCH

April - 1st Saturday

STAGE 6

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	10	Bonus	n/a



- 10 Pistol- Holstered
- 10 Rifle – Staged safely
- 4+ Shotgun – Staged safely

Shooter starts at position **A**, the right window, hands in front of face.

To start the timer, say **“Amen”**

At the beep, with **Shotgun** engage the shotgun targets until down.

Move to **B**, the left window, with **Rifle**, engage Rifle/Pistol targets starting in the middle , engage every Rifle/Pistol target twice. This is a round count. Make rifle safe for down range movement.

Move to **C**, the barrel, with **Pistols**, engage Rifle/Pistol targets with rifle instructions.