



SASS MATCH #73

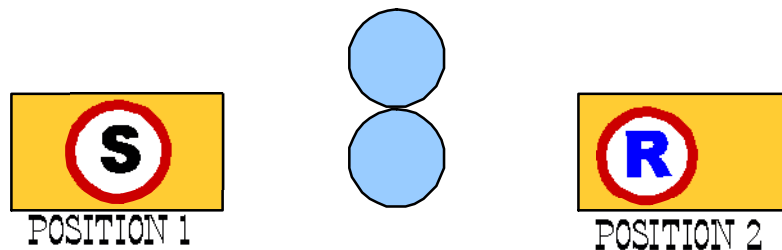
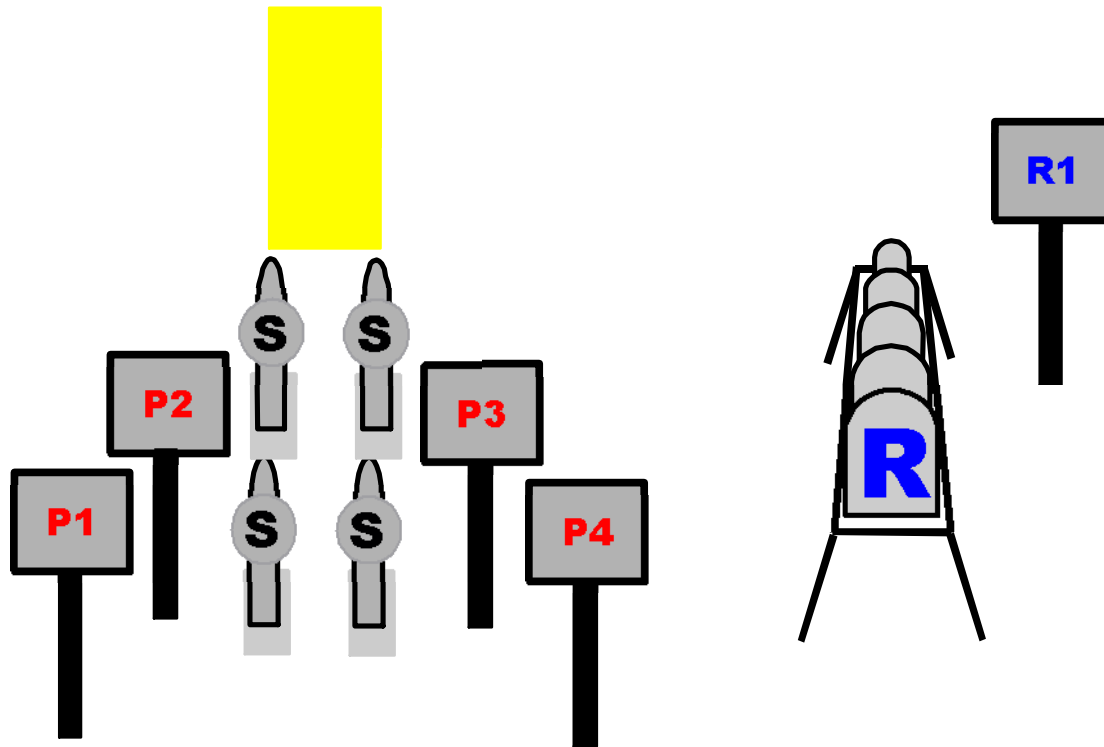
3 BAYS

56=R

60=P

24+=S

STAGE 1



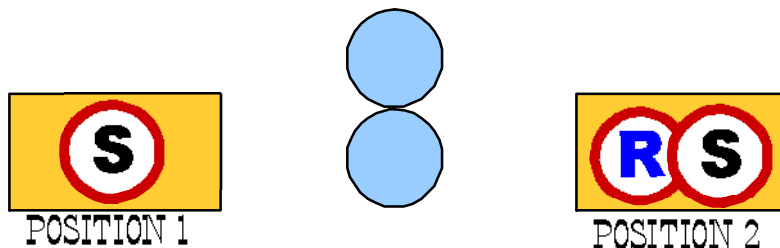
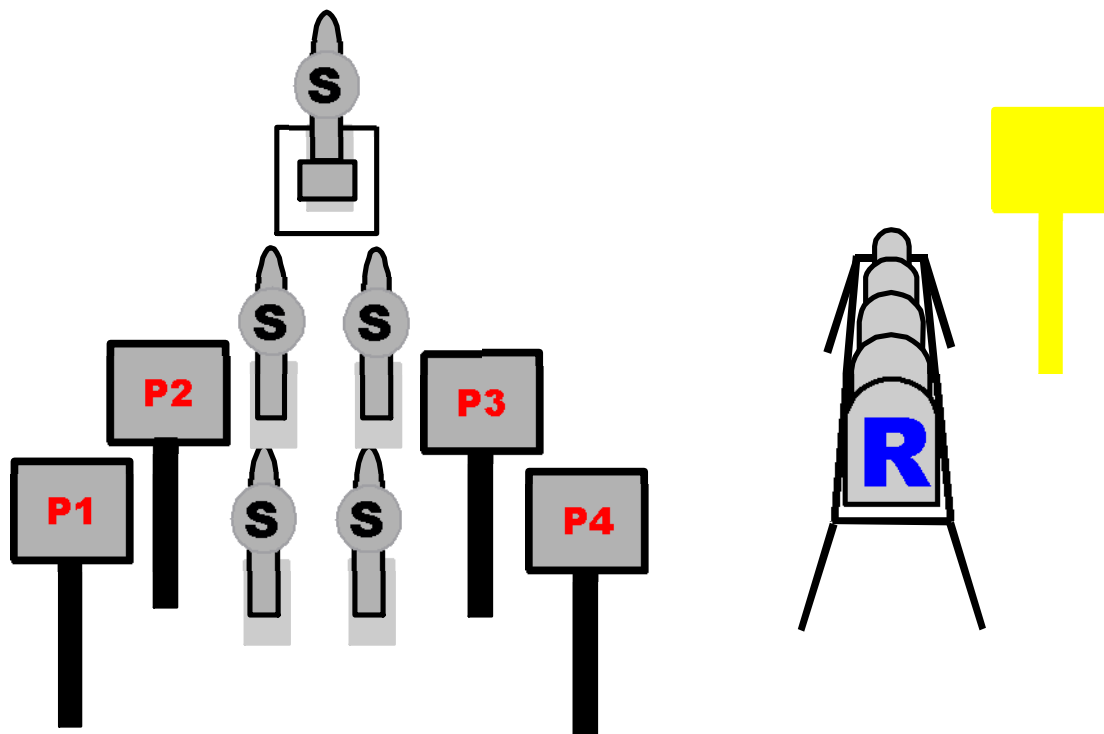
★ 10 RIFLE 10 PISTOL 2+ SHOTGUN ★

START: STANDING BEHIND TABLE @ POSITION 2, HANDS ON PISTOL(S). RIFLE LOADED LOADED WITH 10 STAGED AT POSITION 2. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

WHEN READY SAY: " Clearly you ain't smart enough to get out of the rain. "

AT THE BEEP: With rifle, engage the plate rack until down, placing any remaining rounds on R1. Make rifle safe and move to position 1. With pistols, double tap each pistol target THEN place one round each on P1 and P4. With shotgun engage the four knock-downs with as many shells as necessary.

STAGE 2



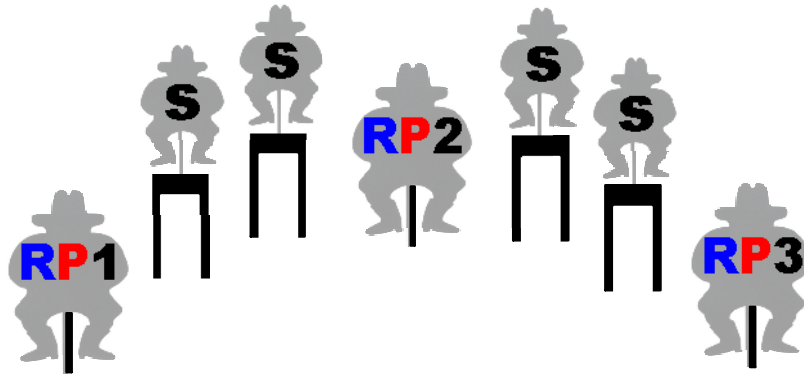
5 RIFLE 10 PISTOL 2+ SHOTGUN

START: STANDING BEHIND TABLE @ POSITION 1, HANDS AT SIDES. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. RIFLE LOADED WITH 5 STAGED AT POSITION 2. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1 or 2.

WHEN READY SAY: " It's too cold to stand here waitin' . "

AT THE BEEP: With pistols, engage pistol targets in an IRS (progressive) sweep starting on either end. Move to position 2. With rifle, engage the plate rack 5x ONLY. Make rifle safe and move to position 1 (taking the shotgun if you staged it at position 2). With shotgun engage the 4 knock-downs until down THEN shooter may optionally engage the rocker target to make up for each plate still standing. (Shooter may want TO or a coach to yell the number for them.)

STAGE 3



POSITION 1

	10 RIFLE 10 PISTOL 4+ SHOTGUN	
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START: STANDING @ POSITION 1. HANDS ON HAT (OR TOP OF HEAD)

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

RIFLE LOADED WITH 10, STAGED @ POSITION 1.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

WHEN READY SAY:

" Does it ever stop raining around here? "

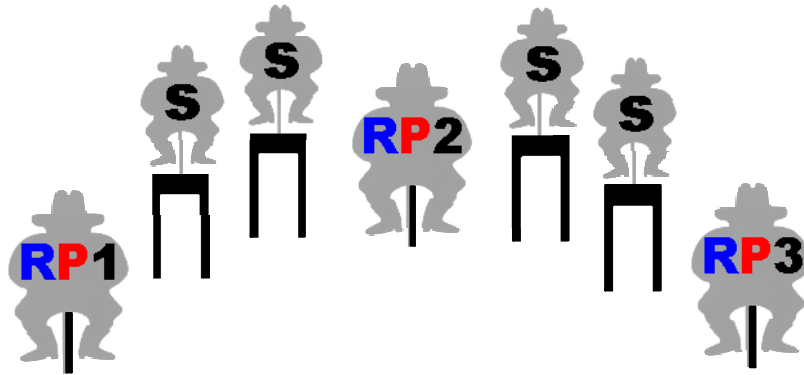
AT THE BEEP: (Guns may be shot in any order but may not end with rifle.)

With Pistols: Engage the RP targets in a continuous double tap sweep for 10 rounds, starting and ending on RP2.

With Rifle: Engage the RP targets same instructions as pistols.

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

STAGE 4



POSITION 1

 10+1 RIFLE 10 PISTOL 4+ SHOTGUN 

START: STANDING @ POSITION 1. HANDS FLAT ON TABLE.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

RIFLE LOADED WITH 10, STAGED @ POSITION 1.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

WHEN READY SAY:

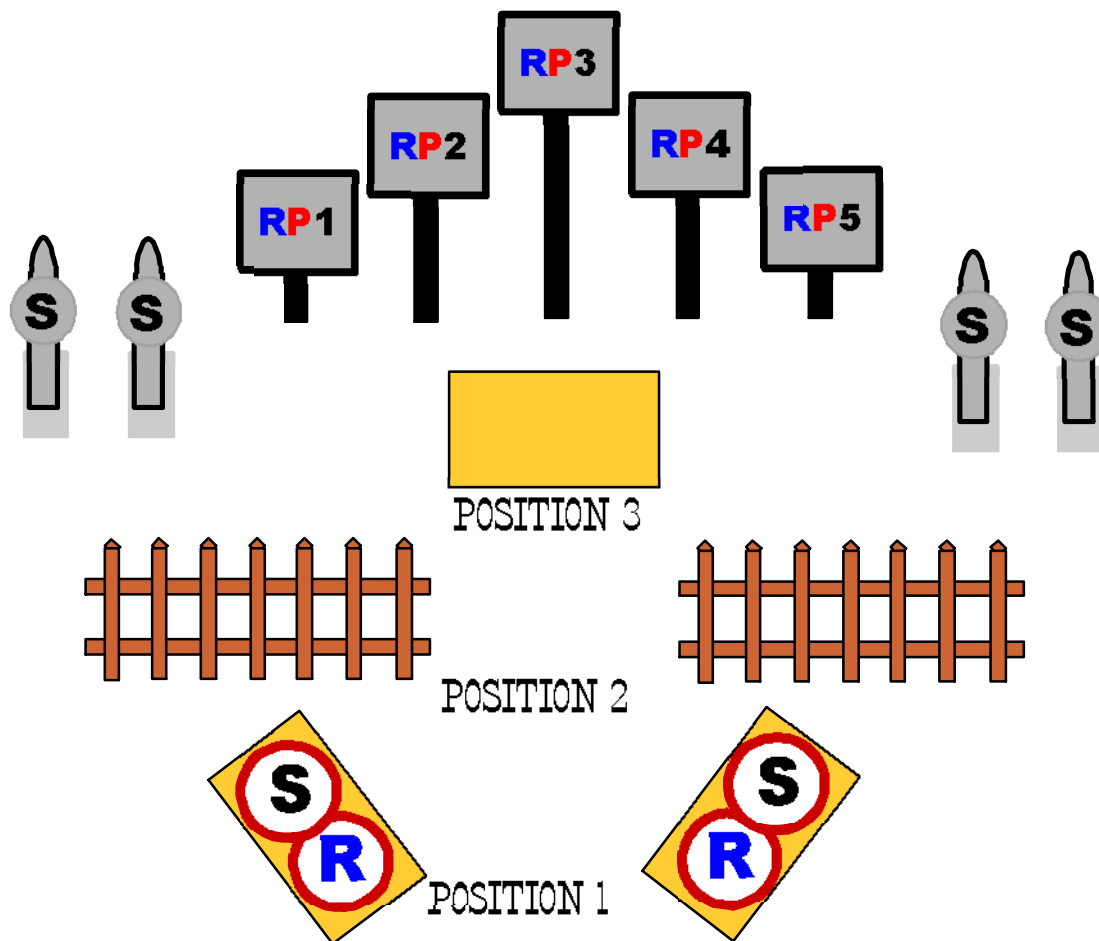
" My toes are froze, but my trigger finger still works! "

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

With Pistols and Rifle in any order: Engage the RP targets 7 times each. The rifle reload may be done at any time after the beep.

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

STAGE 5



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: STANDING @ POSITION 1.

RIFLE LOADED WITH 10, HELD IN HANDS.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

SAY THE LINE: " I bet it's warmer in Tombstone... "

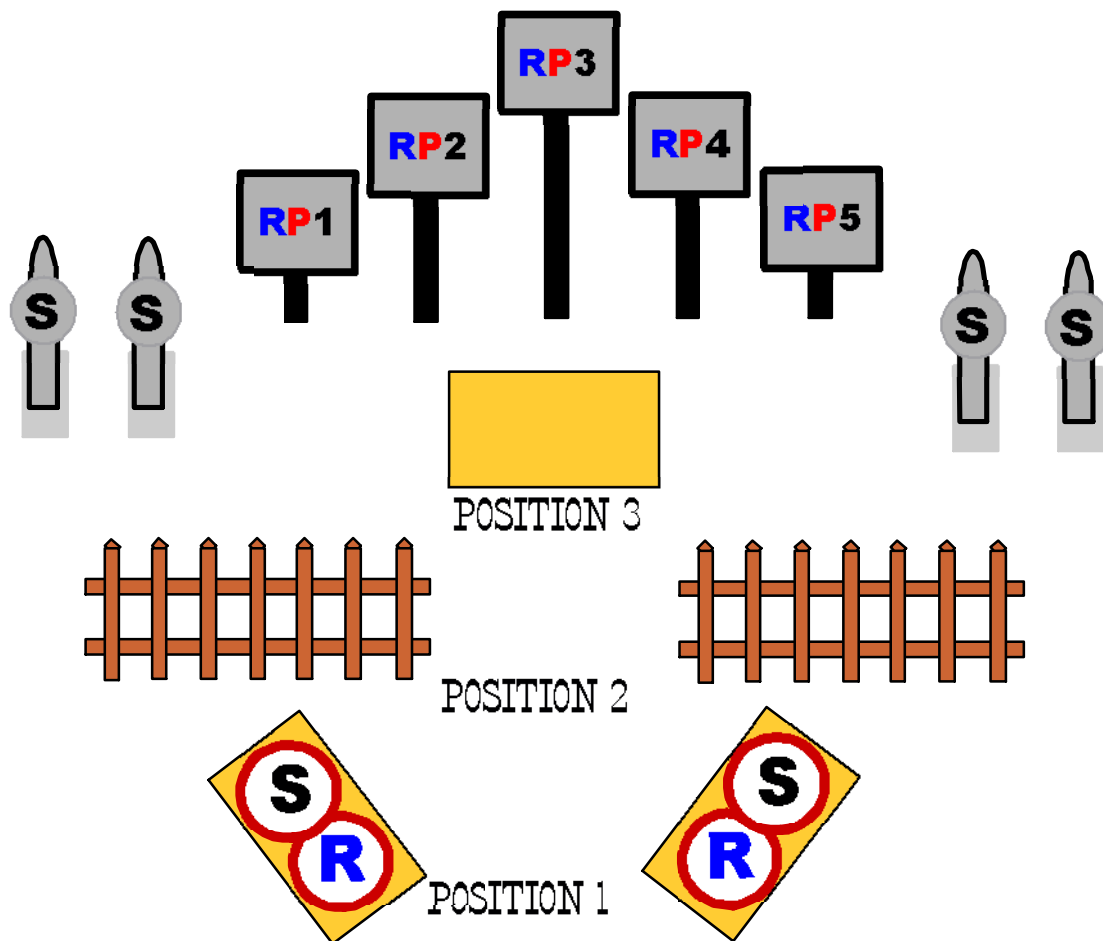
AT THE BEEP:

With rifle: Sweep the rifle targets one way, then the other. (L to R, then R to L or R to L, then L to R). Make rifle safe.

With shotgun: Engage the 4 knock-down anywhere before the fence (position 2). You may not return once both feet pass the fence. Make shotgun safe at Position 3.

With pistols: Engage the RP targets same instructions as rifle.

STAGE 6



★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

START: STANDING @ POSITION 1.

RIFLE LOADED WITH 10, HELD IN HANDS.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: " Wet boots make me cranky. "

AT THE BEEP:

With rifle: Engage the RP targets outside, outside, inside, inside, middle, then repeat.

With shotgun: Engage the 4 knock-down anywhere before the fence (position 2). You may not return once both feet pass the fence. Make shotgun safe at Position 3.

With pistols: Engage the RP targets same instructions as rifle.