



SASS MATCH #92

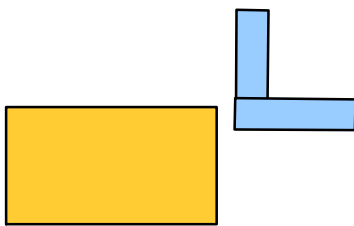
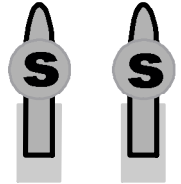
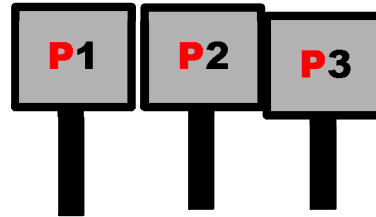
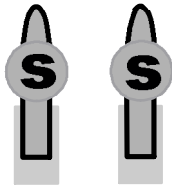
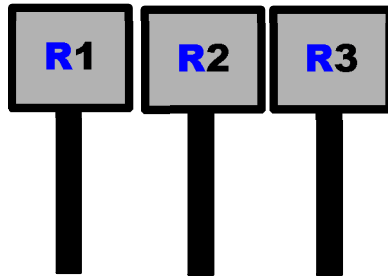
2 BAYS

60=R

60=P

24+=S

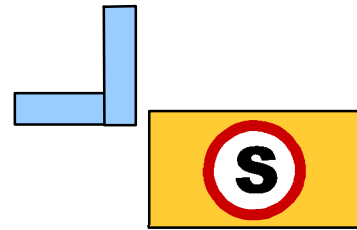
STAGE 1



POSITION 1



POSITION 2



POSITION 3



START: Standing at position 3, hands above shoulders.

Shotgun open and empty staged at position 3.

Rifle loaded w/10 staged at position 2.

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY: Take it with you.

AT THE BEEP: WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS, ANY ORDER.

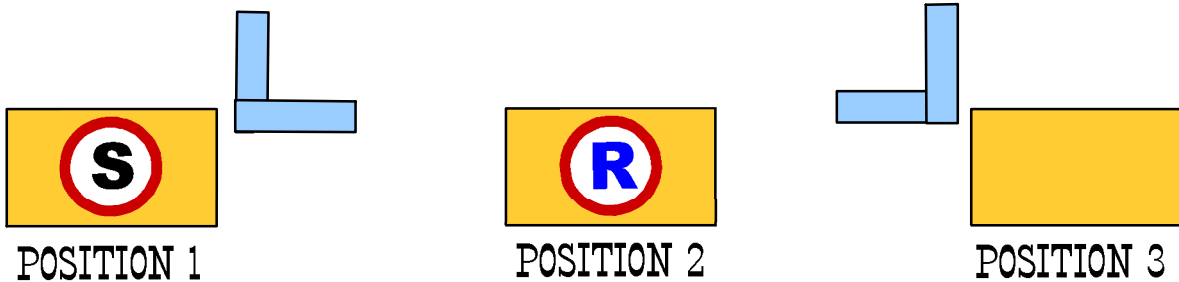
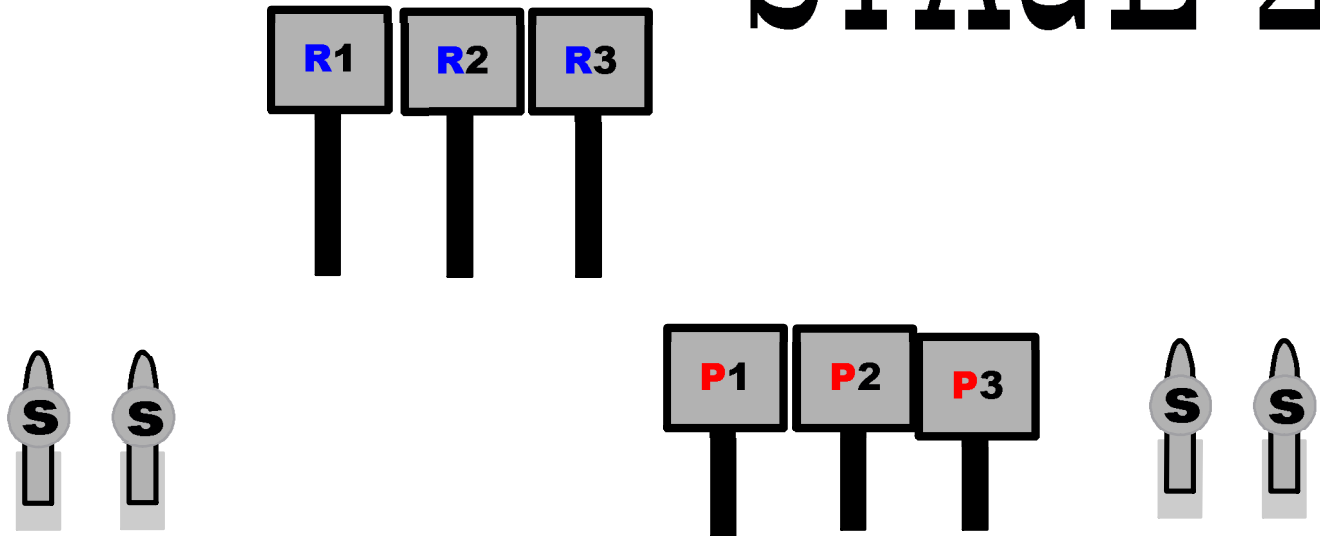
MAKE SHOTGUN SAFE AT POSITION 2.

WITH PISTOLS NEVADA SWEEP STARTING FROM EITHER END WITH FIRST PISTOL, AND FROM OPPOSITE END WITH SECOND PISTOL.

WITH RIFLE ENGAGE RIFLE TARGETS SAME INSTRUCTIONS AS PISTOLS.. MAKE RIFLE SAFE AT POSITION 2 AND TAKE SHOTGUN TO POSITION 1

WITH SHOTGUN ENGAGE REMAINING 2 KNOCK-DOWNS, ANY ORDER.

STAGE 2



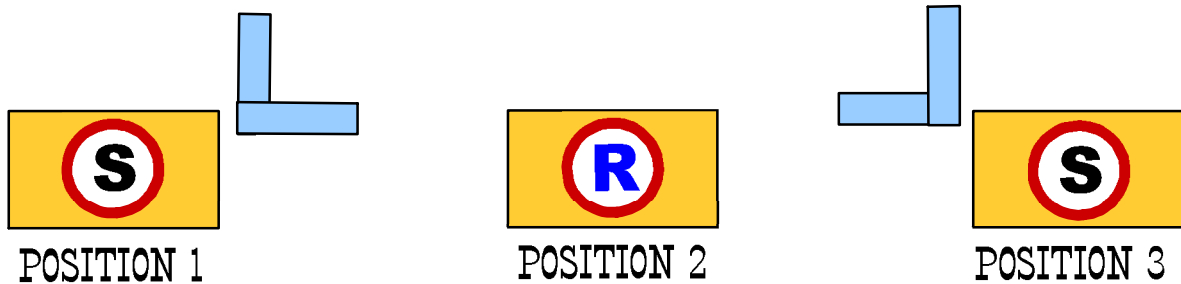
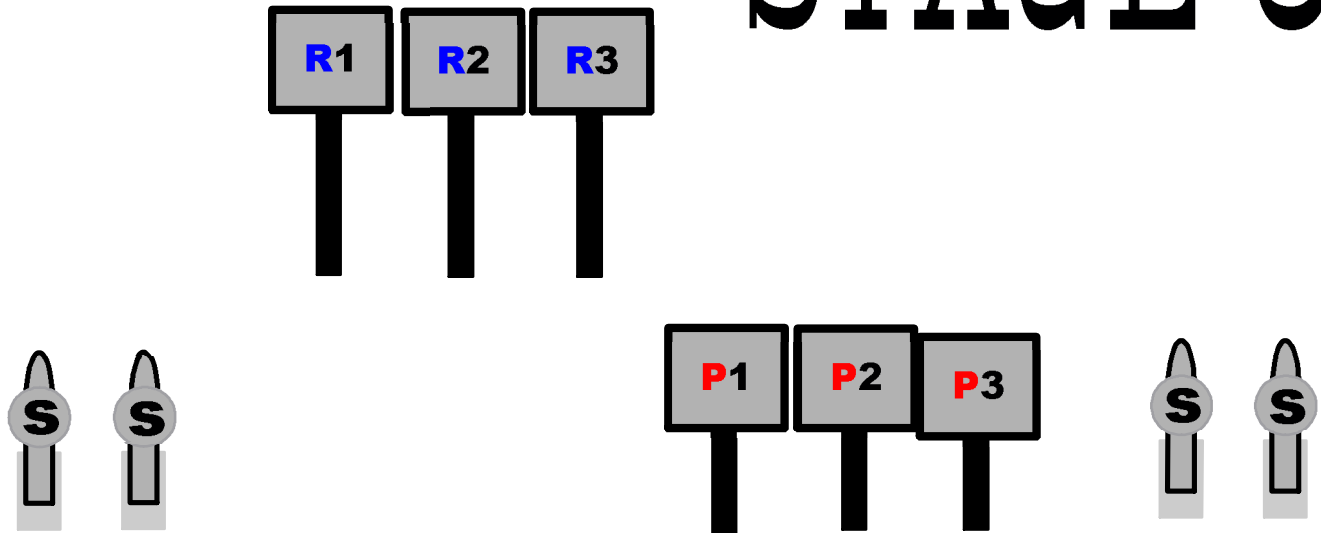
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

START: Standing at position 1, shotgun open and empty staged on table. Both hands on shotgun. Rifle loaded w/10 staged at position 2. Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY: Take it with you, AGAIN!

AT THE BEEP: WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS, ANY ORDER.
MAKE SHOTGUN SAFE AT POSITION 2.
WITH RIFLE ENGAGE RIFLE TARGETS 2,1,3,1,3, then repeat.
WITH PISTOLS ENGAGE PISTOL TARGETS SAME INSTRUCTIONS AS RIFLE.
TAKE SHOTGUN AND MOVE TO POSITION 3.
WITH SHOTGUN ENGAGE REMAINING 2 KNOCK-DOWNS, ANY ORDER.

STAGE 3



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: Standing at any position. Hands on hips.

Shotgun open and empty stage at any position.

Rifle loaded w/10 staged at position 2.

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY: Well, at least I get a choice...

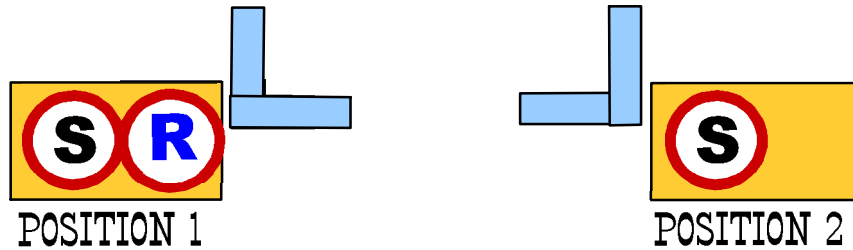
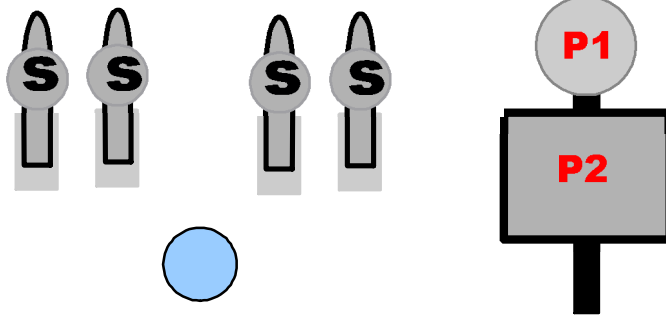
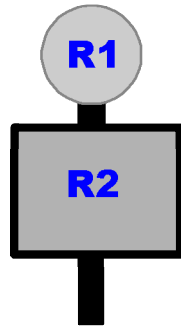
AT THE BEEP: (Guns may be shot in any order but rifle may not be last.)

WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS EACH FROM POSITION 1 and 3.

WITH PISTOLS FROM POSITION 2: Engage pistol targets 1,1,2,2,3, then repeat.

WITH RIFLE FROM POSITION 2: Engage rifle targets same instructions as pistols.

STAGE 4



START: Standing at position 2, hands on hat or top of head.

Pistols loaded w/5 rounds each and holstered.

Shotgun open and empty stage at either position 1 or 2.

Rifle loaded w/10 staged at position 1.

WHEN READY SAY: I'm better than both of them.

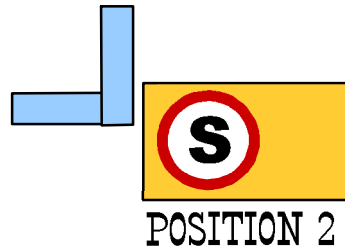
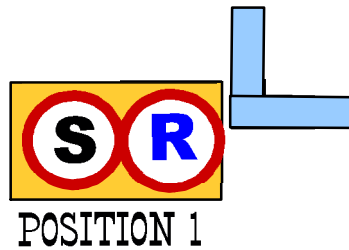
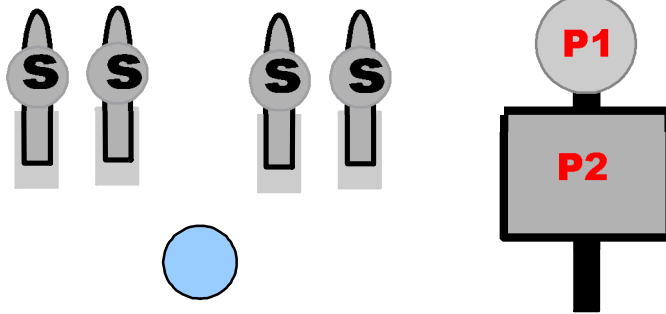
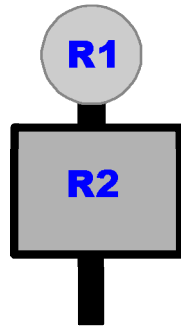
AT THE BEEP: (Guns may be shot in any order but rifle may not be last.)

WITH PISTOLS FROM POSITION 2: Engage pistol targets 2 on P1 THEN 3 on P2, repeat.

WITH RIFLE FROM POSITION 1: Engage rifle targets same instructions as pistols.

WITH SHOTGUN: Engage 2 knock-downs from each position.

STAGE 5



START: Standing at position 1, hands flat on table.

Rifle loaded w/10 staged at position 1.

Shotgun open and empty stage at position 1.

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY: No brag, just fact.

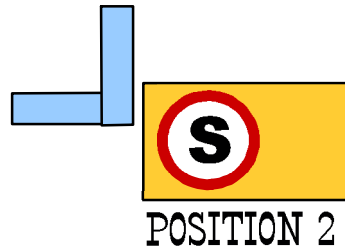
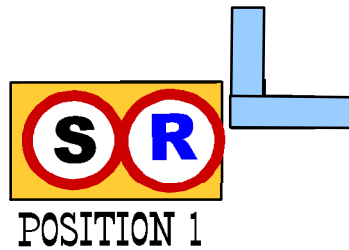
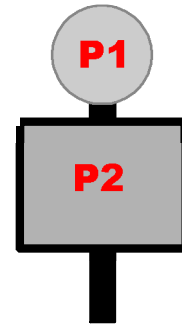
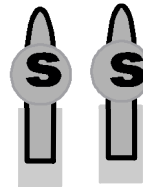
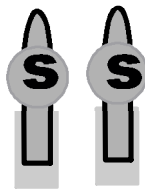
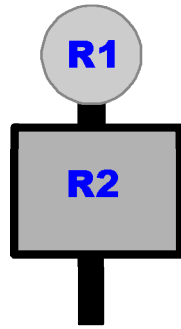
AT THE BEEP:

With rifle alternate between R1 and R2 for 10 rounds starting on either target.

With shotgun engage 2 knock-downs, move to position 2 and engage remaining 2 knock-downs.

With pistols engage pistol targets same instructions as rifle.

STAGE 6



START: Standing at position 1 OR 2, hands at sides.

Rifle loaded w/10 staged at position 1.

Shotgun open and empty stage at position 1.

Pistols loaded w/5 rounds each and holstered.

WHEN READY SAY: You were just too high strung.

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

WITH RIFLE FROM POSITION 1: Alternate between R1 and R2 for 5 rounds THEN dump 5 rounds on either rifle target.

WITH PISTOLS FROM POSITION 2: Engage pistol targets same instructions as rifle.

WITH SHOTGUN: Engage 2 knock-downs from each position.