

19

S.A.S.S. MATCH



3 BAYS

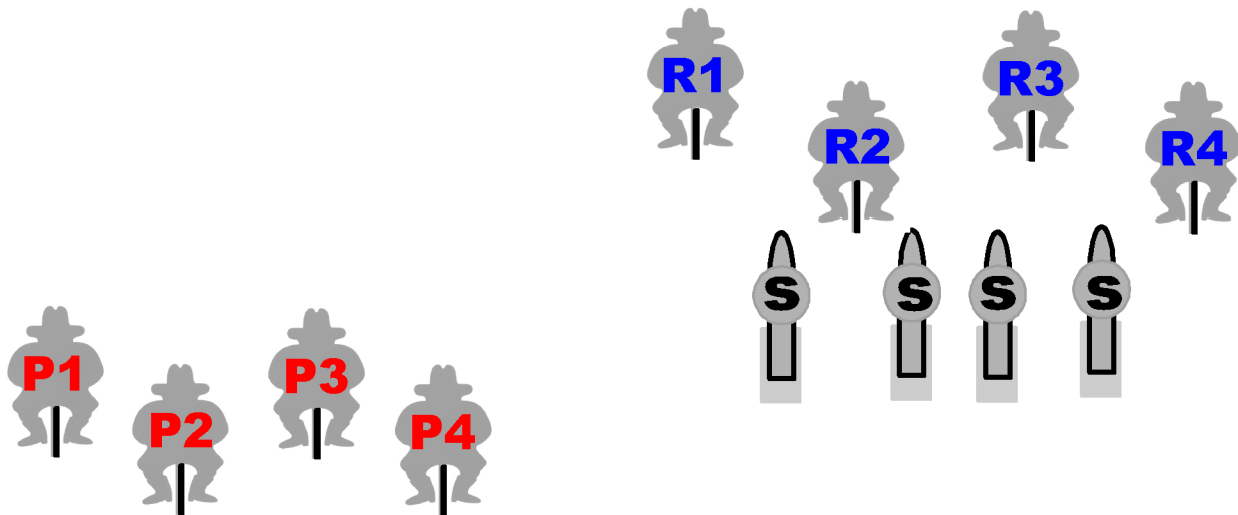
60=R

60=P

24=S

DB/ Clay Hayden

STAGE 1



POSITION 1

POSITION 2

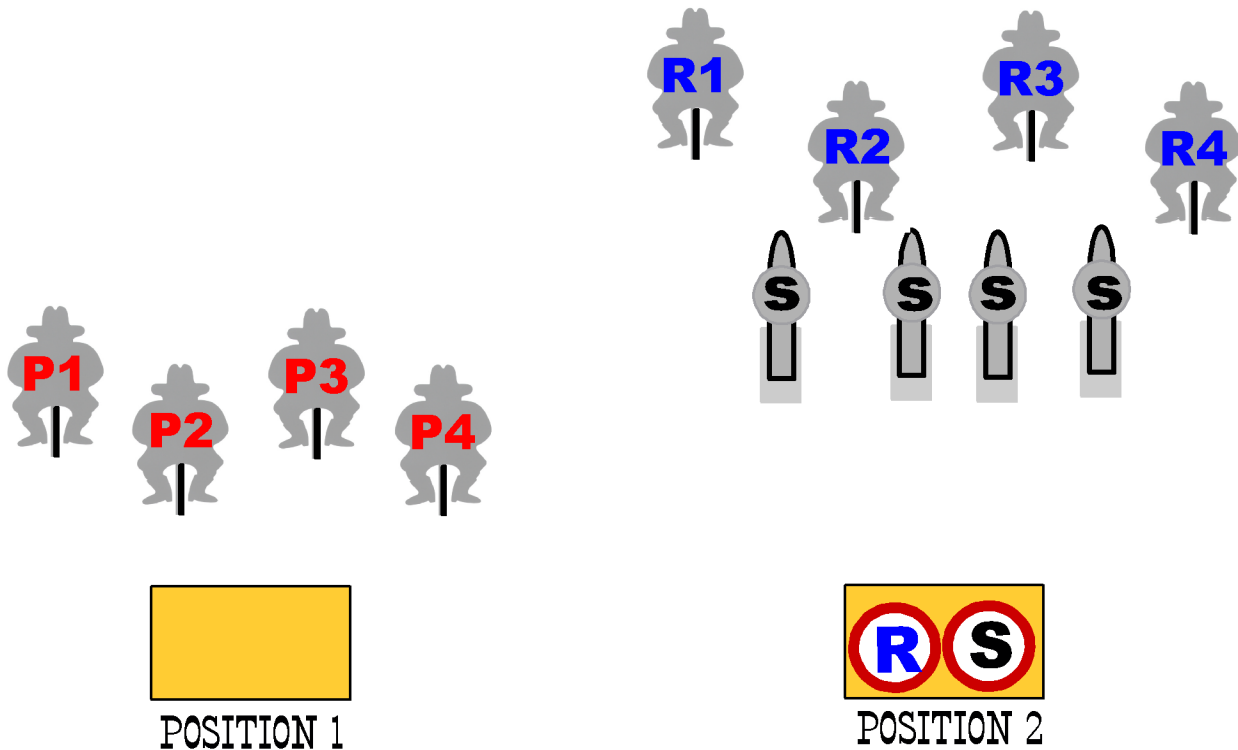
10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 2, HANDS UP ABOVE SHOULDERS. RIFLE LOADED WITH 10, STAGED @ POSITION 2 PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION

WHEN READY SAY: " SO THIS WILL BE YOUR FIRST LESSON "

AT THE BEEP: WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER. THEN WITH RIFLE ENGAGE TARGETS IN A CONTINUOUS NEVADA SWEEP. (START L OR R) MAKE RIFLE SAFE. MOVE TO POSITION 1. WITH PISTOLS ENGAGE THE 4 TARGETS SAME AS RIFLE. ... **STAGE OVER.**

STAGE 2



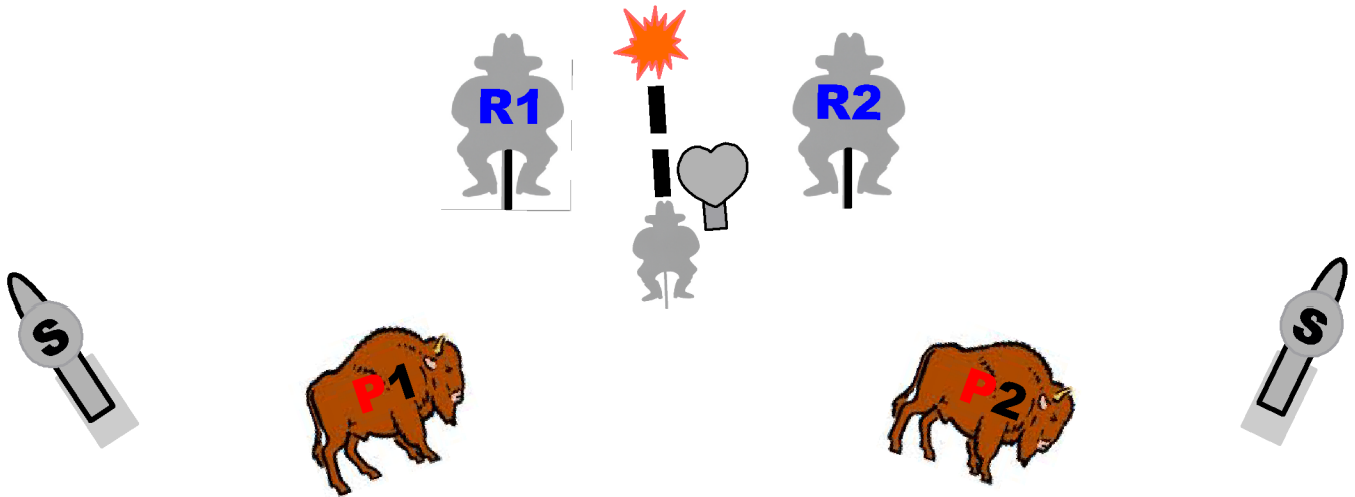
10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 2, HANDS ON BELT. RIFLE LOADED WITH 10, STAGED @ POSITION 2 PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2 .

WHEN READY SAY: " THINGS SEEM DIFFERENT HERE "

AT THE BEEP: WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER. THEN WITH RIFLE ENGAGE TARGET 2 ON 1, 3 ON 2, 3 ON 3, 2 ON 4, ANY ORDER. MAKE RIFLE SAFE. MOVE TO POSITION 1. WITH PISTOLS ENGAGE THE 4 TARGETS SAME AS RIFLE. ... **STAGE OVER.**

STAGE 3



NOTE: YOU MUST ENGAGE THE BIRD, IF YOU MISS OR DO NOT GET THE SHOOT OFF YOU MUST ENGAGE THE MAKE UP TARGET. ONLY AFTER THE BIRD HAS HIT THE GROUND MAY YOU ENGAGE THE MAKE UP TARGET.

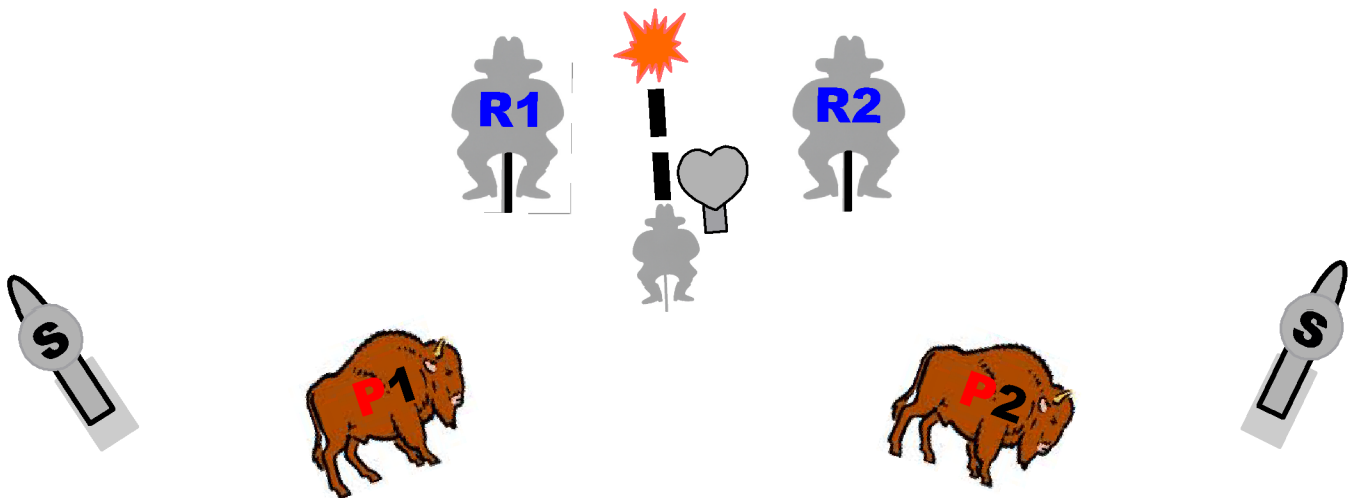
10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 1. HANDS RELAXED AT SIDE. RIFLE LOADED WITH 10 ROUNDS, STAGED @ POSITION 1. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

WHEN READY SAY: " MAKE THE MOST OF IT "

AT THE BEEP: ENGAGE RIFLE TARGETS R1, R2,R2, R1,R1,R1, R2,R2,R2,R2. (IRS) MAKE RIFLE SAFE. THEN WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE, HOLSTER. THEN WITH SHOTGUN ENGAGE THE 2 KNOCK-DOWNS, THE ACTIVATOR AND THE BIRD. ANY ORDER. MAKE SHOTGUN SAFE. (YOU MAY ENGAGE GUNS IN ANY ORDER BUT YOU MAY NOT END WITH WITH THE RIFLE) STAGE OVER.

STAGE 4



NOTE: YOU MUST ENGAGE THE BIRD, IF YOU MISS OR DO NOT GET THE SHOOT OFF YOU MUST ENGAGE THE MAKE UP TARGET. ONLY AFTER THE BIRD HAS HIT THE GROUND MAY YOU ENGAGE THE MAKE UP TARGET.

10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 1. HANDS FLAT ON TABLE. RIFLE LOADED WITH 10 ROUNDS, STAGED @ POSITION 1. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

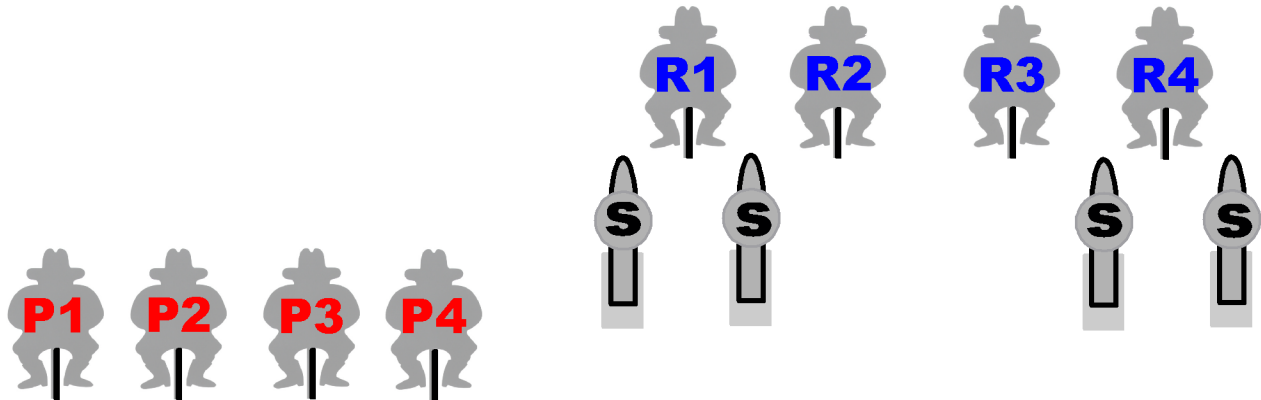
WHEN READY SAY: " LET'S EXPERIMENT "

AT THE BEEP: ENGAGE RIFLE TARGETS R1,R1, R2,R2, R1,R1, R2,R2, R1,R1. (START L OR R) MAKE RIFLE SAFE. THEN WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE, HOLSTER. THEN WITH SHOTGUN ENGAGE THE 2 KNOCK-DOWNS, THE ACTIVATOR AND THE BIRD. ANY ORDER. MAKE SHOTGUN SAFE. (YOU MAY ENGAGE GUNS IN ANY ORDER BUT YOU MAY NOT END WITH WITH THE RIFLE) STAGE OVER.

STAGE 5



**3 SEC. BONUS FOR
A DOWNED BONUS
TARGET. BONUS
TARGET IS NO
MISS.**



POSITION 1



POSITION 2



10 RIFLE 10 PISTOL 4+ SHOTGUN

START: STANDING @ POSITION 1, HANDS HOLDING HAT OR TOP OF HEAD. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 2. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2 .

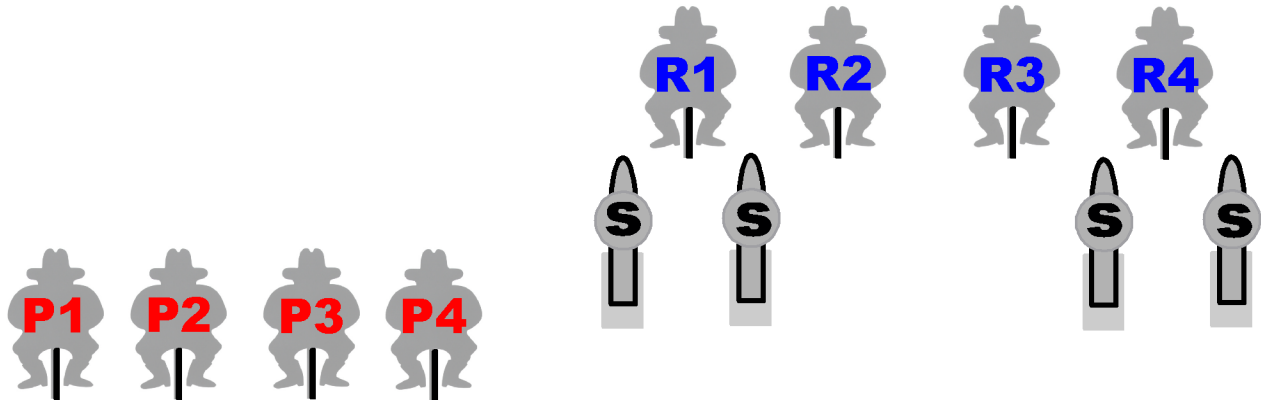
WHEN READY SAY: " I'LL HANDLE THIS "

AT THE BEEP: WITH PISTOLS ENGAGE TARGETS 1 ON 1, 4 ON 2, 4 ON 3, 1 ON 4. ANY ORDER. MOVE TO POSITION 2. THEN WITH RIFLE ENGAGE THE 4 TARGETS SAME AS PISTOLS. THEN RELOAD ONE AND ENGAGE THE BONUS TARGET. MAKE RIFLE SAFE. WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER. **STAGE OVER.**

STAGE 6



**3 SEC. BONUS FOR
A DOWNED BONUS
TARGET. BONUS
TARGET IS NO
MISS.**



POSITION 1



POSITION 2



START: STANDING @ POSITION 1, HANDS ANYWHERE. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. RIFLE LOADED WITH 10, STAGED @ POSITION 2. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2 .

WHEN READY SAY: " WHAT ARE YOU CRAZY "

AT THE BEEP: WITH PISTOLS ENGAGE TARGETS 1,2,3,4,4, 4,3,2,1,1.. MOVE TO POSITION 2. THEN WITH RIFLE ENGAGE THE 4 TARGETS SAME AS PISTOLS. THEN RELOAD ONE AND ENGAGE THE BONUS TARGET. MAKE RIFLE SAFE. WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER.
STAGE OVER.