

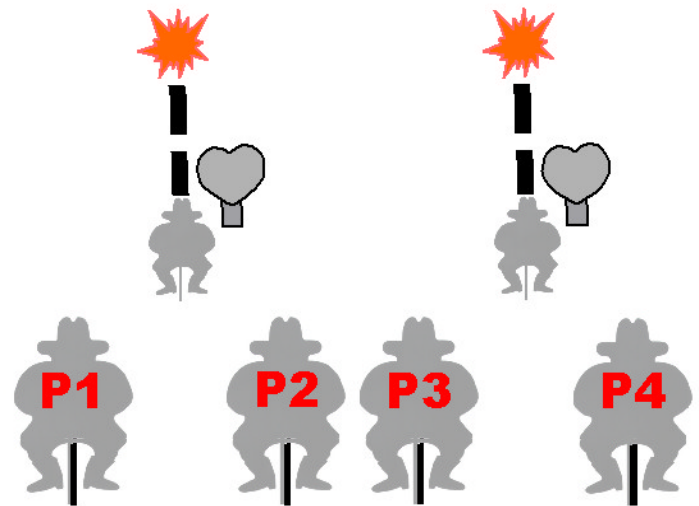
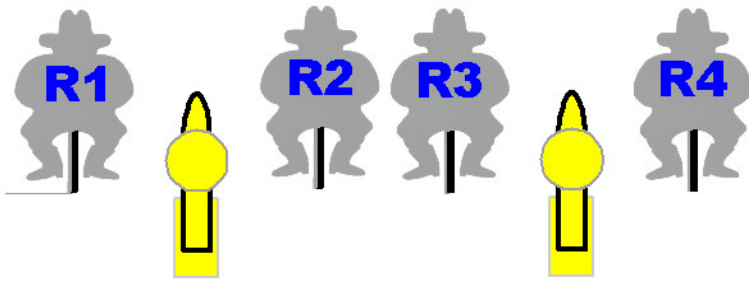
DB/ Clay Hayden



S.A.S.S. MATCH

3 BAYS 60=R 60=P 26=S

STAGE 1



**NOTE: IF YOU MISS THE BIRD ENGAGE
THE MAKE-UP TARGET 1X.
IF YOU DO NOT GET THE SHOT OFF
ENGAGE THE MAKE-UP TARGET 2X.**



POSITION 1



POSITION 2

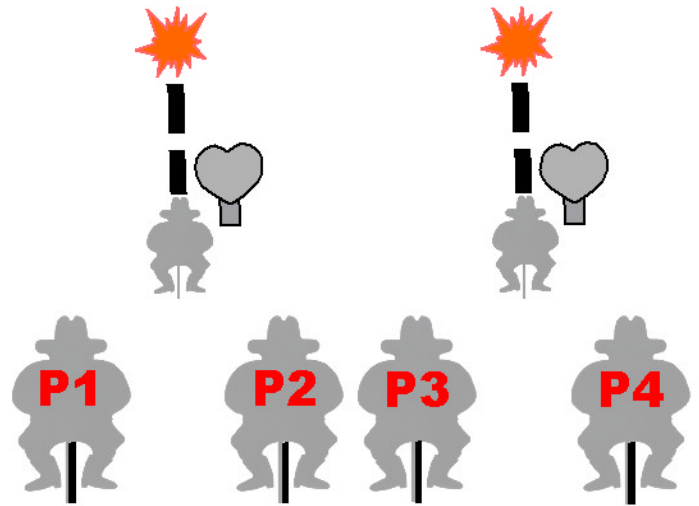
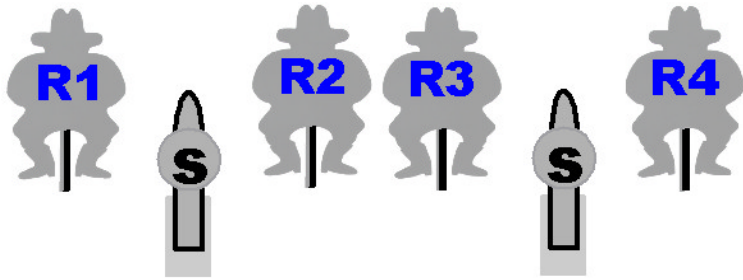
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY: LET'S DO THIS THE EASY WAY

AT THE BEEP: WITH RIFLE ENGAGE RIFLE TARGETS 4,3,2,1, 3,2,1, 2,1, 1. MAKE RIFLE SAFE. MOVE TO POSITION 2. WITH SHOTGUN ENGAGE 2 ACTIVATORS AND THEIR BIRDS, ANY ORDER. WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE. STAGE OVER.

STAGE 2



**NOTE: IF YOU MISS THE BIRD ENGAGE THE MAKE-UP TARGET 1X.
IF YOU DO NOT GET THE SHOT OFF ENGAGE THE MAKE-UP TARGET 2X.**



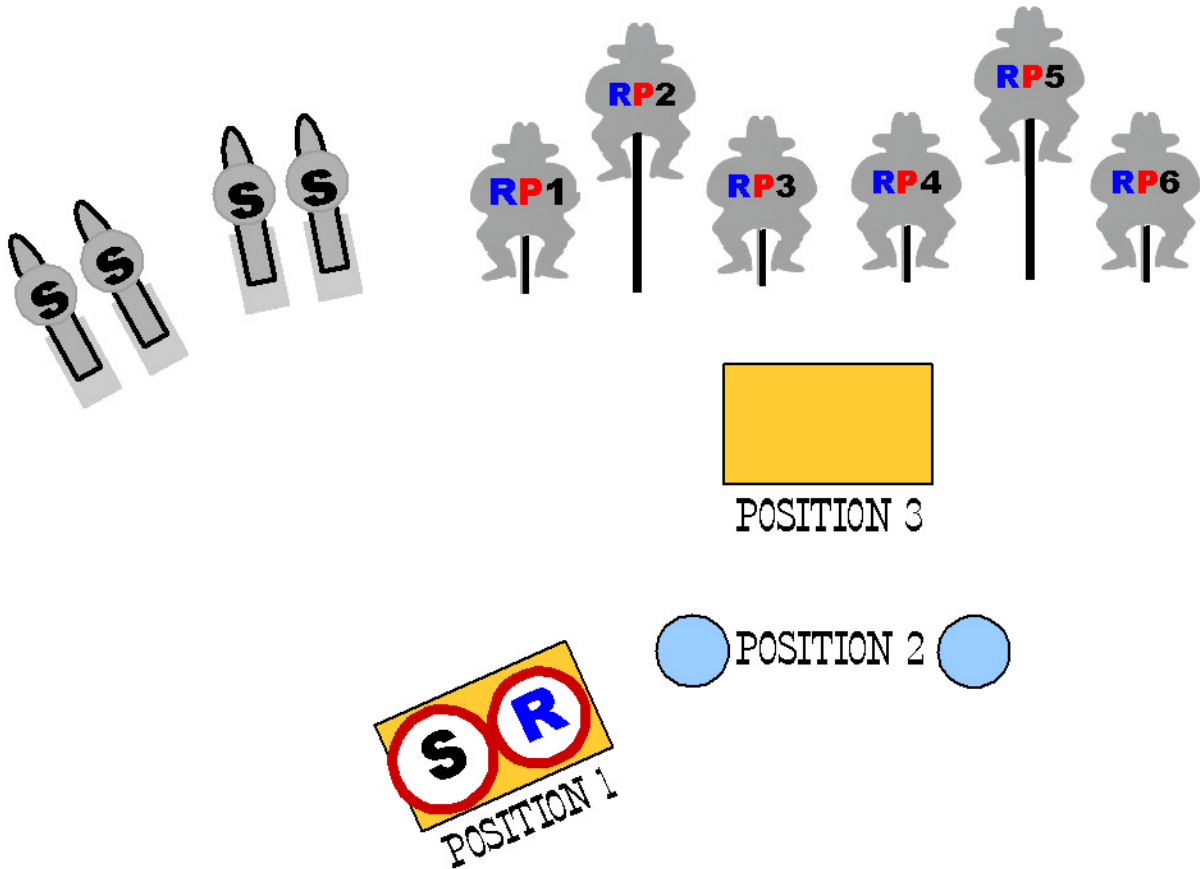
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

START: STANDING @ POSITION 2, HANDS ON A BELT, NOT TOUCHING PISTOLS.
RIFLE STAGED @ POSITION 1, LOADED WITH 10 ROUNDS. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2.

WHEN READY SAY:

AT THE BEEP: WITH PISTOLS ENGAGE PISTOL IN A REVERSE IRS SWEEP.
(START L OR R) (4,4,4,4, 3,3,3, 2,2, 1) WITH SHOTGUN ENGAGE 1 OF ACTIVATORS AND IT'S BIRD. (YOUR CHOICE) WITH YOUR SHOTGUN MOVE TO POSITION 1, MAKE SHOTGUN SAFE. WITH RIFLE ENGAGE RIFLE TARGETS SAME AS PISTOL. THEN WITH SHOTGUN ENGAGE THE 2 KNOCK-DOWNS, ANY ORDER. STAGE OVER.

STAGE 3



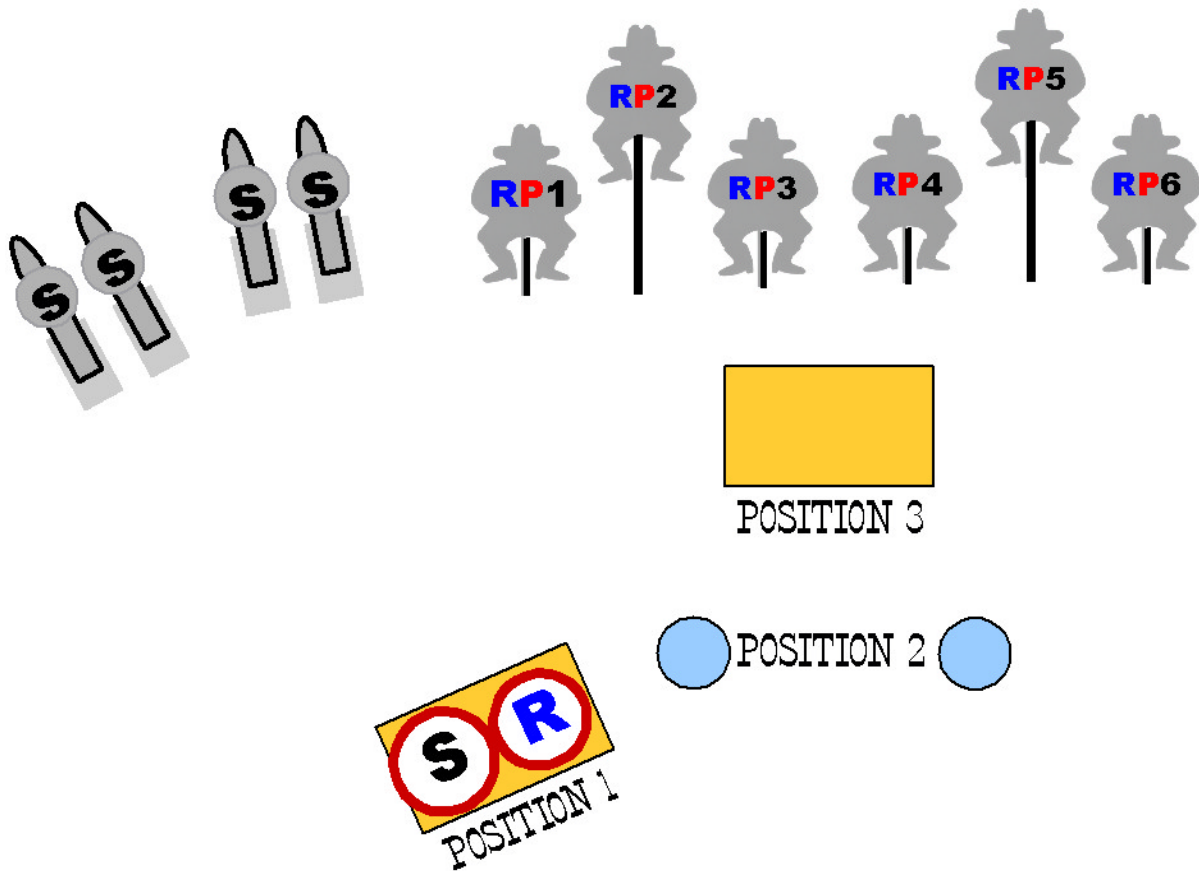
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY:

AT THE BEEP: WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER. WITH RIFLE MOVE TO POSITION 2, ENGAGE TARGETS 1,2,3,4,5, 6,5,4,3,2. MOVE TO POSITION 3, MAKE RIFLE SAFE. WITH PISTOLS ENGAGE THE 6 TARGETS SAME AS RIFLE. STAGE OVER

STAGE 4



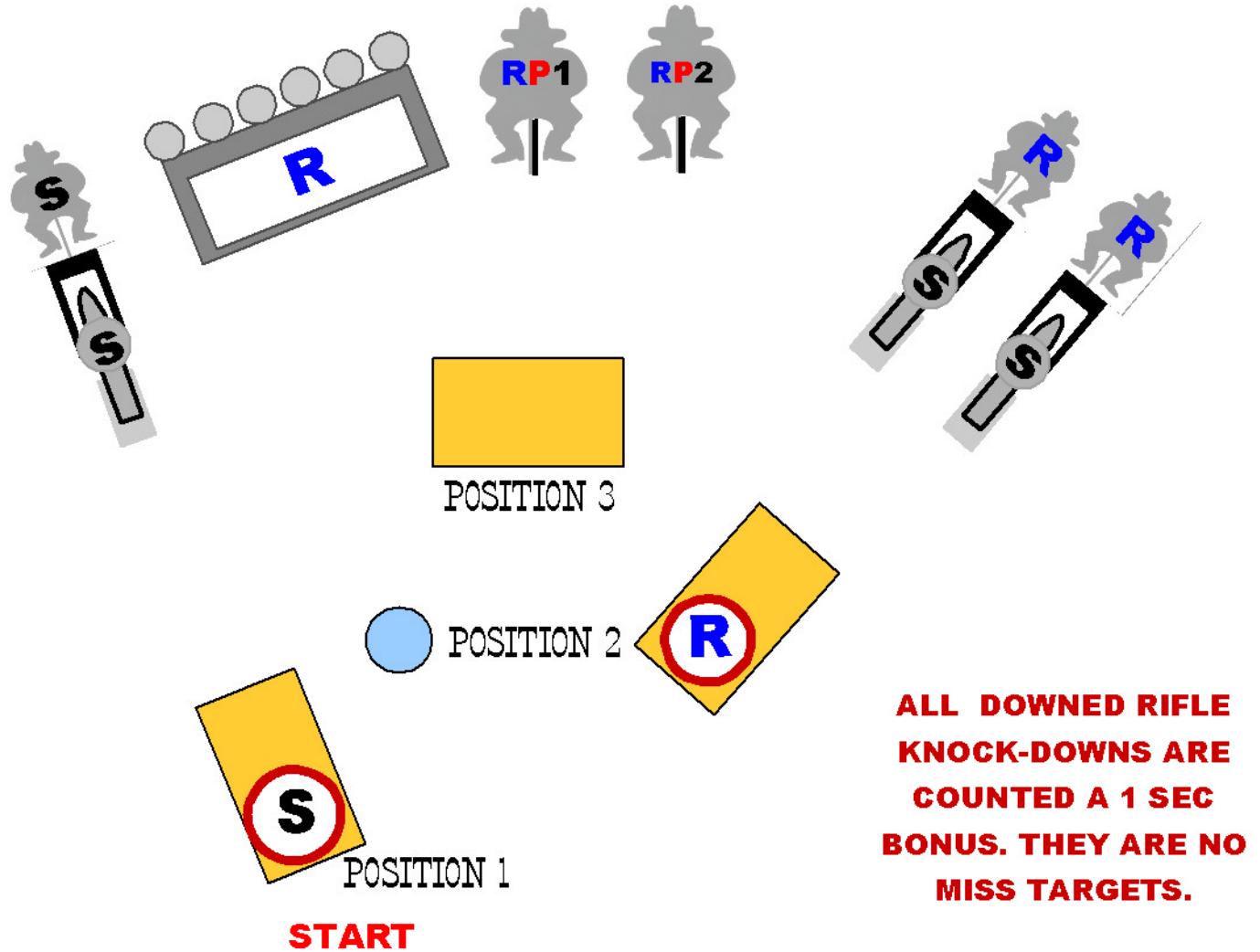
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY:

AT THE BEEP: WITH SHOTGUN ENGAGE 4 KNOCK-DOWNS, ANY ORDER. WITH RIFLE MOVE TO POSITION 2, ENGAGE TARGETS 1,2,1,2,3, 6,5,6,5,4. ANY ORDER. MOVE TO POSITION 3, MAKE RIFLE SAFE. WITH PISTOLS ENGAGE THE 6 TARGETS SAME AS RIFLE. **STAGE OVER**

STAGE 5



**ALL DOWNED RIFLE
KNOCK-DOWNS ARE
COUNTED A 1 SEC
BONUS. THEY ARE NO
MISS TARGETS.**

START



10 RIFLE 10 PISTOL 4+ SHOTGUN



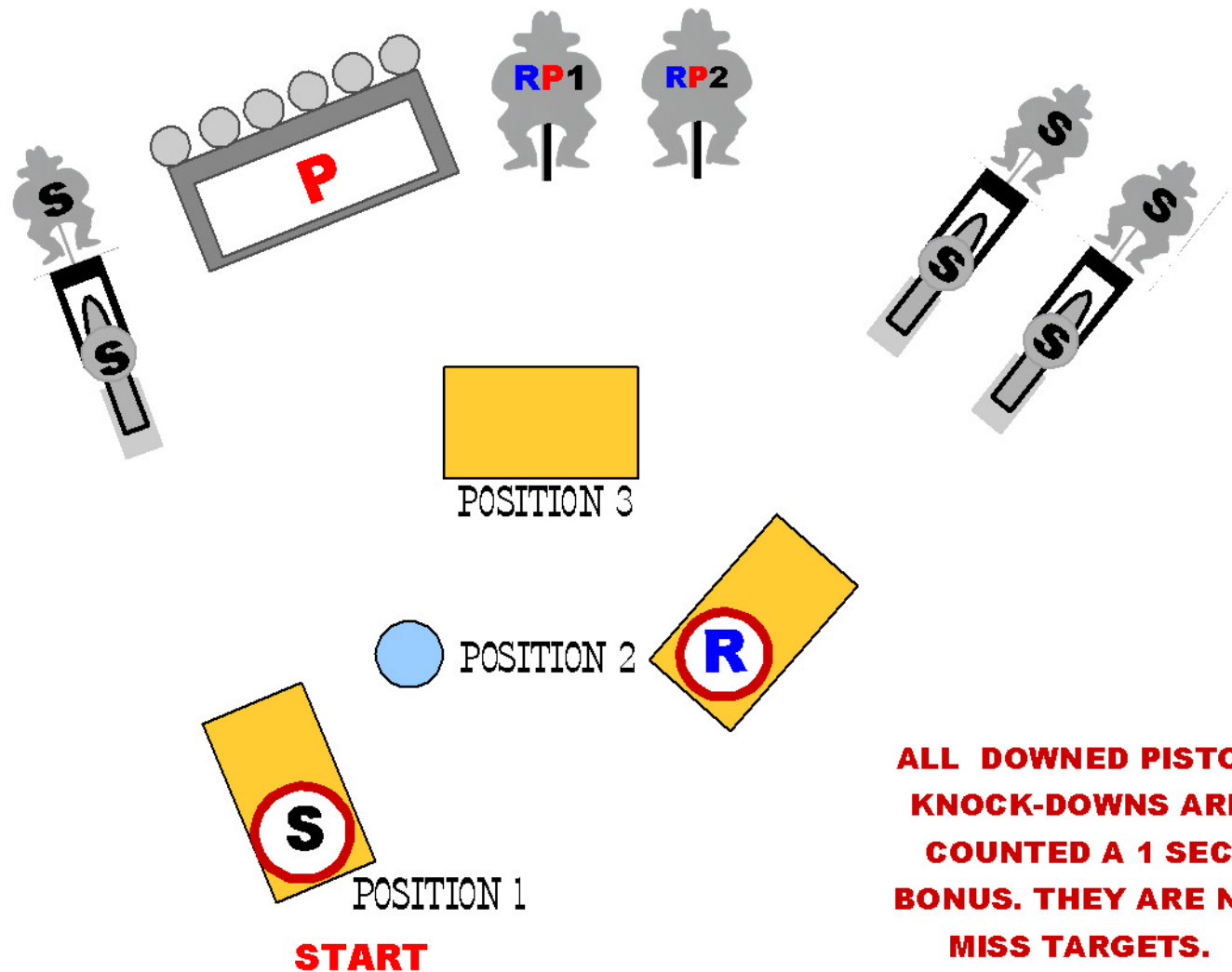
START: STANDING ON START PLATE. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1. RIFLE STAGED @ POSITION 2, LOADED WITH 10.

WHEN READY SAY:

AT THE BEEP: WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS, ANY ORDER. WITH SHOTGUN MOVE TO POSITION 2, ENGAGE 2 KNOCK-DOWNS. WITH RIFLE ENGAGE THE PLATE RACK, (6X) THE 2 KNOCK-DOWNS ONCE EACH AND PLACE 1 ON EACH STD. TARGET. ANY ORDER. MOVE TO POSITION 3, MAKE RIFLE SAFE. THEN WITH PISTOLS ALTERNATE BETWEEN P1 AND P2 FOR 10 ROUNDS.

STAGE OVER.

STAGE 6



10 RIFLE 10 PISTOL 6+ SHOTGUN



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

WHEN READY SAY:

AT THE BEEP: WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS, ANY ORDER. WITH SHOTGUN MOVE TO POSITION 2, ENGAGE 4 KNOCK-DOWNS. WITH RIFLE ALTERNATE BETWEEN R1 AND R2 FOR 10 ROUNDS. MOVE TO POSITION 3, MAKE RIFLE SAFE. WITH PISTOLS ENGAGE THE PLATE RACK, (6X) AND PLACE 2 ON EACH STD. TARGET. ANY ORDER. **STAGE OVER.**