



SASS MATCH

(MAY 27, 2017)

#86

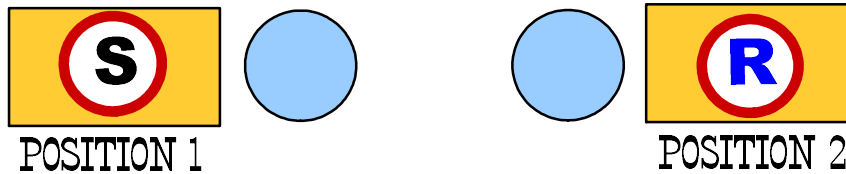
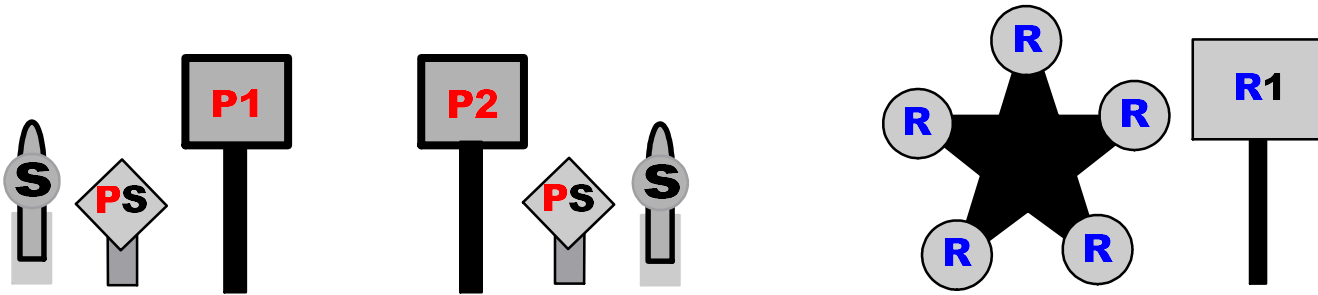
3 BAYS

60=R

60=P

24+=S

STAGE 1



	10 RIFLE	10 PISTOL	2+ SHOTGUN	
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START: STANDING @ POSITION 2. Rifle loaded w/10 held in hands.

Pistols loaded with 5 rounds each and holstered.

Shotgun open and empty staged at position 1.

WHEN READY SAY:

" I ain't leavin' "

AT THE BEEP:

With Rifle: Engage star until down placing any remaining rounds on R1.

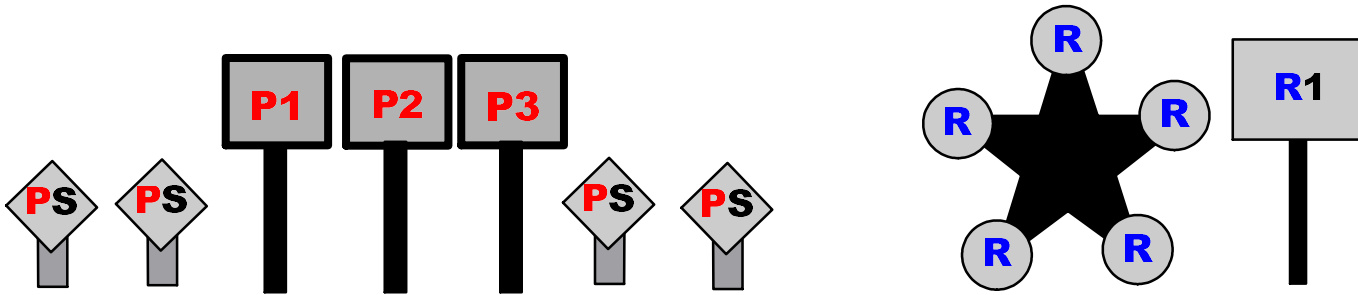
Make rifle safe and move to position 1.

With Pistols: Place one shot on a diamond faller then two shots each on P1 and P2.

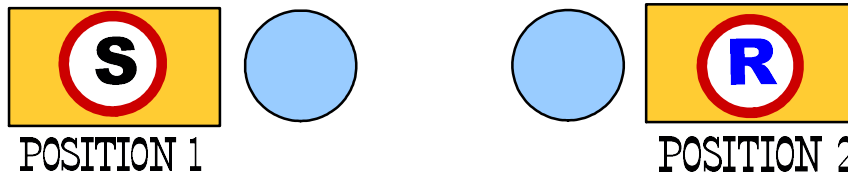
Then place one shot on the other diamond faller then two shots each on P1 and P2.

With Shotgun: Engage the shotgun knock-downs and, optionally, any remaining pistol knock-downs. (texas star may not be made up with shotgun)

STAGE 2



NOTE:
EACH PLATE IS A
NO-MISS,
2 SECOND BONUS.
SOLID IS A MISS.





10 RIFLE 10 PISTOL 0+ SHOTGUN



START: STANDING @ POSITION 2. Hands on hat or top of head.

Rifle loaded w/10 staged at position 2.

Pistols loaded with 5 rounds each and holstered.

Shotgun open and empty staged at position 1.

WHEN READY SAY: " Ya missed me. "

AT THE BEEP:

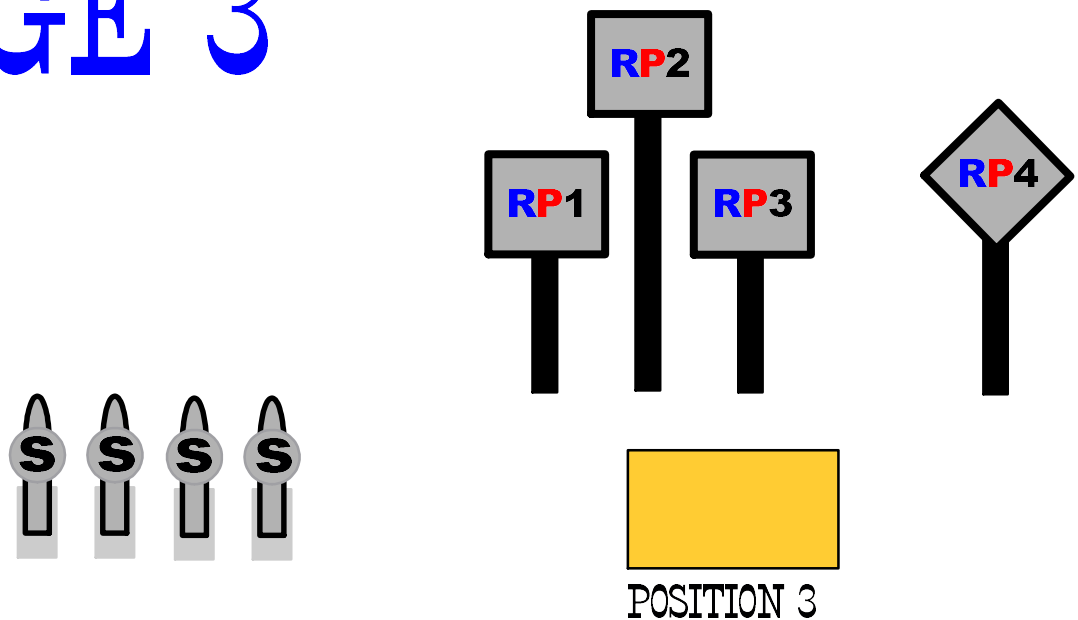
With Rifle: Starting on R1 alternate between R1 and the star for 10 rounds.

Make rifle safe and move to position 1.

With Pistols: From the left sweep two diamond fallers and the 3 solids. From the right sweep two diamond fallers and the 3 solids. (may start L or R set)

With Shotgun: Optionally engage any remaining knock-downs. (texas star may not be made up with shotgun)

STAGE 3



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: STANDING @ POSITION 1.

SHOTGUN OPEN AND EMPTY HELD IN BOTH HANDS.

RIFLE LOADED W/10 STAGED AT POSITION 1.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

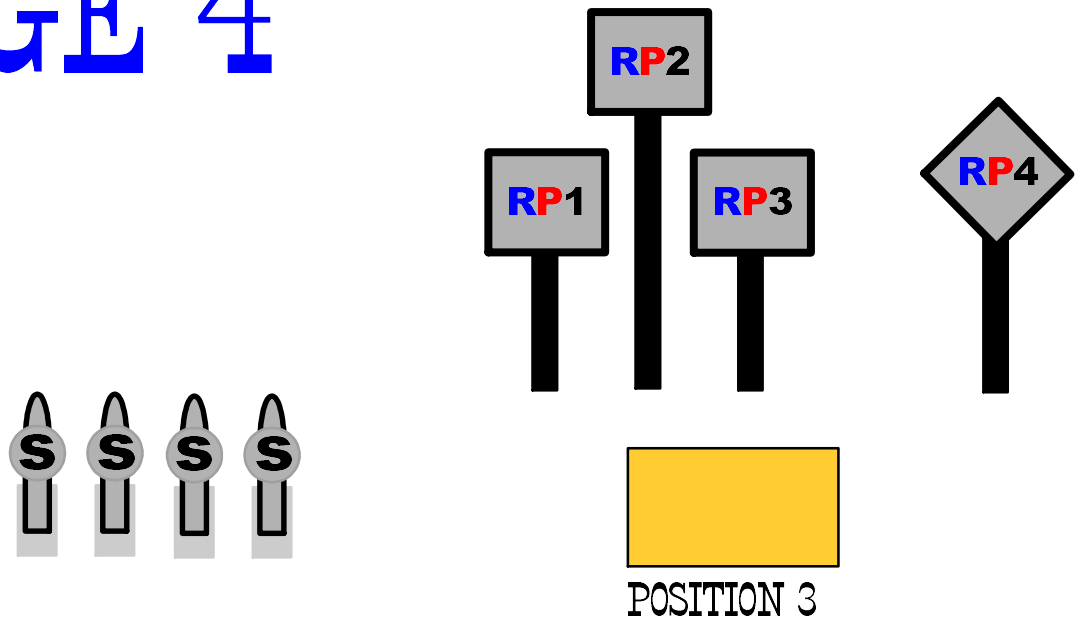
SAY THE LINE: " That was a BIG mistake! "

AT THE BEEP: With Shotgun: Engage the 4 knock-downs. Make shotgun safe, retrieve rifle and move to position 2.

With Rifle: From position 2, feet behind door, engage RP1-RP3 in a circle (either direction) for 4 rounds then place one round on RP4. Repeat. Move to position 3 and make rifle safe.

With Pistols: Engage RP targets same instructions as rifle.

STAGE 4



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: STANDING @ POSITION 1. HANDS ON BELT.
SHOTGUN OPEN AND EMPTY STAGED AT POSITION 1.
RIFLE LOADED W/10 STAGED AT POSITION 1.
PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

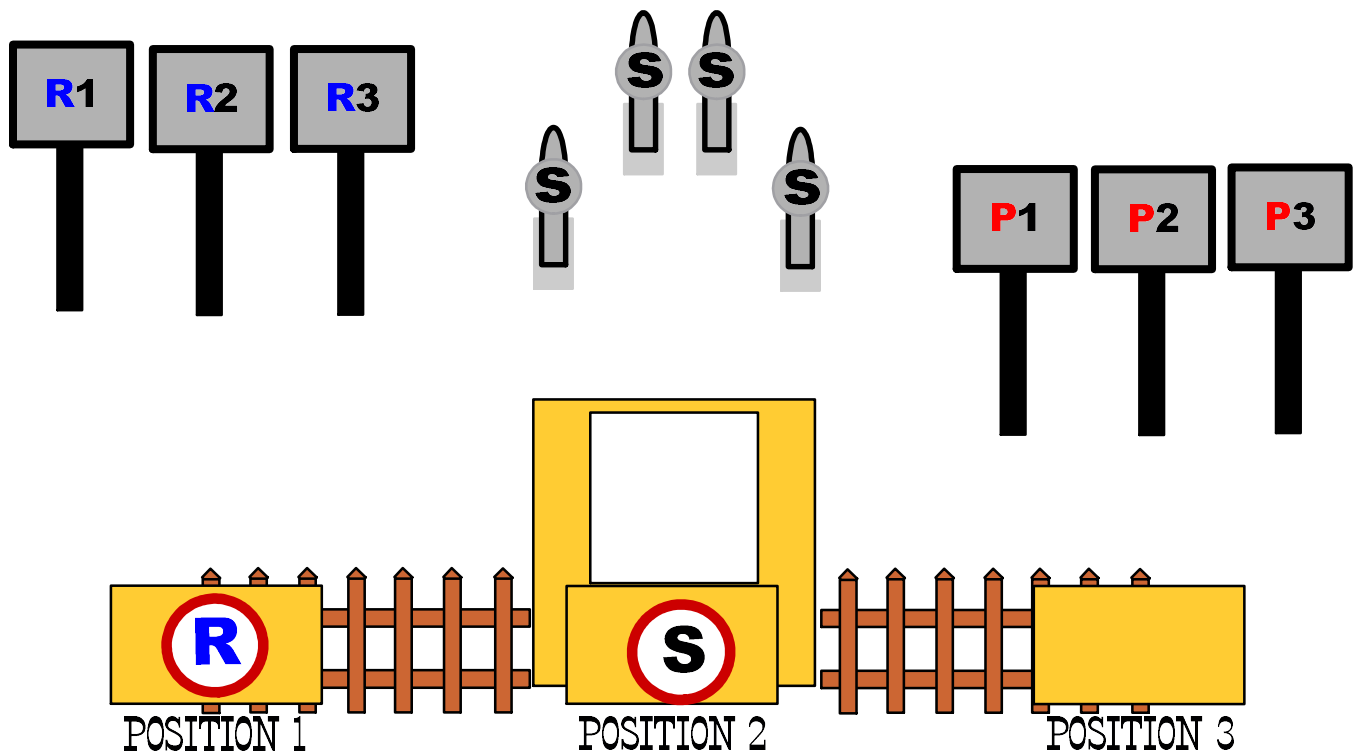
SAY THE LINE: " OK. You asked for it. "

AT THE BEEP: With Shotgun: Engage the 4 knock-downs. Make shotgun safe, retrieve rifle and move to position 2.

With Rifle: From position 2, feet behind door, engage RP targets 1,2,3,4,4, 1,2,3,4,4. Move to position 3 and make rifle safe.

With Pistols: Engage RP targets same instructions as rifle.

STAGE 5



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: STANDING @ POSITION 1 OR 3. HANDS ON FIREARM(S) OF CHOICE.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2.

RIFLE, LOADED WITH 10. STAGED @ POSITION 1.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

SAY THE LINE: " Drop it and git. "

AT THE BEEP: (Shooter may start at position 1 or 3 but shotgun will be last.)

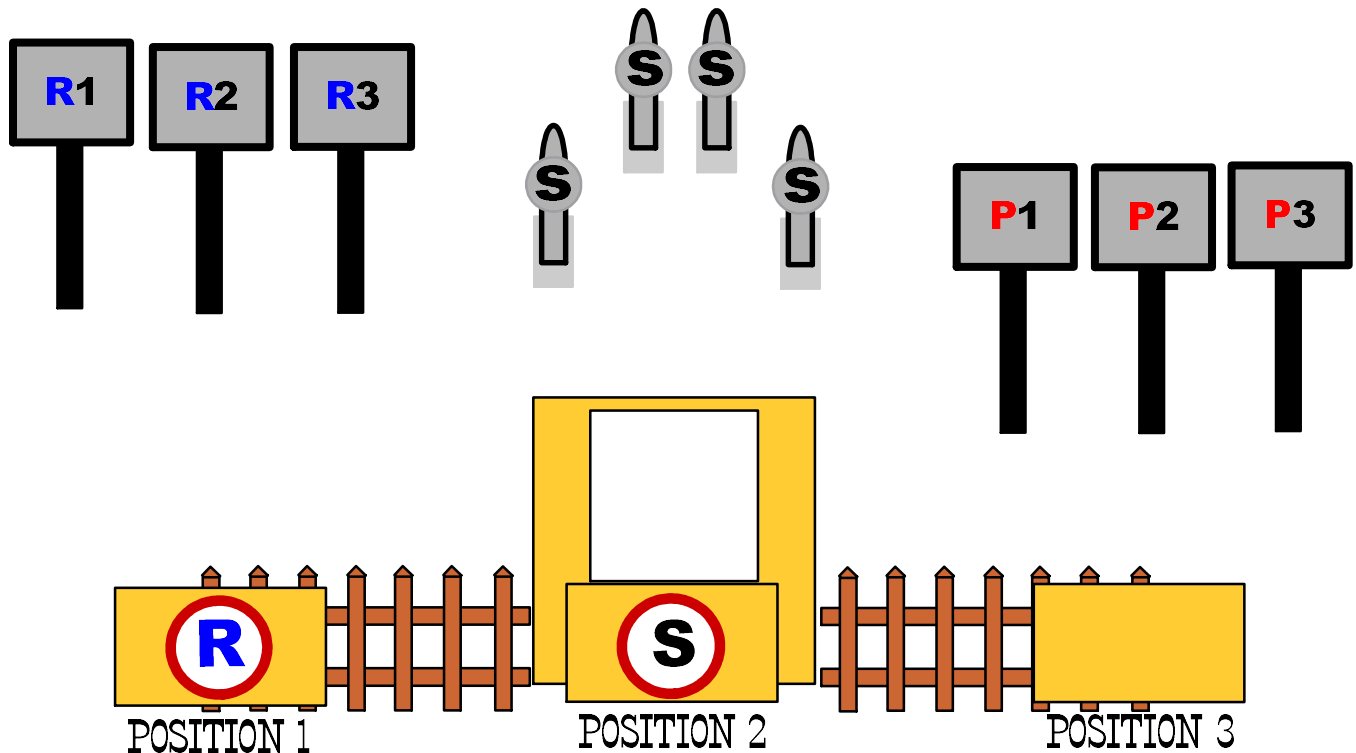
With rifle @ Position 1: Engage the rifle targets in a continuous double tap sweep starting on either end.

With shotgun @ Position 2: Engage 2 knock-downs.

With pistols @ position 3: Engage pistol targets same instructions as rifle.

Last With shotgun @ Position 2: Engage 2 more knock-downs.

STAGE 6



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: STANDING @ POSITION 2. HANDS FLAT ON TABLE.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 2.

RIFLE, LOADED WITH 10. STAGED @ POSITION 1.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

SAY THE LINE: " Don't make me say it again. "

AT THE BEEP:

With shotgun @ Position 2: Engage the 4 knock-downs, any order. Make shotgun safe and move to position 1.

With rifle @ Position 1: Engage the rifle targets in a 4-2-4 sweep starting on either end. Make rifle safe and move to position 3.

With pistols @ position 3: Engage pistol targets same instructions as rifle.