



SASS MATCH #77

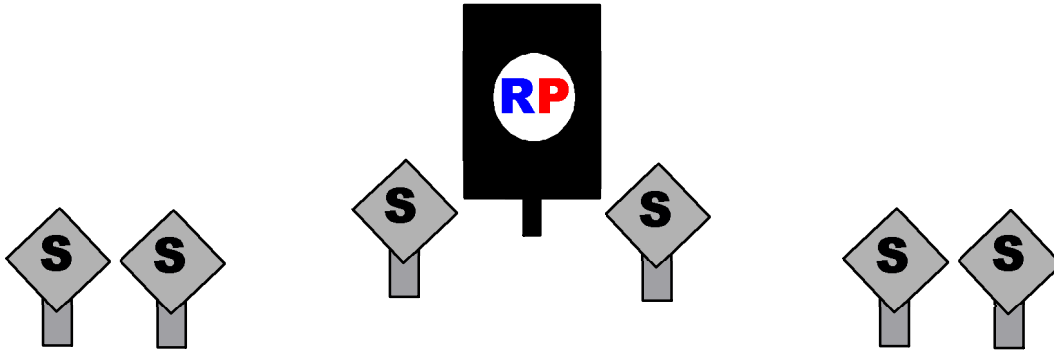
3 BAYS

56=R

60=P

24=S

STAGE 1



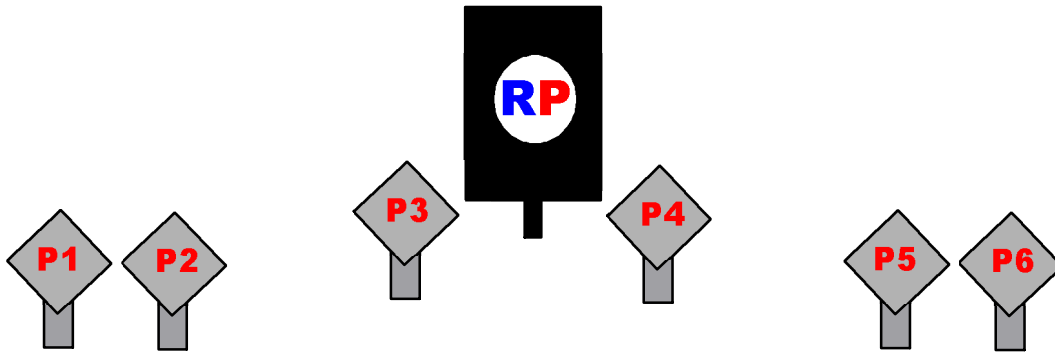
 10 RIFLE 10 PISTOL 4+ SHOTGUN 

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



WHEN READY SAY: " Make up your mind. "

AT THE BEEP: Engage 2 Shotgun fallers, then place 10 rifle on the RP target, then 2 more shotgun fallers, then 10 pistol on the RP target, then the final 2 shotgun fallers. (NOTE: Between SG strings, you may shoot either the rifle or pistol first)

STAGE 2



POSITION 1

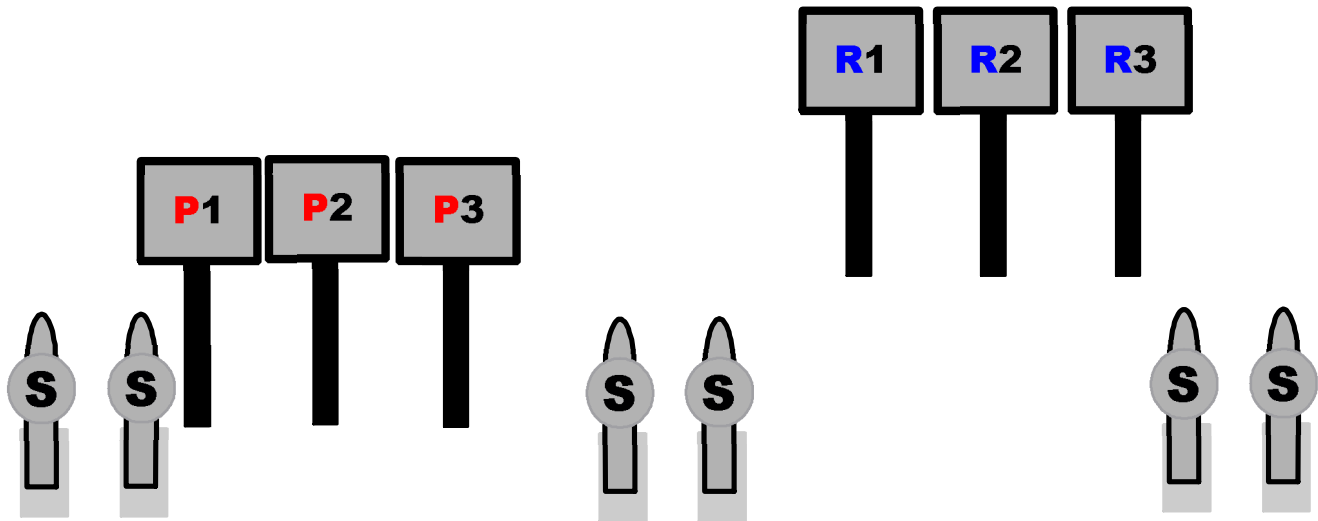
 7 RIFLE 10 PISTOL 0+ SHOTGUN 

START: STANDING BEHIND TABLE @ POSITION 1, HANDS ON HAT.
PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.
RIFLE LOADED WITH 7 STAGED AT POSITION 1.
SHOTGUN OPEN AND EMPTY STAGED @ TABLE @ POSITION 1.

WHEN READY SAY: " I'm through messin around. "

AT THE BEEP: With pistols, engage the 6 pistol fallers until down, placing any remaining rounds on the RP target. With rifle, engage the RP target 7 times.
With shotgun, if necessary, knock down any remaining fallers.

STAGE 3




9 RIFLE
10 PISTOL
4+ SHOTGUN


START: STANDING @ ANY POSITION, HANDS ON FIREARM OF CHOICE.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

RIFLE LOADED WITH 9, STAGED ON EITHER TABLE.

SHOTGUN OPEN AND EMPTY STAGED ON EITHER TABLE.

WHEN READY SAY: " It looks like it's 3 against 1. "

AT THE BEEP:

(SHOOTER CHOICE. Guns may be shot in any order but may not end with the rifle.)

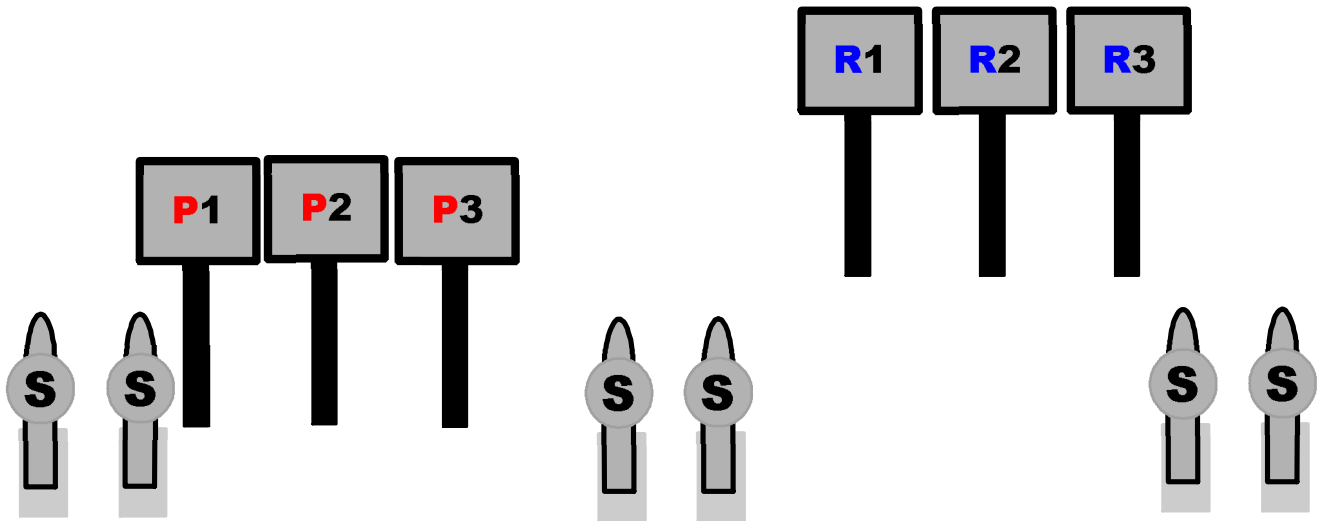
With Pistols: Triple Tap each pistol target, then place the last round on P2.

With Rifle: Triple Tap each rifle target.

With Shotgun: Engage all 6 fallers.

NOTE: For safety, from position 1 or 3 you may not engage the farthest 2 SG targets.

STAGE 4



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

START: STANDING @ ANY POSITION, HANDS ON FIREARM OF CHOICE.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

RIFLE LOADED WITH 10, STAGE ON EITHER TABLE.

SHOTGUN OPEN AND EMPTY STAGED ON EITHER TABLE.

WHEN READY SAY: " Don't make me repeat myself. "

AT THE BEEP:

(SHOOTER CHOICE. Guns may be shot in any order but may not end with the rifle.)

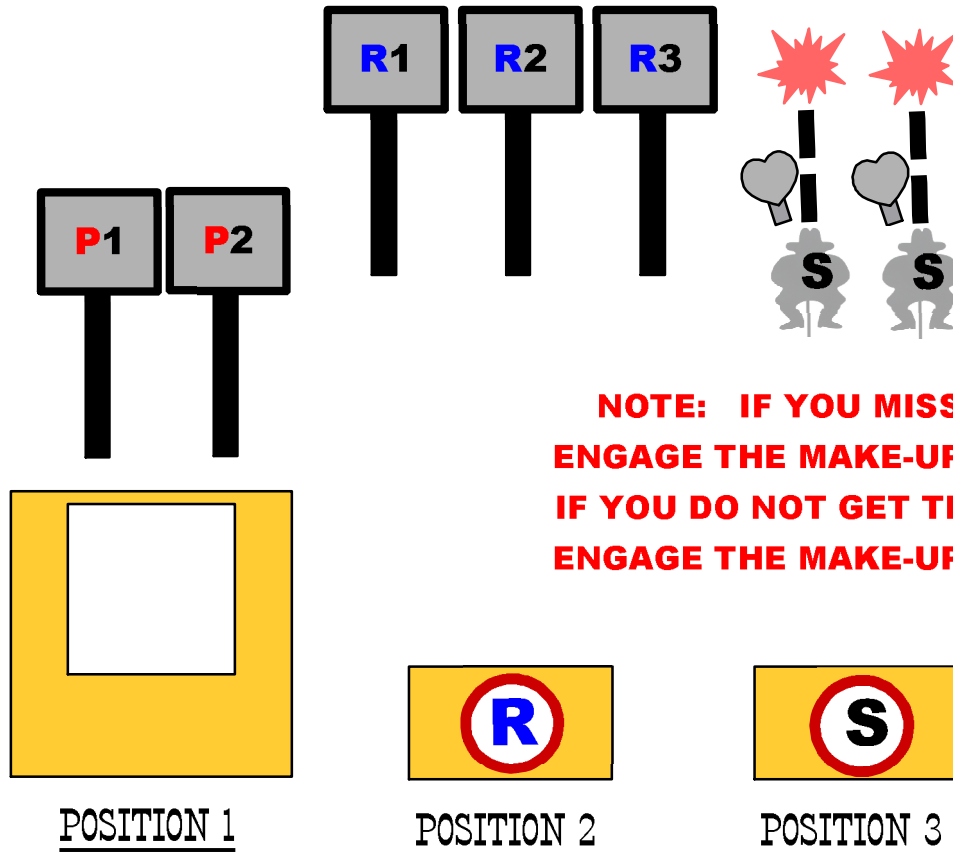
With Pistols: Engage the pistol targets P1, P2, P1, P2, P3, repeat.

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

With Shotgun: Engage all 6 fallers.

NOTE: For safety, from position 1 or 3 you may not engage the farthest 2 SG targets.

STAGE 5



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	
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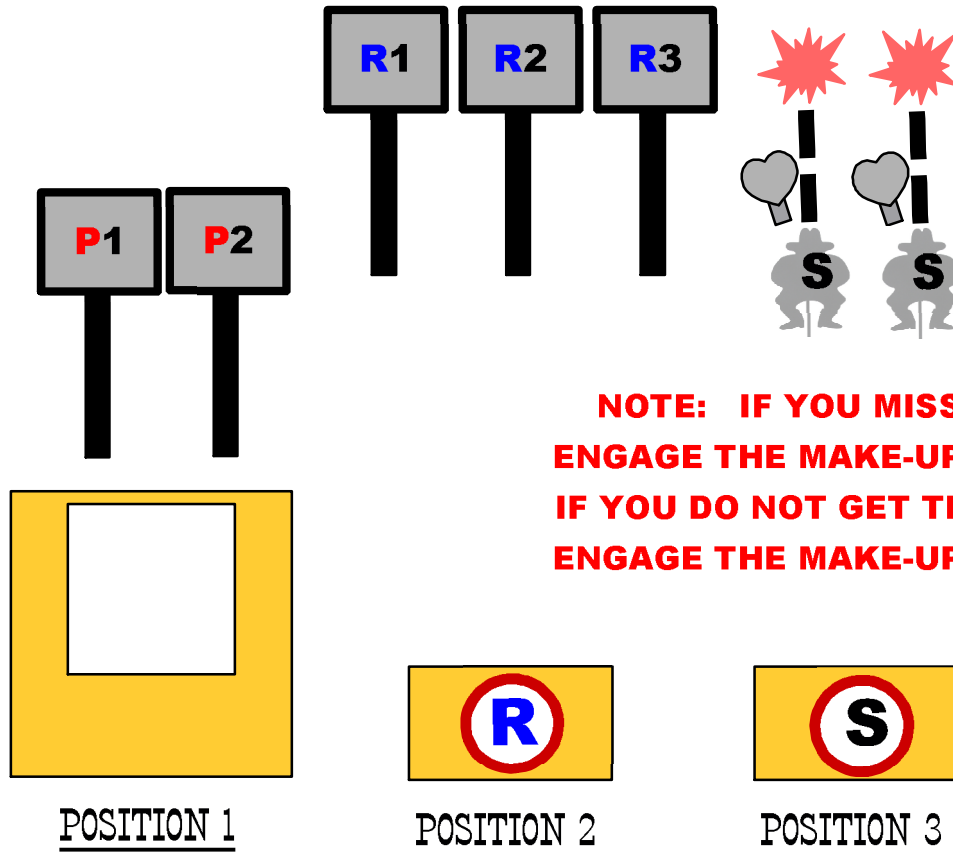
START: STANDING @ POSITION 1, HANDS ON PISTOL OR PISTOLS.
PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.
RIFLE LOADED WITH 10, STAGED AT POSITION 2.
SHOTGUN OPEN AND EMPTY STAGED AT POSITION 3.

WHEN READY SAY: " I'm ready when you are. "

AT THE BEEP:

With Pistols: Continuous Double Tap the pistols targets starting on either end.
Move to Position 2.
With Rifle: Double Tap nevada sweep the rifle targets starting on either end.
Make rifle safe and move to Position 3.
With Shotgun: Engage the activators and birds.

STAGE 6



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	
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START: STANDING @ POSITION 3, OPEN AND EMPTY SHOTGUN HELD IN HANDS.
PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.
RIFLE LOADED WITH 10, STAGED AT POSITION 2.

WHEN READY SAY: " I'm tired of waitin. "

AT THE BEEP:

- With Shotgun: Engage the activators and birds.
- Make shotgun safe and move to Position 2.
- With Rifle: Engage the rifle targets R1, R3, R2, R2, R2, repeat.
- Make rifle safe and move to Position 1.
- With Pistols: Engage the pistol targets P1, P2, P1, P1, P1, repeat.