



# SASS MATCH #68

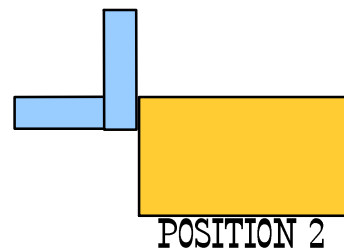
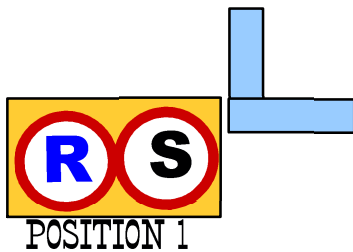
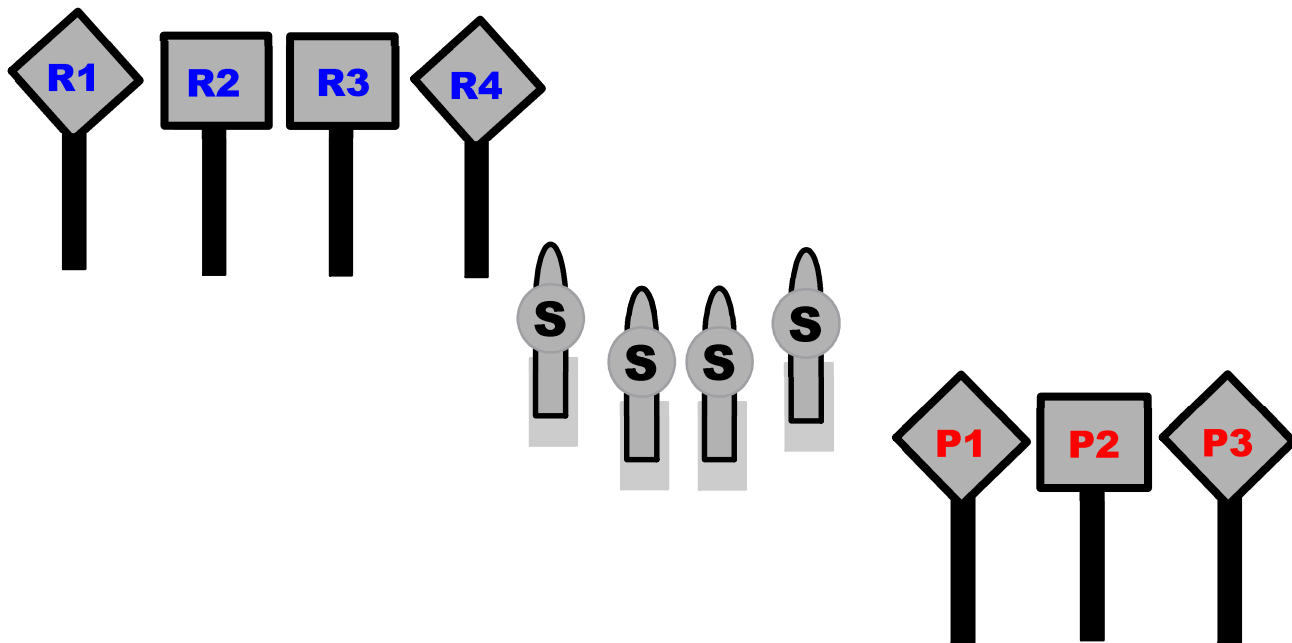
3 BAYS



60=R

60=P

26 +=S

# STAGE 1



 10 RIFLE 10 PISTOL 4+ SHOTGUN 

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

**WHEN READY SAY: " Time's up! "**

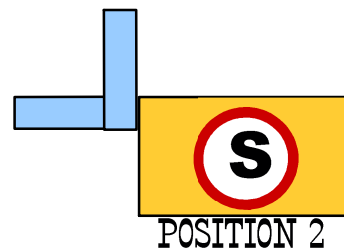
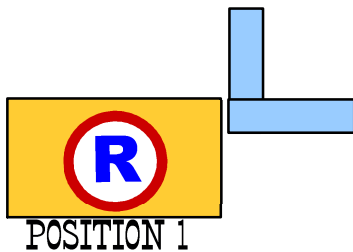
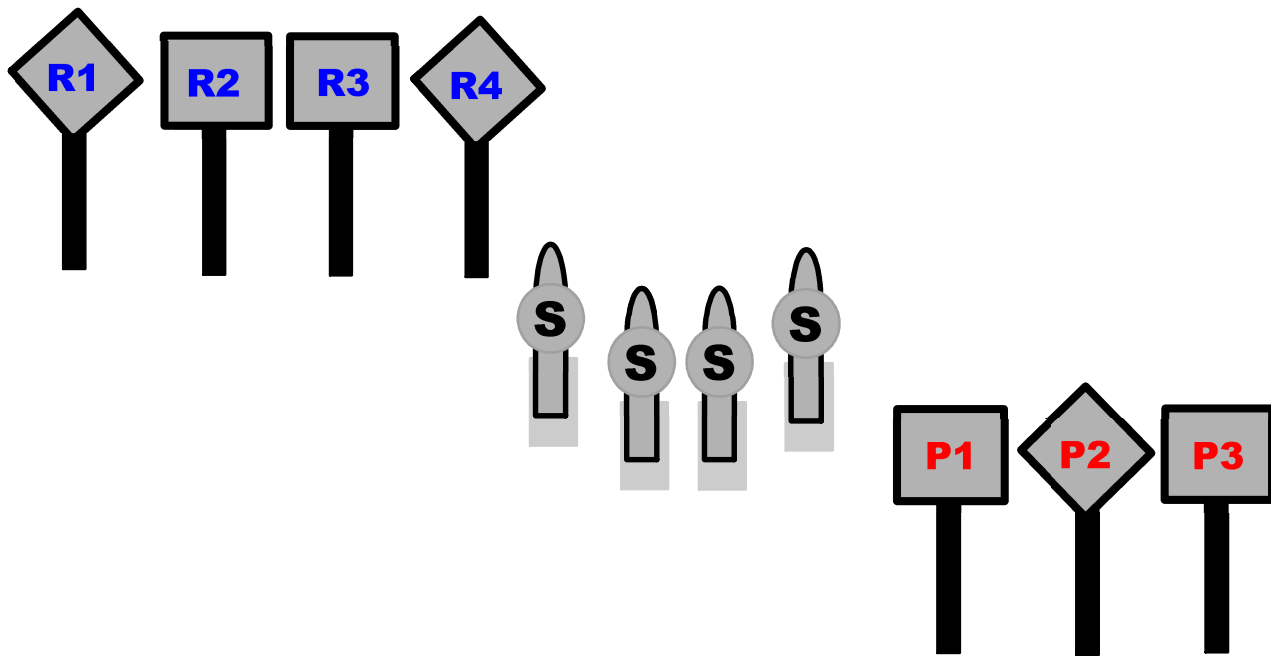
**AT THE BEEP:**



With rifle: Engage the rifle targets R2,R1,R2,R2,R2 then R3,R4,R3,R3,R3. Make rifle safe.

With shotgun: Anywhere between Position 1 and 2, Engage the 4 knock-downs in any order. Make shotgun safe at Position 2.

With pistols: Engage the pistol targets P2,P1,P2,P2,P2 then P2,P3,P2,P2,P2.

# STAGE 2



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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**START:** STANDING @ POSITION 2, HANDS AT SIDES. RIFLE LOADED WITH 10 STAGED AT POSITION 1. SHOTGUN OPEN AND EMPTY STAGED AT POSITION 2. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

**WHEN READY SAY: " Prove it! "**

**AT THE BEEP:**

With pistols: Engage the pistol targets P2,P2,P2,P2,P1 then P2,P2,P2,P2,P3.

With shotgun: Anywhere between Position 2 and 1, Engage the 4 knock-downs in any order.

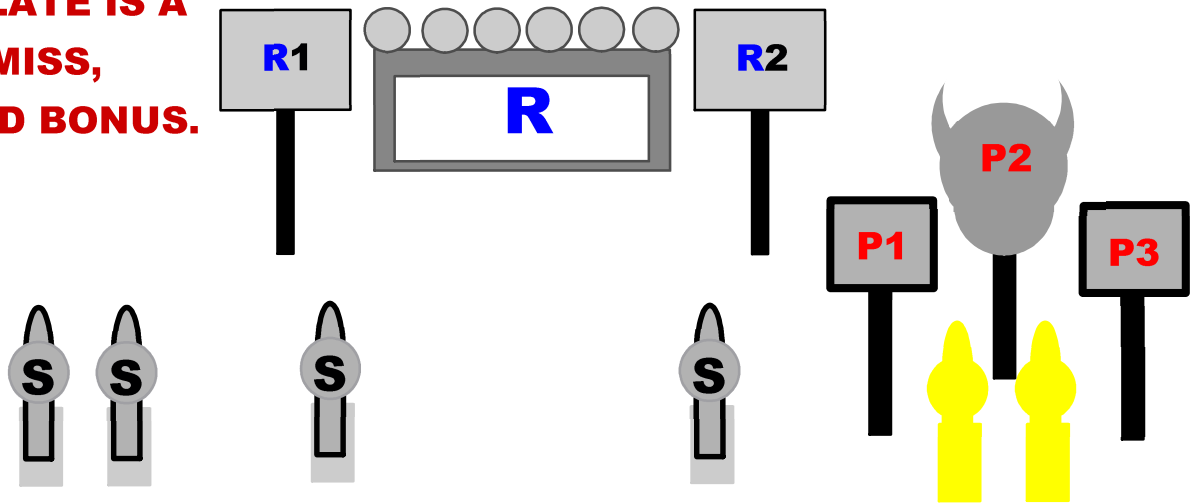
Make shotgun safe at Position 1.

With rifle: Engage the rifle targets R2,R2,R2,R2,R1 then R3,R3,R3,R3,R4. Make rifle safe.

# STAGE 3

**NOTE:**

**EACH PLATE IS A  
NO-MISS,  
1 SECOND BONUS.**



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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**START:** STANDING @ POSITION 1, SHOTGUN OPEN AN EMPTY HELD IN HANDS.  
 RIFLE LOADED WITH 10 STAGED AT POSITION 2.  
 PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

**WHEN READY SAY: " I'm here for the money. "**

**AT THE BEEP:**

With shotgun: Engage 2 knock-downs at Position 1 then 2 knock-downs at Position 2.

Make shotgun safe.

With rifle: Starting on either end, engage R1,R1, Plate Rack 6x, R2, R2

Make rifle safe and move to Position 3.

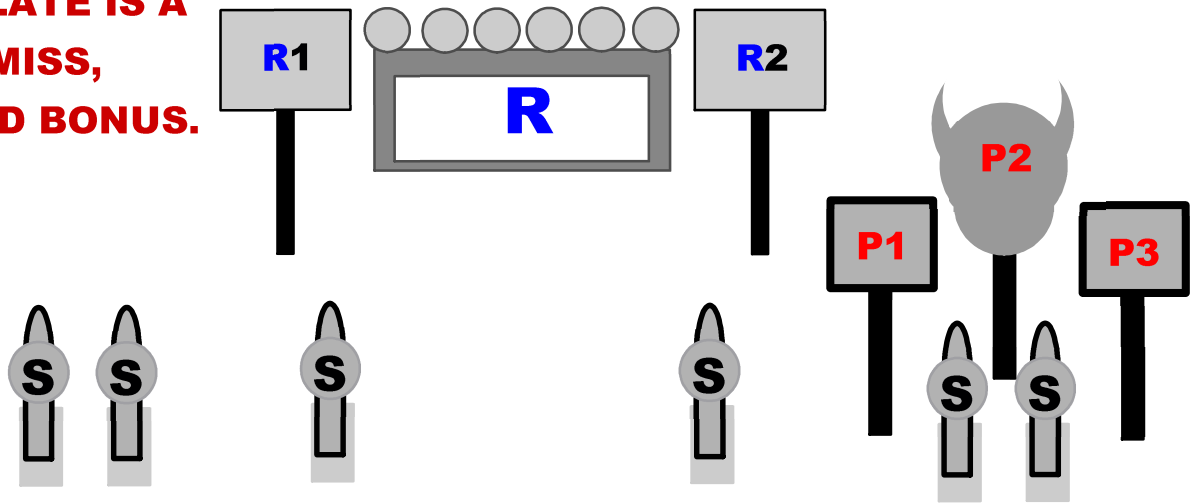
With pistols: With first pistol nevada sweep P1-P3 starting either end.

With second pistol engage P2 5 times.

(Note: Plate rack is a no-miss, one second bonus each. Solid targets are miss.)

# STAGE 4

**NOTE:**  
**EACH PLATE IS A**  
**NO-MISS,**  
**1 SECOND BONUS.**



	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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**START:** STANDING @ POSITION 3, HANDS ON PISTOL(S).  
 SHOTGUN OPEN AND EMPTY STAGED AT POSITION 3.  
 RIFLE LOADED WITH 10 STAGED AT POSITION 2.

**WHEN READY SAY:**

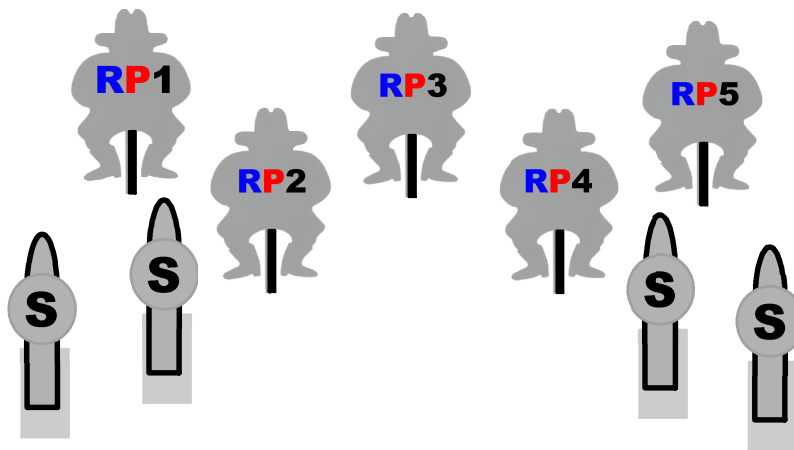
**" You might want to think about this... "**

**AT THE BEEP:**

- With pistols: Starting on either end, engage the pistol targets in two 1-3-1 sweeps.
- With shotgun: Engage 2 knock-downs at Position 3 then 2 knock-downs at Position 2.
- Make shotgun safe for later use.
- With rifle: Starting on either end, engage R1,R1, Plate Rack 6x, R2, R2
- Make rifle safe and take shotgun to Position 1.
- With shotgun: Engage the last 2 knock-downs.

(Note: Plate rack is a no-miss, one second bonus each. Solid targets are miss.)

# STAGE 5



POSITION 1

	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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**START:** STANDING @ POSITION 1. HANDS ON HAT OR TOP OF HEAD.  
PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.  
RIFLE, LOADED WITH 10. STAGED @ POSITION 1.  
SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

**SAY THE LINE: " I never liked you, nor your kin! "**

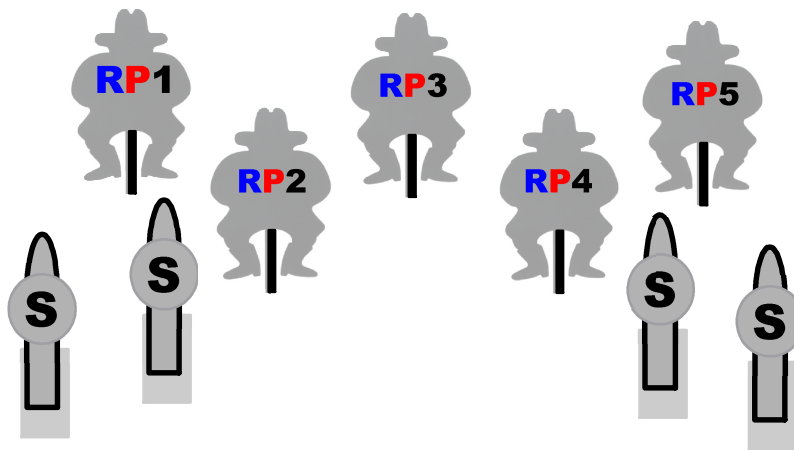
**AT THE BEEP:** (Guns may be shot in any order, but may not end with the rifle.)

With pistols: Alternate double tap the front two targets for 10 rounds.

With rifle: Engage all RP targets twice each, no double taps.

With shotgun: Engage the 4 knock-downs.

# STAGE 6



POSITION 1

	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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**START:** STANDING @ POSITION 1. HANDS ON A BELT.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

RIFLE, LOADED WITH 10. STAGED @ POSITION 1.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

**SAY THE LINE: " You back for more? "**

**AT THE BEEP:** (Guns may be shot in any order, but may not end with the rifle.)

With pistols: Starting on either target, 3-2 sweep the front two targets from the left and from the right.

With rifle: Starting on the L or R, Shoot the "W" twice. (RP1-RP5) (dirty sweep ok).

With shotgun: Engage the 4 knock-downs.