



SASS MATCH

#97

(11-24-2018)

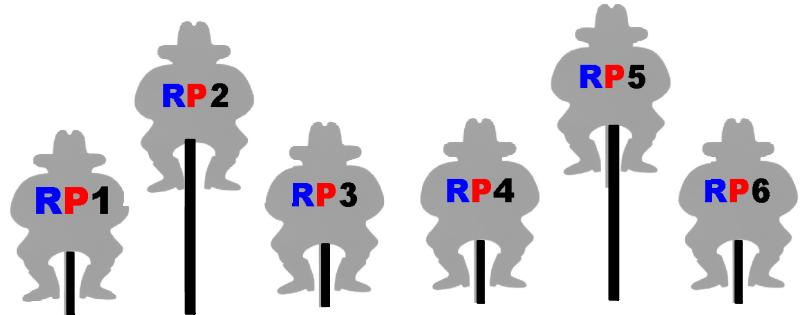
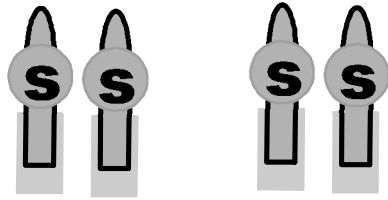
3 DAYS

60=R

60=P

28+=S

STAGE 1



POSITION 3



POSITION 2



POSITION 1

	10 RIFLE	10 PISTOL	4+ SHOTGUN	
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START: Stand at Position 1, rifle loaded w/10, held in hands.

Pistols loaded w/5 rounds each and holstered.

Shotgun open and empty staged at Position 3.

WHEN READY SAY: "SUITS ME"

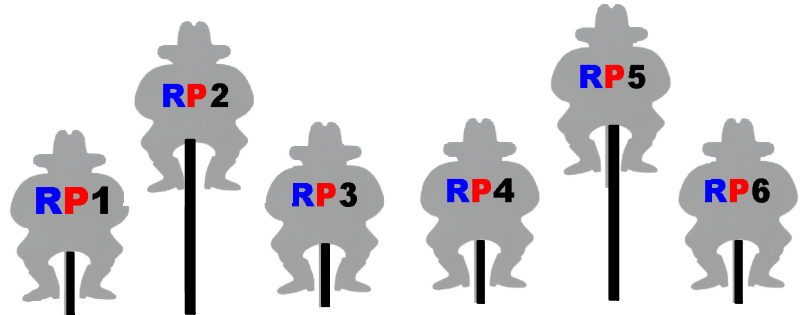
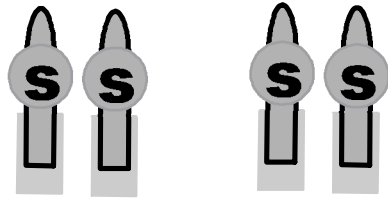
AT THE BEEP:

With Rifle at Position 1: Place one round on each lower target and 3 rounds on each upper target, any order. Make rifle safe at Position 2.

With Pistols at Position 2: Engage RP targets same instructions as rifle. Move to position 3.

With SG at Position 3: Engage the 4 knock-downs, any order.

STAGE 2



POSITION 3



POSITION 2



POSITION 1



START: Stand at Position 1, rifle loaded w/10, held in hands.

Pistols loaded w/5 rounds each and holstered.

Shotgun open and empty staged at Position 3.

WHEN READY SAY: " Get my horse! "

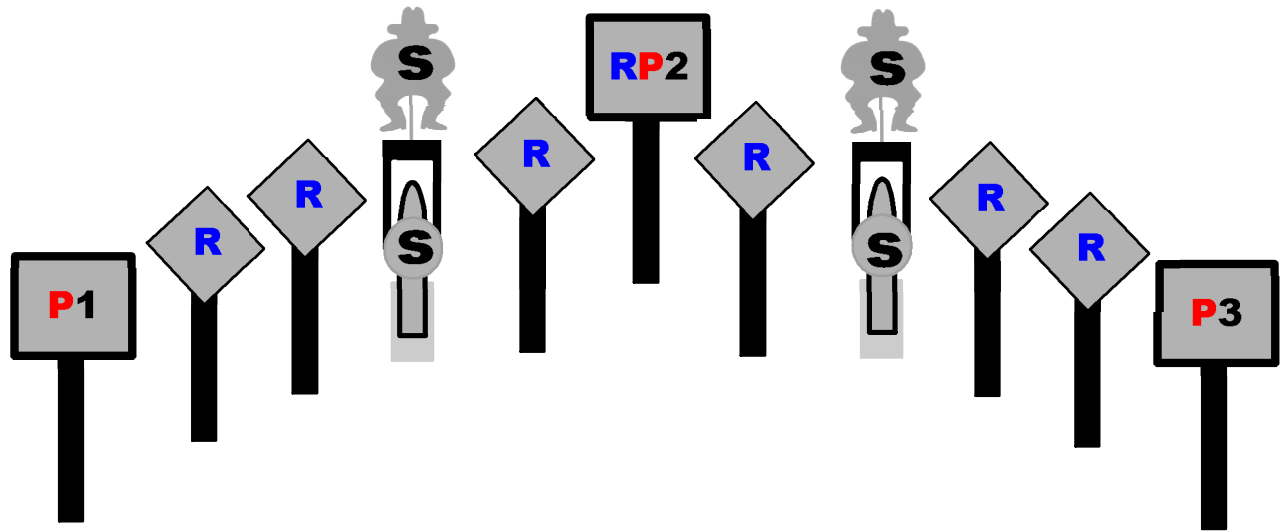
AT THE BEEP:

With Rifle at Position 1: Sweep all the RP targets left to right, THEN sweep the bottom RP targets left to right.

With Pistols at Position 2: Engage RP targets same instructions as rifle. Move to position 3.

With SG at Position 3: Engage the 4 knock-downs, any order.

STAGE 3



POSITION 1



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

WHEN READY SAY: "I WARNED YA TWICE!"

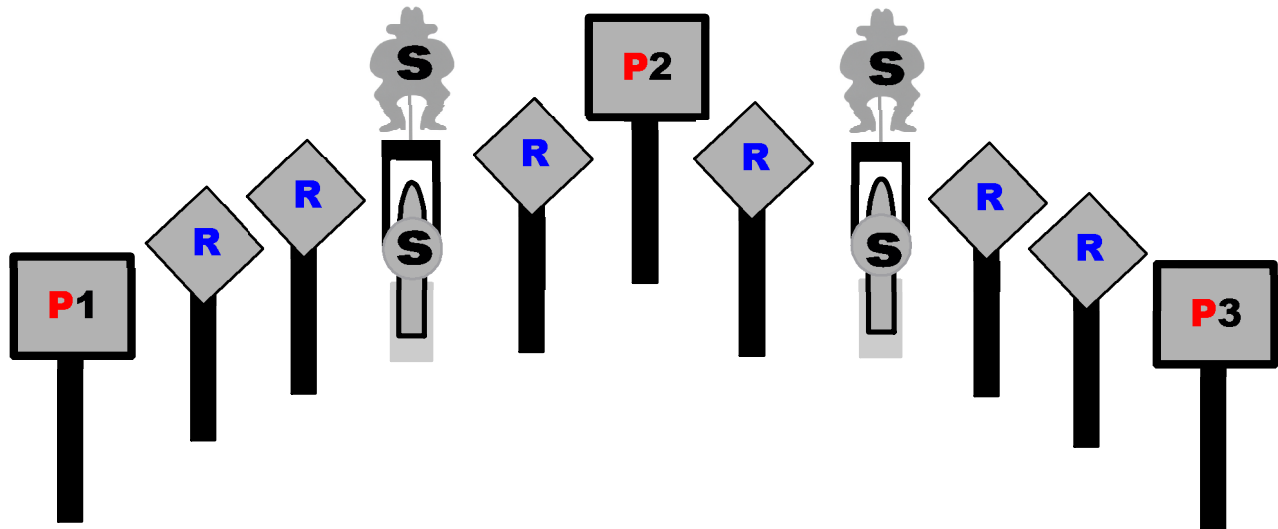
AT THE BEEP: (Guns may be shot in any order but may not end with rifle.)

With Rifle: Engage the 6 diamonds once each then place the remaining 4 rounds on RP2.

With Pistols: Place at least 3 rounds on each pistol target. (P1, RP2, P3)

With Shotgun: Engage the 4 knock-downs, any order.

STAGE 4



POSITION 1



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

WHEN READY SAY: " Think about it... "

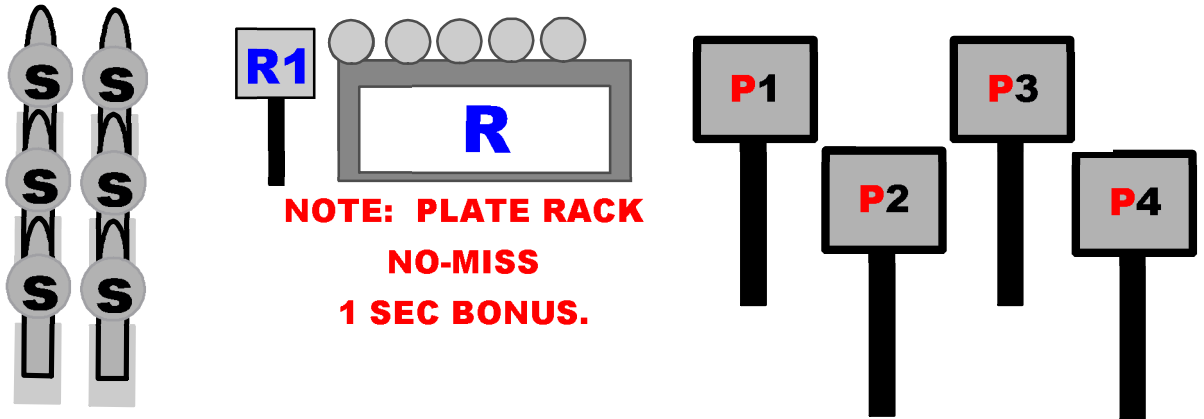
AT THE BEEP: (Guns may be shot in any order but may not end with rifle.)

With Rifle: Double tap the 4 outside diamonds AND single tap the 2 inside diamonds.

With Pistols: Starting on either end, 2-1-2 sweep the pistol targets twice.

With Shotgun: Engage the 4 knock-downs, any order.

STAGE 5



POSITION 1



POSITION 2

 10 RIFLE 10 PISTOL 2+ SHOTGUN 

START: STANDING @ POSITION 1 OR 2, HANDS UP ABOVE SHOULDERS.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1 or 2.

RIFLE STAGED @ POSITION 1 or 2, LOADED WITH 10.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: " So you say. "

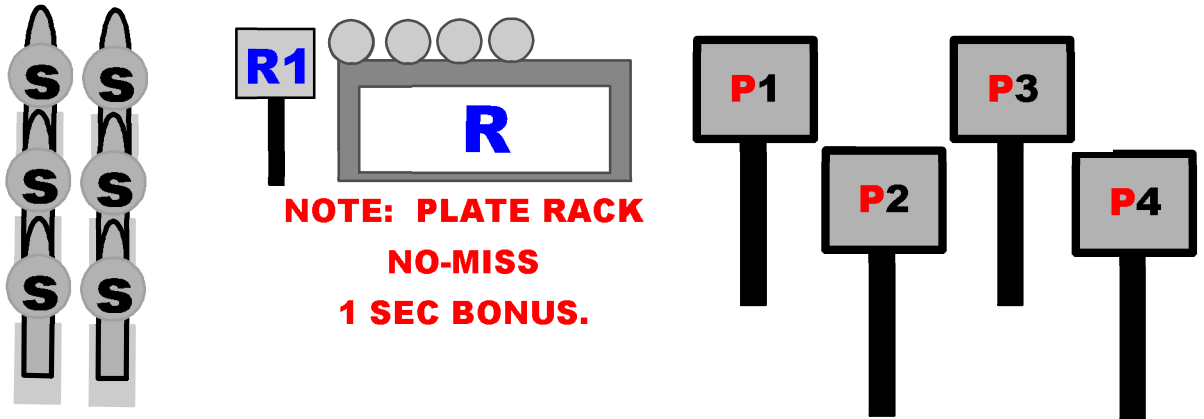
AT THE BEEP: (Guns may be shot in any order but not ending with the rifle.)

With SG at Position 1: Engage the knock-down with as many shells as necessary.

Pistols at Position 2: Alternate between P1 and P2 for 5 rounds and between P3 and P4 for 5 rounds.

Rifle at Position 1 or 2: Starting on R1, alternate between R1 and the Plate rack for 10 rounds. (Plate rack is no-miss 1 second each plate.)

STAGE 6



POSITION 1



POSITION 2

 10 RIFLE 10 PISTOL 2+ SHOTGUN 

START: STANDING @ POSITION 1 OR 2, HANDS UP ABOVE SHOULDERS.

SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1 or 2.

RIFLE STAGED @ POSITION 1 or 2, LOADED WITH 10.

PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED.

WHEN READY SAY: " You don't say? "

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

With SG at Position 1: Engage the knock-down with as many shells as necessary.

Pistols at Position 2: Double tap pistol targets in this order: P1,P2,P3,P4,P1

Rifle at Position 1 or 2: Starting on R1 alternate double tap the R1 and the plate rack for 10 rounds. (Plate rack is no-miss 1 second each plate.)