

DB/ Clay Hayden



S.A.S.S. MATCH

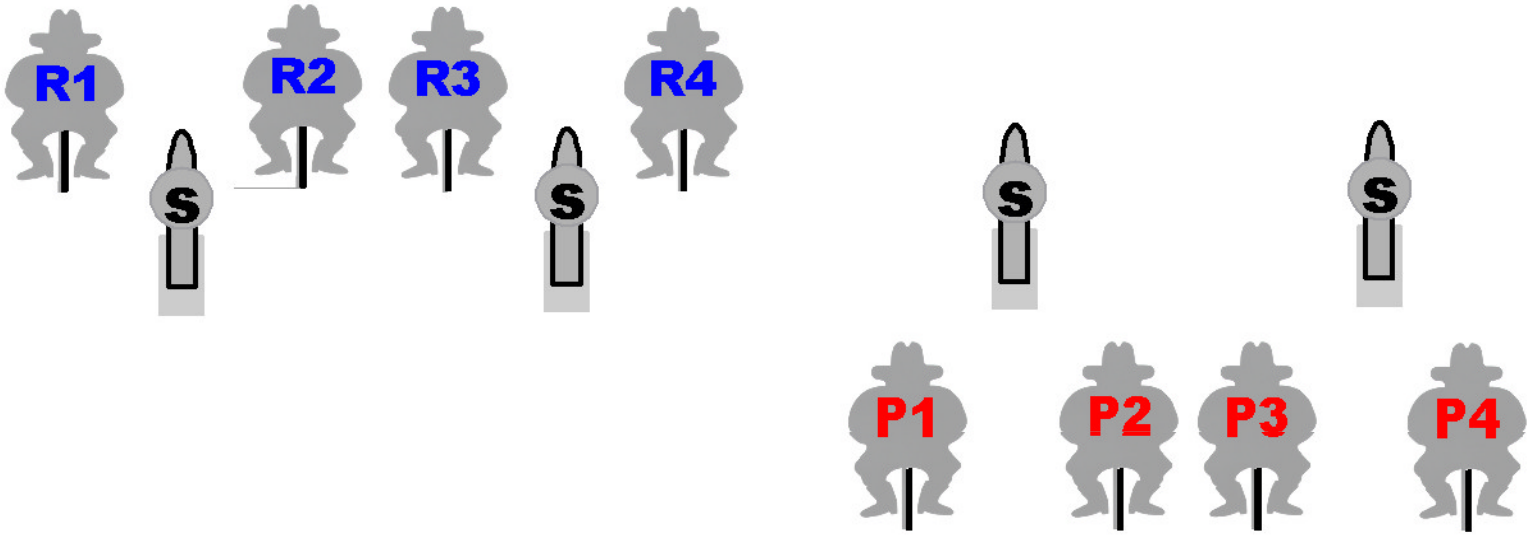
2 BAYS 6 STAGES

60=R

60=P

24=S

STAGE 1



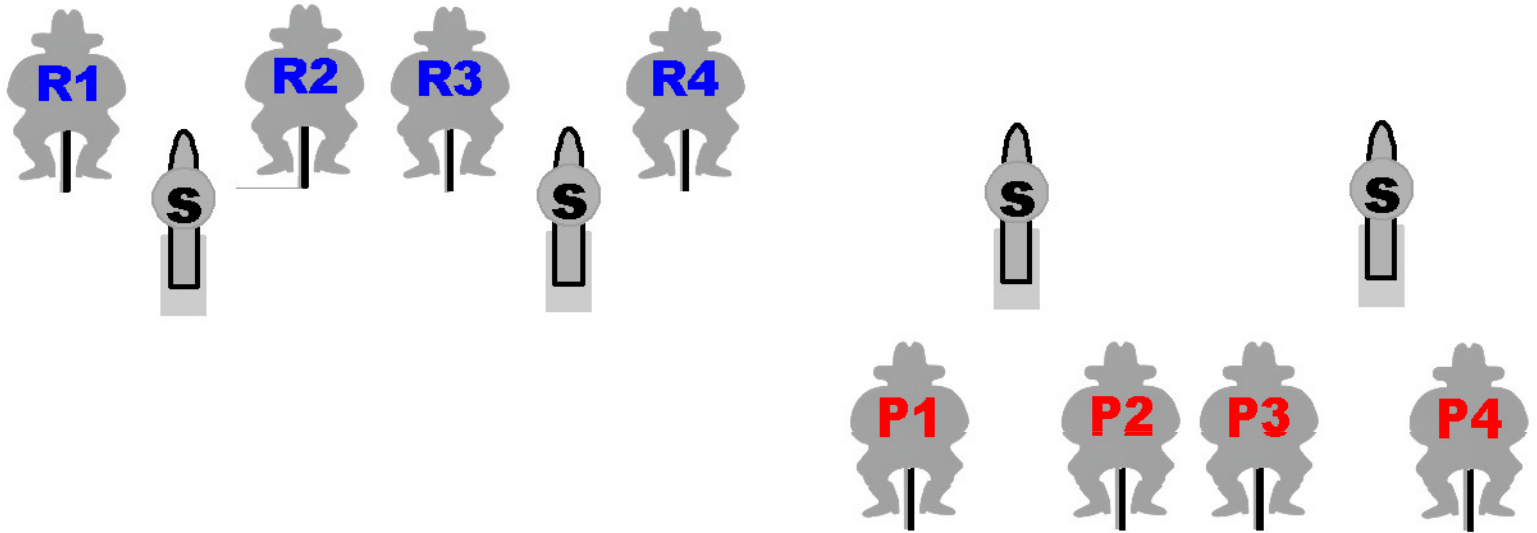
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY: " YOU'LL GET YOUR'S "

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

STAGE 2



POSITION 1



POSITION 2

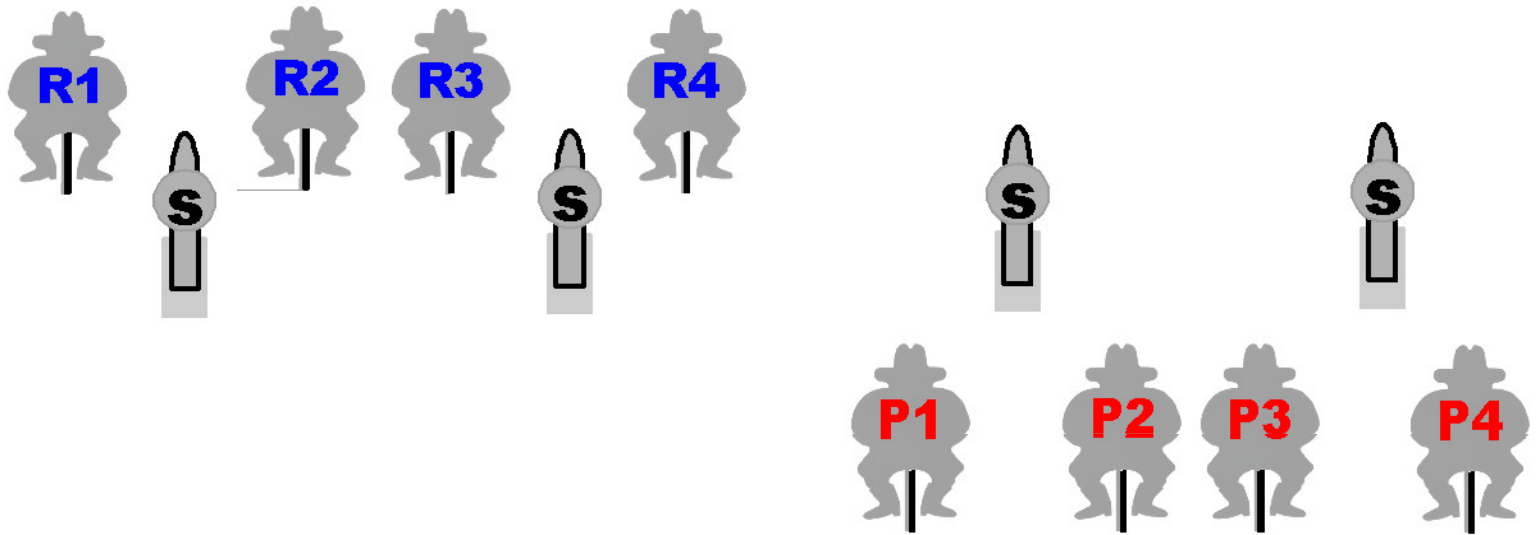
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

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

WHEN READY SAY: "TAKE YOUR BEST SHOT"

AT THE BEEP: WITH RIFLE ENGAGE RIFLE TARGETS 3 ON 1, 2 ON 2, 2 ON 3, 3 ON 4. ANY ORDER. MAKE RIFLE SAFE. THEN WITH SHOTGUN ENGAGE 2 KNOCK-DOWNS, ANY ORDER. WITH YOUR SHOTGUN MOVE TO POSITION 2 AND ENGAGE 2 MORE KNOCK-DOWNS, ANY ORDER. WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE. STAGE OVER.

STAGE 3



POSITION 1



POSITION 2

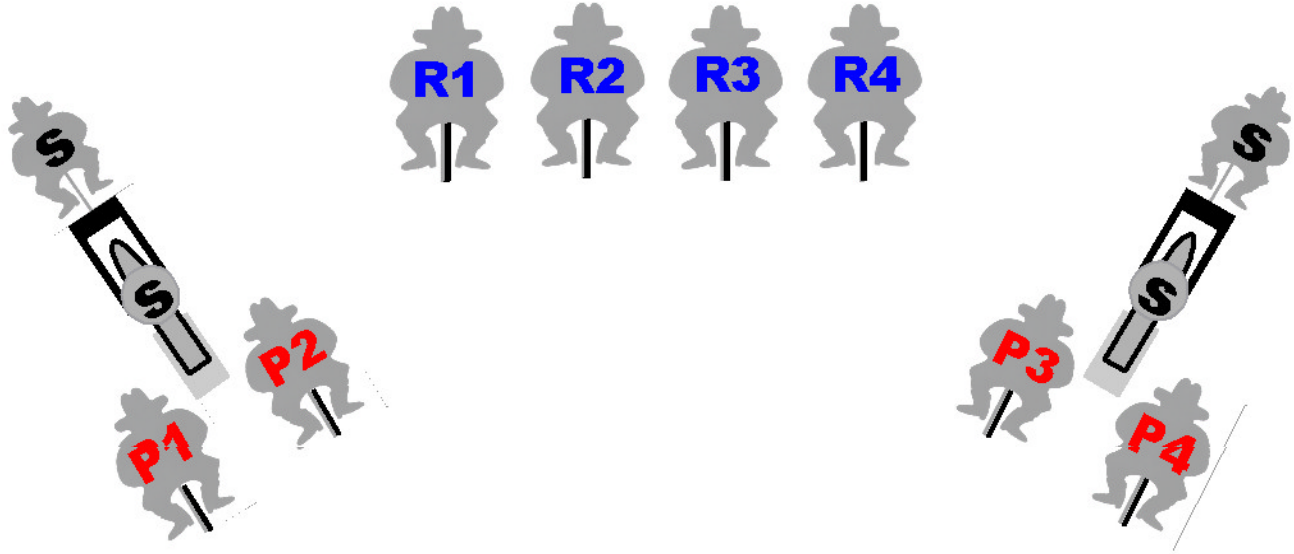


START: STANDING @ POSITION 1, HANDS UP ABOVE SHOULDERS. RIFLE STAGED @ POSITION 1, LOADED WITH 10 ROUNDS. PISTOLS LOADED WITH 5 ROUNDS EACH AND HOLSTERED. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1.

WHEN READY SAY: "TEN..TWO..TWO..TEN"

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

STAGE 4



POSITION 1

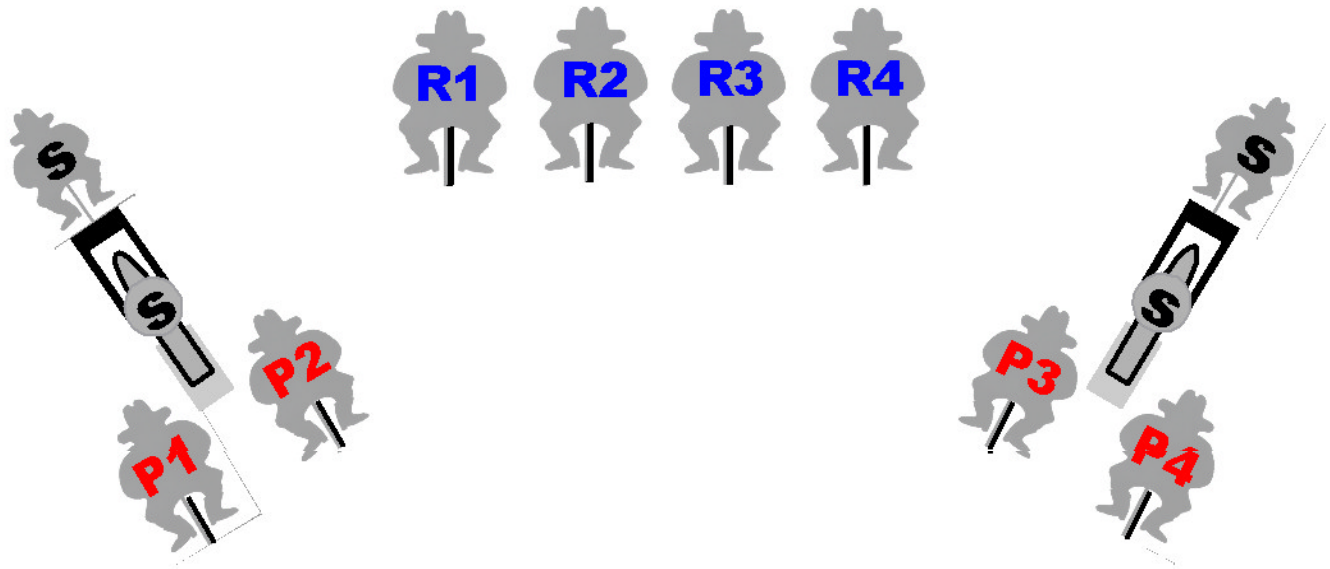


START: STANDING STRAIGHT @ POSITION 1, HANDS RELAXED AT SIDE. RIFLE STAGED @ POSITION 1, LOADED WITH 10 ROUNDS. SHOTGUN OPEN AND EMPTY STAGED @ POSITION 1. PISTOLS LOADED WITH 5 EACH AND HOLSTERED.

WHEN READY SAY: " WE DEAL IN LEAD "

AT THE BEEP: YOU MAY USE ANY SHOOTING ORDER, EXCEPT YOU MAY NOT FINISH WITH YOUR RIFLE. WITH RIFLE ENGAGE THE 4 RIFLE TARGETS IN A CONTINUOUS NEVADA SWEEP. (START L OR R) WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE. WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. STAGE OVER.

STAGE 5



POSITION 1

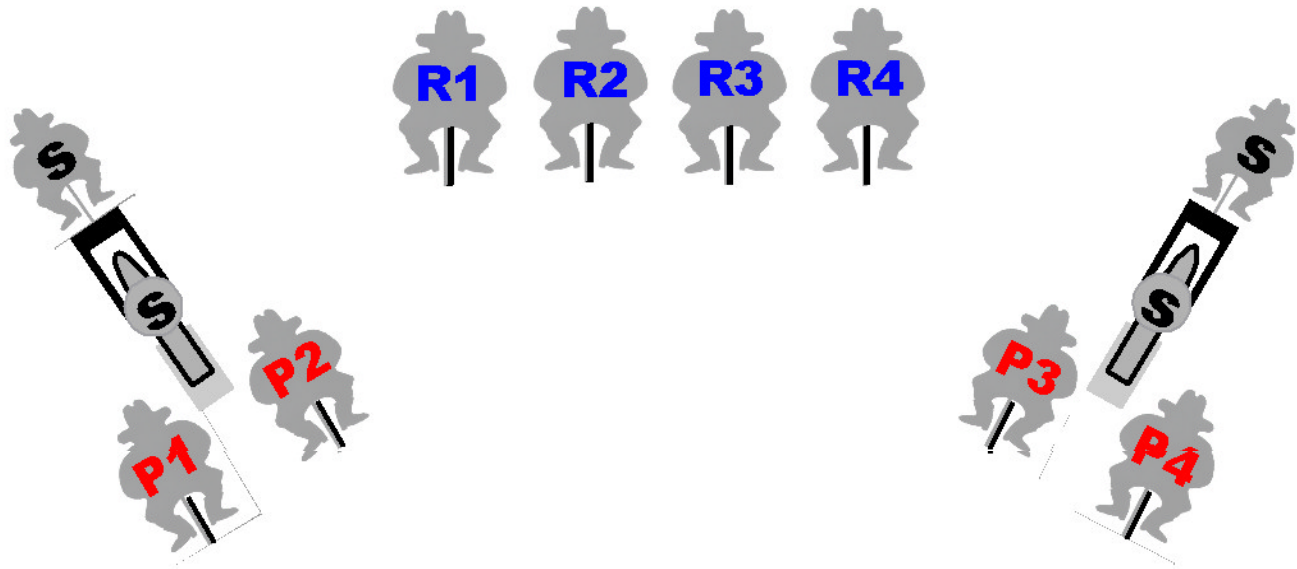
★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

START: STANDING STRAIGHT @ POSITION 1, HANDS RELAXED AT SIDE. 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: " REACH FER IT "

AT THE BEEP: YOU MAY USE ANY SHOOTING ORDER, EXCEPT YOU MAY NOT FINISH WITH YOUR RIFLE. WITH RIFLE ENGAGE THE 4 RIFLE TARGETS 1,1,2,3,4, 4,4,3,2,1. WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE. WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. STAGE OVER.

STAGE 6



POSITION 1

★ 10 RIFLE 10 PISTOL 4+ SHOTGUN ★

START: STANDING STRAIGHT @ POSITION 1, HANDS RELAXED AT SIDE. 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: " LETS MAKE SOME MUSIC "

AT THE BEEP: YOU MAY USE ANY SHOOTING ORDER, EXCEPT YOU MAY NOT FINISH WITH YOUR RIFLE. WITH RIFLE ENGAGE THE 4 RIFLE TARGETS 4,4,3,3,4, 1,1,2,2,1. WITH PISTOLS ENGAGE PISTOL TARGETS SAME AS RIFLE. WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS, ANY ORDER. STAGE OVER.