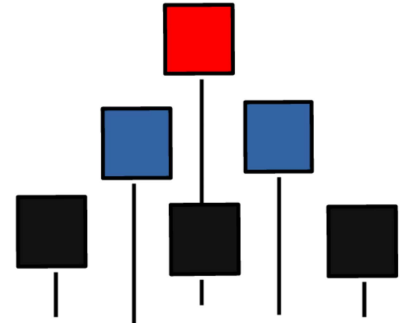
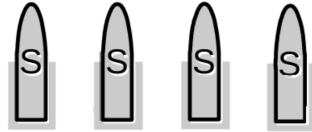
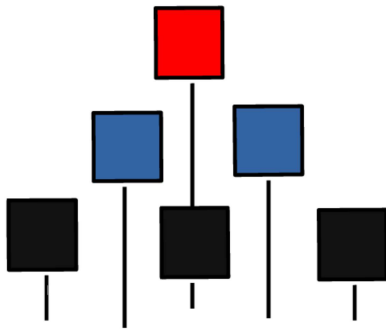


STAGE 1

Any Which Way



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A with Rifle in hands, shotgun staged on table A or B and revolvers holstered. Stage MUST be shot Left-to-Right (A then B then C)

LINE: What Order!

AT THE BEEP:

From table A with the rifle: Engage the red target with three rounds, the blue targets with two rounds each and the black targets with one round each—**ANY ORDER**. This is a round count sequence.

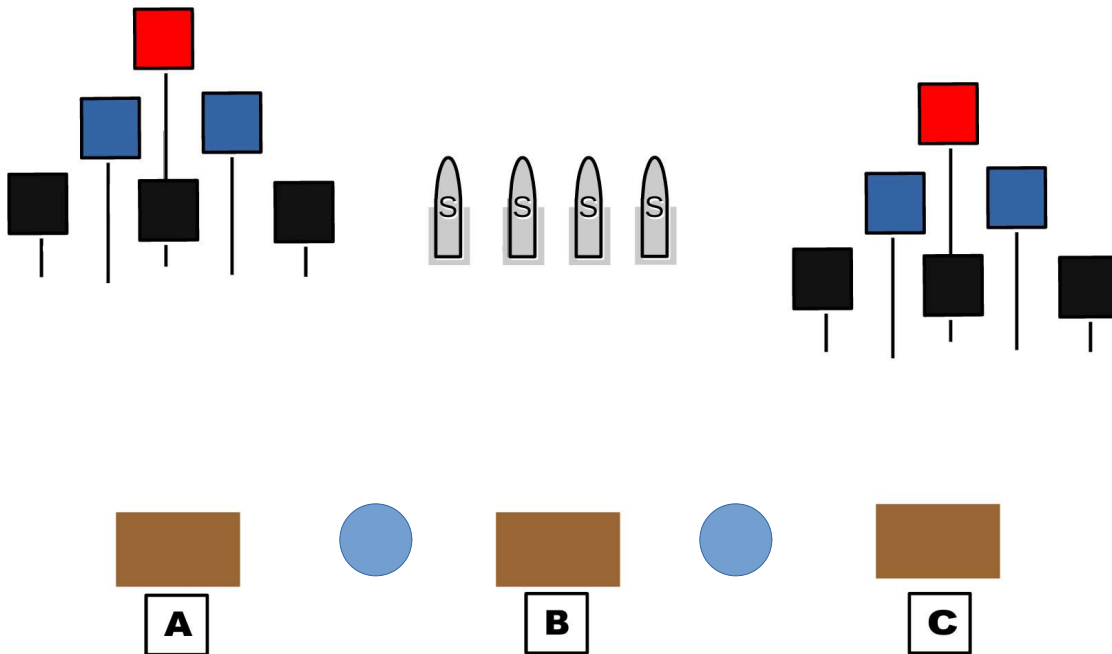
At table B with the shotgun: Engage the four targets till down, any order.

At table C with Pistols: Same instructions as rifle.

Note: this is EOT 2026 stage 1

STAGE 2

Triangular 10



10 RIFLE 10 PISTOL 4+ SHOTGUN



START: Standing at position A or C with with 10 fingertips on a table. Rifle and shotgun staged safely on any table and revolvers holstered. Stage can be shot right to left or left to right. Rifle must be shot from A, shotgun from B and pistols from C.

LINE: I Love Triangles!

AT THE BEEP:

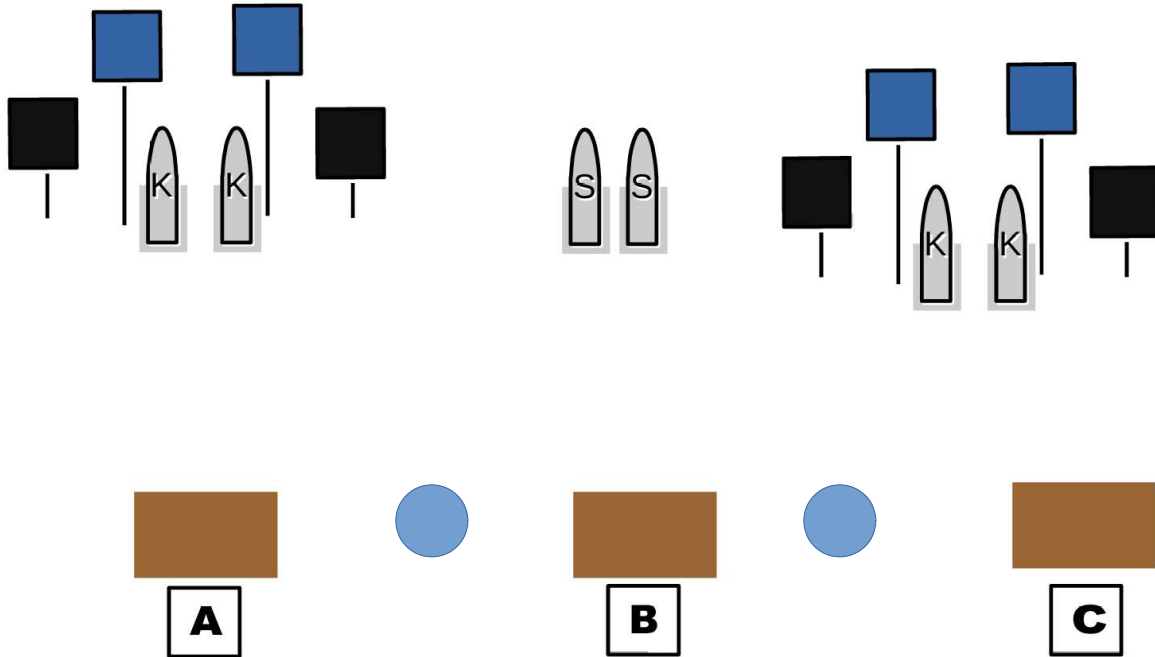
From table with the rifle: Starting on the red (top) square, engage the targets in a continuous 10 shot single tap sweep either clockwise or counterclockwise.
(Rd,Blu,Blk,Blk,Blk,Blu,Rd,Blu,Blk,Blk)

At table with the shotgun: Engage the four targets till down, any order.

At table with Pistols: Same instructions as rifle.

STAGE 3

Knockdown!



★ 10+ RIFLE 10+ PISTOL 2+ SHOTGUN ★

START: Standing at position A or C at SASS Ready (hovering not touching). Rifle and shotgun staged safely on any table and revolvers holstered. Stage can be shot right to left or left to right. Rifle must be shot from A, shotgun from B and pistols from C.

LINE: Knockdown!

AT THE BEEP:

From table with the rifle: Engage the four square targets with two rounds each THEN engage the two knockdown (KD) targets with one round each. Knockdowns that do not fall may be made up at the original firing position with either the shotgun or a rifle reload.

At table with the shotgun: Engage the four targets till down, any order.

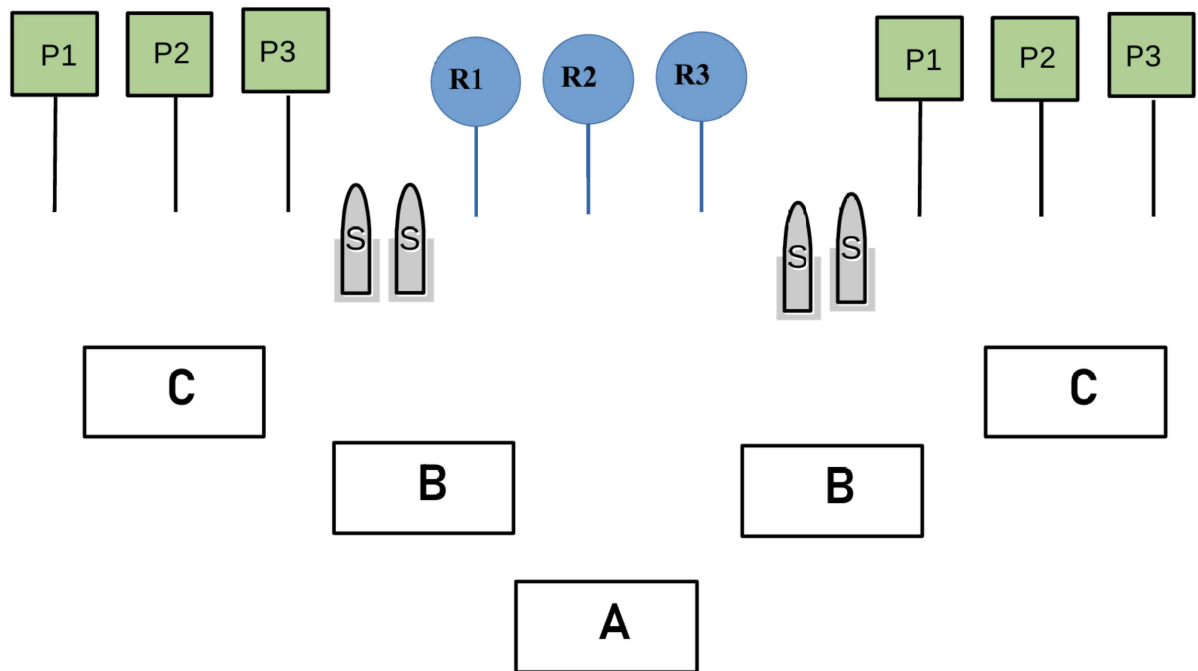
At table with Pistols: Same instructions as rifle. Any KD's standing may be made up with either the shotgun or a pistol reload from the original firing position

Note: Knockdowns still standing at the end are considered a miss.

Note: EOT 2026 Stage 11

Stage 4

Ten Seconds!



10 RIFLE 10 PISTOL 2+ SHOTGUN



Staging: Rifle held in both hands at A, shotgun staged at A or B, Pistols holstered. Stage may be shot from either direction center (A) to left, or to right. Rifle must be shot from A, shotgun from B and pistols from C.

Restaging: Rifle must be made safe at either A or B pointing diagonally into the opposite corner from movement. If you are moving to the left from A point the rifle into the front right corner—if going right from A point into the left corner. Shotgun restaged into the opposite corner from movement as well or taken forward to table C

Starting Position: Rifle in both hands at position A.

Starting Line: “I’ve got this in 9!”

At A with the Rifle: Engage the three circles in two 3-1-1 sweeps starting from either end. Sweeps may be shot dirty. (3-1-1 is: a triple tap, THEN a single tap, THEN a single tap)

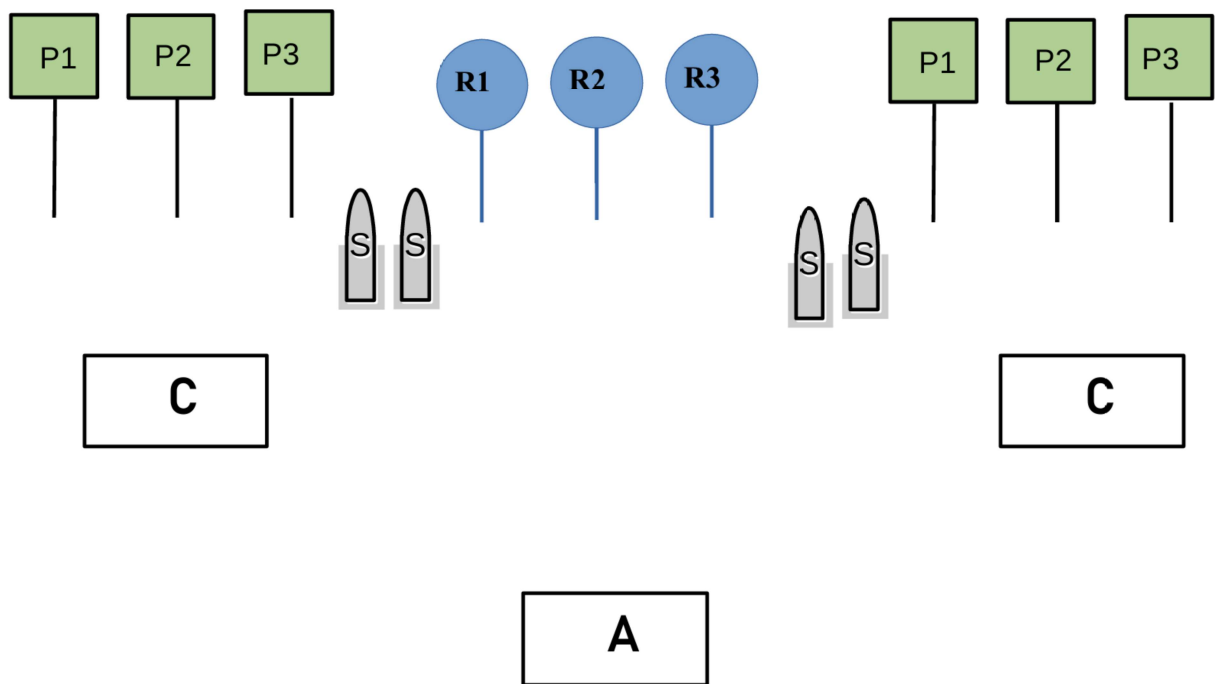
At B with shotgun: Engage (only) the two SG fallers until down in any order.

At C with Pistol: Engage the squares same instructions as the rifle.

Note: EOT 2026 Stage 6—the first stage shot at EOT in under 10 seconds.

Stage 5

253 Oh my oh me!



10 RIFLE 10 PISTOL 4+ SHOTGUN



Staging: Rifle and shotgun staged at A, Pistols holstered. Stage may be shot from either direction center (A) to left, or to right. Rifle and shotgun must be shot from A and pistols from C. May start with rifle or shotgun, pistols are last.

Restaging: Rifle and shotgun must be made safe at A pointing diagonally into the opposite corner from movement--one long gun may be carried forward and restaged safely at C. If you are moving to the left from A point the rifle into the front right corner—if going right from A point into the left corner.

Starting Position: SASS Ready (hovering not touching).

Starting Line: “two-five-three!”

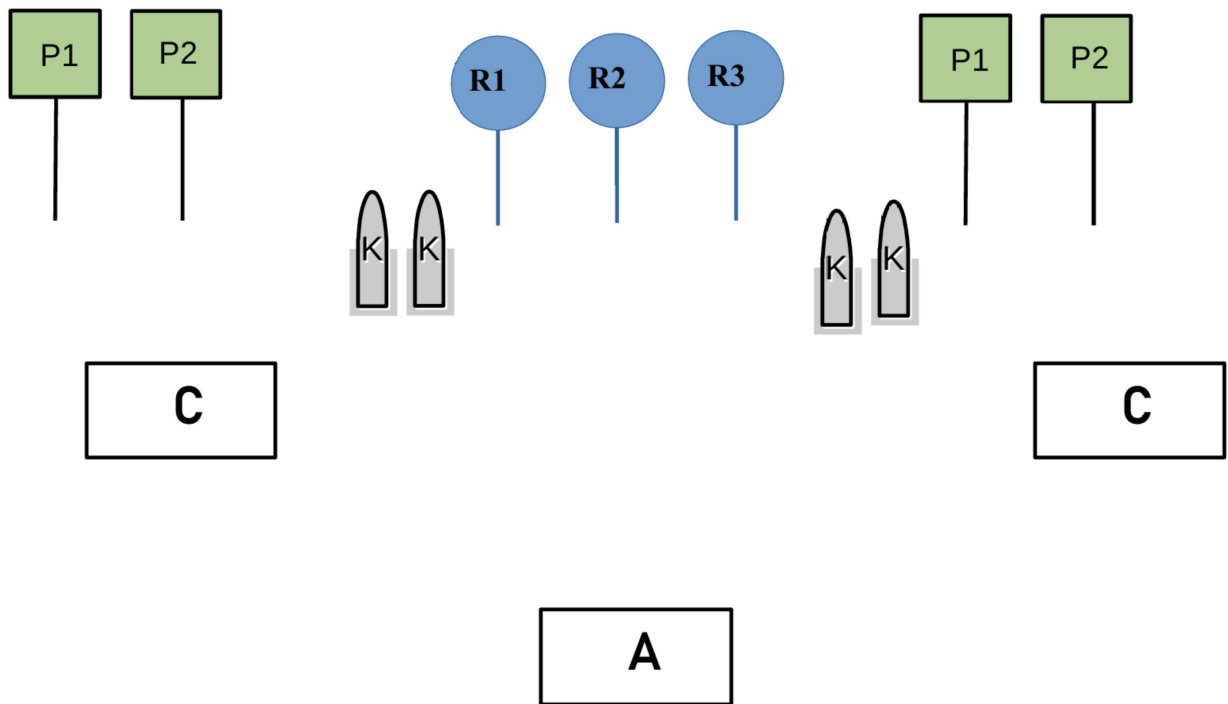
At A with the Rifle: Engage the three circles in a 2-5-3 sweep starting from either End. (2-5-3 is: a double tap, THEN a quintuple tap, THEN a tripletap)

At A with the shotgun: Knock the four fallers down in any order

At C with pistols: same instructions as rifle.

Stage 6

Shotgunless?



10 RIFLE 10 PISTOL 0+ SHOTGUN



Staging: Rifle and shotgun staged at A, Pistols holstered. Stage may be shot from either direction center (A) to left, or to right. Rifle and shotgun must be shot from A and pistols from C. Start with rifle, pistols are last.

Restaging: Rifle and shotgun must be made safe at A pointing diagonally into the opposite corner from movement--one long gun may be carried forward and restaged safely at C. If you are moving to the left from A point the rifle into the front right corner—if going right from A point into the left corner.

Starting Position: Hands on hat.

Starting Line: “we don’t need no stinkin shotgun”

At A with the Rifle: Engage the three circles twice each and THEN single tap each of the four knock down fallers. Fallers must fall to count.

At A with the shotgun make up any fallers that remain standing.

At C with the pistols engage each target 5 times.