

# STAGE 1

## SPEEDY GONZALES CORRALS

Pistols:10, STAGED on Table  
Rifle:10, Staged on Table  
Shotgun: 2+, Staged on Table

Gun order shooters choice ~ Rifle cannot be last  
Starting at gun/guns of choice at Low Surrender shooter says

***“Take care of yourself!”***

At the beep shooter will engage the targets as follows;

- Pistols: Shoot targets in 2 separate Nevada Sweeps.  
Rifle: Shoot targets in 2 separate Nevada Sweeps.  
Shotgun: Engage Shotgun targets until down.  
Make Shotgun safe on either table.

*Note: Pistols may be re-staged on table or holstered after shooting.*  
*Note: Each sweep can start on either end.*



# STAGE 2

## GENE'S MERCANTILE

Shotgun:4+, Right Table/Rifle:10, Left Table/Pistols:10 Holstered

Gun Order is Shotgun ~ Rifle ~ Pistol

Starting behind the Right Table  
with Shotgun in Hand shooter says,

***“How do you know you killed him?”***

At the beep shooter will  
engage the Shotgun targets until down.

Make Shotgun safe on either table.

Move to left table and shoot the Rifle targets  
in a REGRESSIVE Sweep starting on either end.

(4 on 1<sup>st</sup> target, 3 on 2<sup>nd</sup> target, 2 on 3<sup>rd</sup> target, 1 on 4<sup>th</sup> target)

Make Rifle safe.

Move left past the Milk Can and shoot the  
Pistol targets the same as the Rifle instructions.

*Note: Pistols must be shot from left of the Milk Can.*

*Note: Starting position is Shotgun in hand, other hand may be on shells in belt.*



# STAGE 3

## STORME STAGE LINES

Rifle:10, Left Table/ Pistols:10, Holstered/ Shotgun:4+ Right Table

Starting at left table with  
Rifle at Ready shooter says,

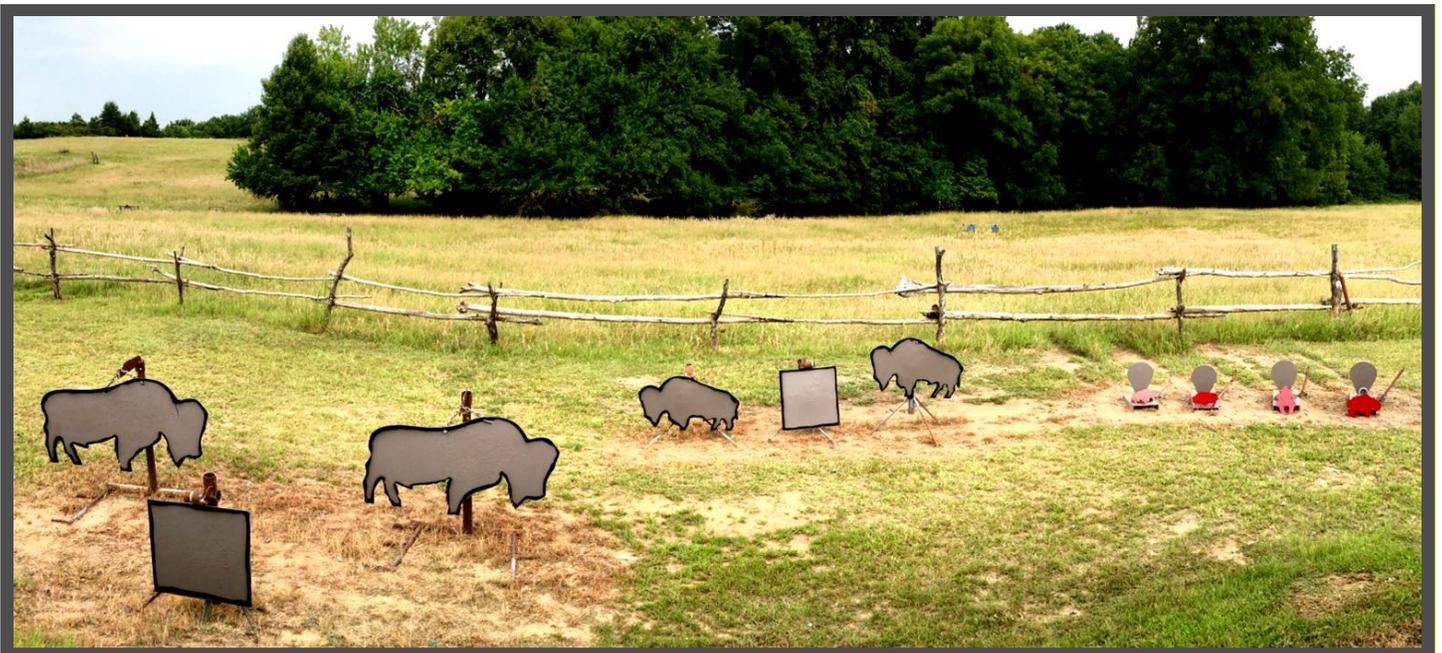
**“One look and you’ll know!”**

At the beep shooter will engage the Rifle targets  
in a 2 - 3 - 5 Sweep  
starting on either end.

Make Rifle safe.

Move to the left side of the post and shoot the  
Pistol targets the same as the Rifle instructions.  
Retrieve Shotgun and knock down the Shotgun targets.  
Make Shotgun safe.

*Note: Shooter must be on the left side of the post when shooting Pistols*



# STAGE 4

## THE WATERIN' HOLE

Pistols:10, Holstered/Rifle:10, Left Window Table  
Shotgun: 4+ Right Window Table

Gun Order is Pistol ~ Rifle ~ Shotgun

Starting in the left Doorway with Hands at Sides shooter says,

***“Yes, I think you’re simple minded!”***

From the doorway, Double Tap 5 Targets in any order  
Retrieve Rifle and shoot the Rifle targets  
the same as the Pistol instructions.

Make Rifle safe on either window table.

Retrieve Shotgun and engage targets until down.

Make Shotgun safe.

*Note: Starting position is in the Doorway with Hands at Sides  
(not SASS default)*



# STAGE 5

# THE HTH SALOON

Shotgun: 4+ Anywhere on Bar

Rifle: 10, Anywhere on Bar

Pistols: 10 Staged Anywhere on Bar

Gun order is Shotgun ~ Rifle ~ Pistol

Starting with Thumbs on Belt shooter says

***“I swore an oath!”***

At the beep engage the Shotgun targets until down.

Make shotgun safe anywhere on Bar.

Retrieve Rifle and Triple Tap Sweep the Rifle Targets

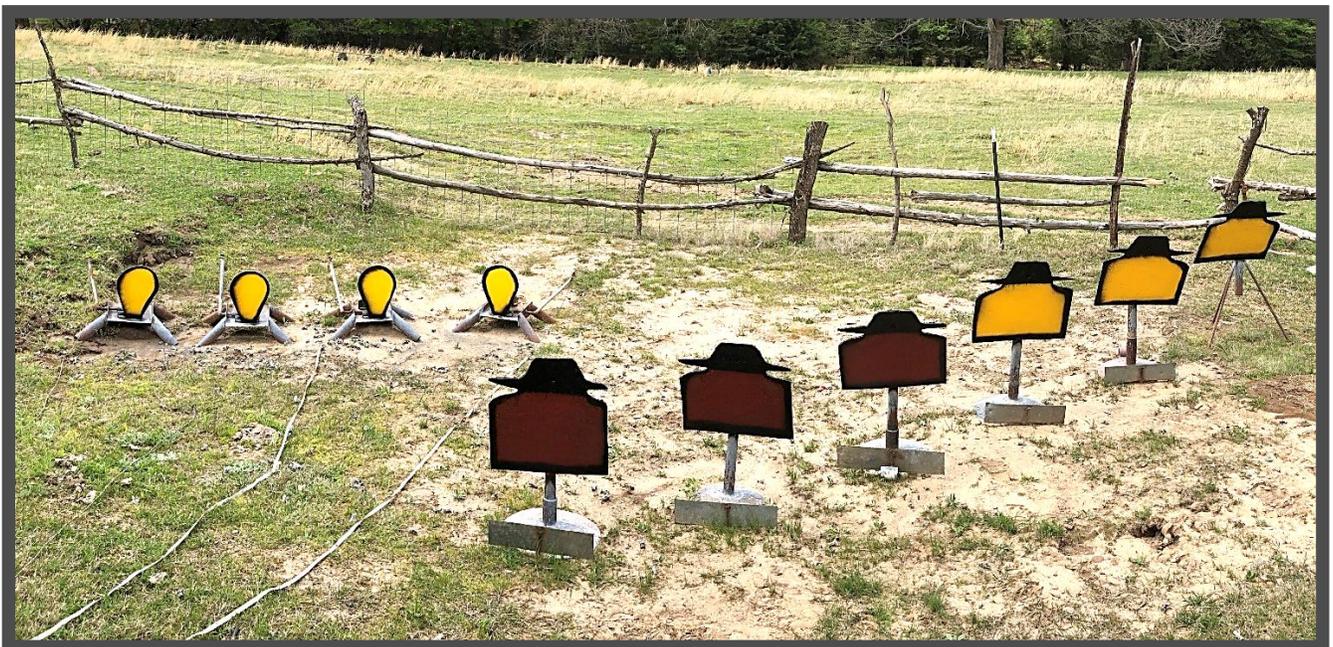
*then* put the 10<sup>th</sup> Shot on any Pistol Target.

Make Rifle safe anywhere on Bar.

With the Pistols Triple Tap Sweep the Pistol Targets

*then* put the 10<sup>th</sup> Shot on any Rifle Target.

Pistols may be Re-staged on Bar or Holstered after shooting.



# STAGE 6

## THE TOMANATOR LEAD MINE

Rifle:10, staged on Up-Range Table

Pistols:10 Holstered

Shotgun: 4+ staged on Down-Range Table

Starting at the Rifle Table with

Hands on Staged Rifle shooter says

***“I don’t have any!”***

At the beep shoot the two outside targets 2 times each  
*then* shoot the two middle targets 3 times each.

Make Rifle safe on either table.

Engage Pistol targets from forward position  
the same as the Rifle instructions.

Knock down the Shotgun targets.

Make Shotgun safe.

*Note: Pistols may be shot from anywhere downrange of the Rifle table.*

