

STAGE 1

Rifle: 10 Right Window/Pistols: Staged on Left Window Table

Shotgun: 4+ Left Window

Starting at the Right Window with
Hands on Window Table shooter says,

“Bravo!”

At the beep, starting on either end,
shoot Rifle targets one time each *then*

Triple Tap each State target.

ex: (1-2-3-4-3-3-3-2-2-2)

Make Rifle safe on any table.

Shooter will then move to the left window and engage
the Pistol targets the same as Rifle instructions.

Pistols may be re-staged on table or holstered.

Retrieve Shotgun and

shoot left shotgun targets from the left opening
and right Shotgun targets from the Right Opening and

Make Shotgun safe.

Note: Shooter may start with left or right Shotgun targets first.

Note: Shotgun misses must be made up from where engaged.

Note: Pistols may be re-staged on table or holstered.



STAGE 2

Pistols:10, holstered/Rifle:10, on table/Shotgun: 2+, on table

Gun Order is Pistol - Rifle - Shotgun

Starting behind the table with Hands at sides shooter says,

“Alive or dead ~ It's your choice!”

At the beep shooter will engage the Pistol targets with at least 3 shots on each target.

Then shoot the Rifle targets the same as Pistol instructions.

Make Rifle safe.

Then engage Shotgun targets until down.

Make Shotgun safe.

Note: This is a Stand & Deliver, Round Count Stage.

Note: Starting with Hands at Sides, (not SASS Default)



STAGE 3

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

Starting at the Shotgun with Hands on Belt shooter says

“Take it to the station”

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 as follows;

Shoot the top two targets with 2 shots each
and the bottom two targets with 3 shots each.

This is a Round Count.

Make Rifle safe.

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

Note: This is a Round Count Stage

Note: At least some part of one boot must be PAST Milk Can when shooting Pistols



STAGE 4

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

Gun Order is Pistol - Rifle - Shotgun
Starting on the left side of the Post
at Texas Surrender shooter says,

“Might just turn you into the law!”

At the beep shooter will engage the Pistol targets with
with a Double Tap Sweep on all three targets
then 4 shots on the middle target.

Retrieve Rifle and shoot the Rifle targets the
same as Pistol instructions.

Make Rifle safe on either table.

Knock down Shotgun targets.

Make Shotgun safe

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

Note: The last 4 shots with Pistol and Rifle must be on the middle target.



STAGE 5

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

Starting in the Left Window
with Rifle at Ready shooter says,

“Adios Amigo”

At the beep, starting on either end, shooter will engage
the bottom three horizontal Rifle targets with 1 shot each
then double tap the center vertical target
then 5 shots on the top vertical target.

Make Rifle safe.

Move to DOORWAY and shoot the Pistol targets
the same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe.

Note: Pistols must be shot from the Doorway



STAGE 6

Rifle:10, Right side of Bar
Pistols:10, STAGED on Center of Bar
Shotgun: 4+ Left side of Bar
Starting at the right side of the bar
at Low Surrender shooter says,

“I think you people need a new Sheriff!”

At the beep shooter will shoot the Rifle targets
with Double Tap on each Outside target then
1 shot on Center target & Repeat.
Make Rifle safe anywhere on the Bar.

Move to Center Bar and
Shoot the Pistol targets the
same as the Rifle instructions.

Retrieve Shotgun and knock down the Shotgun targets.

Note: Guns must be staged on designated Rubber Mats.
Note: Pistols may be restaged on Bar or Holstered

