

# 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*

