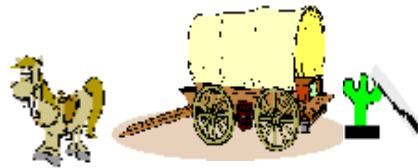


STAGE 1

(AN'T GET A BREAK FROM ANYONE



SCENARIO: Word had gotten to town that a notorious gunman was headed their way looking to settle the score with an old partner. Unfortunately, the townsfolk thought you were the gunman and prepared a warm reception for you. As you walk past a freight yard, some of the freighters start shooting at you. You pull your rifle and start shooting back.

SET-UP: Rifle targets at 15-25 yards. Shotgun and Pistol targets at 8-10 yards.

AMMO

- **SHOTGUN** **2**
- **PISTOL** **10**
- **RIFLE** **10**

WEAPONS STAGED

Shotgun empty, action open, staged in cactus gun stand
Pistols Holstered.
Rifle loaded w/10 rounds, hammer down on empty chamber,
in scabbard on horse.

STARTING POSITION: **Standing** at the left side of the horse facing down range.

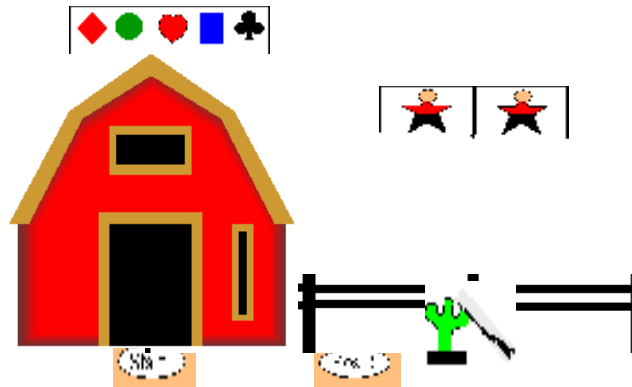
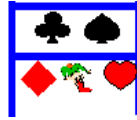
AT THE BUZZER: **Pull** your rifle from the scabbard and **Sweep** the rifle targets twice in **any direction**, no double taps. Put the now empty rifle back in the scabbard, move to the wagon and **Sweep** the pistol targets in **any direction** with each pistol, holster pistols, move to the back of the wagon, pick up the shotgun, and **sweep** the shotgun targets in **any direction**. Stage over.

PROCEDURALS & SCORING: SASS Rules apply. Double tapping any rifle target will result in a 10 second procedural penalty.

STAGE 1, Can't get a break from anyone

STAGE 2

THIS SURE IS AN UNFRIENDLY TOWN



SCENARIO: You've been on the trail for what seems like a month now, and you've finally come across a town. Maybe you can get some rest & restock your supplies before continuing your journey West. As you walk into the barn, a group of cowboys draws on you and starts shooting. After you take care of them, you move outside and more of the townsfolk start shooting at you, so you return their fire.

SET-UP: Rifle targets at 25-35 yards. Pistol targets at 8-10 yards.

AMMO:

- **SHOTGUN** 4
- **PISTOLS** 10
- **RIFLE** 10

WEAPONS STAGED:

- Shotgun staged in cactus at end of wall.
- Pistols loaded and holstered.
- Rifle loaded w/10 rounds hammer down on empty chamber, in the rack by the Fence.

STARTING POSITION: Standing in the doorway.

AT THE BUZZER: Double tap the pistol targets left to right (1st pistol 1-1-2-2-3; 2nd pistol 3-4-4-5-5). Holster your pistols, move to the fence, pick up the rifle and Double Tap the rifle targets left to right (order of Club, Diamond, Joker, Heart, Spade). Place the now empty rifle back in the rack, pick up the shotgun and Double Tap the shotgun targets from left to right. Doubles may not pull both triggers at the same time - must be two distinct shots. Stage over.

PROCEDURALS & SCORING: SASS Rules apply. Pulling both triggers at the same time on double barrel sxs shotguns will result in a 10 second procedural penalty.

STAGE 2, This sure is an unfriendly town

STAGE 3

EVEN THE SHERIFF IS OUT TO GET YOU



SCENARIO: You're getting a little tired of the whole town taking pot shots at you, so you decide to check in with the Sheriff to try to settle things down some. Unfortunately, the Sheriff is jumpier than the rest of the town and starts shooting as soon as you open the door.

SET-UP: Rifle targets at 30-35 yards. Pistol targets at 8-10 yards. Shotgun targets at 10 yards.

AMMO

- **SHOTGUN** 4
- **PISTOL** 10
- **RIFLE** 10

WEAPONS STAGED

- Shotgun staged in the rack by the fence
- Pistols loaded and holstered.
- Rifle loaded w/10 rounds, hammer down on empty chamber, staged in rack by the fence

STARTING POSITION: Standing in the doorway.

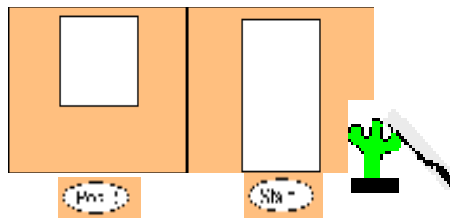
AT THE BUZZER: Sweep the pistol targets from **right to left** with each pistol. Move to the fence, pick up the shotgun and Sweep the shotgun targets twice from **right to left**. Place the shotgun back in the rack, pick up your rifle and Sweep the rifle targets twice from **right to left**. Stage over.

PROCEDURALS & SCORING: SASS Rules apply

STAGE 3, Even the sheriff is out to get me

STAGE 4

MAYBE YOU CAN HIDE IN THE HOTEL



SCENARIO: After trading pot shots with what seems like the whole town, you decide to try to hide out in one of the hotel's rooms. Bad idea, they're waiting for you there too..

SET UP: Rifle targets at 25-35 yards. Pistol targets at 8 - 10 yards. Shotgun targets at 10 yards.

AMMO

- **SHOTGUN** 5
- **PISTOLS** 10
- **RIFLE** 9

WEAPONS STAGED

- Shotgun staged in the rack by the door
- Pistols loaded and holstered
- Rifle w/9 rounds hammer down on empty chamber, on hand at Cowboy port arms.

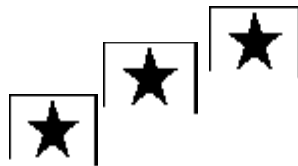
STARTING POSITION: **Standing** in the doorway.

AT THE BUZZER: Pick up your rifle and **Nevada Sweep** the rifle targets. Put the empty rifle back in the rack and move to the window. **Sweep** the pistol targets **right to left then left to right**. Finally move back to the doorway, pick up the staged shotgun and **Nevada Sweep** the shotgun targets. All Nevada sweeps are left to right to left. Stage over.

PROCEDURALS & SCORING: SASS Rules apply

STAGE 4. Maybe you can hide in the Hotel

STAGE 5 SPEED STAGE



SCENARIO: The Current Club Record, set April 04, is held by **DOC HURD** at 20.83 **seconds**. The time to beat is 20.21 seconds, Set by Tequila at Tejas Pistoleros' Annual Match in October 2000.

SET-UP: One rifle target at 25 yards. Pistol targets at 10, 11, and 12 yards. Shotgun targets are the 10 and 11 yard pistol targets. Lateral displacement: 2 ½ to 3 feet between pistol and shotgun target stakes.

AMMO

- **SHOTGUN** **4**
- **PISTOLS** **10**
- **RIFLE** **6**

WEAPONS STAGED

- On table, action open, muzzle pointing down range
- Pistols holstered or staged on the table. Shooter's choice.
- Rifle In Hand.

STARTING POSITION: **Standing** behind the bar with rifle in hand at Cowboy Port Arms, muzzle pointing down range

AT THE BUZZER: **ENGAGE** the Man Silhouette rifle target six (6) times. Place empty rifle on table with action open. Draw 1st Pistol and **ENGAGE** the three- (3) pistol targets at least once each. Holster or re-stage 1st Pistol. **REPEAT** with 2nd Pistol. Holster or re-stage 2nd Pistol. (Shooter may double or triple tap any single pistol target, but must engage each target at least once with each pistol) Pick up the shotgun and **SWEEP** the two (2) shotgun targets twice to end the stage. No double taps.

PROCEDURALS & SCORING: SASS Rules apply

STAGE 5, Speed Stage