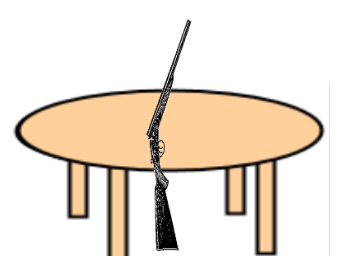
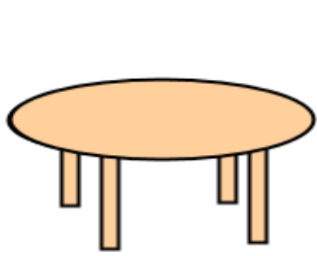
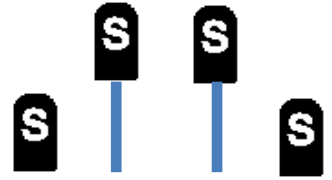
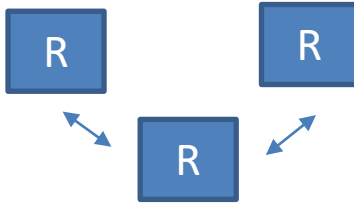
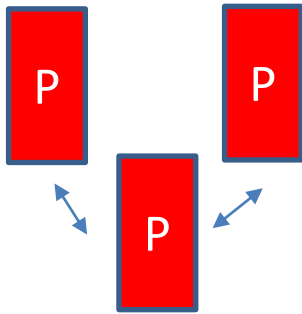


Stage 1



An old cowboy is a rarity, an old cowboy with good short-term memory is ever rarer!

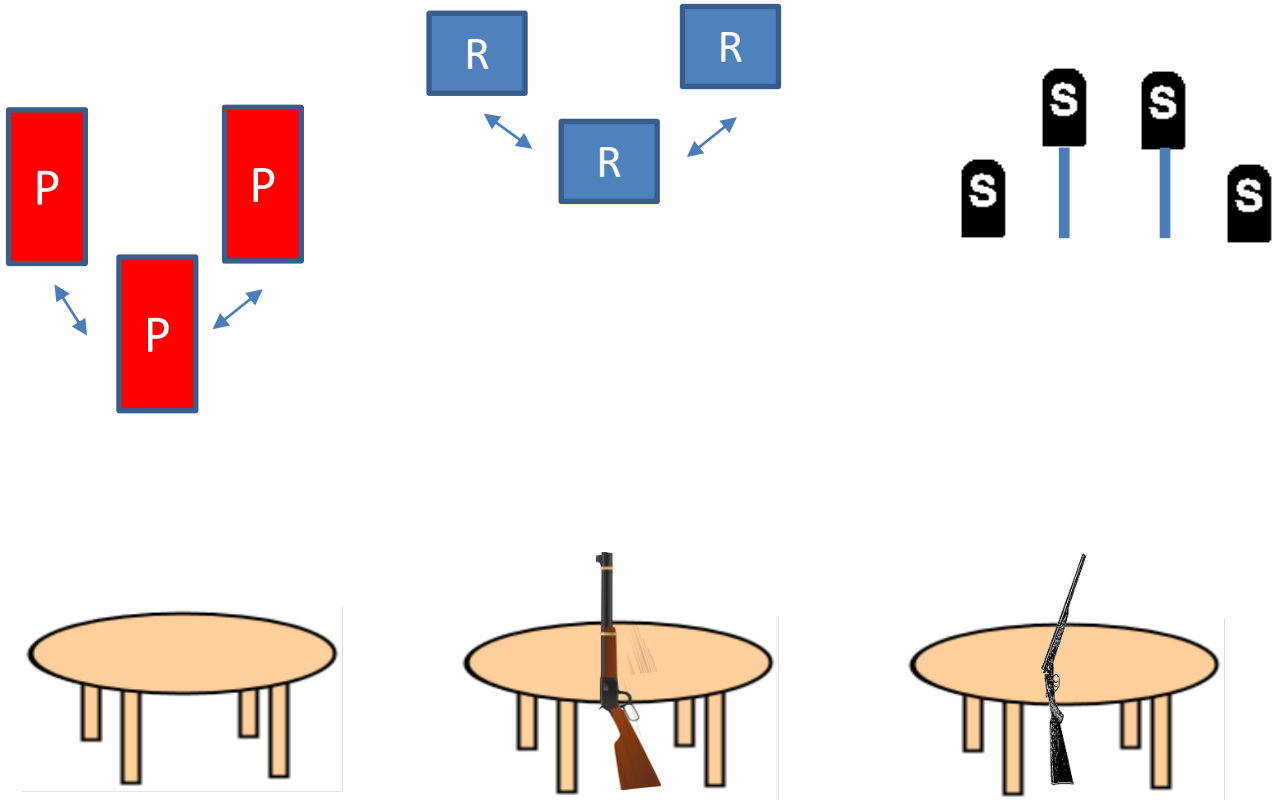
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle staged on middle table; shotgun staged on right table; pistols are holstered. Start standing behind right or left table with both hands on the table, not touching a gun.

Line: What's my line?

ATB: If starting at left table; with first pistol engage the pistol targets in the following manner: 1-2-1-2-3. Repeat instructions with second pistol. Move to middle table and with rifle engage the rifle targets per pistol instructions. Move to right table and knock down the four shotgun targets in any order.

Stage 2



Since you can't remember the line, you decide to do without it!

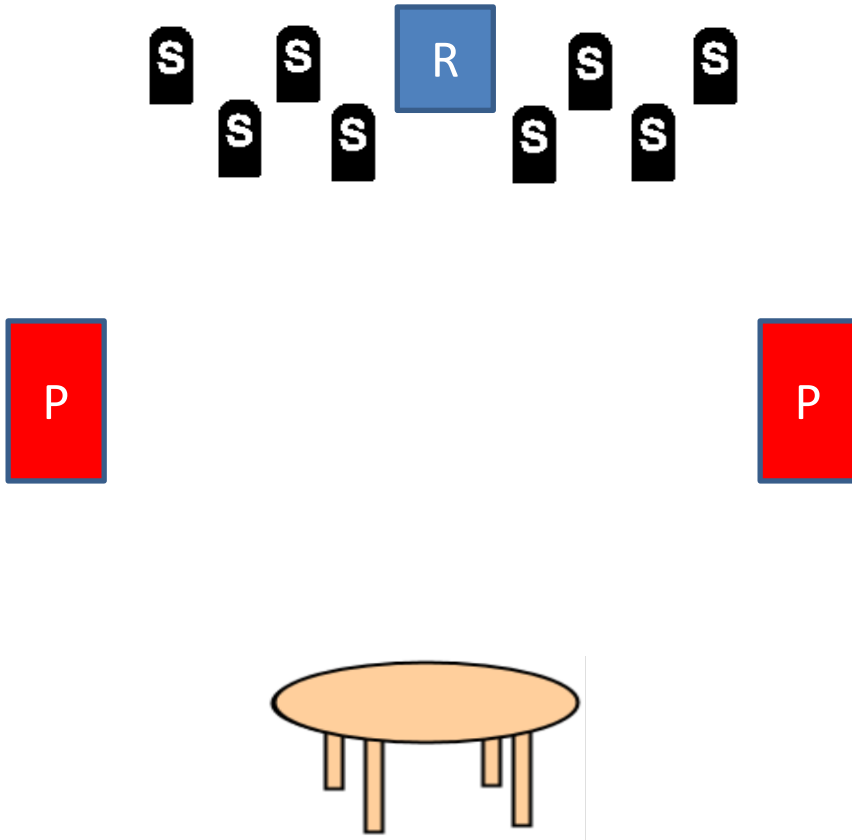
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle staged on middle table; shotgun staged on right table; pistols are holstered. Start standing behind right or left table at SASS default.

Line: I don't need no stinking line!

ATB: If starting at left table; with pistols engage the pistol targets with five rounds by first double tapping the two outer targets and then placing one round on the middle target, repeat instructions with the next five rounds. Move to middle table and with rifle engage the rifle targets per pistol instructions. Move to right table and knock down the four shotgun targets in any order.

Stage 3



Lots of onery coots out there and they mean to do you ill. Nothing a good rifle can't fix!

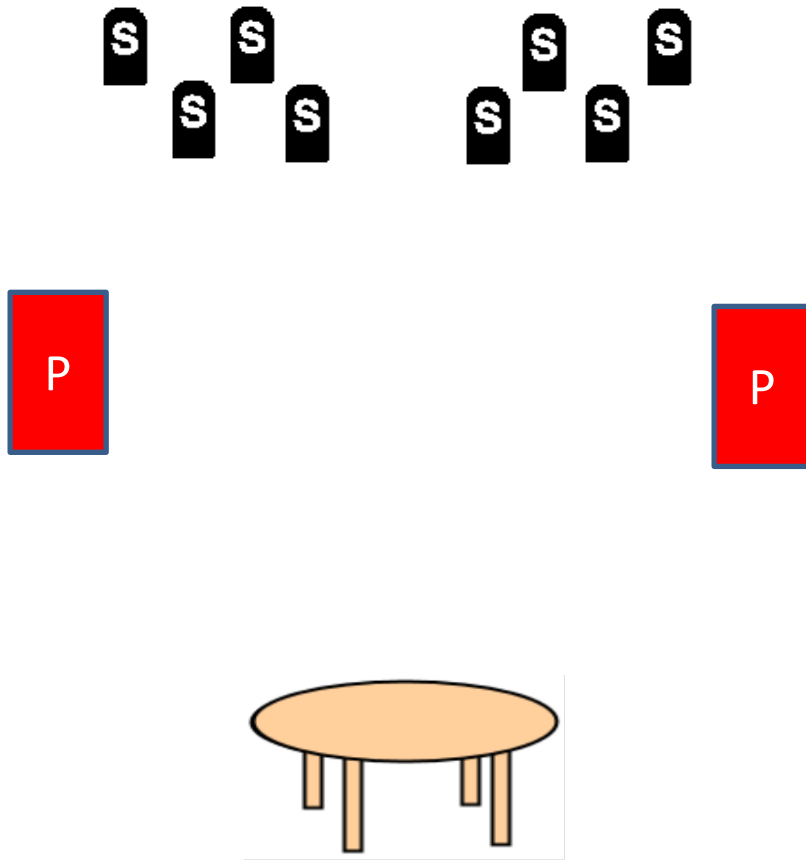
Round Count: Rifle: 10, Pistols: 10.

Staging: Rifle in hands, pistols are holstered. Start standing behind the table.

Line: Rifle don't fail me now!

ATB: With rifle knock down the eight knock down targets and place 2 rounds on the static target. Only knock down targets left standing or misses on the static target will count as misses. Knock downs may be made up with the Pistols or by reloading the rifle (at any time). Next with the pistols, place any remaining rounds on either or both of the pistol targets.

Stage 4



Holy shotshell Batman, there is a load of shotgun targets out thar!

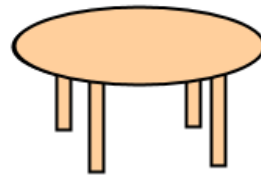
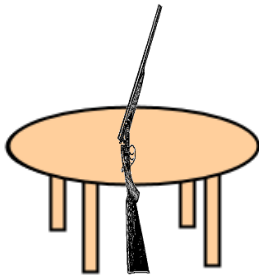
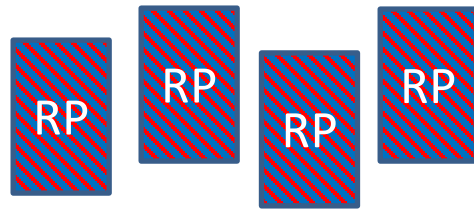
Round Count: Pistols: 10, Shotgun: 8+

Staging: Pistols are holstered. Start standing behind the table with shotgun in hands.

Line: Fun with my shotgun!

ATB: With shotgun knock down the eight shotgun targets in any order. Next with pistols starting on either target, sweep the targets in an alternating 3-2-3-2 sweep.

Stage 5



Start

Seems some desperados want to take over your town, you have other ideas!

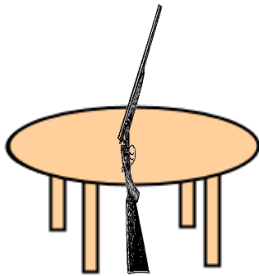
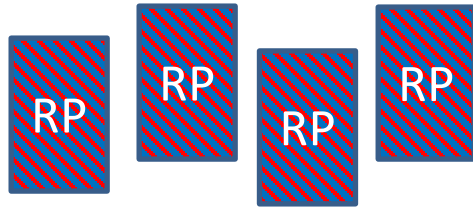
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols are holstered, shotgun staged on left table. Start with rifle in hands, one foot touching the start plate.

Line: Hell is coming with me!

ATB: Engage rifle/pistol targets in a regressive sweep, i.e. (4 on 1, 3 on 2, 2 on 3, 1 on 4). Move to right table and make rifle safe. With pistols engage the rifle/pistol targets per the rifle instruction. Move to left table and with shotgun knock down the four shotgun targets in any order.

Stage 6



A whippersnapper is attempting to rob your money. You point out that is not a good lifestyle choice.

Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Rifle and pistols staged on right table, shotgun staged on left table. Start behind table of choice with both hands on hat.

Line: Dying is not a good way to live!

ATB: If starting on the left table with shotgun knock down the four shotgun targets in any order. Move to right table and with the rifle, starting on either end, engage the four targets in an 1-4-4-1 sweep. Lastly, with pistols engage the targets per the rifle instruction. After use pistols may be holstered or returned to the table. (Note: If starting on right table you can shoot rifle and pistols in any order.)