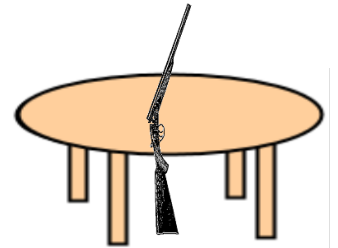
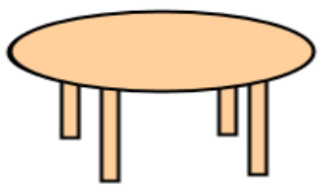
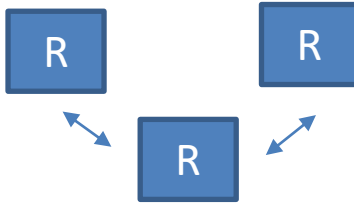
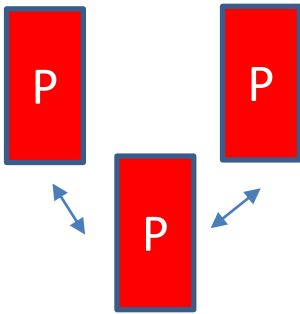


## Stage 1



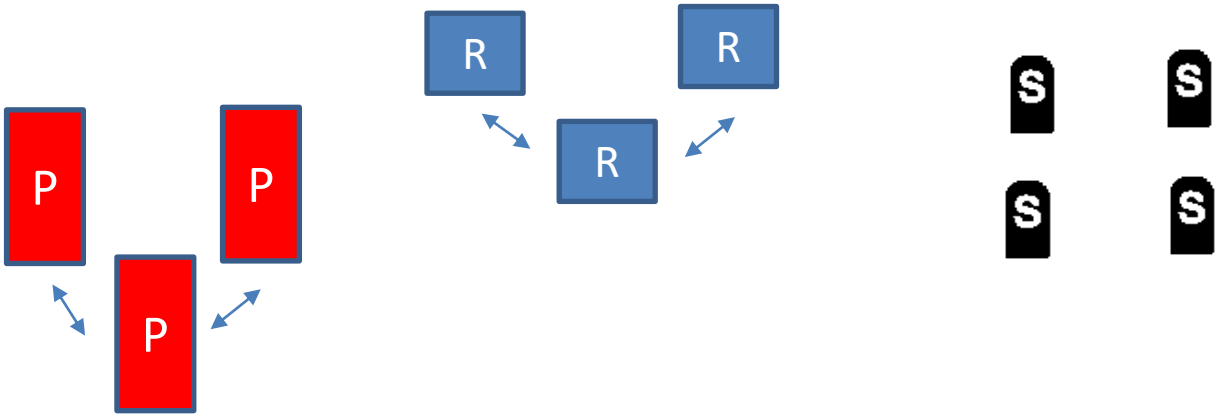
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

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: Stampede!

ATB: If starting at left table; with first pistol engage the pistol targets by first double taping the middle target, then sweep the three targets from either end. 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



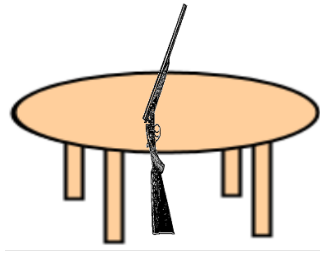
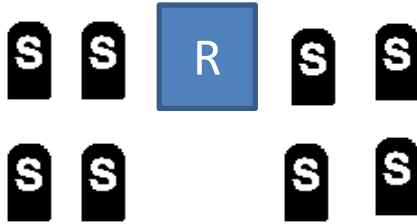
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

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: Ride'em Cowboy!

ATB: If starting at left table; with pistols engage the pistol targets in a 10 round Nevada sweep, double tapping the middle target. After use; pistols may be returned to table or holstered. 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



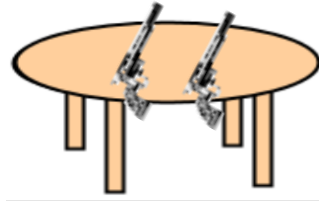
Round Count: Rifle: 10, Pistols: 10, Shotgun: 0+

Staging: Rifle in hands, pistols holstered, shotgun staged on table. 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 made be made up with the shotgun. There is a 5 second bonus if you don't take the shotgun with you. Next with the first pistol, starting on either target, alternate between the two targets for 5 rounds, repeat instructions with second pistol.

## Stage 4



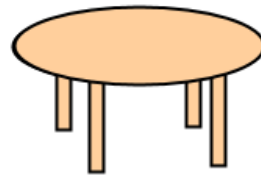
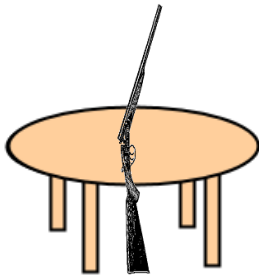
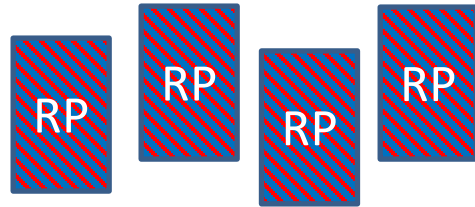
Round Count: Pistols: 10, Shotgun: 8+

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

Line: Need lots of shotshells!

ATB: With shotgun knock down the eight shotgun targets in any order. You must shoot eight shots. Next with pistols place five rounds on each pistol target.

## Stage 5



  
Start

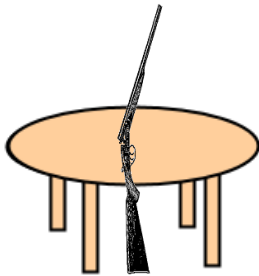
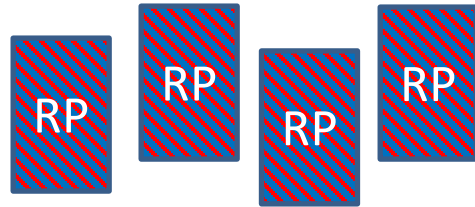
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

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

Line: Let'er rip!

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



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

Staging: Rifle staged on right table, Pistols are holstered, shotgun staged on left table. Start behind table of choice with both hands on hat.

Line: You are going to die!

ATB: If starting at left table; with shotgun knock down the four shotgun targets in any order. Move to right table and with the rifle engage rifle/pistol targets in a 3-2-2-3 sweep. Next with pistols engage the targets per the rifle instruction. If starting at the right table, the rifle **cannot** be shot first.