STAGE 1

You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing behind Table A. Rifle is staged on Table B, shotgun is open and staged on Table A. The shooter indicates ready by saying:

“Whiskey half off for the next 15 minutes.”

Starting position: Hands on holstered revolvers.
Firing order: Revolver, Shotgun, Rifle, Shotgun

At the BEEP: With the first Revolver, shoot at 1-3-1 starting on either end. With the second Revolver repeat

With Shotgun, knock down shotgun fallers at Table A. Then move to Table B and stage Shotgun on Table B, open and empty.

With Rifle, alternate between the plate rack and the diamond (misses on the Diamond count as misses). Misses on the fallers do not count as misses.

With Shotgun, for each Rifle plate left standing shoot the Diamond with the Shotgun, Diamond must be hit (no golden Beebe). Then knock down remaining shotgun fallers.
**STAGE 2**

You will need 10 Rifle, 10 Revolver and as many shotgun shells as necessary. The shooter starts standing behind Table A. Rifle is staged on Table B, Shotgun is open and staged on Table A. The shooter indicates ready by saying:

“Announcin' your plans is a good way to hear god laugh.”

Starting position: SASS Default

Firing order: Revolver, Shotgun, Rifle, Shotgun

At the BEEP: With the first Revolver, shoot at 2-2-1 starting on either end. With the second Revolver place one round on each P target then place one round on each faller.

With Shotgun, knock down any remaining shotgun fallers at Table A. Then move to Table B and stage shotgun on Table B, open and empty.

With Rifle, knock down plate rack targets for 5 rounds, then place one round on each Shotgun faller place remaining rounds on the Diamond. Misses on the fallers do not count, misses on the diamond count as misses.

With Shotgun, for each Rifle plate left standing shoot the Diamond with the Shotgun, Diamond must be hit (no golden Beebe). Then knock down remaining shotgun fallers.
STAGE 3

You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing behind the Table. Rifle is staged on the Table, shotgun is open and staged on the Table. The shooter indicates ready by saying:

“Pain or damage don’t end the world.”

Starting position: Hands behind your back – Military Parade Rest.
Firing order: Any order, but Rifle cannot be last.

At the BEEP: With the first Revolver, 2 on P1, 2 on P3 and 1 on P2, with the second Revolver repeat

With Rifle, same as Revolver instructions using Rifle plates.

With Shotgun, move to behind the fence (both feet must be between the fence posts) knock down the shotgun fallers.
STAGE 4

You will need 10 +1 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing behind the Table. Rifle is staged on the Table, Shotgun is open and staged on the Table. The shooter indicates ready by saying:

“In life, you have a lot of things you don’t wanna do.”

Starting position: SASS default
Firing order: Any order, but Rifle cannot be last.

At the BEEP: Using both your Revolvers and Rifle shoot a Progressive Sweep starting from the left. The Rifle reload can be done any time after at least one round has been fired from the Rifle.

With Shotgun, move to behind the fence (both feet must be between the fence posts) knock down the shotgun fallers.
**STAGE 5**

You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing behind **Table A**. Rifle is staged on **Table B**, shotgun is open and staged on **Table B**. The shooter indicates ready by saying:

“If irritating me is the jackpot, you got the job done.”

Starting position: SASS Default with your back to the targets.
Firing order: Revolver, Rifle, Shotgun

At the BEEP: With **Revolvers** place two rounds on each target for 10 rounds – no triple taps.

With **Rifle**, same as Revolver instructions

With **Shotgun**, knock down the fallers.
You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing behind the Table. Rifle is staged on the Table, Shotgun is open and staged on the Table. The shooter indicates ready by saying:

“Every day takes figuring out all over again how to live.”

Starting position: SASS default
Firing order: Any order, but Rifle cannot be last.

At the BEEP: with first Revolver shoot 2 on P1, 1 on P2, 1 on P3, and 1 on P4, with the second Revolver repeat.

With Rifle, knock down one Shotgun faller then place one shoot on each Rifle plate, then starting with the other Shotgun faller repeat. (Must engage shotgun fallers – shotgun fallers can be made up with shotgun).

With Shotgun, knock down any remaining fallers.