STAGE 1

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

“The Walking Dead”

Starting position: Hands on Rifle – Rifle flat on table (Must use all three positions)
Firing order: Rifle, Shotgun, Revolver

At the BEEP: With Rifle starting on either end Lawrence Welk sweep for 10 rounds. Make Rifle safe, take shotgun to Fence.

With the Shotgun: with both feet between the fence posts Knock down the fallers in any order. Make Shotgun safe and take to Table B.

With the Revolvers, same as Rifle instructions.

STAGE 3
You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the Table A. Rifle is staged on the Table A; Shotgun is open and staged on the Table A. The shooter indicates ready by saying:

“The Walking Dead”

Starting position: Hands on Rifle – Rifle flat on table (Must use all three positions)
Firing order: Rifle, Shotgun, Revolver

At the BEEP: With Rifle starting on left end single tap each target then triple tap the center two targets for 10 rounds. Make Rifle safe, take shotgun to Fence.

With the Shotgun: with both feet between the fence posts Knock down the fallers in any order. Make Shotgun safe and take to Table B.

With the Revolvers, same as Rifle instructions.
Stage 4

You will need 10 rifle, 10 pistol and as many shotgun shells as necessary. The shooter starts standing behind the : Partner: hands on hat, The rifle and shotgun are staged on the : Partner: shooter indicates ready by saying “”

AT BEEP:

With shotgun: :Knock down fallers:
With rifle shoot: :Clear the rack:

Any rounds left in rifle place on bonus target for 2 sec. bonus for each hit. Move to table.

With pistols: Double tap sweep the squares from either End:
You will need 10 rifle, 10 pistol and as many shotgun shells as necessary. The shooter starts standing behind the : Partner: hands on hat, The rifle and shotgun are staged on the : Partner: shooter indicates ready by saying “”

**Stage 4**

AT BEEP:

- With shotgun: :Shoot as many fallers as you want:
- With rifle shoot: :Clear the rack then clear any fallers left:
  
  Any rounds left in rifle place on bonus target for 2 sec. bonus for each hit.

Small P/U any fallers left with shotgun. Move to Table.

- With pistols: Double tap sweep the squares from either end.
You will need 10 Rifle, 10 Revolver and as many Shotgun shells as necessary. The shooter starts standing with both feet behind Table A. Rifle is staged on the Table B, Shotgun is open and staged on Table B. The shooter indicates ready by saying:

“Boil that Spider”

Starting position: SASS Default
Firing order: Revolver, Rifle, Shotgun (Must use both positions)

At the BEEP: With Revolvers at Table A, starting on either end shoot Continuous Nevada Sweep for 5 rounds, then place 5 rounds on the center target

At Table B with the Rifle starting on either end double tap R1 – R4, then shoot the Trigger plate to release the SPIDER, if you missed the Trigger plate you must reshoot the trigger plate (misses on the Trigger plate are misses) Once the SPIDER is moving shoot the release plate dropping the SPIDER for a no miss 5 sec bonus if the SPIDER lands in the caldron you get an additional 5 second bonus.

With the Shotgun, knock down the fallers in any order.
**Stage 6**

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

“SPIDER”

Starting position: SASS Default
Firing order: Revolver, Rifle, Shotgun (Must use both positions)

At the BEEP: With Revolvers at Table A, starting on either end alternate between the outside targets for 5 rounds, then starting on either end shoot a 1 – 3 -1 sweep for 5 rounds.

At Table B with the Rifle starting on the left end shoot a 1 - 3 - 3 - 1 sweep then shoot the Trigger plate to release the SPIDER, if you missed the Trigger plate you must reshoot the trigger plate (misses on the Trigger plate are misses) Once the SPIDER is moving shoot the release plate dropping the SPIDER for a no miss 5 sec bonus, if the SPIDER lands in the caldron you get an additional 5 second bonus.

With the Shotgun, knock down the fallers in any order.