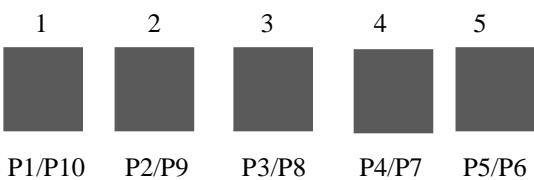
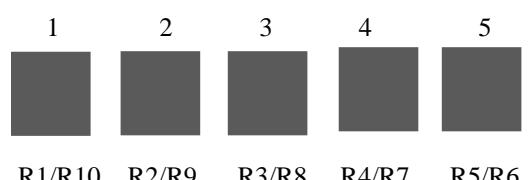


# STAGE 1

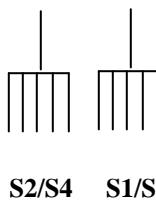
## PISTOL Targets



## RIFLE Targets



## SHOTGUN Targets



Fence



Shotgun Table



Rifle Table

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 1: **Looks like it's time for a gunfight?**

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle held at Cowboy port arms at the table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table, holding the rifle at Cowboy port arms.

When ready, the shooter says, ***“Looks like it's time for a gunfight!”***

At the buzzer, engage the rifle targets by sweeping the targets with one round each starting on either end and then sweep the targets with one round each from the other end.

**Remember to double tap with rounds #5 and #6!** Make the rifle safe on the table.

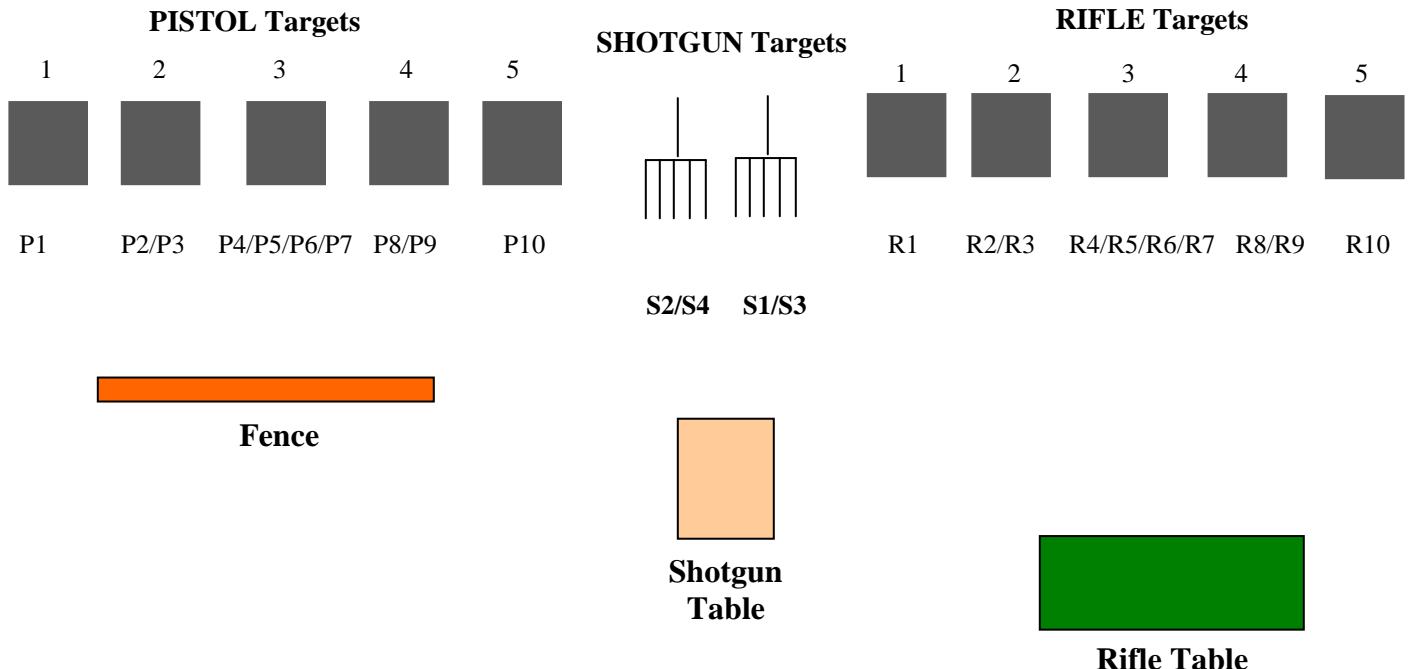
Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right to left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

**NOTE: Sequence shown in the graphic above is only one example of how this might be shot.**

## STAGE 2



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 2: **This just ain't your day!**

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table or held at the rifle table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table in any SASS legal starting position. Shooter may be holding the rifle in any legal position if desired.

When ready, the shooter says, "***This just ain't your day!***"

At the buzzer, with your rifle, sweep the targets in a 1-2-4-2-1 sequence from either end. One round on the first target, 2 rounds on the second target, 4 rounds on the center target, 2 rounds on the 4<sup>th</sup> target, and 1 round on the last target. Make the rifle on the table.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

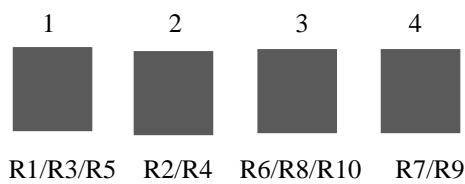
Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

**NOTE: Sequence shown in the graphic above is only one example of how this might be shot.**

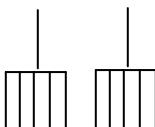
# STAGE 3

## RIFLE Targets



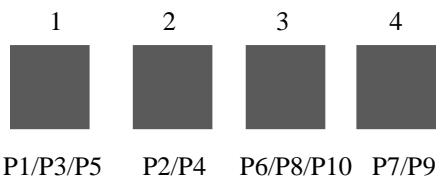
R1/R3/R5    R2/R4    R6/R8/R10    R7/R9

## SHOTGUN Targets



S2/S4    S1/S3

## PISTOL Targets



P1/P3/P5    P2/P4    P6/P8/P10    P7/P9



Rifle Table



Shotgun Table



Fence

Round count: 10 Pistol, 10 Rifle, 4 Shotgun

### Stage 3: **Have you had enough?**

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the rifle table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table with both hands flat on the table.

When ready, the shooter says, ***“Have you had enough?”***

At the buzzer, with your rifle, starting on either of the left two targets, alternate on the two left targets for 5 rounds, then starting on either of the right two targets, alternate on the two right targets for 5 rounds. Make the rifle safe on the table.

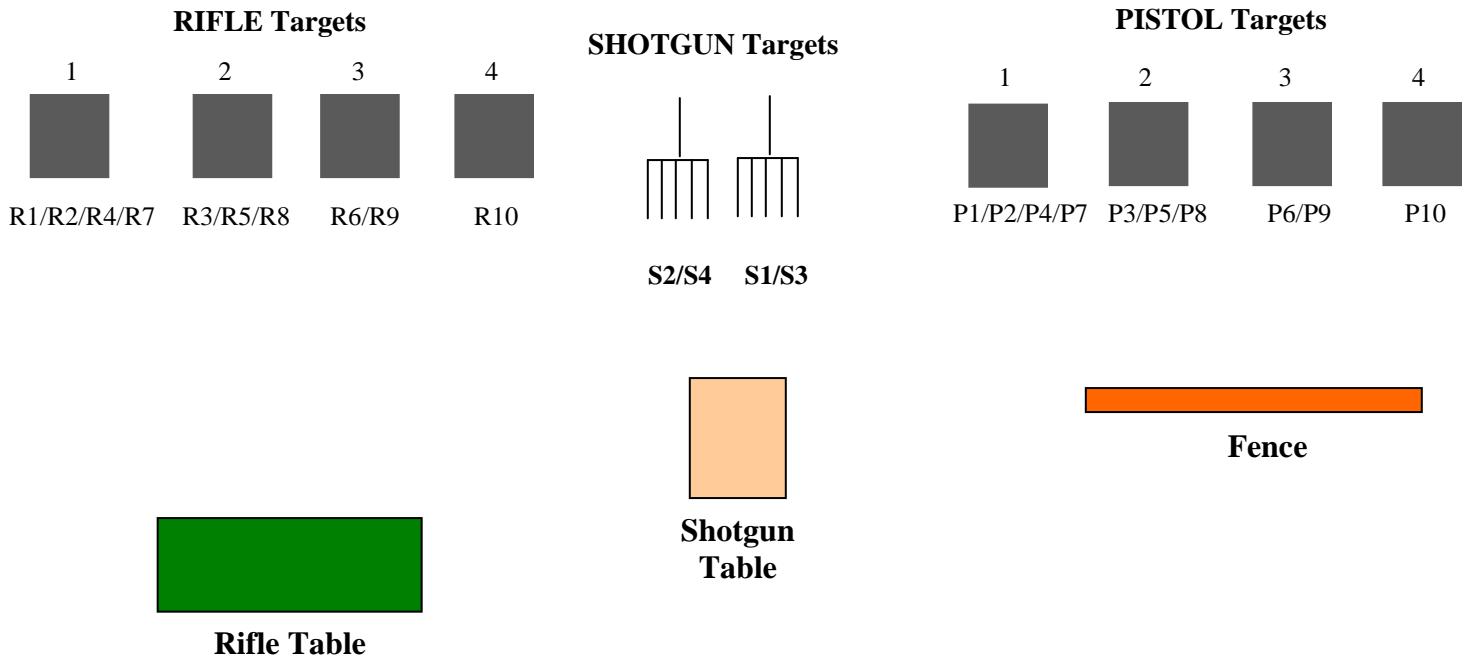
Move to the shotgun table and sweep the shotgun targets twice from **right** to **left**. Make the shotgun safe on the table.

Move to the Fence. Engage the pistol targets, per your shooting category, in the same order as the rifle. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

**NOTE: Sequence shown in the graphic above is only one example of how this might be shot.**

# STAGE 4



Round count: 10 Pistol, 10 Rifle, 4 Shotgun

Stage 4. **This isn't going to end well for you!**

Both pistols loaded with 5 rounds, hammer down on an empty chamber and holstered. Rifle staged on the table. Shotgun staged open and empty on the center table.

Shooter starts standing at the rifle table, both hands flat on pistol butts.

When ready, the shooter says, ***"This isn't going to end well for you!"***

At the buzzer, pick up your rifle, and beginning on either end, engage the targets in a Reverse Badger sweep (1-1-2-1-2-3-1-2-3-4) or (4-4-3-4-3-2-4-3-2-1). Make rifle safe.

Move to the shotgun table, retrieve your shotgun and sweep the shotgun targets twice from **right** to **left**. Make shotgun safe.

Move to the Fence. Engage the pistol targets, per your shooting category, as per the rifle instructions. Pistol sequence does not have to mirror the rifle sequence.

Wild Bunch, show your pistol clear and then holster when directed by the RO. Pick up your long guns and proceed to the unloading table.

**NOTE: Sequence shown in the graphic above is only one example of how this might be shot.**