

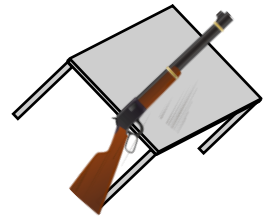
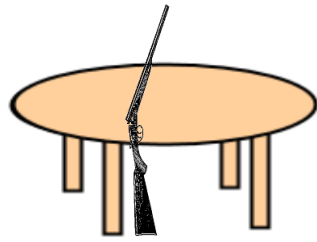
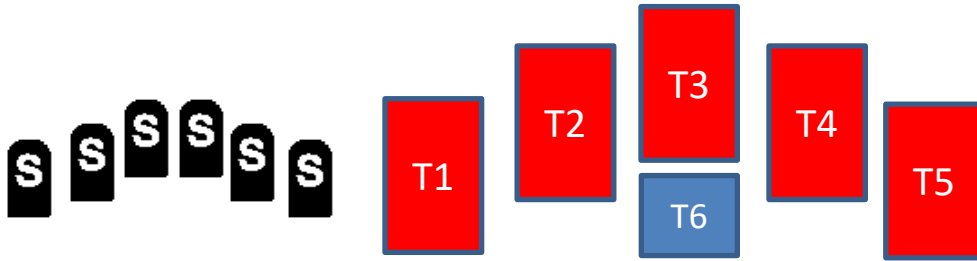
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

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

Line: You're not getting my gold!

ATB: Engage rifle targets with 1 round each on T1 and T5, then 2 rounds each on T2 and T4, then 3 rounds on T3, then 1 round on T6. Make rifle safe on table or take to shotgun table. Shooter's choice which guns to use next. With pistols engage targets per rifle instruction. With shotgun, knock down the shotgun targets in any order.

Stage 2



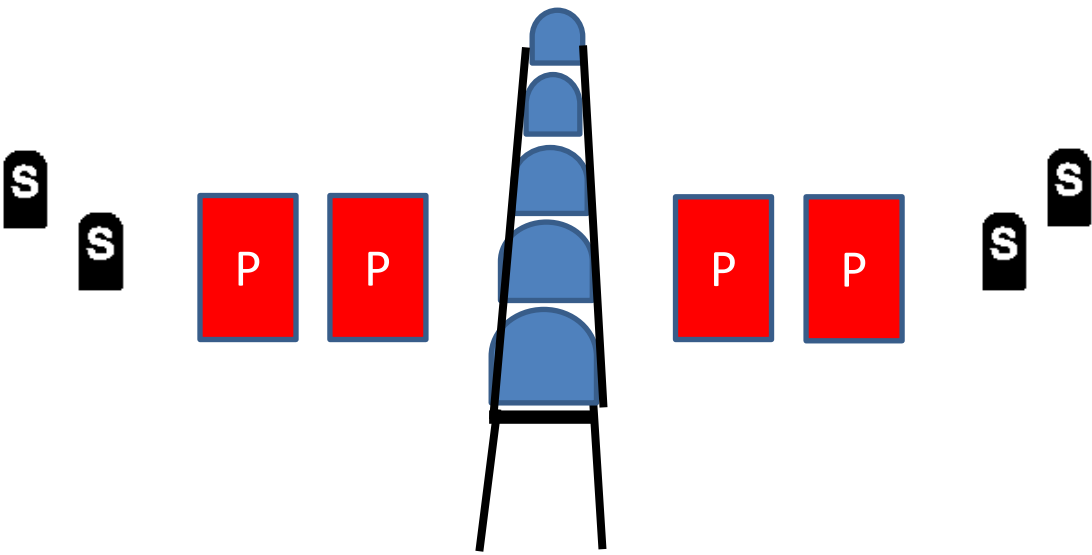
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Rifle staged on right table, shotgun on left table, pistols holstered. Start standing behind right table with both hands holding the bottle.

Line: Throw down your guns or I'll shoot your bottle of Bourbon!

ATB: Place the bottle on the table. Pick up rifle and engage rifle targets, starting with T6; by alternating between T6 and each of the other 5 targets. Make rifle safe on table or take to shotgun table. Shooter's choice in gun order. With pistols engage targets per rifle instruction. With shotgun, knock down the shotgun targets in any order.

Stage 3



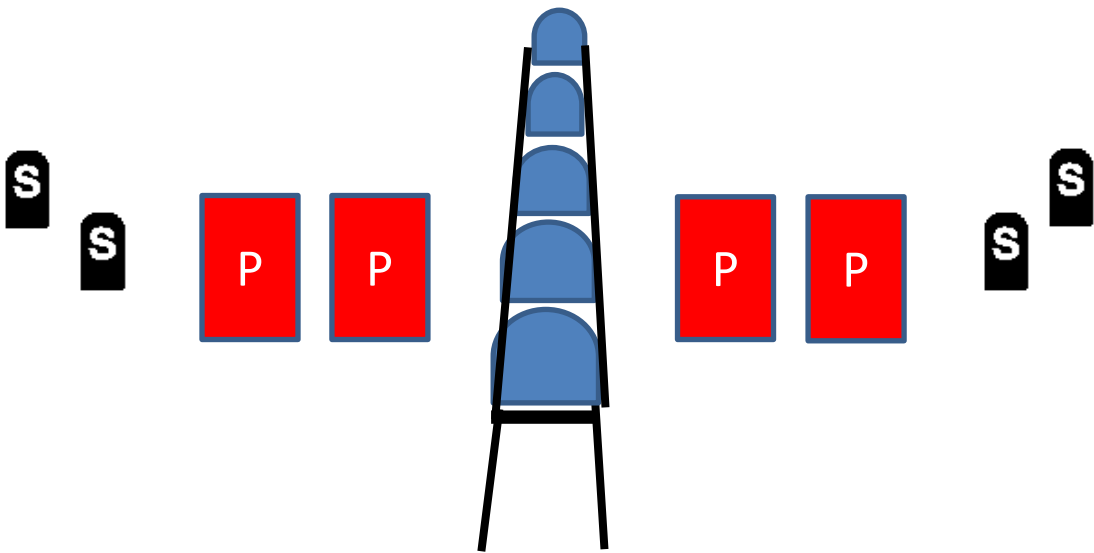
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle and shotgun staged on table. Start standing behind table, hands on both pistol grips.

Line: Who was that masked man!

ATB: Shooting order is shooter's choice, rifle not last. With pistols engage the pistol targets by placing at least two rounds on each target for ten rounds. With rifle knock down the tombstone plate rack targets, misses on the plate rack targets don't count, but any plates left standing will count as a miss. Remaining rounds will be placed on a pistol target, a five second bonus if you place a round on each of the four pistol targets. Misses count on pistol targets. With shotgun knock down the shotgun targets in any order.

Stage 4



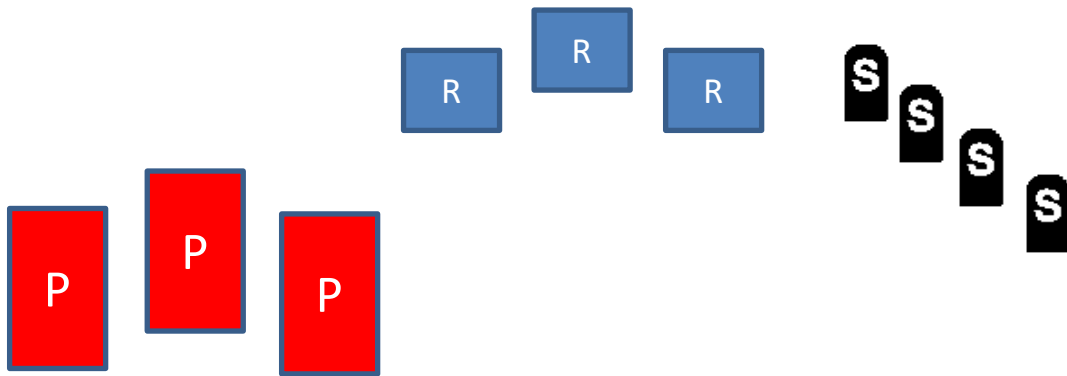
Round Count: Rifle: 10, Pistols: 10, shotgun: 0+

Staging: All guns are staged on the table. Start behind the table at SASS default.

Line: You shot an unarmed man!

ATB: Start with the rifle, Knock down the nine knock down targets. Misses will not count but knock downs that are left standing do count as a miss. Any remaining rounds go on a pistol target, misses will count. (So; don't miss!) With pistols engage the four pistol targets by alternating between any two targets for five rounds, then between the other two targets for another five rounds. At any time after the rifle is shot, you can use the shotgun to knock down any plates left standing.

Stage 5



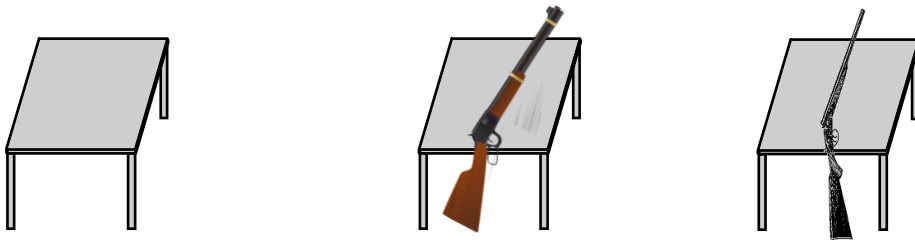
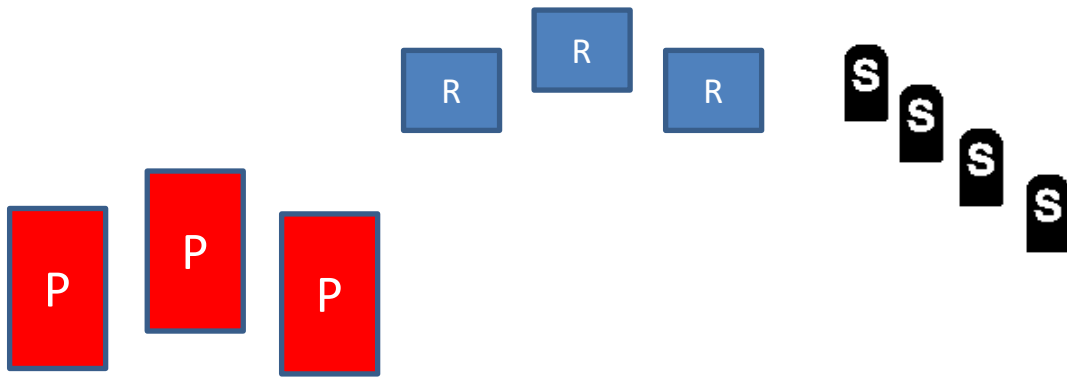
Round Count: Rifle: 10, Pistols: 10, Shotgun: 4+

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table. Start standing behind table of choice with hands on hat.

Line: Can you outrun a bullet?

ATB: If starting behind left table, with first pistol, starting on either end, engage the pistol targets in the following order: T1, T3, T2, T3, T1, repeat instructions with the second pistol. Move to middle table and engage rifle targets per pistol instructions. Move to right table and with shotgun knock down the four shotgun targets in any order.

Stage 6



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

Staging: Pistols holstered, rifle staged on middle table, shotgun on right table. Start standing behind middle table with hands on, but not holding rifle.

Line: Fill your hands, you SOB!

ATB: With rifle, starting on the middle target, engage targets in a progressive Nevada sweep, i.e. 1 on T2, 2 on T3, 3 on T2, 4 on T1. Move to either end table. With pistols engage the pistol targets per rifle instructions. With shotgun knock down the shotgun targets in any order.