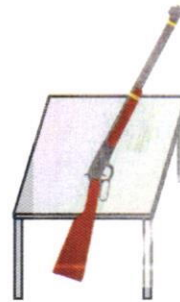
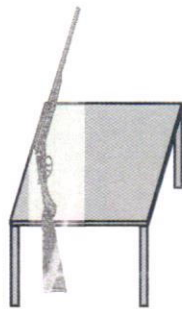
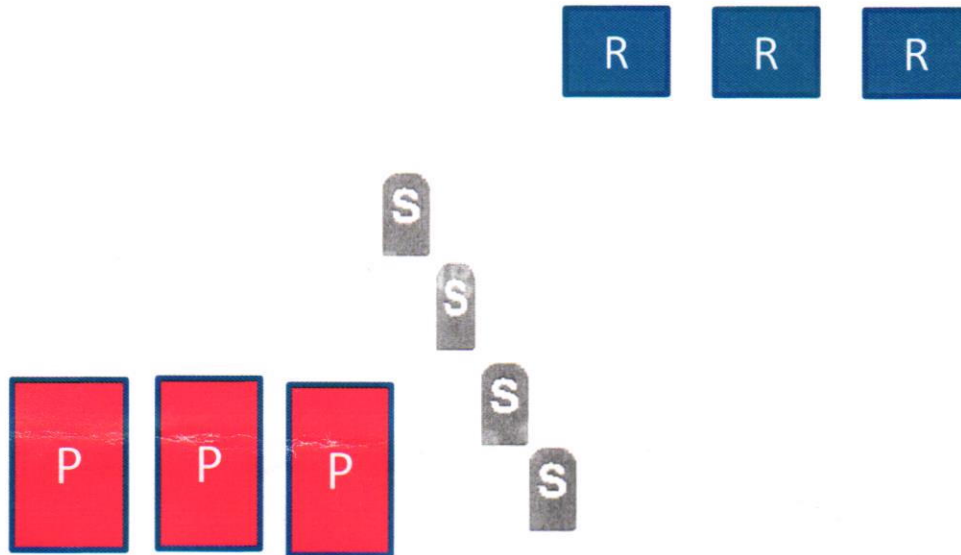


Stage 1



Rifle = 10, Pistols = 10, Shotgun = 4+

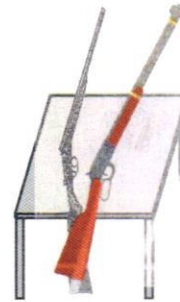
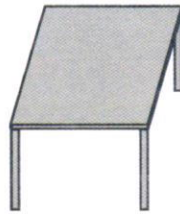
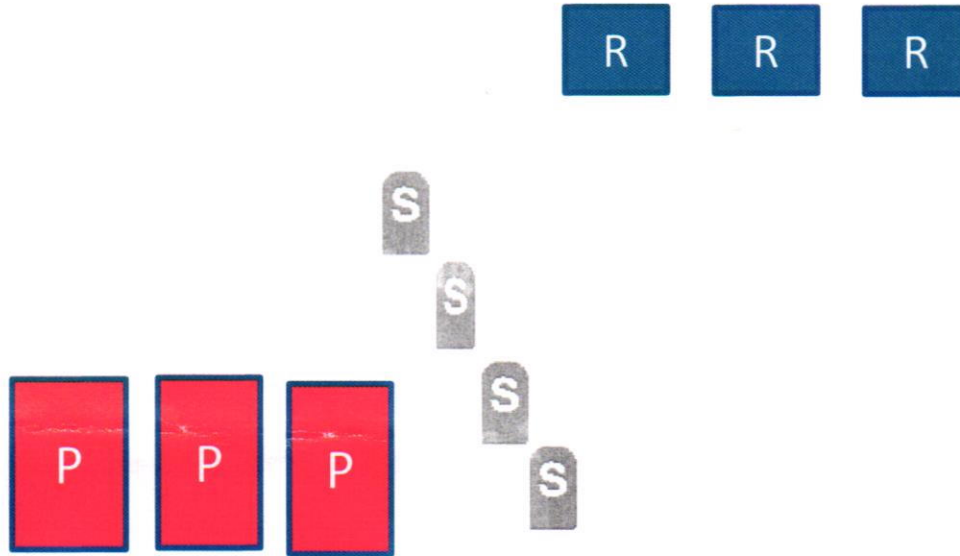
Staging: Pistols holstered. Rifle on right table. S/G on left table.

Line: "Dopkins, you are a prying pip squicking ass.!"

Gun Order: Rifle, Pistol, S/G

ATB: Hands touching gum. With Rifle engage targets in a double tap Nevada sweep. Start where you want. Make rifle safe and move to left table, with pistols engage pistol targets per rifle instructions. With S/G knock 'em down.

Stage 2



Rifle = 10, Pistols = 10, Shotgun = 4+

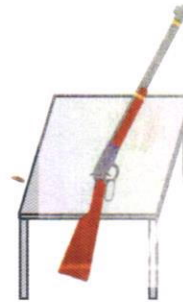
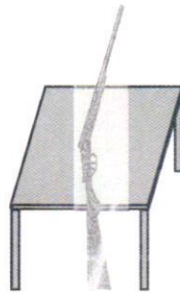
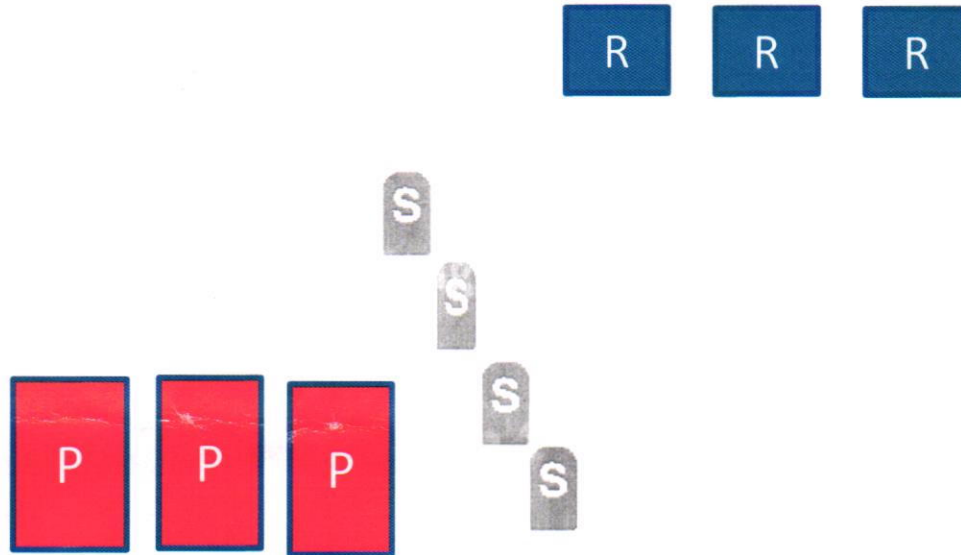
Staging: Pistols holstered. Rifle and S/G staged on right table.

Line: "Put in a nutshell, you couldn't put in a barrel with no bottom. You are the longest winded bastard I've ever met."

Gun Order: Pistols, Rifle, S/G

ATB: Hands touching a pistol. With pistols engage targets in two separate "Sue Render" Sweeps. One on one, one on two, one on three, one on one, one on two, . Repeat for second pistol. Holster pistols and move to right table. With rifle repeat pistol instructions. Make rifle safe and with S/G knock 'em down.

Stage 3



Rifle = 9 + 1, Pistols = 10, Shotgun = 2+

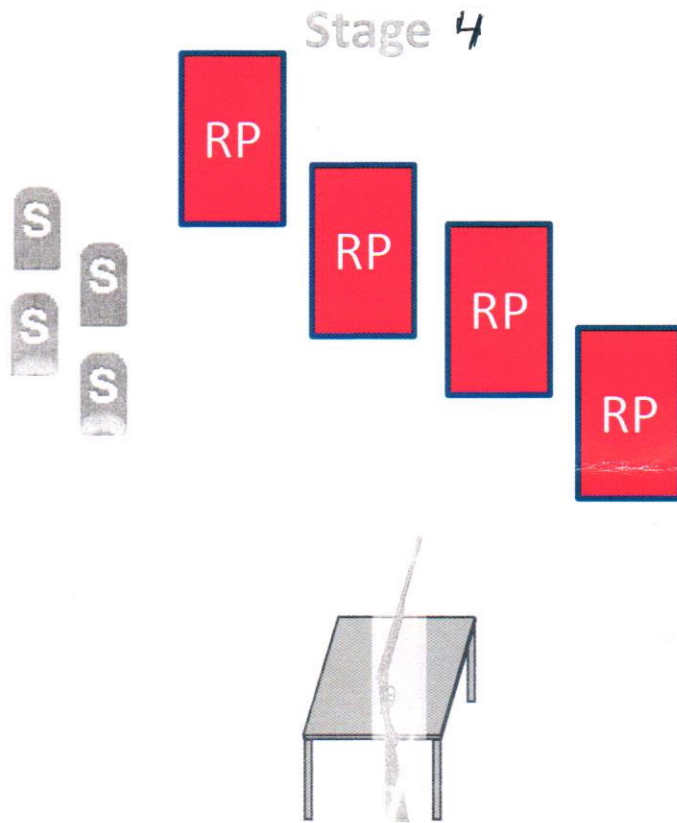
Staging: Pistols holstered. Rifle and S/G staged on right table.

Line "It's usually some six fingered bastard who couldn't hit a tit with a tin cup that does you in."

Gun Order: Rifle, Pistol, S/G

.Starting at right table, hands at SASS default

ATB: With Rifle triple tap the three targets. THEN Reload rifle and engage any K/D target. Make rifle safe and move to left table. With pistols engage pistol targets in a triple tap sweep and place the last round on any K/D target. With S/G knock down any standing S/G targets.



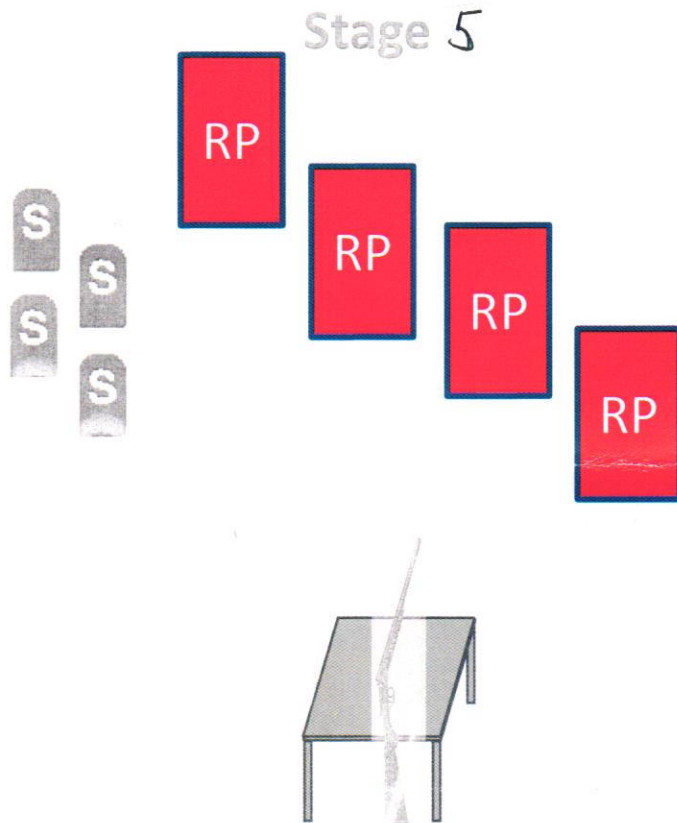
Start

Rifle = 10, Pistols = 10, Shotgun = 2+

Staging: Rifle at port arms. Pistols holstered, S/G staged on the table.

Line "Nice bed. It isn't ticky, is is it."

ATB: With the rifle starting on either end perform a Lawrence Welk sweep. With S/G knock 'em down. With pistols engage the targets per the rifle instructions.



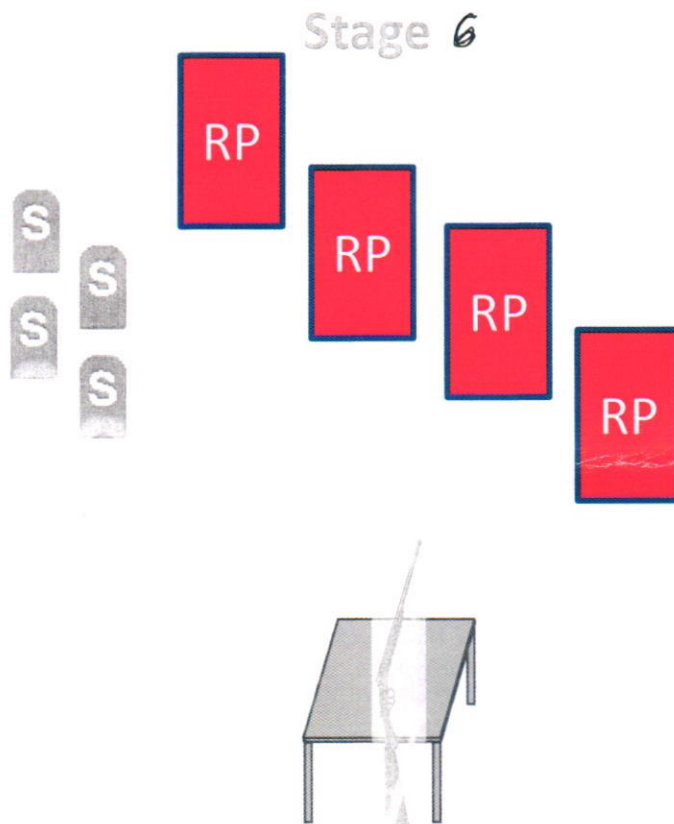
Start

Rifle = 10, Pistols = 10, Shotgun = 2+

Staging: Rifle in hands with foot touching the starting plate. Pistols holstered and S/G staged on table.

Line "Don't worry Sheriff, you're closer to your gun than I am to mine."

ATB: With the rifle starting on either end perform a Kid Ray sweep. One on one, one on two, one on three, one on one, one on two, one on three, one on four, one on one, one on two, one on three, Make rifle safe on the table with pistols engage targets per rifle instructions. With S/G "Knock 'em down!"



Start

Rifle = 10, Pistols = 10, Shotgun = 2+

Staging All guns on the table.

Line "That's hard news. That's a man I could have taken."

Start standing behind the table with hands on table not touching a gun.

Gun order: Pistols, Rifle, S/G

ATB: With pistol engage R/P targets by triple tapping the outside targets and double tapping the inside targets. Start where you want, it's a round count. Pistols maybe holstered or returned to the table. Pick up your rifle and engage R/P targets per pistol instructions. Make rifle safe on table, with S/G "Knock 'em down"