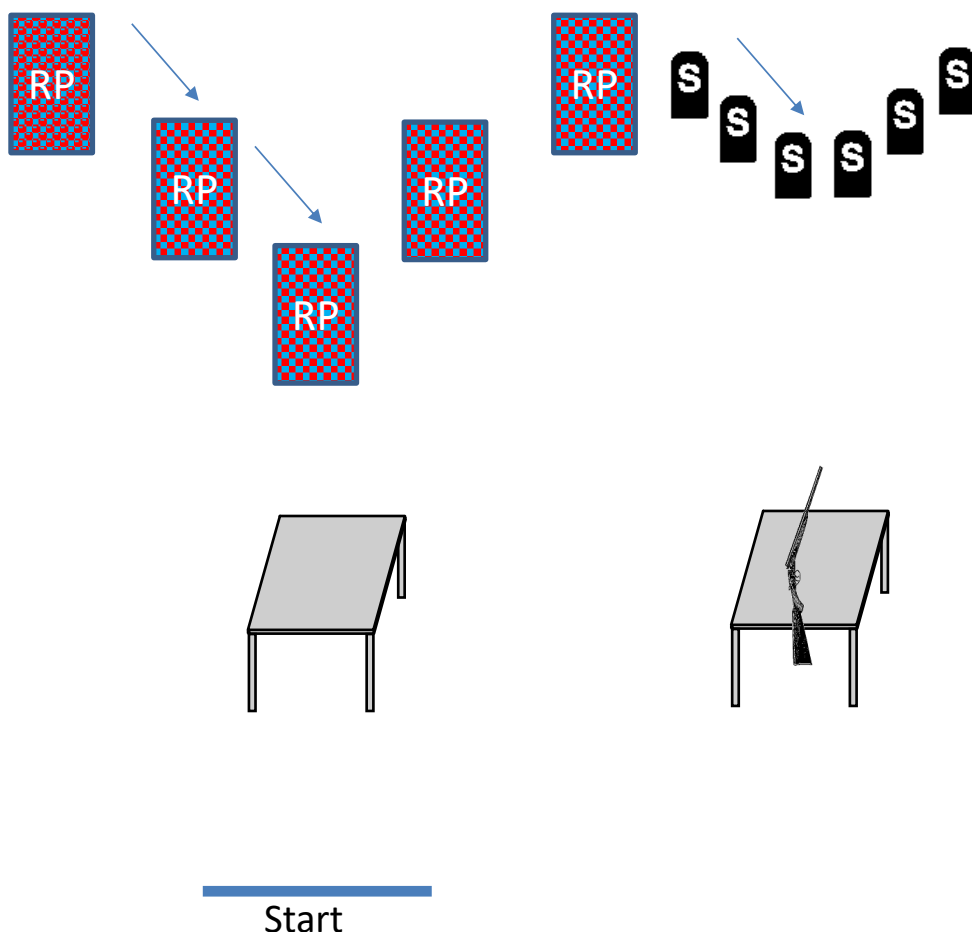


Stage 1



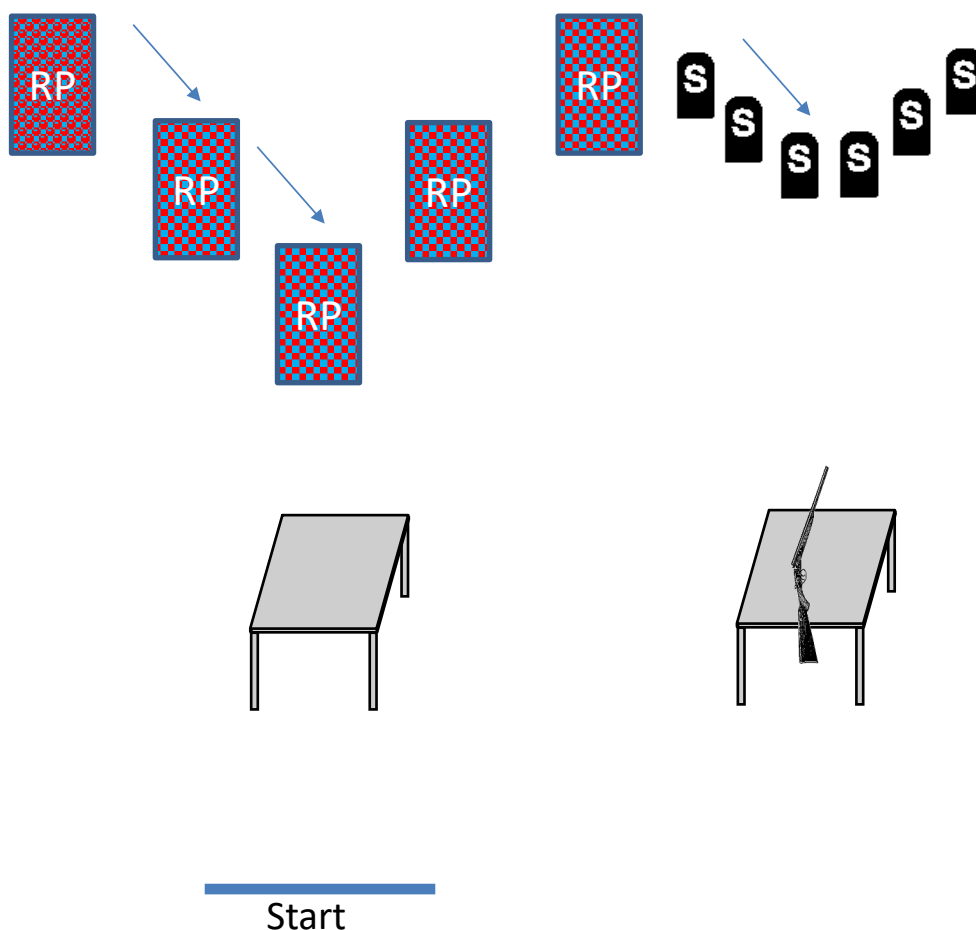
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Shotgun staged on the right table; pistols are holstered. Start with rifle in hands, one foot touching start plate.

Line: **I DIDN'T SAY I CAN'T USE A PISTOL; I JUST PREFER A RIFLE!**

ATB: With the rifle, starting on either back target engage 3 rifle/pistol targets in a zig-zag sweep (such as: back left, back right, middle left, middle right, center) repeat instructions with the next 5 rounds. Make rifle safe on left table and with pistols engage the targets per the rifle instruction. Move to right table and with shotgun knock down the 6 shotgun targets in any order.

Stage 2



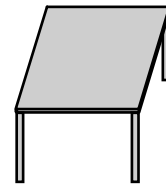
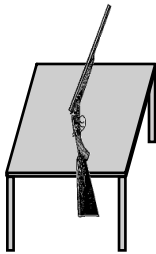
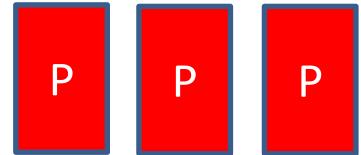
Round Count: Rifle: 10, Pistols: 10, Shotgun: 6+

Staging: Shotgun staged on the right table; pistols are holstered. Start with rifle at cowboy port arms, one foot touching start plate.

Line: **YOU AREN'T WILD BILL HICKOK!**

ATB: With the rifle, double tap the middle target, then double tap the two inner targets and finish by double tapping the two outer targets. Move to left table and with the pistols engage the targets per the rifle instructions. Move to right table and with shotgun knock down the 6 shotgun targets in any order.

Stage 3



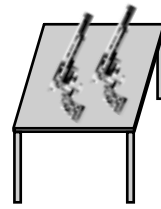
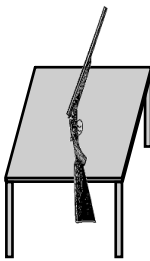
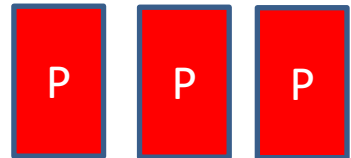
Round Count: Rifle: 10, Pistols: 10, Shotgun 4+

Staging: Rifle staged on middle table, shotgun on left table; pistols are holstered. Start standing behind either right or left table, hands on hat.

Line: **HE SHOULD HAVE ARMED HIMSELF!**

ATB: If starting at left table, with shotgun knock down the 4 shotgun targets in any order. Move to middle table and with the rifle, starting on either end, engage the rifle targets in a double tap Kid Ray sweep. (i.e. T1-T2-T3-T1-T2). Move to right table (at least one foot behind table) and with pistols engage the pistol targets per the rifle instruction.

Stage 4



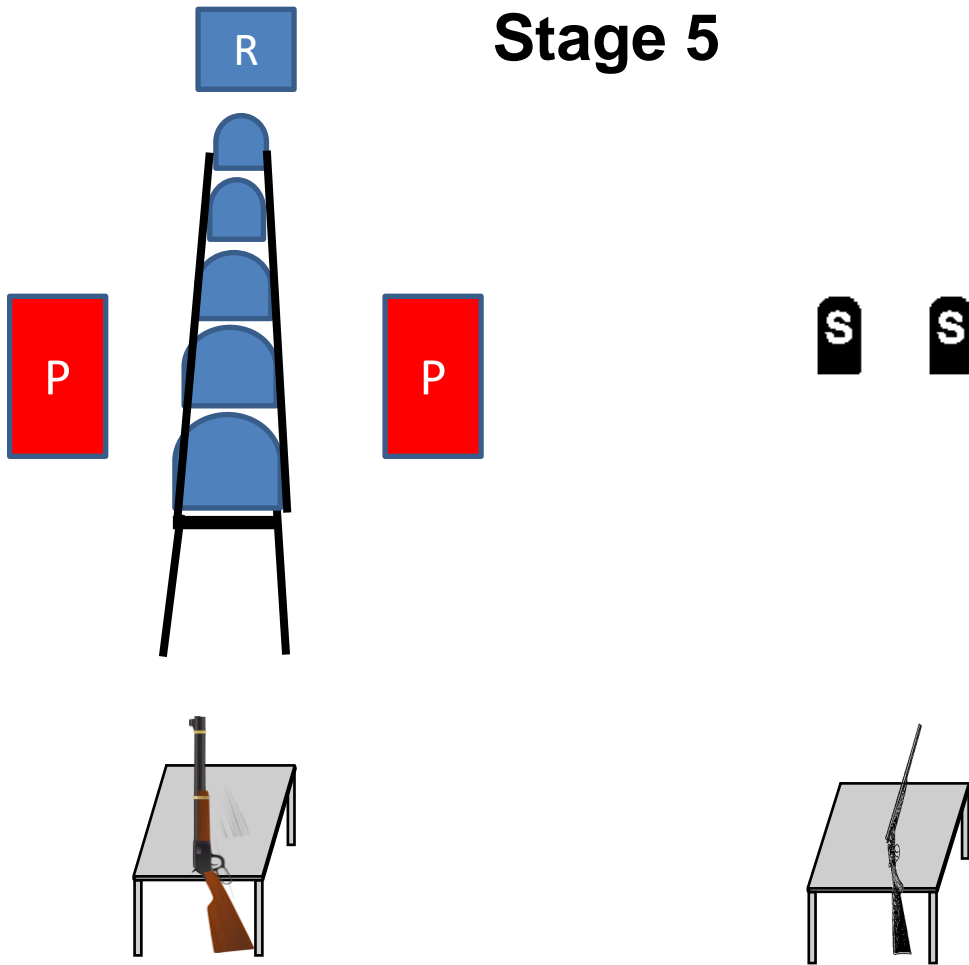
Round Count: Rifle: 10, Pistols: 10, Shotgun 4+

Staging: Rifle staged on middle table, shotgun on left table; pistols are staged on right table. Start standing in front of left or right table, hands on table.

Line: **HELL IS COMING WITH ME!**

ATB: If starting with shotgun knock down the targets in any order. Move to middle table and with the rifle, starting on either end, engage the rifle targets in triple tap sweep, place the 10th round on the middle target. Move to right table and with pistols engage the pistol targets per the rifle instruction.

Stage 5



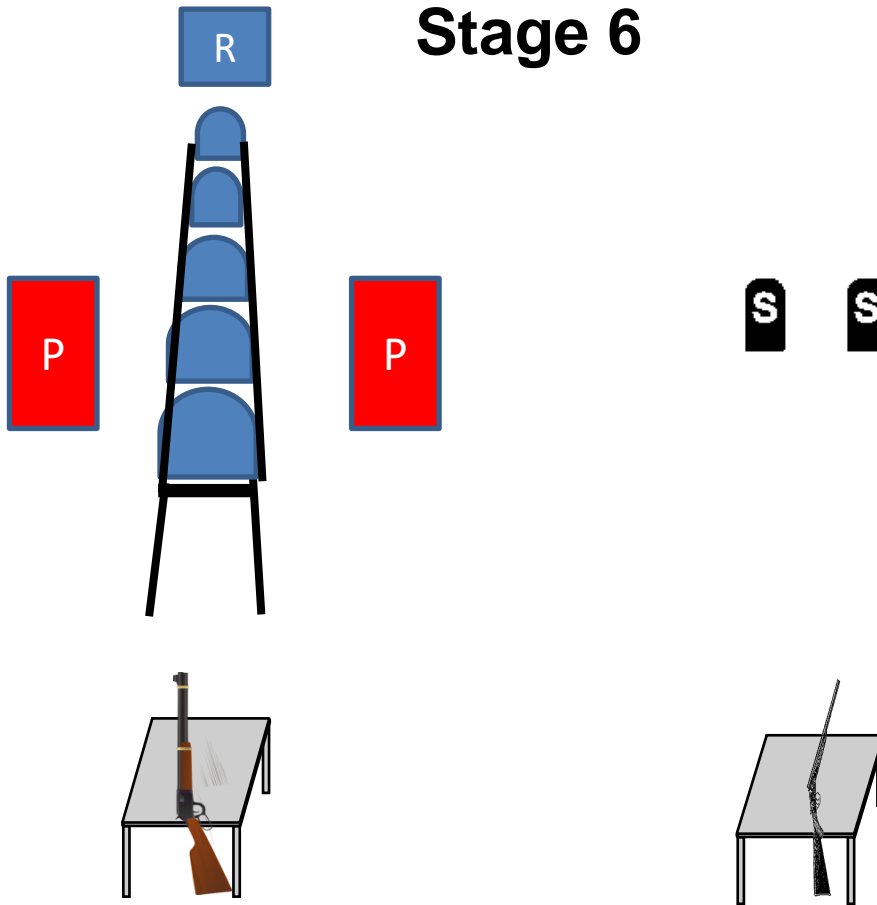
Rifle = 10, Pistols = 10, Shotgun = 2+

Staging: Pistols holstered, rifle staged on left table and shotgun on right table. Start at either table, both hands on, but not holding gun(s). Gun order is rifle not last.

Line: **SHOULDN'T BE HARD WITH A RIFLE!**

ATB: If starting at the left table, with the pistols place at least 5 rounds on each pistol target, with the rifle engage the tombstone targets until down, place any extra rounds on the static rifle target. Only tombstone targets left standing will count as misses (yes, misses on the static target will **NOT** count.) Next move to the right table, with shotgun knock down the two shotgun targets in any order.

Stage 6



Rifle = 5, Pistols = 10, Shotgun = 2+

Staging: Pistols holstered, rifle staged on left table and shotgun on right table. Start at SASS default behind either table. Gun order is rifle not last.

Line: **MAY BE HARD WITH PISTOLS!**

ATB: If starting at the left table, with the pistols engage tombstone targets until down, place any extra rounds on either pistol target(s), with the rifle engage any tombstone targets not down, place any extra rounds on the static rifle target. Only tombstone targets left standing will count as misses (this time misses on the static targets will count as misses.) Next move to the right table, with shotgun knock down the two shotgun targets in any order. A 5 second bonus if you knock down all tombstone targets with just your pistols.