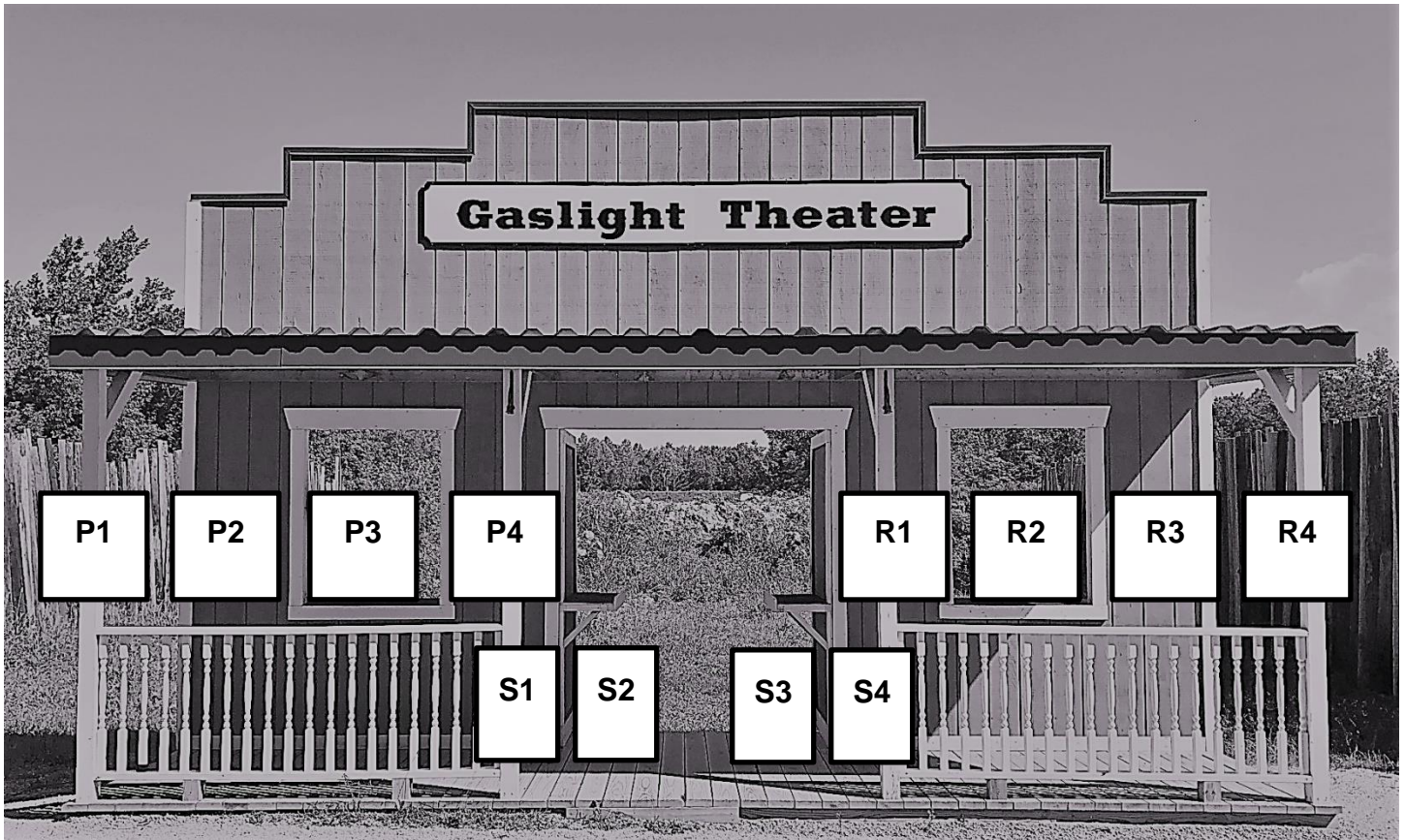


# CROSSFIRE TRAIL – (2001)

## Stage 1 – The Gaslight Theater

All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.



### **Ammunition and Staging:**

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either doorway shelf.

### **Starting Position**

Shooter starts at right window with rifle shouldered and pointed at target.

### **Ready Line**

*“Maybe so!”*

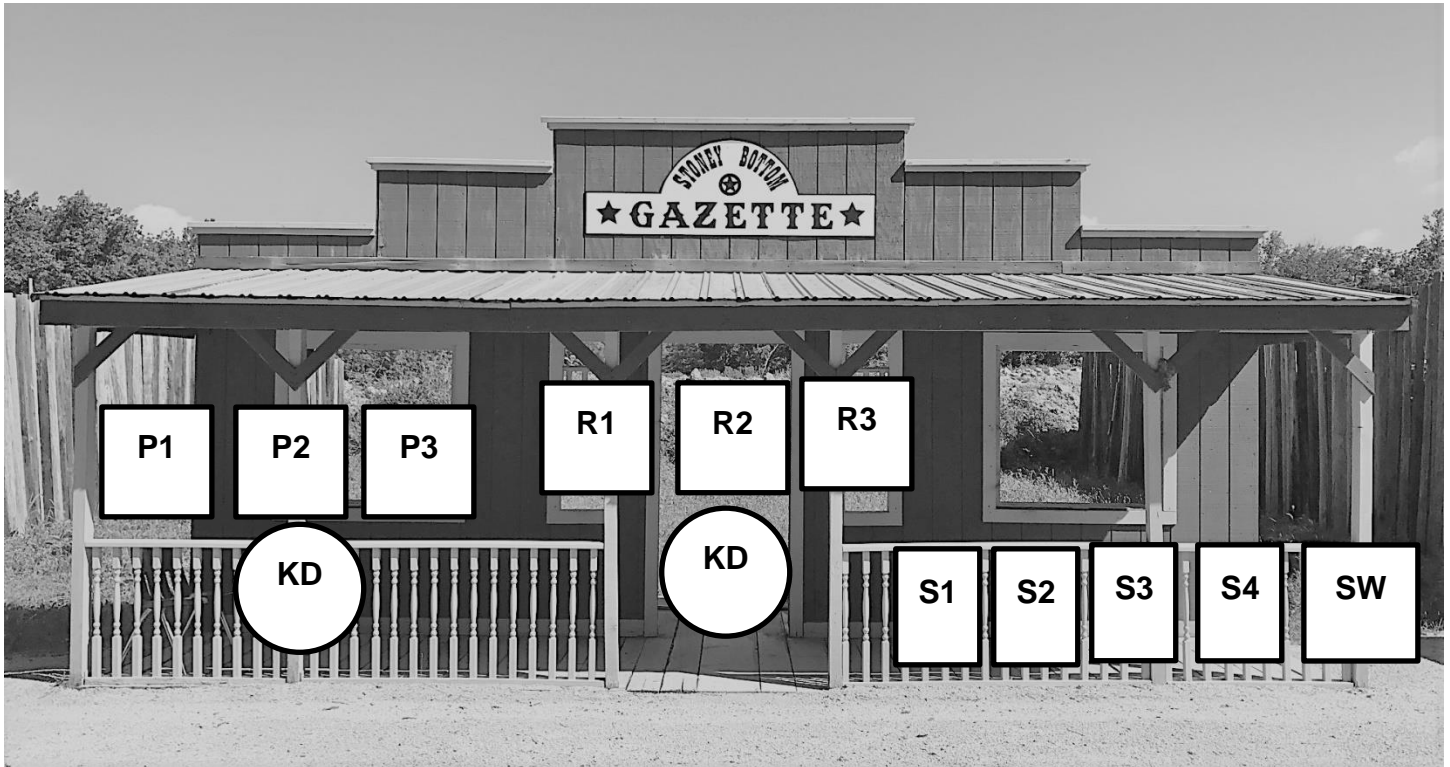
### **At The Beep**

With the first five rounds, engage either center target, then sweep all four targets from either end. With the second five rounds, engage the other center target, then sweep all four targets from either end (ex.: R2, R1, R2, R3, R4, R3, R4, R3, R2, R1). Make rifle safe, move to left window and shoot pistol in the same manner as the rifle. Holster. Move to doorway and using shotgun knock down all four shotgun target.

# CROSSFIRE TRAIL – (2001)

## Stage 2 – The Stoney Bottom Gazette

All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.



### **Ammunition and Staging:**

Rifle – 10 rounds stage on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

### **Starting Position**

Shooter starts at left window in SASS default position.

### **Ready Line**

*“It’s a wonder to me you lived much past 10 years old.”*

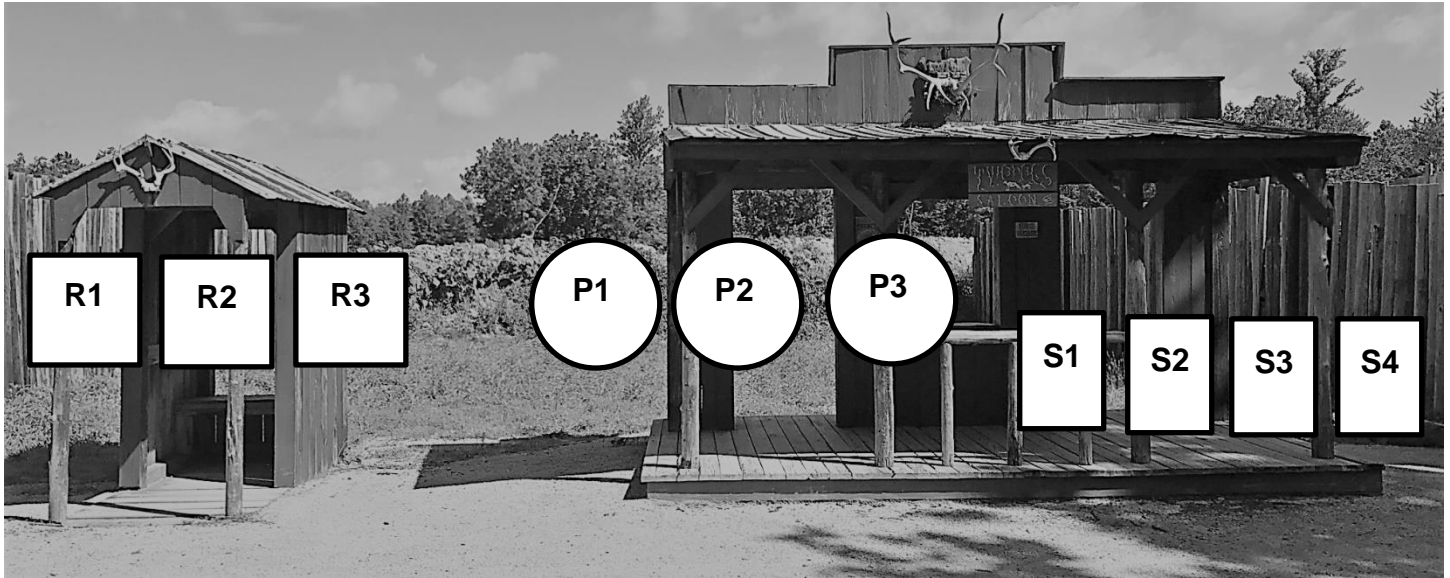
### **At The Beep**

Using pistols, first engage the KD target, then triple tap the other three targets in any order. Holster. Pick up rifle and move to doorway and engage targets in the same manner. Move to right window. Make rifle safe. Knock down all four shotgun targets. If either or both pistol/rifle knockdowns were left standing, it will be made up on the shotgun swinger. Swinger does NOT need to be hit; it is to provide an aiming point only.

# CROSSFIRE TRAIL – (2001)

## Stage 3 – The Saloon

*All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on outhouse seat.

Pistols – 5 rounds each, holstered.

Shotgun –4+ rounds, staged on window shelf.

### **Starting Position**

Shooter starts in outhouse, with back to targets, crouched like shoeing a horse, holding rasp in both hands.

### **Ready Line**

“Well, see, if you take your time . . . you get a more harmonious outcome.”

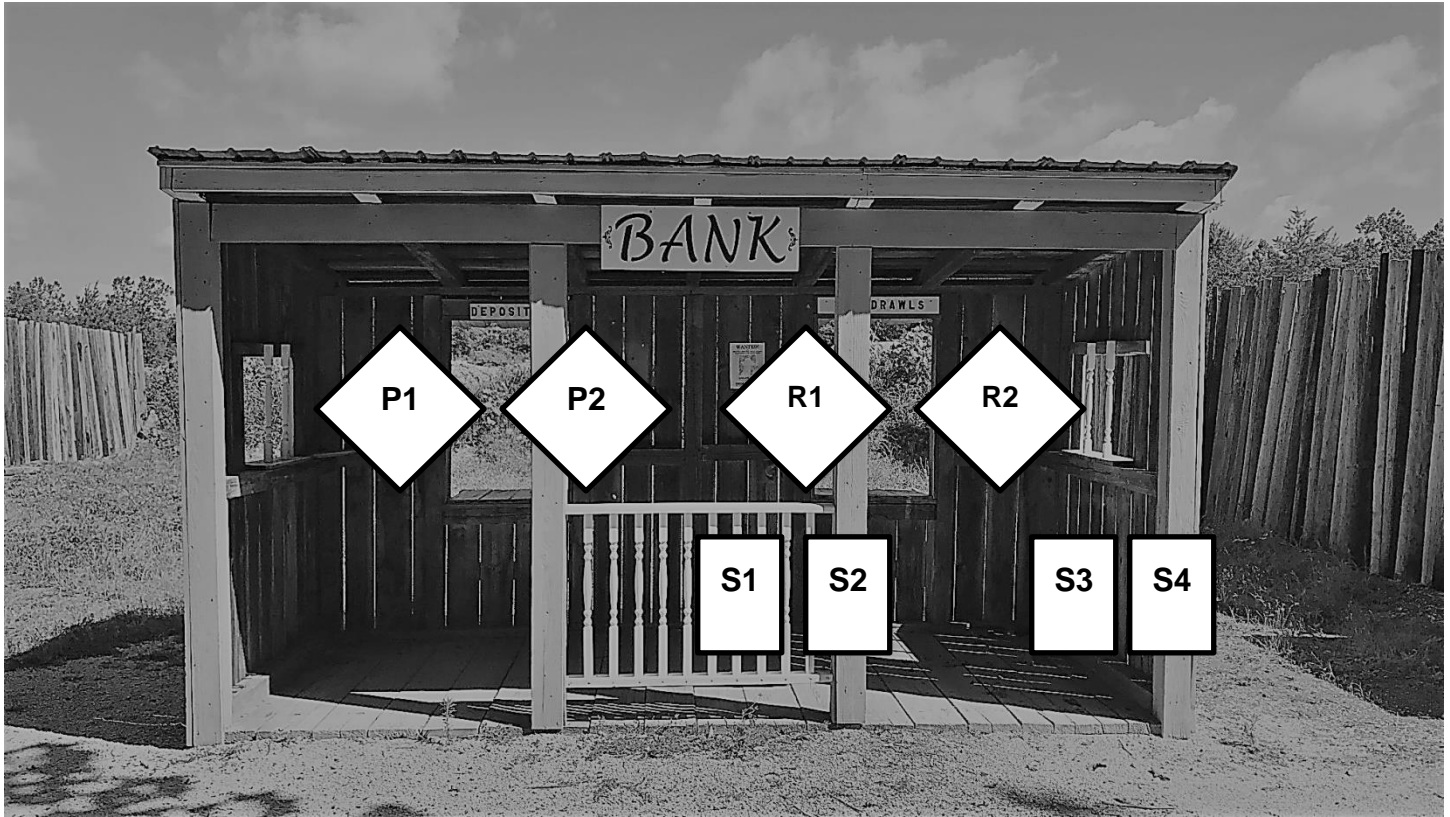
### **At The Beep**

Drop rasp, turn around, and with rifle engage targets in a sweep from either end, then in a 2-3-2 pattern in the same direction (ex: P1, P2, P3, P1, P1, P2, P2, P2, P3, P3). Make rifle safe. Move to window, retrieve shotgun, move to right doorway and knock down all four shotgun targets. Make shotgun safe in window. Move to doorway and engage pistol targets the same as the rifle.

# CROSSFIRE TRAIL – (2001)

## Stage 4 – The Bank

All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.



### **Ammunition and Staging:**

Rifle – 10 rounds staged on right window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

### **Starting Position**

Shooter starts at left window, pushing whiskey bottle with both hands.

### **Ready Line**

*“No sir. Your talk is as cheap as your liquor.”*

### **At The Beep**

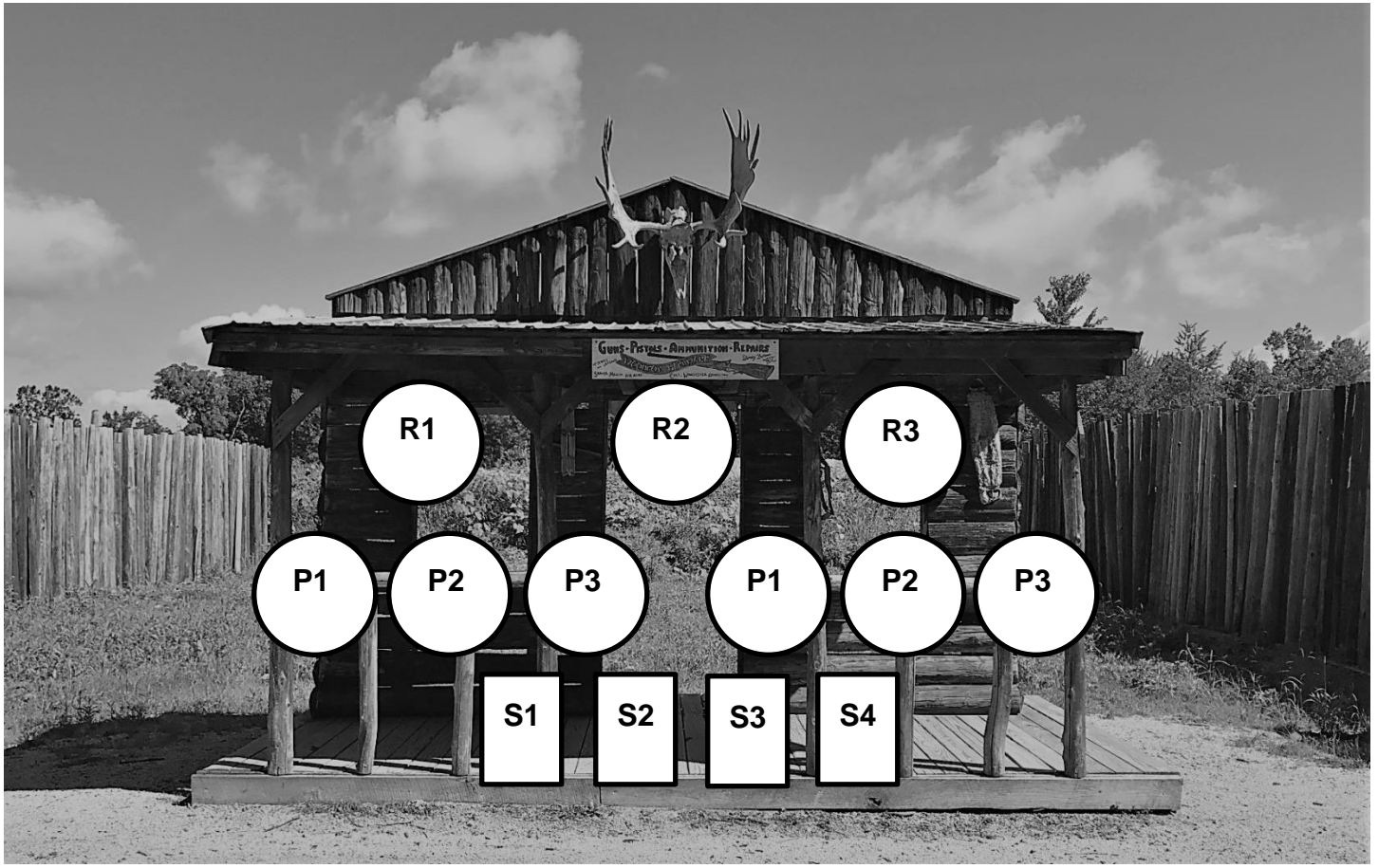
Using pistols, engage the two pistol targets in an alternate double tap, alternate single tap, alternate double tap pattern (ex: P1, P1, P2, P2, P1, P2, P1, P1, P2, P2) starting on either target. Holster.

Move to right window and repeat instructions with rifle. Make rifle safe. Pick up shotgun and knock down all four shotgun target.

# CROSSFIRE TRAIL – (2001)

## Stage 5 – The Hardware Store

All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.



### **Ammunition and Staging:**

Rifle – 10 rounds stage on either window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand

### **Starting Position**

Shooter starts at doorway, shotgun butt touching leather.

### **Ready Line**

*“I’m not a very good rifle shot, ya know.”*

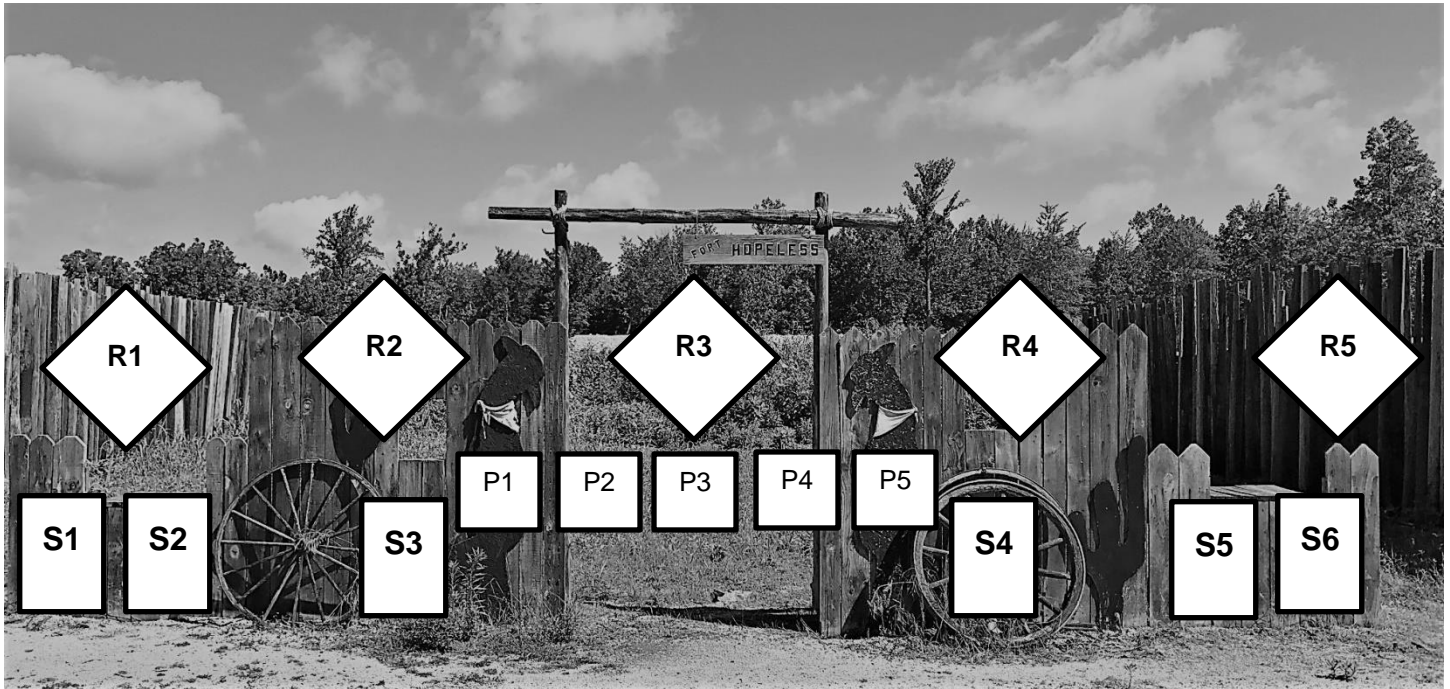
### **At The Beep**

Knock down all four shotgun targets. Move to the window that has the rifle on it. Make shotgun safe. Pick up rifle. With first five shots, engage outside targets twice each (no double taps), then once on the center target (ex.: R1, R3, R1, R3, R2). Repeat. Make rifle safe. At the same window, engage pistol targets with five shots in the same manner. Move to other window and repeat.

# CROSSFIRE TRAIL – (2001)

## Stage 6 – Fort Hopeless

*All ready lines were spoken by the character “Joe Gill” portrayed by actor Wilford Brimley.*



### **Ammunition and Staging:**

Rifle – 10 rounds, shouldered, pointed at target.

Pistols – 5 rounds each, holstered.

Shotgun – 6+ rounds staged on either left or right shelf.

### **Starting Position**

Shooter starts gate entrance, rifle shouldered and aimed at target.

### **Ready Line**

*“Hello Walter.”*

### **At The Beep**

At the beep, double tap all five rifle targets. Make rifle safe on horse. Move to shotgun, and knockdown two shotgun targets. Move to fort entrance and knock down two more shotgun targets. Make shotgun safe on horse for further use. Use pistols and double tap all five pistol targets. Holster. Retrieve shotgun, move to shelf and knock down two remaining shotgun targets.