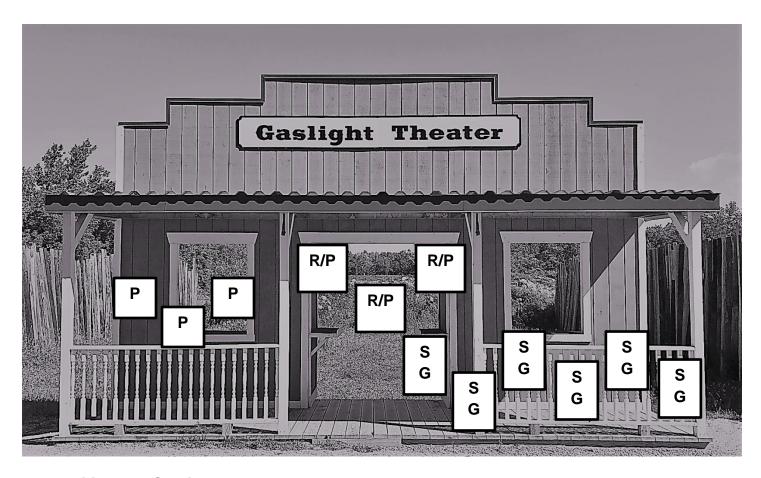
Stage 1 - The Gaslight Theater

I hate the desert ... it's got no pity.



Ammunition and Staging:

Rifle – In hand, loaded with 10 rounds.

Pistol – Holstered. With 7 rounds and three spare magazines. 28 rounds total.

Shotgun – 6 rounds, staged on right window shelf.

Starting Position

Shooter starts at doorway with rifle butt touching leather.

Ready Line

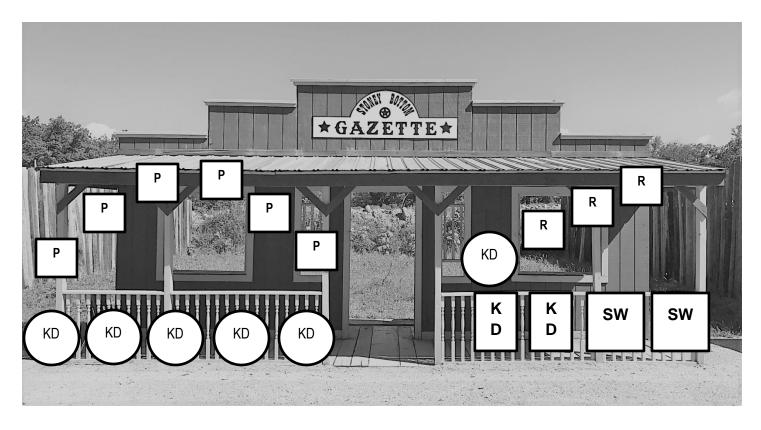
"I hate the desert ... it's got no pity."

At The Beep

Using rifle, alternate on the two outside targets for six rounds, then place four shots on the center target. Make rifle safe. Using pistol, alternate on outside targets for 4 rounds, then place 3 rounds on the middle target. Repeat with second magazine. Move to left window and engage pistol targets in the same manner. Repeat. Make pistol safe. Move to right window and engage all six shotgun targets.

Stage 2 - The Stoney Bottom Gazette

Amigo, you just wrote my epitaph!



Ammunition and Staging:

Rifle – 10 rounds, staged on right window sill.

Pistols – Holstered with 7 rounds, 4 spare magazines. 35 rounds total.

Shotgun – 6 rounds, staged on right window sill.

Starting Position

Shooter starts at left window with hands on hat.

Ready Line

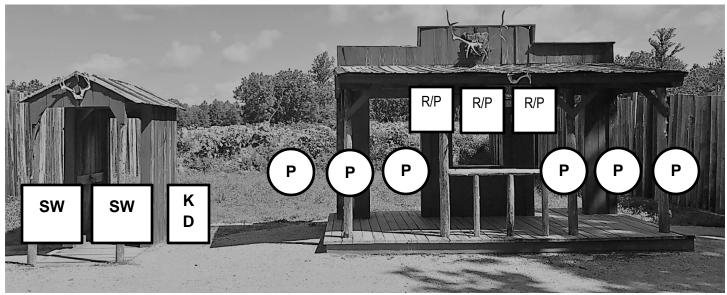
"Amigo, you just wrote my epitaph!"

At The Beep

With first pistol shot, knock down one knockdown target, then sweep the six stationary pistol targets. With second magazine, knockdown second knockdown target, then sweep the six stationary targets. Repeat with third, fourth and fifth magazine. Move to right window and using shotgun, knock down one shotgun target, then engage each swinger once. Knock down the remaining knockdown shotgun target, and engage each swinger again. Make shotgun safe. Using rifle knock down the rifle knockdown target, then triple tap the remaining targets in any order.

Stage 3 - The Saloon

"Dynamite in the hands of a fool means death."



Ammunition and Staging:

Rifle – 9 rounds stage on window sill.

Pistols – Loaded with 7 rounds, holstered; three extra magazines. 28 rounds.

Shotgun – 5 rounds, staged on outhouse seat.

Starting Position

Shooter starts at window, with hands on hat.

Ready Line

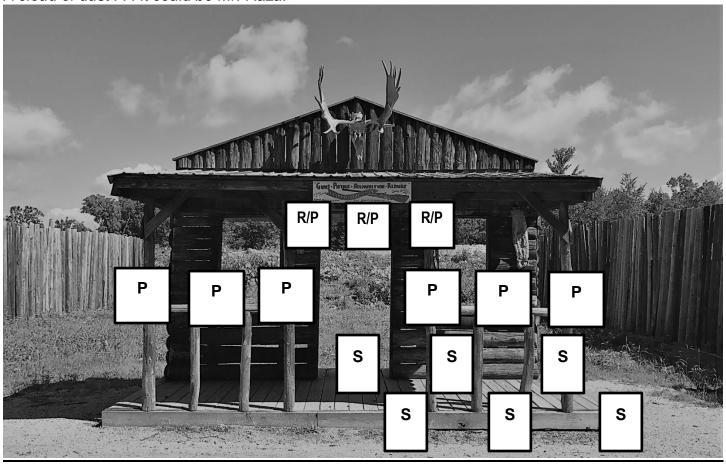
"Dynamite in the hands of a fool means death."

At The Beep

With rifle engage rifle/pistol targets in a 9-round Nevada sweep, starting on either end. Make rifle safe. Move to either door and engage pistol targets in a 7 round Nevada sweep starting on either end. Move to other door and do the same. Move back to window and engaging the rifle/pistol targets, repeat twice. Make pistol safe on window sill and move to outhouse and engage shotgun swingers in a 5-round Nevada sweep starting on the left.

Stage 4 - The Hardware Store

A cloud of dust . . . it could be Mr. Raza.



Ammunition and Staging:

Rifle – 7 rounds stage on right window sill.

Pistols – Holstered with 7 rounds; three extra magazines. 28 rounds.

Shotgun – 6 rounds, in hand.

Starting Position

Shooter starts at center doorway, shotgun butt touching leather.

Ready Line

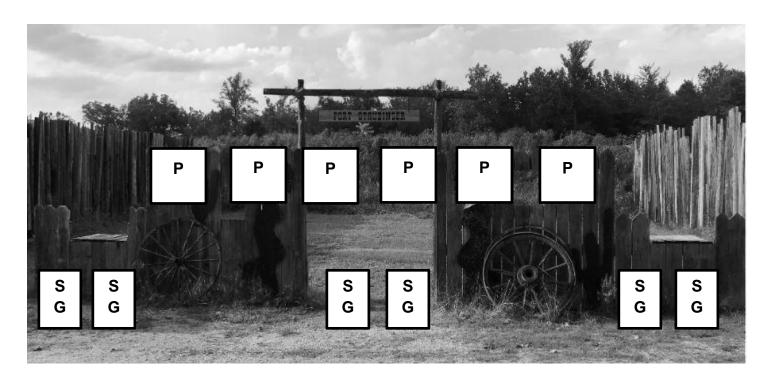
"A cloud of dust . . . it could be Mr. Raza."

At The Beep

Knock down the front row of shotgun targets, then the back row. Move to left window, make shotgun safe. Through left window, using pistol, engage the center target four times, then sweep all three targets from either end. Move to doorway and engaging the rifle/pistol targets, repeat twice. Move to right window and repeat pattern once. Make pistol safe on window sill, pick up rifle, and through the window repeat the pattern on the R/P targets.

Stage 5 - Fort Staudinger

But you? You're a self-made man.



Ammunition and Staging:

Rifle - None.

Pistols – Holstered with 7 rounds; five extra magazines. 42 rounds total.

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

Starting Position

Shooter starts at center table in SASS default position.

Ready Line

"But you? You're a self-made man."

At The Beep

Use pistol and double-tap either end target, then sweep the remaining targets. Repeat, starting from the other end target. Next, alternate 7 rounds between the center two targets. Repeat. Finally, alternate 7 rounds between the two end targets. Repeat. Make pistol safe on table. Move to shotgun and knock down two shotgun targets from each shooting position.