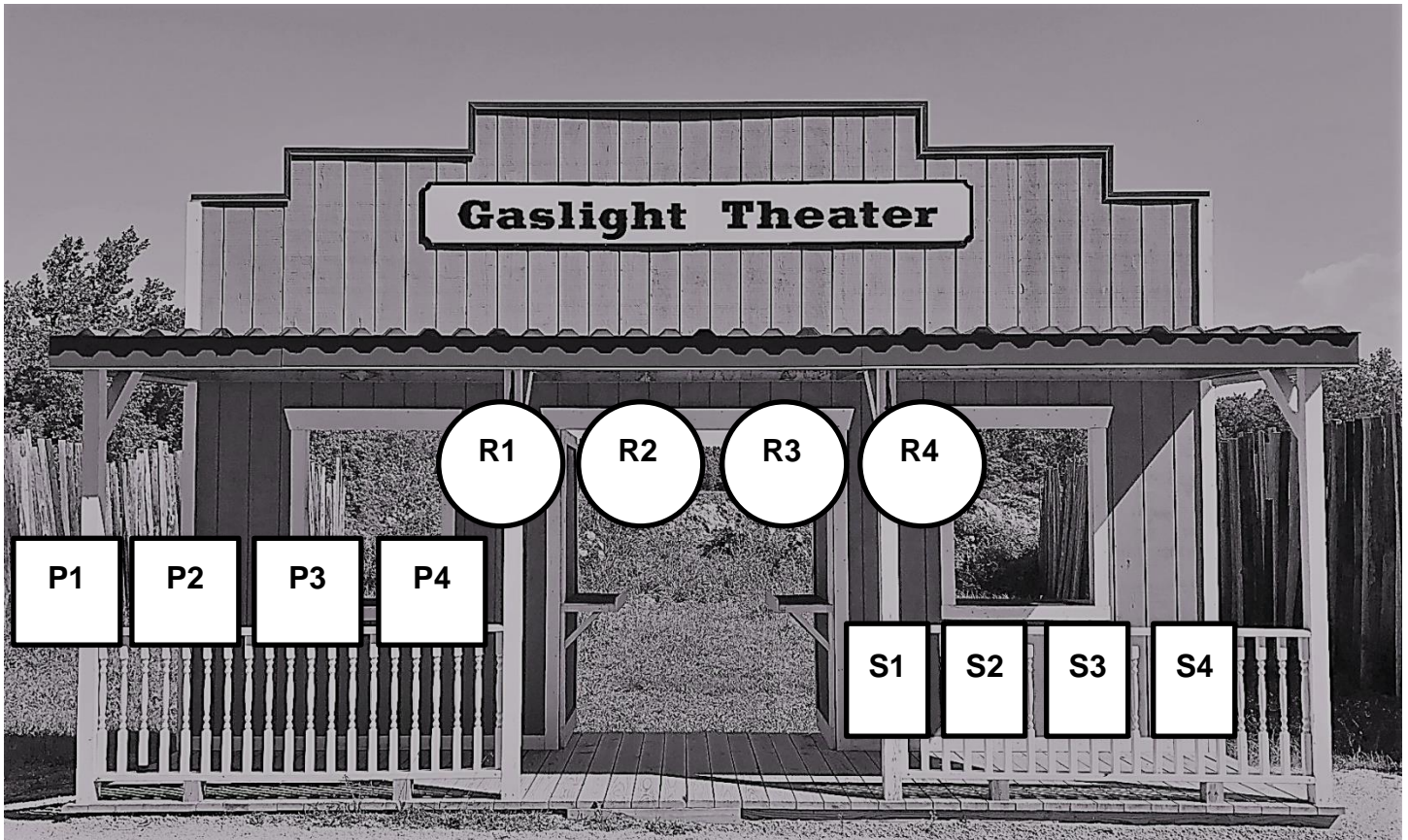


DOC HOLLIDAY QUOTES – (August 2018)

Stage 1 – The Gaslight Theater

Oh. Johnny, I apologize; I forgot you were there. You may go now.



Ammunition and Staging:

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at right window, shotgun in hand.

Ready Line

“Oh. Johnny, I apologize; I forgot you were there. You may go now.”

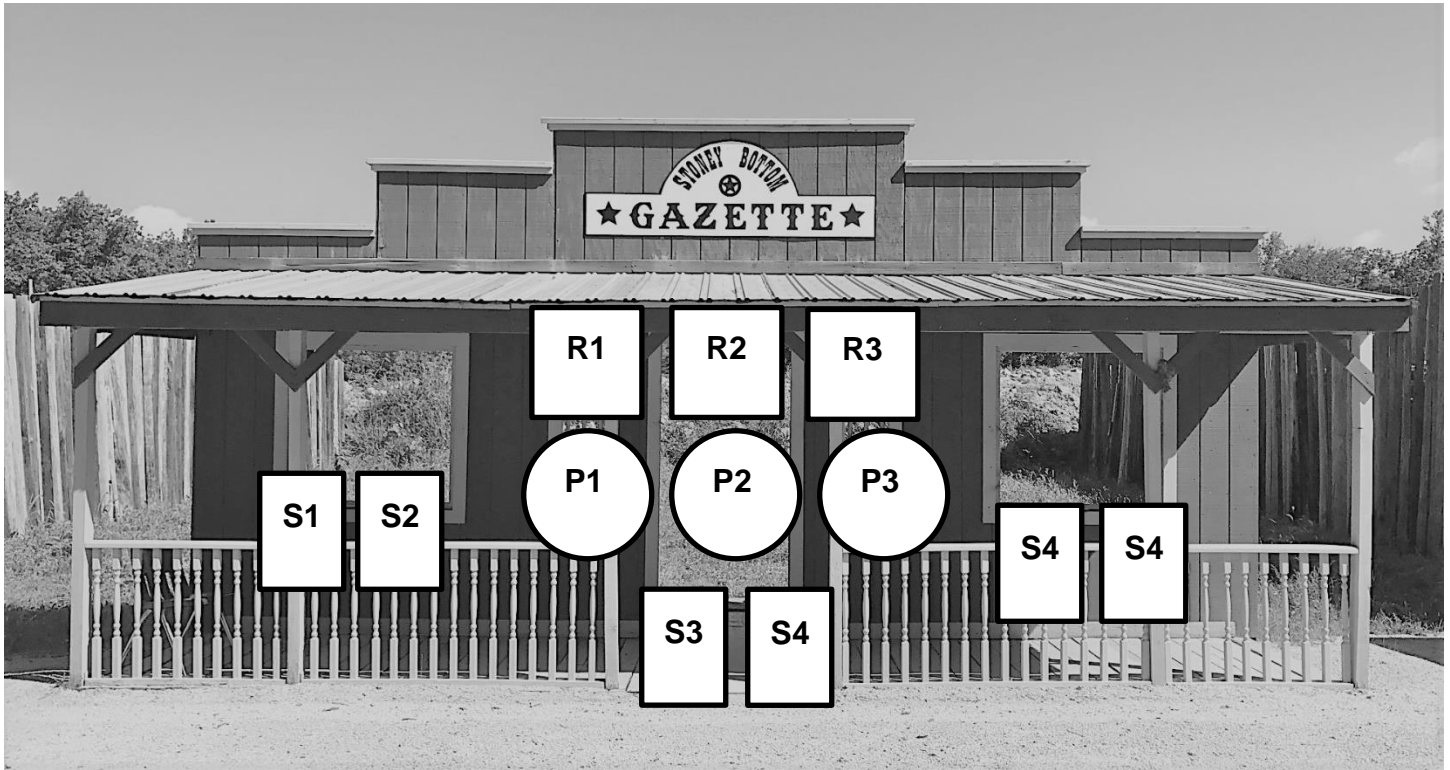
At The Beep

Knock down all four shotgun targets. Make shotgun safe. Move to doorway and using rifle engage rifle targets in a Nevada sweep, double tapping the end targets (R1, R1, R2, R3, R4, R4, R3, R2, R1, R1) starting on either end. Make rifle safe. Move to left window and engage pistol targets the same as the rifle.

DOC HOLLIDAY QUOTES – (August 2018)

Stage 2 – The Stoney Bottom Gazette

I've got two guns, one for each of ya.



Ammunition and Staging:

Rifle – 10 rounds staged with on either window.

Pistols – 5 rounds each, gun(s) in hand pointed at target.

Shotgun – 6+ rounds, staged on same window as rifle.

Starting Position

Shooter starts in doorway, pistol(s) in hand, pointed at target.

Ready Line

"I've got two guns, one for each of ya."

At The Beep

Engage R1 and R3 three times each, and R2 four times, no triple taps (this is a round count).

Holster. Move to rifle and engage rifle targets in the same manner. Make rifle safe, pick up shotgun and knock down two shotgun targets through each opening. Shotgun misses must be made up from where engaged.

DOC HOLLIDAY QUOTES – (August 2018)

Stage 3 – The Saloon

Nonsense. By all means move.



Ammunition and Staging:

Rifle – 10 rounds staged in outhouse.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged in window.

Starting Position

Shooter starts at outhouse, hands on post.

Ready Line

“Nonsense. By all means move.”

At The Beep

With the first five rifle rounds, double tap either end target, then engage the other targets once.

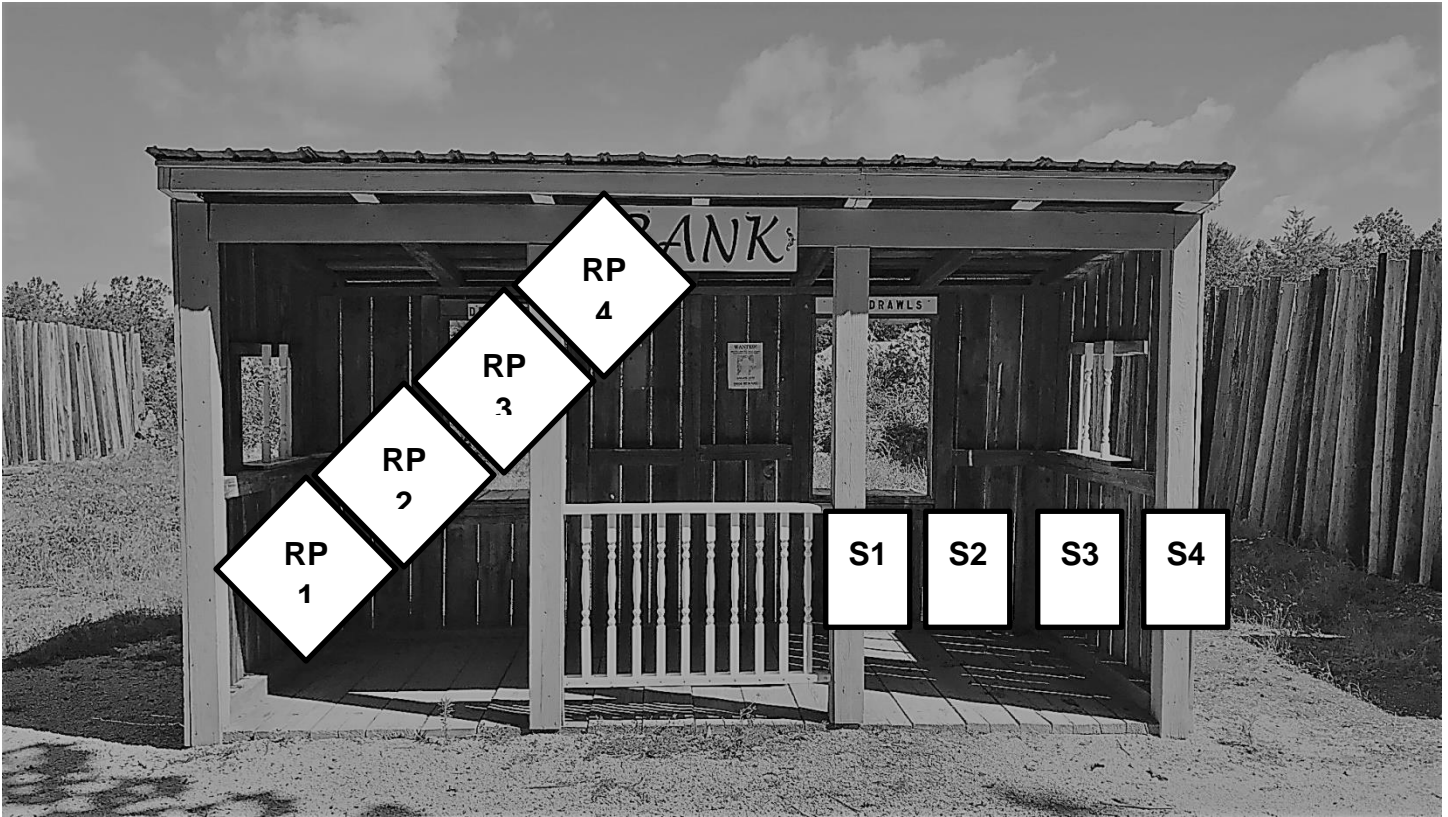
Repeat. Make rifle safe, then move to left doorway and engage pistol targets in the same manner

Holster. Move to window, pick up shotgun, and through DOORWAY knock down all 4 shotgun targets.

DOC HOLLIDAY QUOTES – (August 2018)

Stage 4 – The Bank

Forgive me if I don't shake hands.



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, with arms crossed in front of you.

Ready Line

"Forgive me if I don't shake hands."

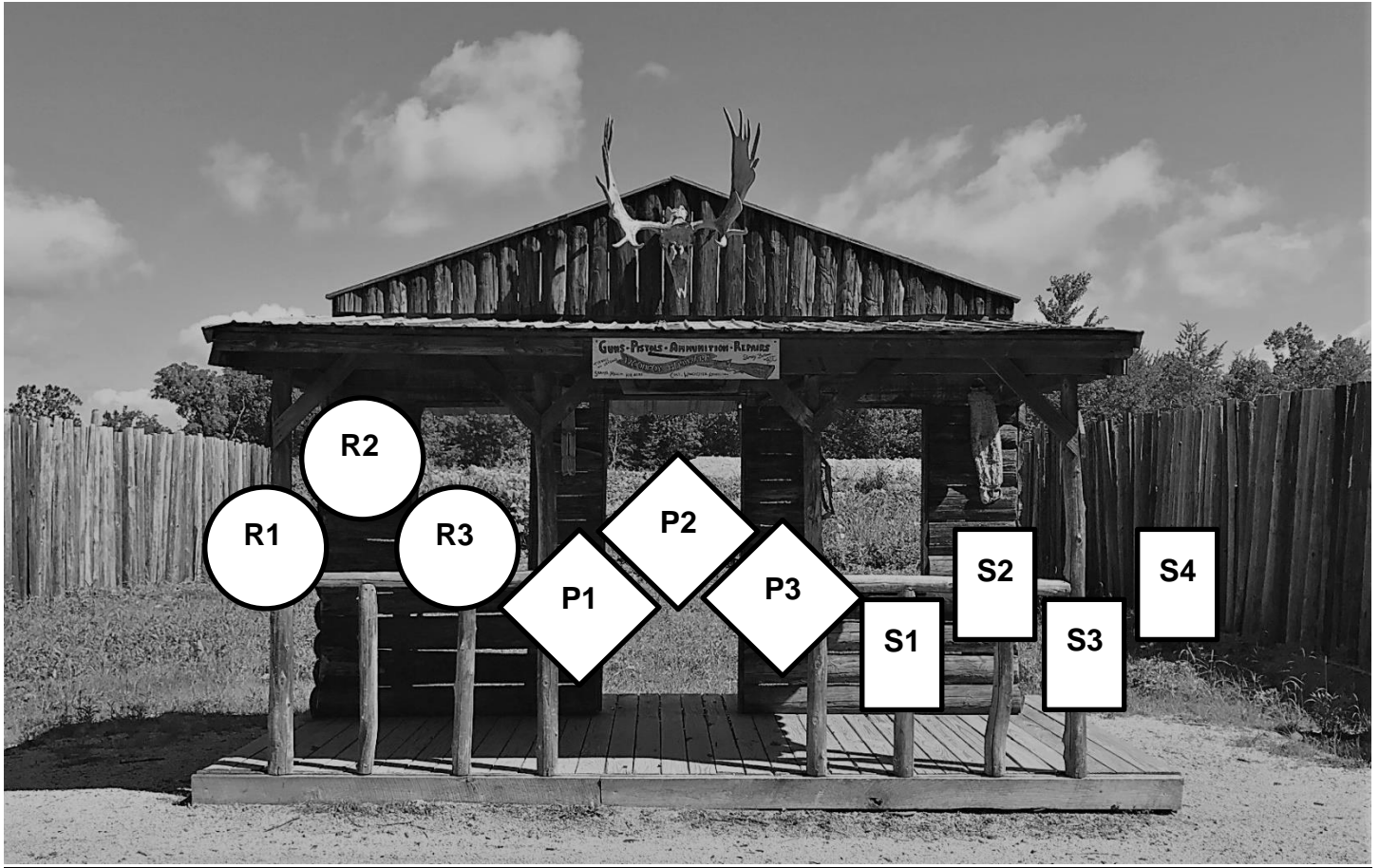
At The Beep

Using rifle and pistol (starting with either), through left window, engage rifle/pistol targets in a 2-4-6-8 sweep (two shots on RP1, four shots on RP2, six shots on RP3 and eight shots on RP4). This is a round count. Move to right window, and using shotgun knock down all four shotgun targets.

DOC HOLLIDAY QUOTES – (August 2018)

Stage 5 – The Hardware Store

My hypocrisy goes only so far.



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, rifle shouldered and pointed at target.

Ready Line

“My hypocrisy only goes so far.”

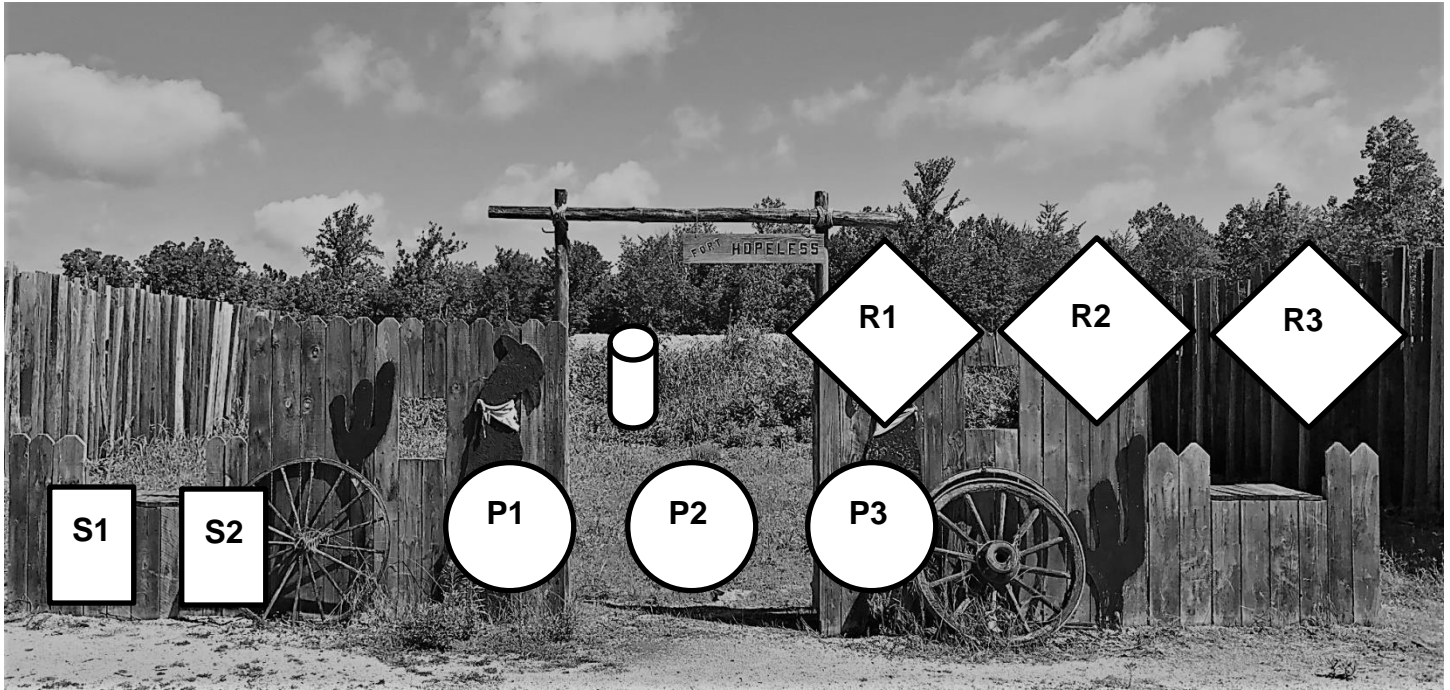
At The Beep

Engage rifle targets in a 2-6-2 sweep (R1, R1, R2, R2, R2, R2, R2, R3, R3) starting on either end. Make rifle safe, move to doorway and engage pistol targets in the same manner. Holster. Move to right window and knock down all four shotgun targets.

DOC HOLLIDAY QUOTES – (August 2018)

Stage 6 – Fort Hopeless

Where ya goin' with that shotgun?



Ammunition and Staging:

Rifle – 10+1 rounds staged on right shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left shelf.

Starting Position

Shooter starts at right shelf, in SASS default position.

Ready Line

“Where ya goin’ with that shotgun?”

At The Beep

Engage rifle targets in a double-tap Ohio Sweep (R1, R1, R2, R2, R1, R1, R2, R2, R3, R3) starting on either end. Load one addition round in rifle, and shoot the bell (bonus target). A miss does not count as a miss, but hitting the bell results in a 5 second bonus. Make rifle safe. Move to gate opening and engage pistol targets in the same manner. Holster. Move to left shelf and engage two shotgun targets until down.