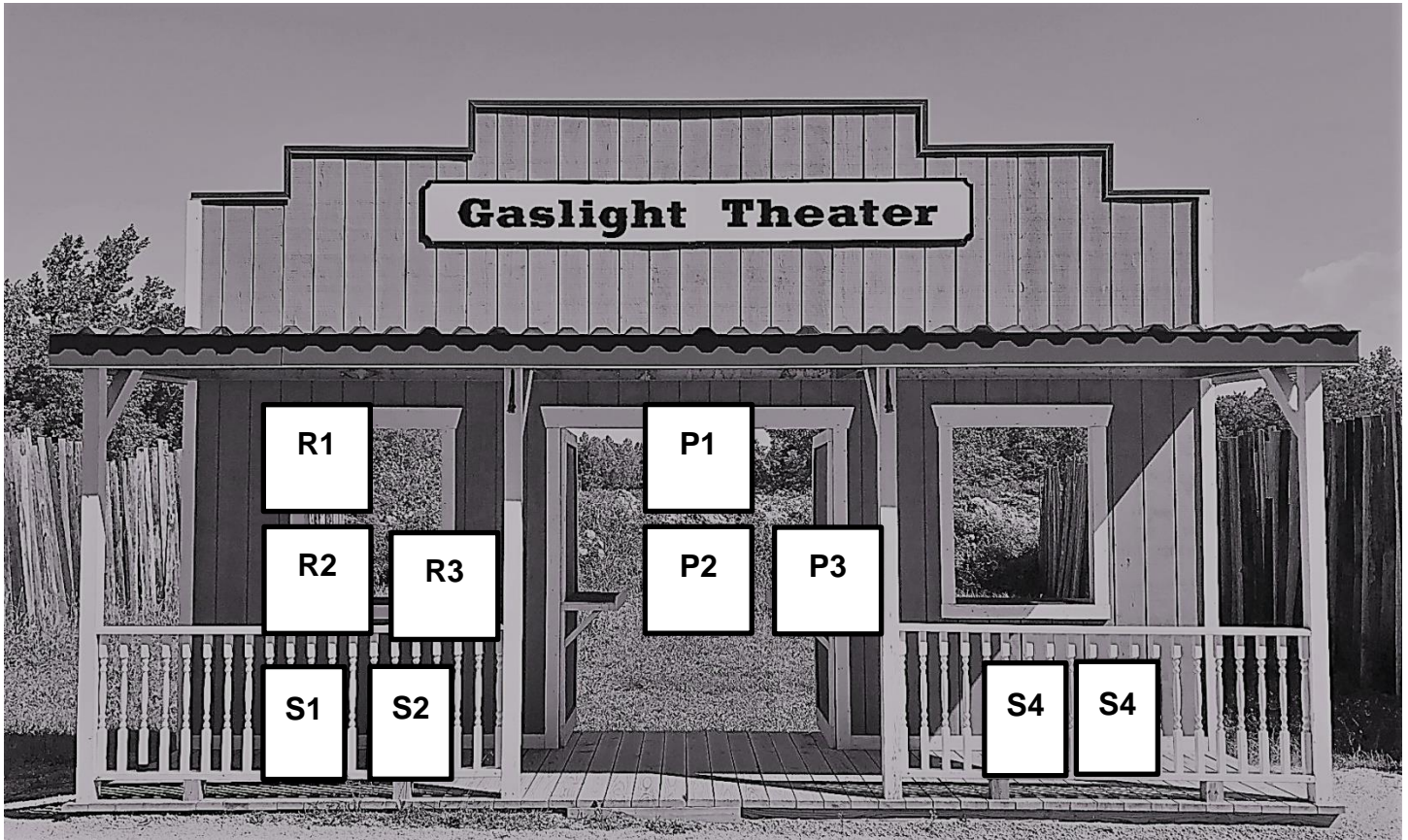


WYATT EARP QUOTES – (Tombstone, 1993)

Stage 1 – The Gaslight Theater

“Already got a guilty conscience. Might as well have the money, too.”



Ammunition and Staging:

Rifle – 10 rounds staged on left window sill.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either window sill.

Starting Position

Shooter starts at left window, in SASS default position.

Ready Line

“Already got a guilty conscience. Might as well have the money, too.”

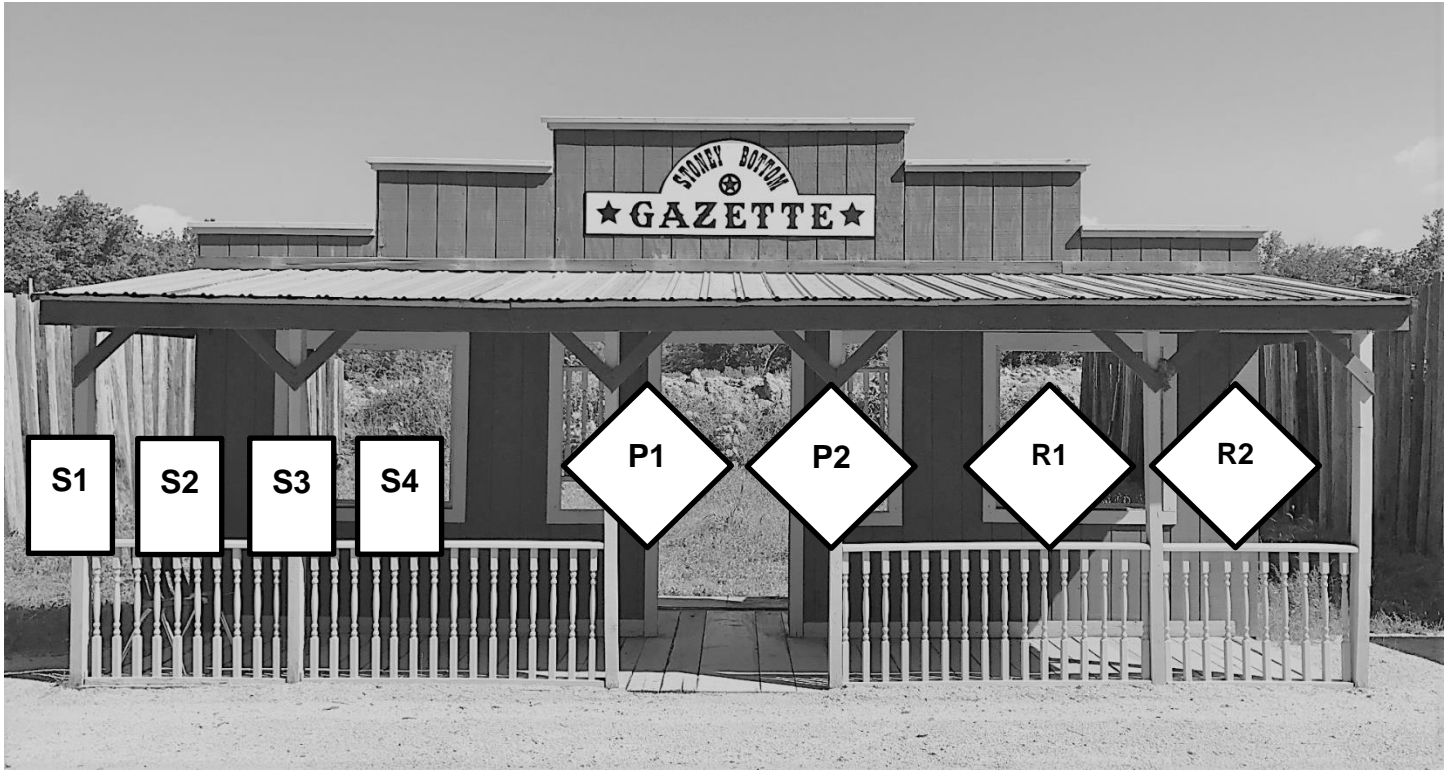
At The Beep

Engage the three rifle targets in two separate 1-3-1 sweeps starting on either end (making an “L”). Yes, you can. Make rifle safe. Move to doorway and repeat instructions with the pistols. Holster. Move to shotgun and knock down two shotgun targets through the window. Move to the other window and knock down remaining shotgun targets.

WYATT EARP QUOTES – (Tombstone, 1993)

Stage 2 – The Stoney Bottom Gazette

“Go ahead, skin it! Skin that smokewagon and see what happens!”



Ammunition and Staging:

Rifle – 10 rounds in hand.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on left window.

Starting Position

Shooter starts at right window, rifle in hand, butt touching leather, muzzle depressed.

Ready Line

“Go ahead, skin it! Skin that smokewagon and see what happens!”

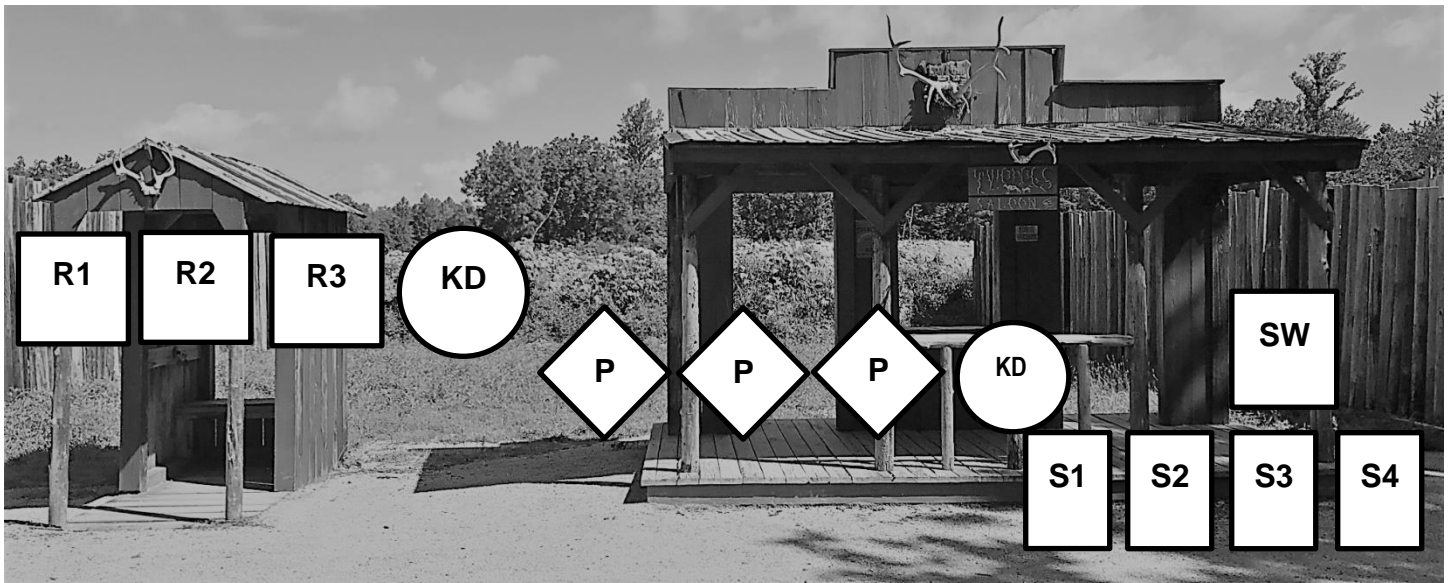
At The Beep

Engage the rifle targets with alternate double taps, then alternate single taps, then alternate double taps (P1, P1, P2, P2, P1, P2, P1, P1, P2, P2) starting on either target. Make rifle safe. Move to the doorway and engage pistol targets in the same manner. Holster. Move to left window and knock down all 4 shotgun targets.

WYATT EARP QUOTES – (Tombstone, 1993)

Stage 3 – The Saloon

“I'm gettin' tired of your gas. Now jerk that pistol and go to work!”



Ammunition and Staging:

Rifle – 10 rounds stage in the outhouse.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on window sill.

Starting Position

Shooter starts in outhouse, rifle in hand, rifle butt touching leather, muzzle depressed.

Ready Line

“I'm gettin' tired of your gas. Now jerk that pistol and go to work!”

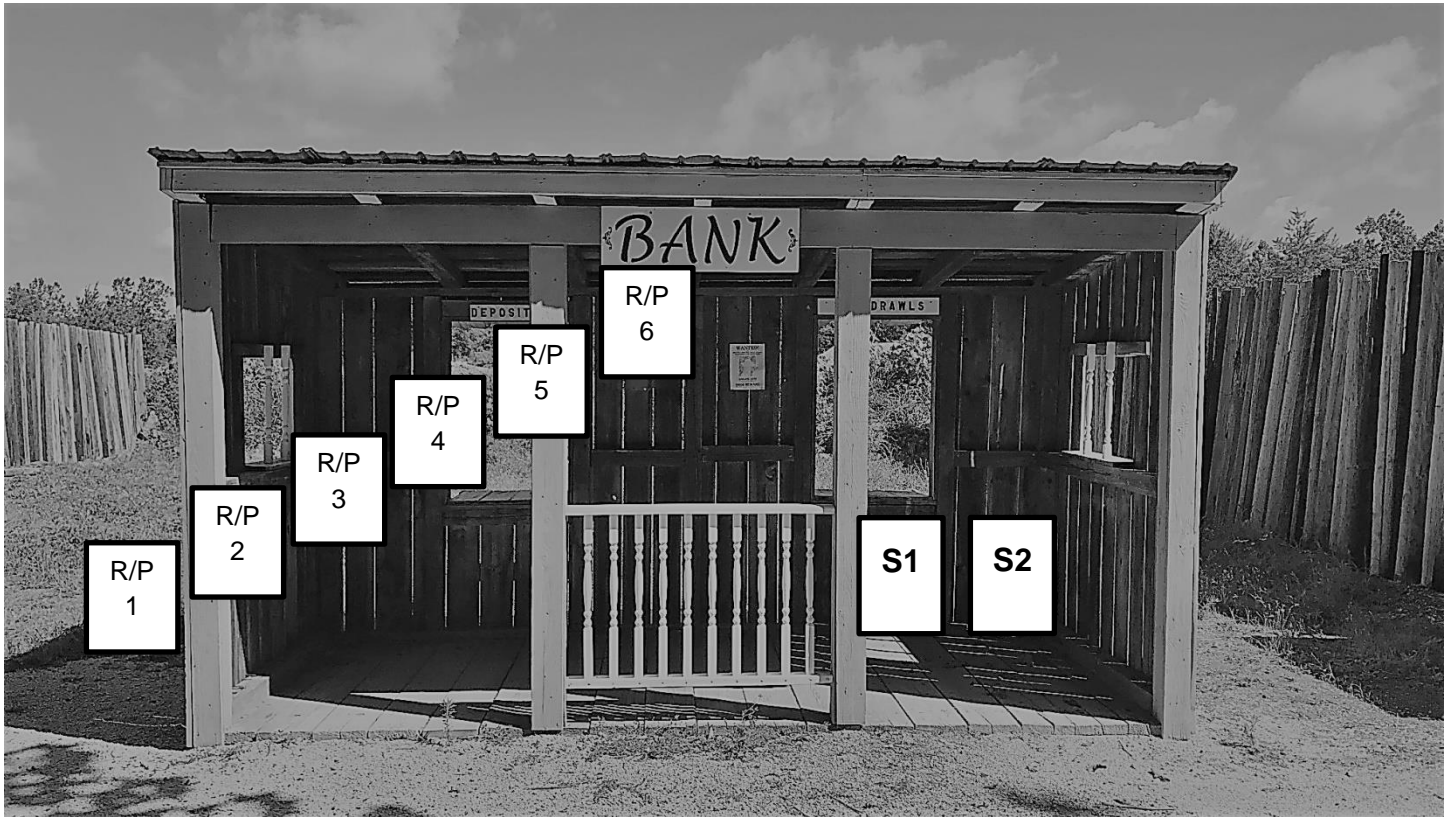
At The Beep

With first rifle shot, knock down the knockdown target, then triple tap the other three rifle targets in any order. If knockdown does not go down, it will be made up later. Make rifle safe. Move to left doorway. Using pistols, knock down the knockdown target, then triple tap the remaining pistol targets in any order. If knockdown target does not go down, it will be made up later. Move to right doorway and knockdown all four shotgun targets. Engage shotgun swinger with the appropriate number of shots to make up for pistol or rifle knockdowns that did not go down. Swinger does not have to be hit for it to count; it is only to provide an aiming point.

WYATT EARP QUOTES – (Tombstone, 1993)

Stage 4 – The Bank

“I said throw down, boy!”



Ammunition and Staging:

Rifle – 10 rounds staged on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

Starting Position

Shooter starts at left window, hands flat window frame (not on window sill).

Ready Line

“I said throw down, boy!”

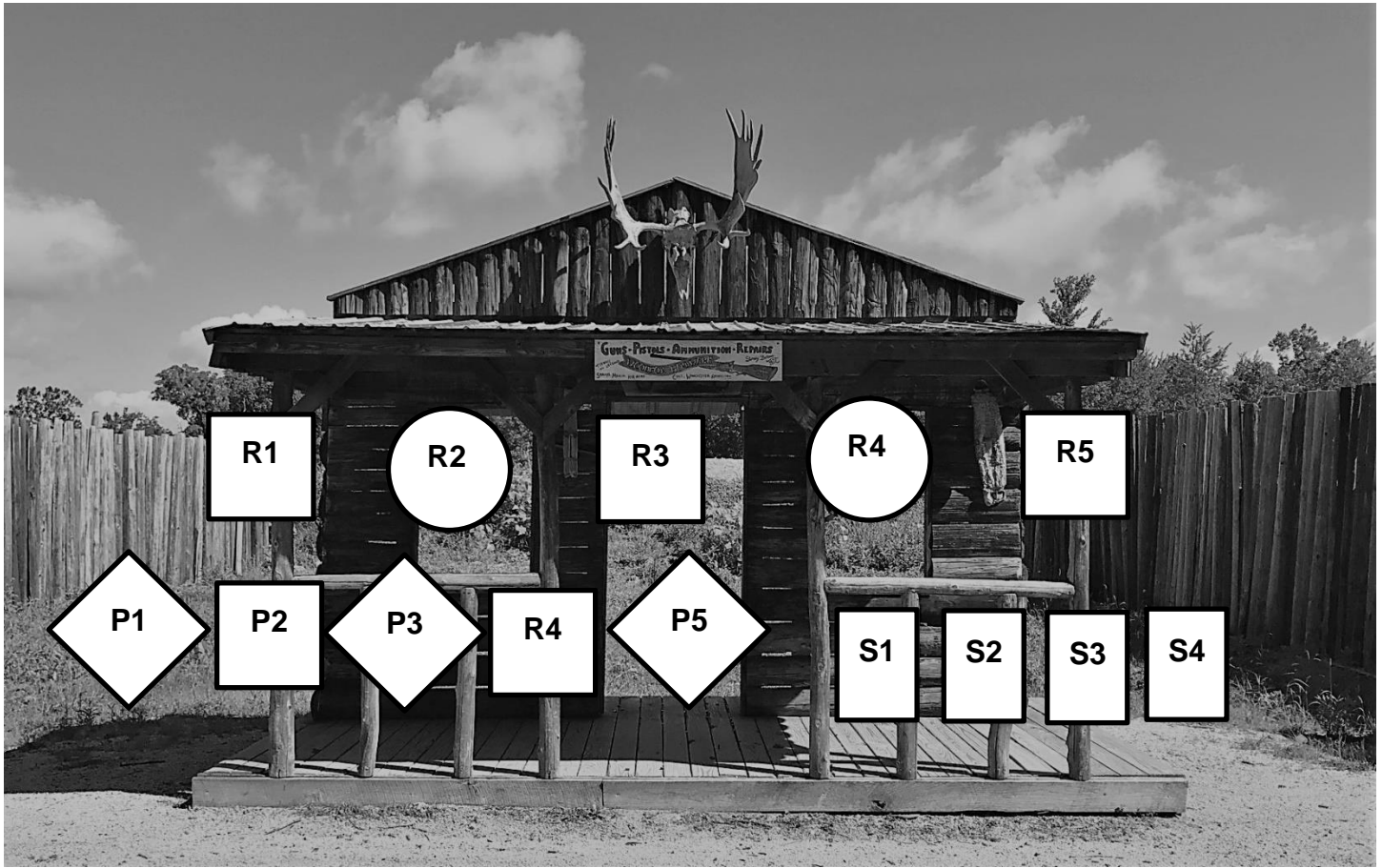
At The Beep

Using both rifle and pistol, engage R/P targets in a continuous 21 round Nevada sweep, starting on either end. This will include a rifle reload from the body after rifle has been shot empty (all 10 rounds discharged). If, during the course of shooting the rifle, you jack out a live round or rounds, you must reload and fire that round or rounds **prior** to loading and firing the 11th round. Make rifle safe, holster pistols. Move to right window and knock down both shotgun targets.

WYATT EARP QUOTES – (Tombstone, 1993)

Stage 5 – The Hardware Store

“You gonna do somethin' or just stand there and bleed?”



Ammunition and Staging:

Rifle – 10 rounds staged on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right window.

Starting Position

Shooter starts at left window in SASS default position.

Ready Line

“You gonna do somethin' or just stand there and bleed?”

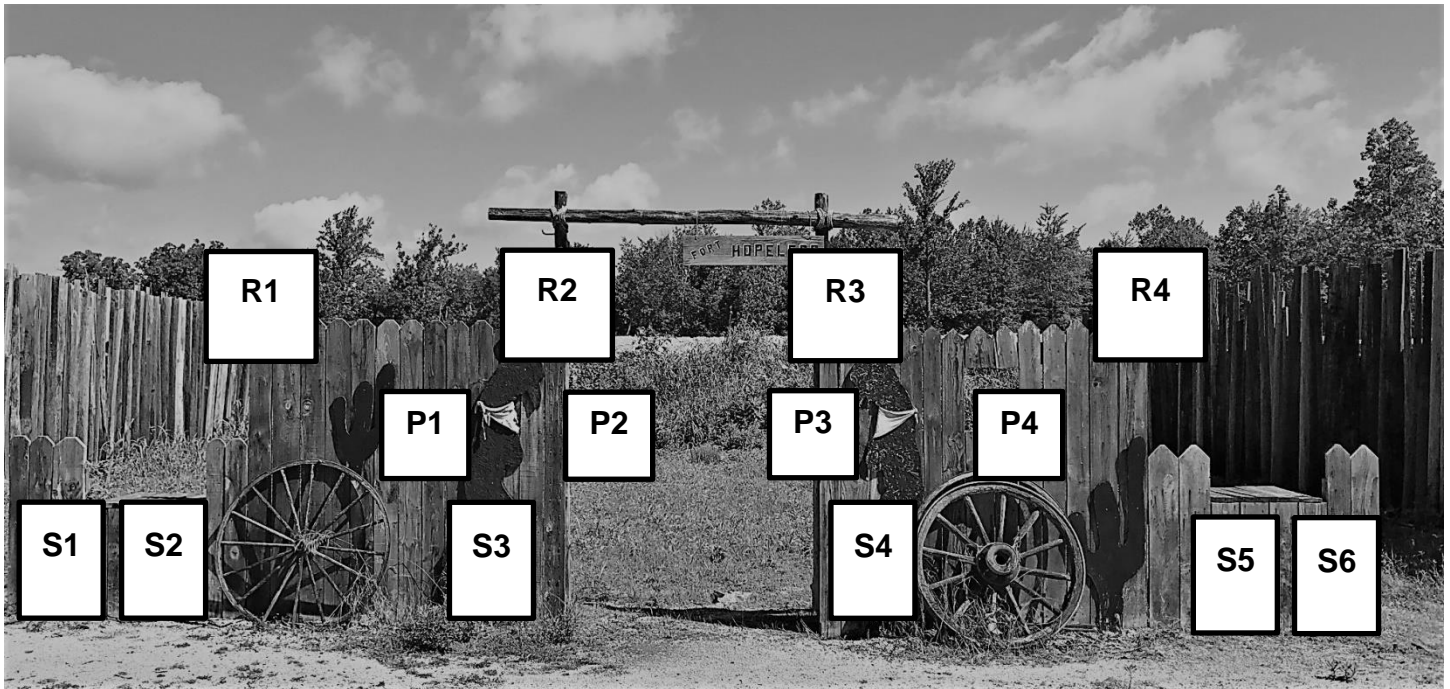
At The Beep

With first five rifle shots, engage odd rifle targets in a Nevada sweep starting on either end. With second five shots, engage even rifle targets in an alternating sweep starting on either even target. (Ex: R1, R3, R5, R3, R1, R2, R4, R2, R4, R2). Make rifle safe. Move to doorway and engage pistol targets in the same manner. Holster. Move to right window and engage all four shotgun targets until down.

WYATT EARP QUOTES – (Tombstone, 1993)

Stage 6 – Fort Hopeless

“I see a red sash, I kill the man wearin' it!”



Ammunition and Staging:

Rifle – 10 rounds staged on center table.

Pistols – 5 rounds each, holstered.

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

Starting Position

Shooter starts at either shelf, shotgun in hand. Ammo may be in hand, but not touching shotgun.

Ready Line

“I see a red sash, I kill the man wearin' it!”

At The Beep

Knock down two shotgun targets. Move to center table. Knock down two more shotgun targets. Make shotgun safe for further use. Using rifle, engage rifle targets in a Pinto Kid Sweep (R1, R1, R2, R3, R4, R4, R1, R2, R3, R4), starting on either end. Use same instructions for the pistol. Make rifle safe and holster pistols. Pick up shotgun and move to other shelf and knock down two remaining shotgun targets.