

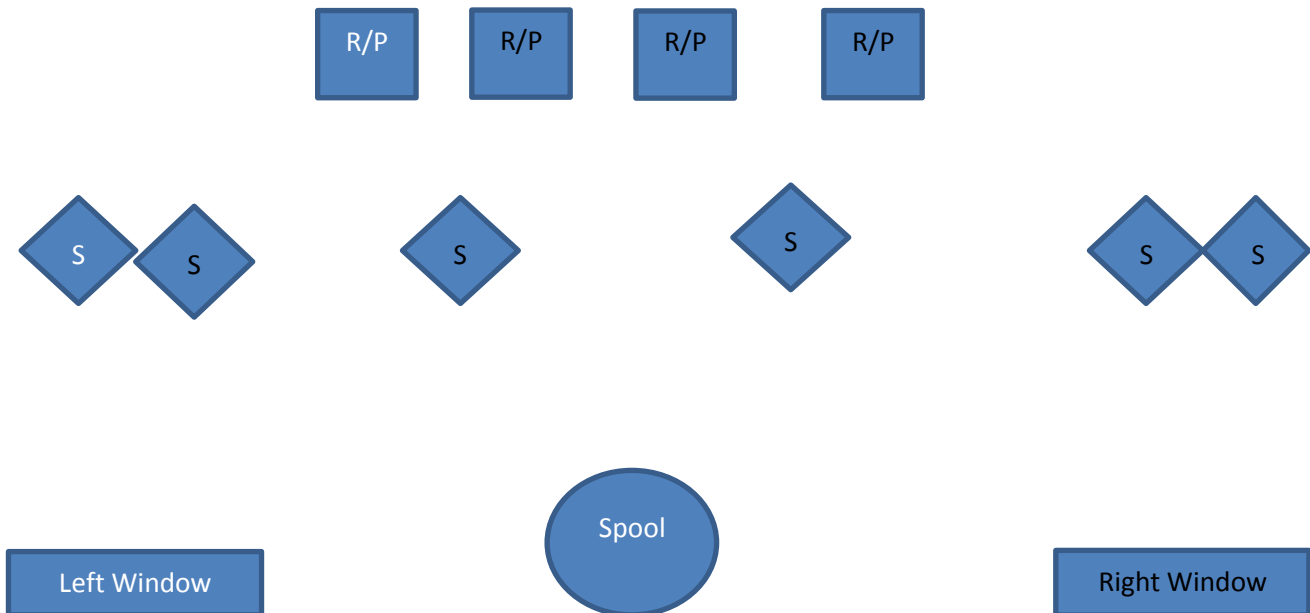
Stage 1 Berm 1

Friday 09JUN17

The Fort by J Whittler

10 Pistol 10 Rifle 6+ Shotgun

Some folks say happiness is being on a mountain, some folks say happiness is being on a beach!



Shooter will start standing at left or right window with shotgun held in hands.

Rifle staged on spool in the doorway.

Pistols holstered.

To start the timer shooter will say "Some beach!!"

With shotgun engage 2 knockdowns from both left and right windows then 2 knockdowns from the doorway.

With rifle, starting on either end, Nevada Sweep the 4 R/P targets double tapping the 2 outside targets (Ex. 1,1,2,3,4,4,3,2,1,1)

With pistols engage the 4 R/P targets using the rifle instructions.

Stage 2 Berm 2

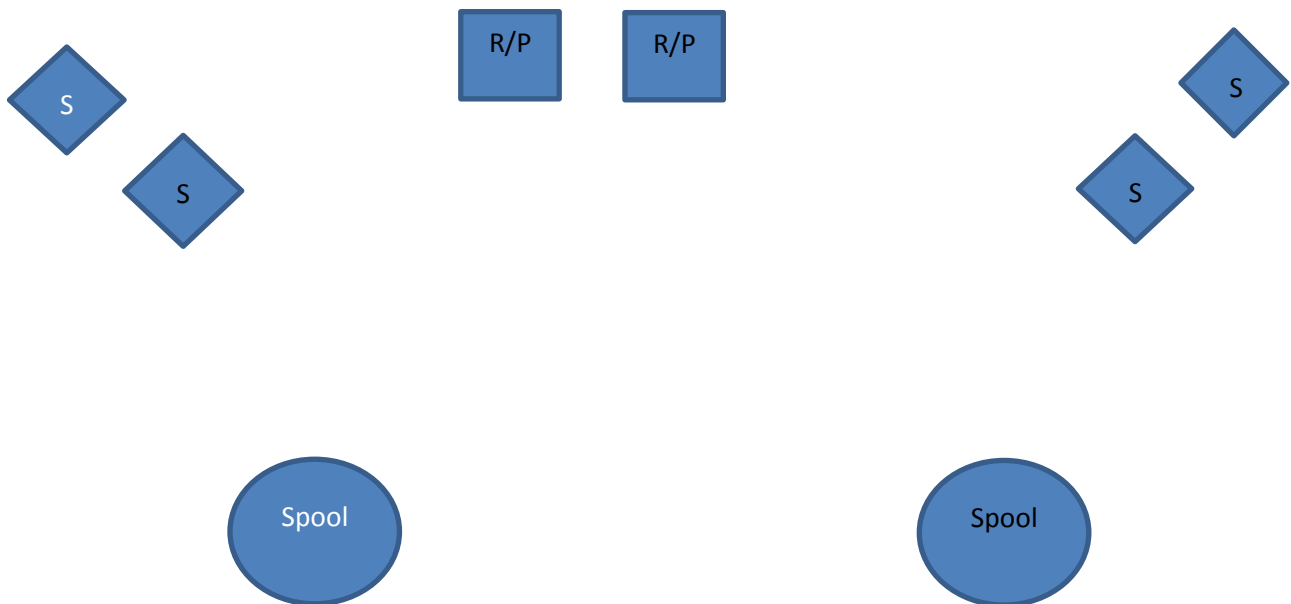
Friday 09JUN17

The Mine by J Whittler

10 Pistol 10 Rifle 4+ Shotgun

“You load 16 tons of number 9 coal and what do you get? Another day older and deeper in debt.

St. Peter don't ya call me cause I can't go, I owe my soul to the company store!”



Shooter will start standing with rifle in hand on the gravel with at least one boot heel touching the floor of the mine.

Shotgun staged on either left or right spool.

Pistols holstered.

To start the timer shooter will say “I dig this place!”

With rifle Lawrence Welk Sweep the R/P 1 and R/P 2 either direction (Ex. 1,2,2,1,1,1,2,2,2,2) and make rifle safe on a spool.

With pistols engage the 2 R/P targets using the rifle instructions.

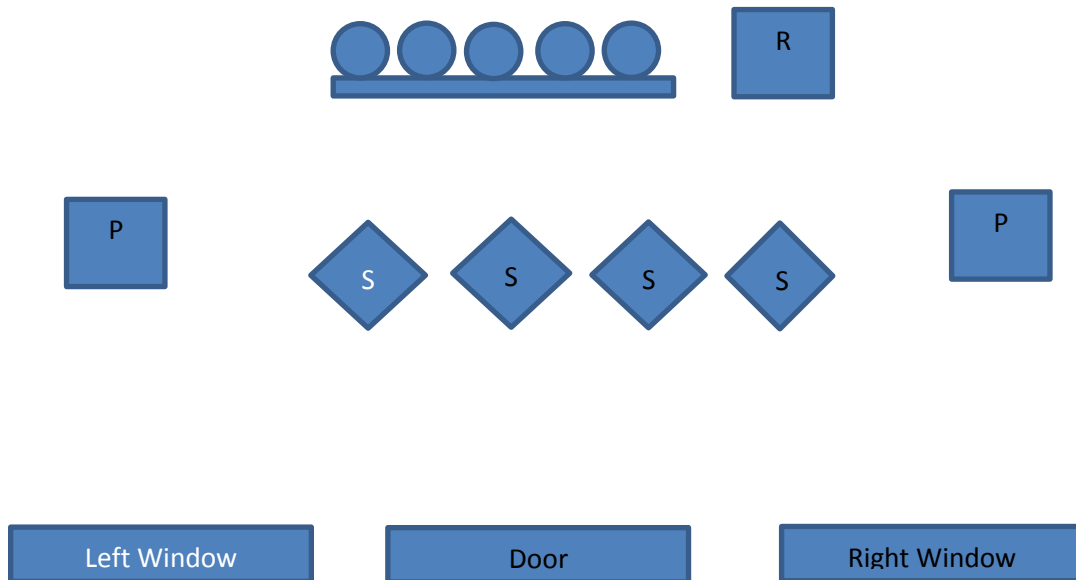
With shotgun engage the 4 knockdowns till down.

Stage 3 Berm 3

Friday 09JUN17

The Saloon by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hands on hat.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter must use all 3 positions and use guns in any order but rifle must not be used last.

With rifle engage each plate rack target once each then dump 5 rounds on the stationary rifle target.

With pistol dump 5 rounds on left stationary pistol target from left window and 5 rounds on the right stationary pistol target from the right window.

With shotgun engage the 4 knockdowns till down.

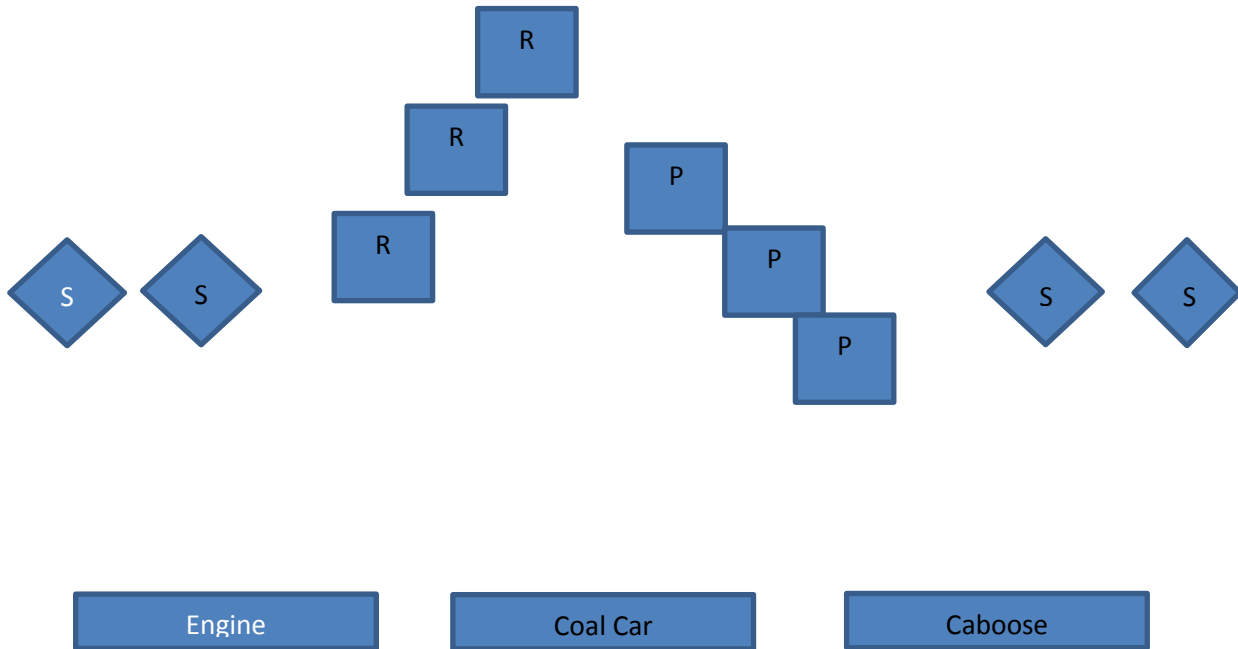
When all other shooting is complete shooter may make up any standing plate rack targets by engaging the rifle stationary target with 1 shotgun round per standing plate rack target. The stationary target need not be hit with shotgun.

Stage 4 Berm 5

Friday 09JUN17

The Train by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with rifle at port arms.

Shotgun staged anywhere safely.

Pistols holstered.

Shooter may use 1, 2, or all 3 positions.

With rifle double tap Nevada Sweep the 3 rifle targets starting on either end.

With pistols double tap Nevada Sweep the 3 pistol targets starting on either end.

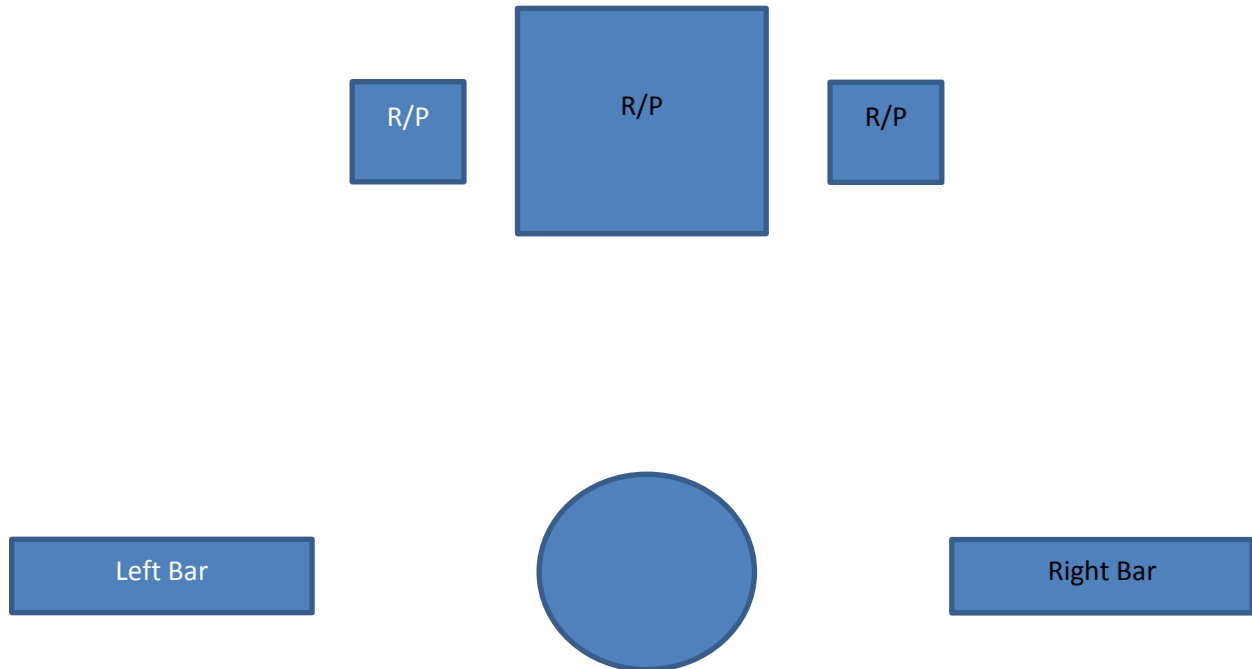
With shotgun engage the 4 knockdowns till down.

Stage 5 Berm 6

Friday 09JUN17

The Livery by Bulldog Ric

10 Pistol 8 Rifle 3 Shotgun



Shooter will start standing at any of the 3 positions hands on shelf or table.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

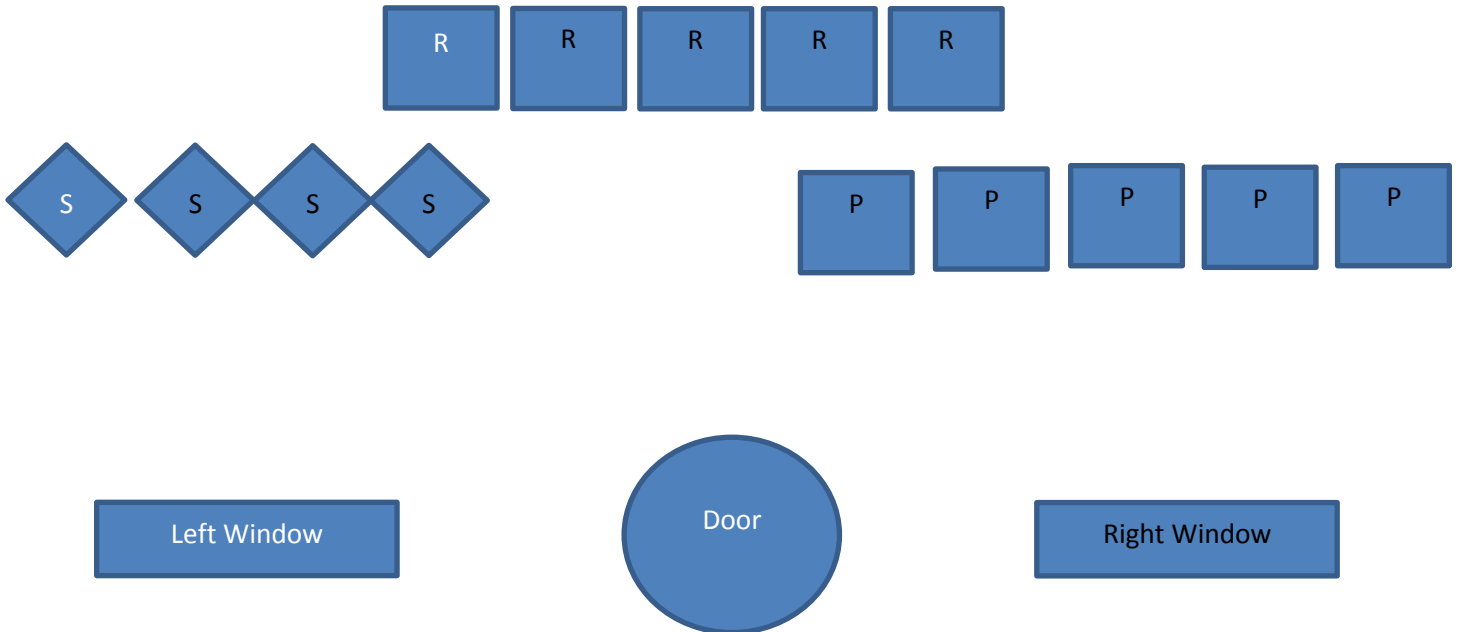
At the beep using all guns as needed engage the 3 targets 7 times each in any order.

Stage 6 Berm 7

Friday 09JUN17

Lulu's by Bulldog Ric

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at position of choice hands at low surrender. Gun order is shooters choice, must use all 3 positions.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

If with pistols engage the 5 pistol targets in the following sequence 1,1,2,3,3,3,3,4,5,5 starting on either end.

If with rifle engage the 5 rifle targets using pistol instructions.

If with shotgun engage the 4 knockdowns.

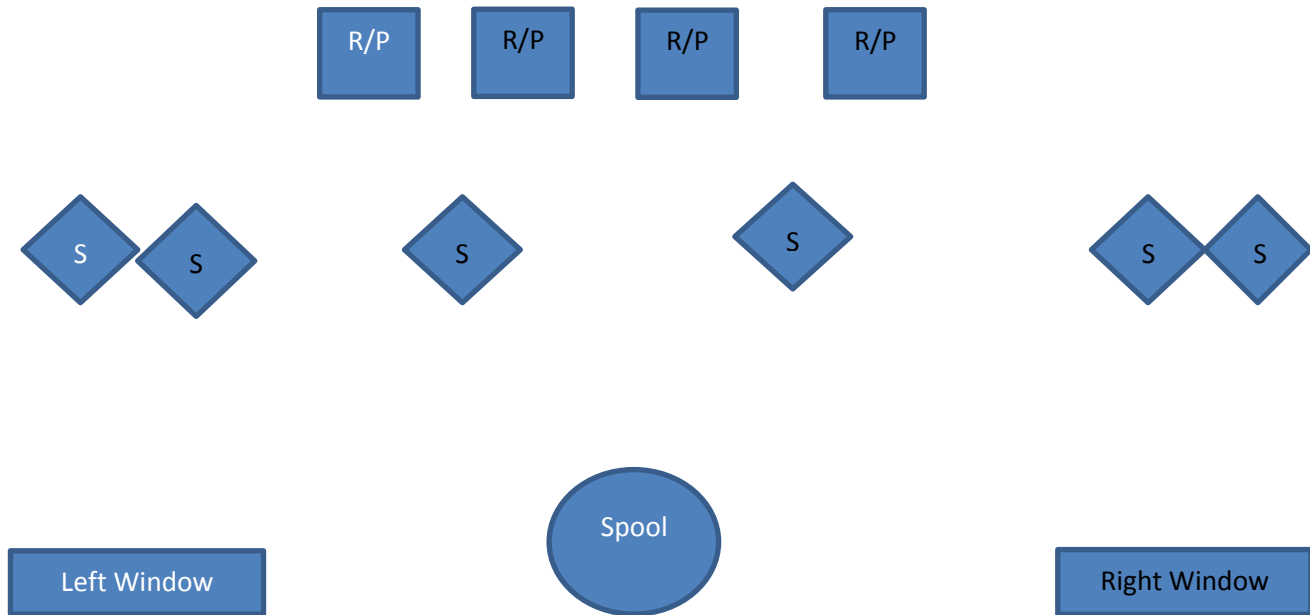
Stage 7 Berm 1

Saturday 10JUN17

The Fort

10 Pistol 10 Rifle 6+ Shotgun

These mountains are Colorado High!



Shooter will start standing in the doorway with rifle held at the ready.

Shotgun staged on either left or right window shelf.

Pistols holstered.

To start the timer shooter will say "I can climb this??"

With rifle triple tap the 2 outside R/P targets then single tap the 2 inside R/P targets and the 2 outside R/P targets (Ex. 1,1,1,4,4,4,3,2,1,4).

With pistols engage the 4 R/P targets using the rifle instructions.

With shotgun engage the 6 knockdowns using all 3 positions: left window, right window and spool.

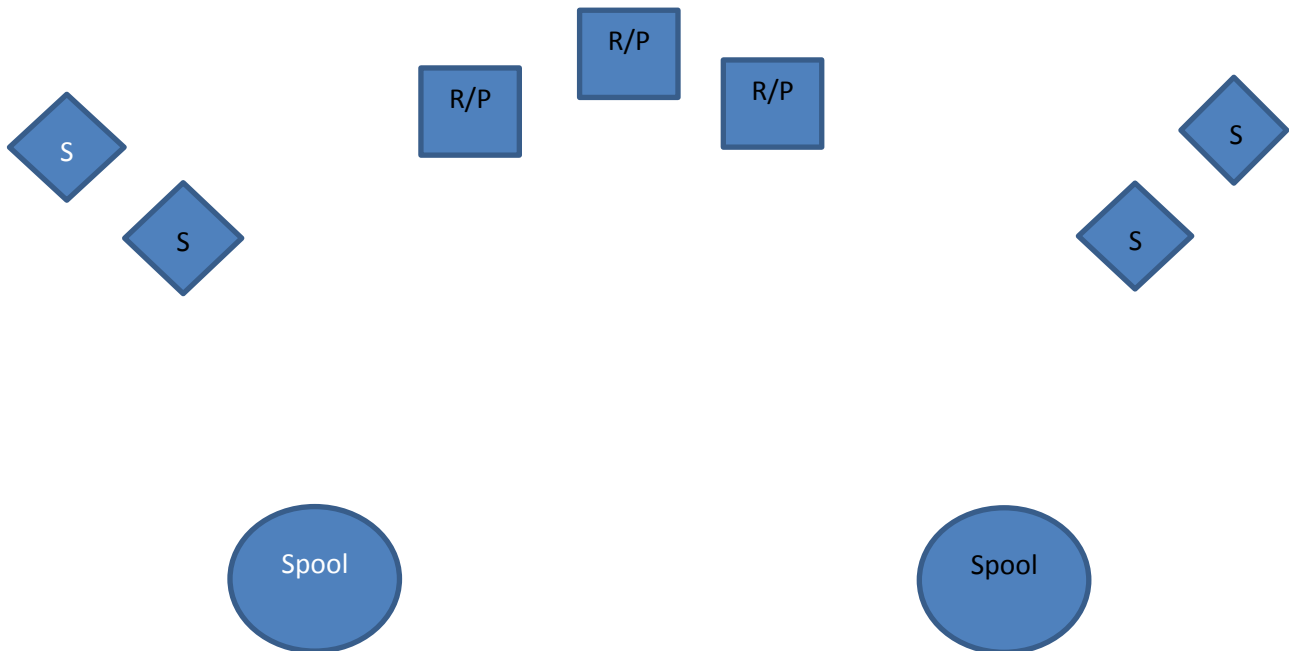
Stage 8 Berm 2

Saturday 10JUN17

The Mine by J Whittler

10 Pistol 10 Rifle 4+ Shotgun

“Was born one morning when the sun didn’t shine, picked up my shovel and walked to the mine.  
Loaded 16 tons of number 9 coal, straw boss said well bless my soul”.



Shooter will start standing just off the mine floor with rifle held at port arms.

Shotgun staged on either left or right spool.

Pistols holstered.

To start the timer shooter will say “Well bless my soul!”

With rifle Miner Sweep the R/P targets either direction by triple tap sweeping the 3 targets then center tapping the center target (Ex. 1,1,1,2,2,2,3,3,3,2) and make rifle safe on a spool.

Shooter may use either pistol or shotgun next.

With pistols engage the R/P targets using the rifle instructions.

With shotgun engage the 4 knockdowns till down.

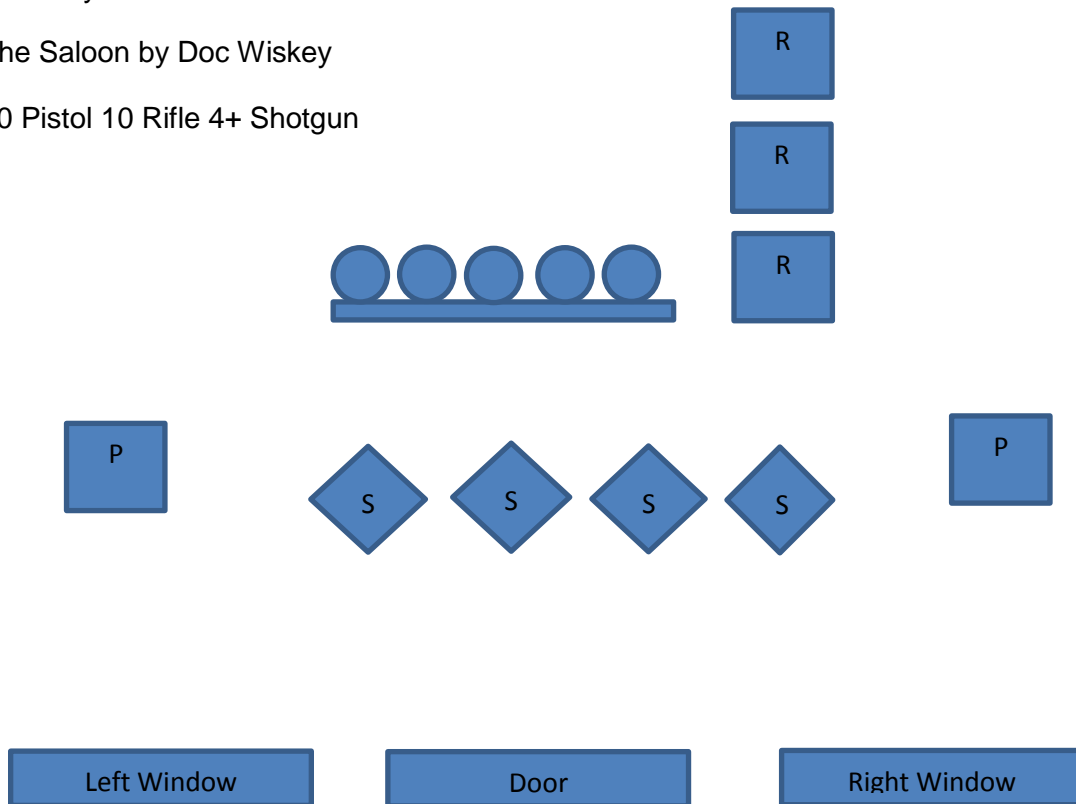


Stage 9 Berm 3

Saturday 10JUN17

The Saloon by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hands on hat.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter must use all 3 positions and use guns in any order but rifle must not be used last.

With rifle engage each plate rack target once each then Nevada Sweep the 3 stationary rifle targets starting on either end.

With pistol dump 5 rounds on left stationary pistol target from left window and 5 rounds on the right stationary pistol target from the right window starting on either side.

With shotgun engage the 4 knockdowns till down.

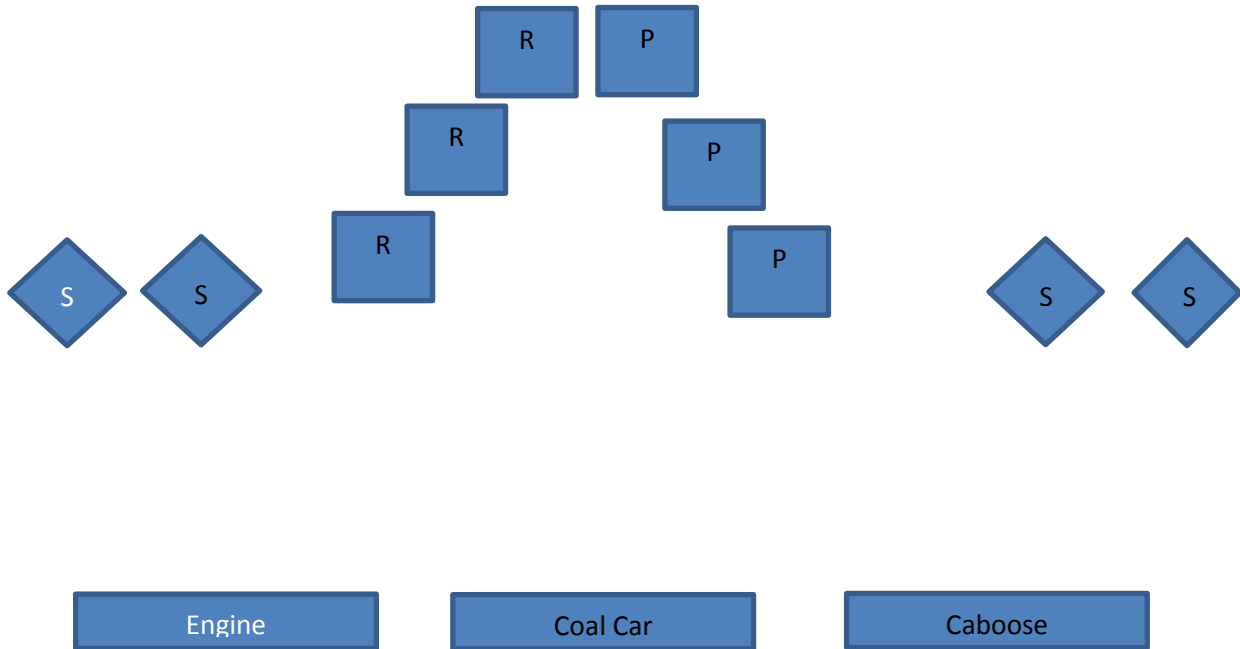
When all other shooting is complete shooter may make up any standing plate rack targets by engaging the rifle stationary target with 1 shotgun round per standing plate rack target. The stationary target need not be hit with shotgun.

Stage 10 Berm 5

Saturday 10JUN17

The Train by Doc Wiskey

10 Pistol 10 Rifle 4+ Shotgun



Shooter will start standing at any of the 3 positions with hand or hands on pistol or pistols.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

Shooter may use 1, 2, or all 3 positions and use guns in any order but rifle must not be last.

With pistols engage the 6 targets as follows; outside, other outside, inside, other inside, center, other center, inside, other inside, outside other outside. You may start on left or right side.

With rifle engage the 6 targets using the pistol instructions.

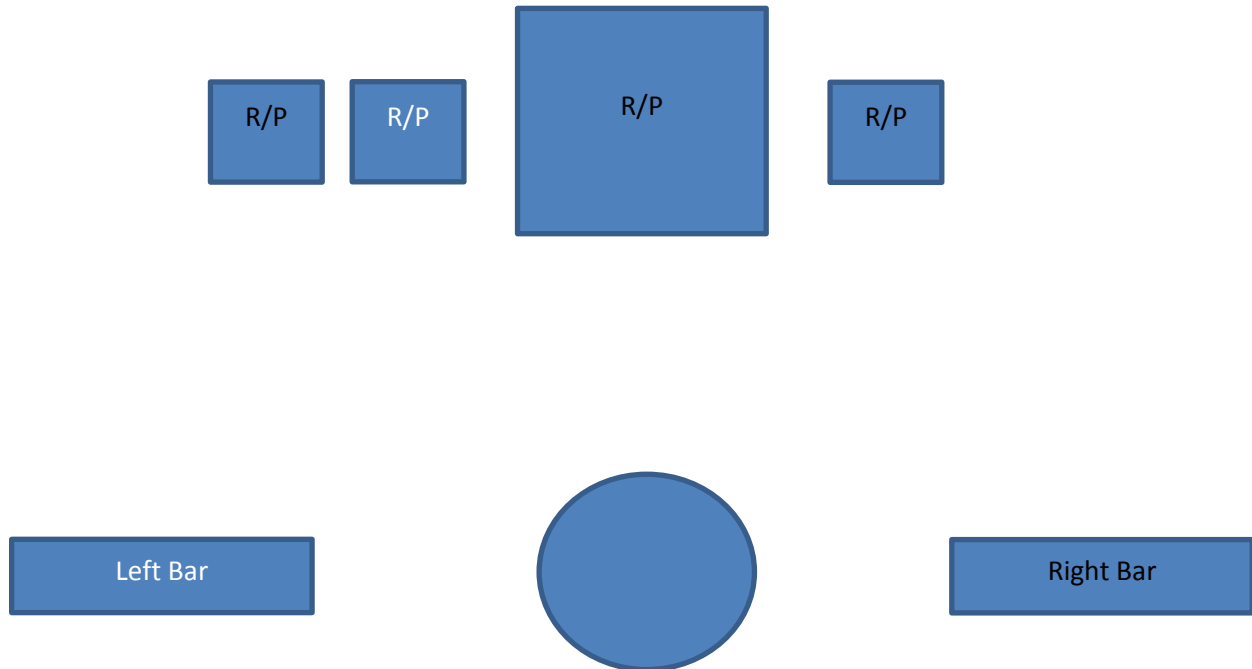
With shotgun engage the 4 knockdowns till down.

Stage 11 Berm 6

Saturday 10JUN17

The Livery by Bulldog Ric

10 Pistol 10 Rifle plus 1 reload



Shooter will start standing at any of the 3 positions at SASS default. Gun order is shooters choice.

Rifle staged anywhere safely.

Pistols holstered.

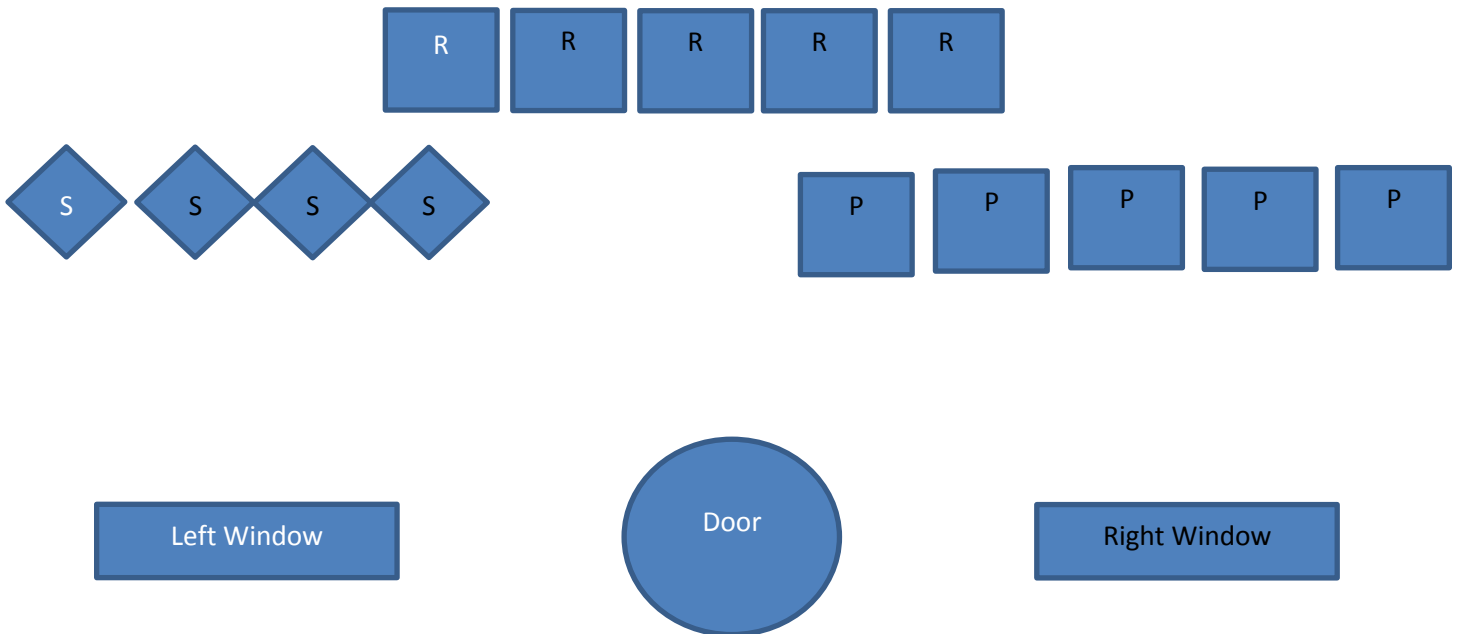
At the beep using all guns and reload as needed engage the 4 targets in a 1-7-7-6 sweep round count in any order (ex. 1,2,2,2,2,2,2,3,3,3,3,3,3,4,4,4,4,4,4).

Stage 12 Berm 7

Saturday 10JUN17

Lulu's by Bulldog Ric

10 Pistol 10 Rifle 4 + Shotgun



Shooter will start standing at position of choice hands on hat brim. Gun order is shooters choice, must use at least 2 of the 3 positions.

Rifle and shotgun staged anywhere safely.

Pistols holstered.

At the beep,

If with pistols engage the 5 pistol targets in a Hangtown Sweep (ex. 1,2,3,2,3,4,3,4,5,5) starting on either end.

If with rifle engage the 5 rifle targets using pistol instructions.

If with shotgun engage the 4 knockdowns.