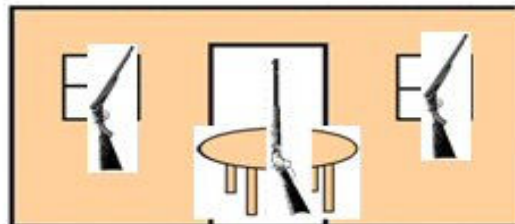
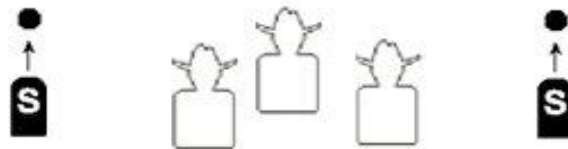


Bay 2 - Stage 1 A Battle at the cabin.

You are in charge of security for the cabin and your chickens. Some chicken ruslers have been eyeing your rock Island Reds, so you are prepared for them.



START

Rifle loaded with 8 rounds and held at port arms
Pistols loaded with 5 rounds each and holstered
Shotgun staged in window of your choice with at least 4 rounds on your person

After the beep, with rifle shoot targets with two seeps, either direction.
With pistols, do a double-tap Nevada sweep from either direction.

Move to shotgun and shoot two shotgun targets.

Move to other window and shoot last shotgun targets.

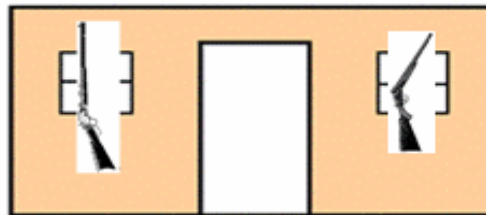
* If height is a problem, shooter may move to doorway and shoot shotgun targets

Bay 2 - Stage 2

It's Not Chicken Feed!

You got your money (and that's not CHICKEN FEED) and took it to the bank. Some leftover members of the rustler gang want your profits. While they are still far away, to see them coming to town and yelling at you. Aso you grab your trusty rifle and . .

I said TRUSTY rifle, not RUSTY!!!



START

Pistols loaded with 5 rounds each and holstered
Rifle loaded with 10 rounds and staged in a window.
Shotgun staged in other window. 4 + rounds

Begin standing in doorway, pointing at targets. When ready say “**All you'll get is lead!**”

At the beep move to rifle and shoot outside targets 3 times each, then each inside target 2 times.

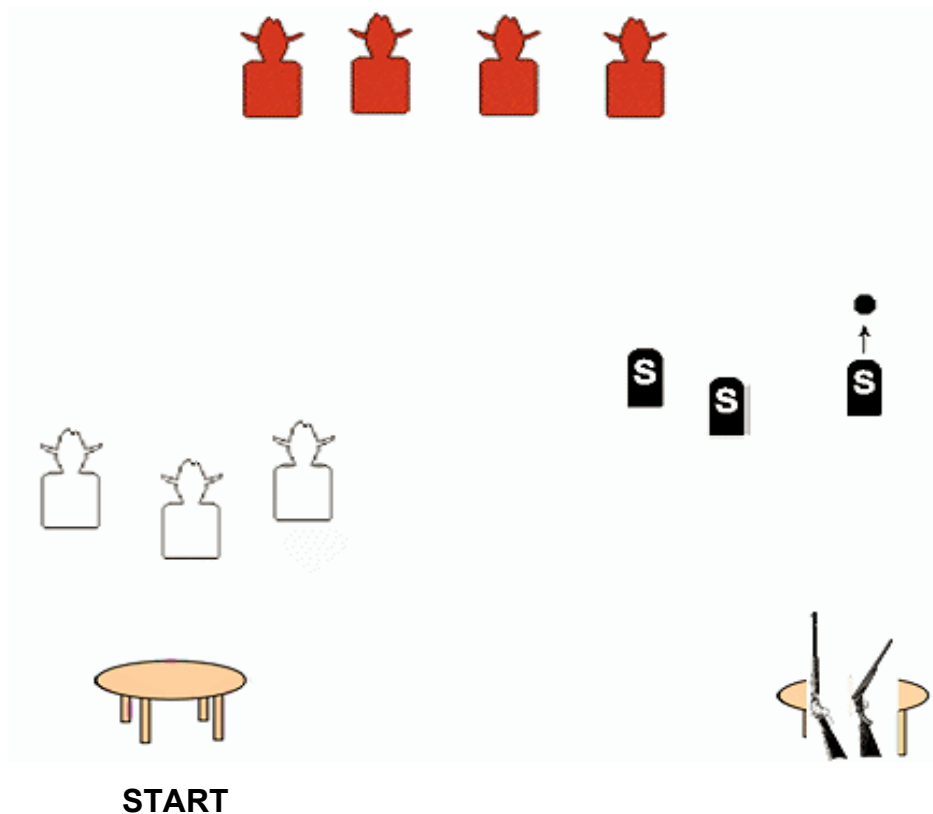
Move to doorway and shoot P1 3 times and P2, twice. With second pistol, shoot P3 3 times, then P2 twice.

With shot gun, shoot two targets from window then two from the doorway.

Bay 2 or 3

Stage 3 Sneak Attack!

Ozark has left you in charge, but he warned that some former "pards" have gone bad. You don't want to give away your plan so you hide your guns to appear surprised. They still divide into four groups and attach from different directions.



Pistols loaded with 5 rounds each - one "hidden" on table
Rifle loaded with 10 rounds and staged on right table
Shotgun staged on right table with at least 4 rounds on your person

Begin standing behind left table holding "hidden" pistol

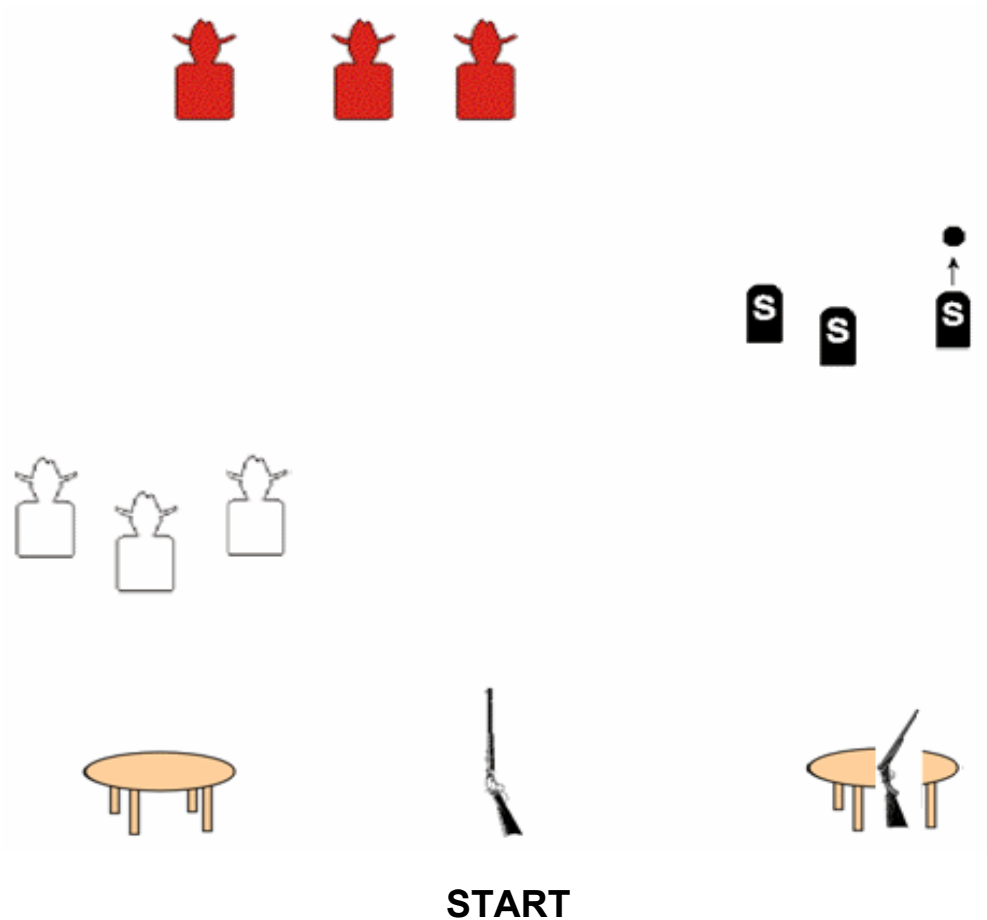
When ready say, "Ozark warned me about you"

At the beep engage targets in Nevada sweep starting in middle (Gunfighters may then stage pistols)

Move to table and shoot long guns - in either order. Rifle, nevada sweep rifle targets for
Move to table and engage pistol targets as before.

Bay 2 or 3 - Stage 4

I'm Ready!!!



Pistols loaded with 5 rounds each and holstered
Rifle loaded with 8 rounds and held at port arms
Shotgun staged on table with at least 4 rounds on your person

Begin standing between tables with rifle at port arms.

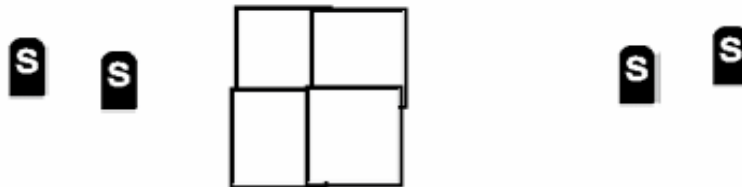
When ready, say "**I'm READY**"

After the beep, shoot rifle starting on either end doing a modified Nevada sweep, but 2 on one end, 1 in middle, 2 on other end, 1 in middle and 2 on first end. (2-1-2-1-2)

Move to table of your choice. Shoot gun(s). Then move to last table to finish the stage.

For pistols, shoot 2 - 1 - 2 starting on either end with both pistols. For shotgun, shoot 4 knockdowns.

Stage 5 - Fast & Furious



START

Rifle loaded with 9 rounds and **staged on table**

Pistol loaded with 5 rounds each and **staged on table**

Shotgun **staged on table** with at least 4 rounds on your person

Start standing behind table with hands on the table.

At the beep engage the large combination target with 9 rounds from your rifle and 10 rounds from your pistols. It's your choice as whether to shoot the rifle or pistols first.

Return all guns to the table.

To finish, pick up shotgun and engage the 2 shotgun targets.

Stage Notes

These stages allow quite a bit of flexibility. For example, they do not say where you have to replace the guns once they are staged. So you may adapt the stages to match your shooting style, left-handed, etc.

Part of the flexibility is that to some extent you can choose which gun to shoot when. Another part is that you can choose which side to start on during a sweep - and since it does NOT say "No double taps", you may double tap at the end of the first sweep (1-2-3-4-4-3-2-1)

The SASS guidelines state that you should generally reholster, but in stage one, you can reholster OR return the gun to the table - that is especially true since gunfighters may restage guns and CANNOT reholster until guns are empty. (Sort of a conflict within the guidelines.

That is one reason many clubs are now using the phrase "Make safe" to give flexibility, although it is obvious that we want to make the guns safe.

Generally, we have to meet the requirements of the stages, but if something is not stated, you are allowed flexibility. Of course this can be taken too far, so it is best to ask before you shoot the stage.