

The SASS PA State Cowboy Action
Shooting Championship

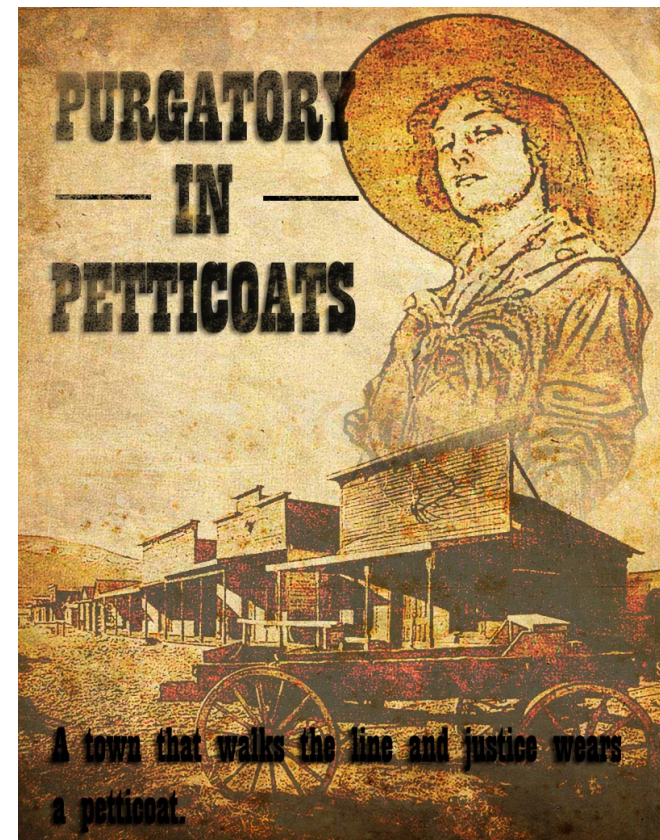
Hosted by

El Posse Grande &

North Mountain Sportsmen's Association

North Mountain Shoot Out XII

Cabela's
WORLD'S FOREMOST OUTFITTER[®]



May 27-29, 2011

*SHOOTER'S
HANDBOOK*





SASS®

SINGLE ACTION SHOOTING SOCIETY®

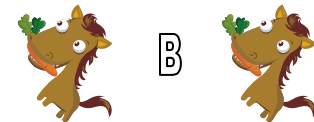
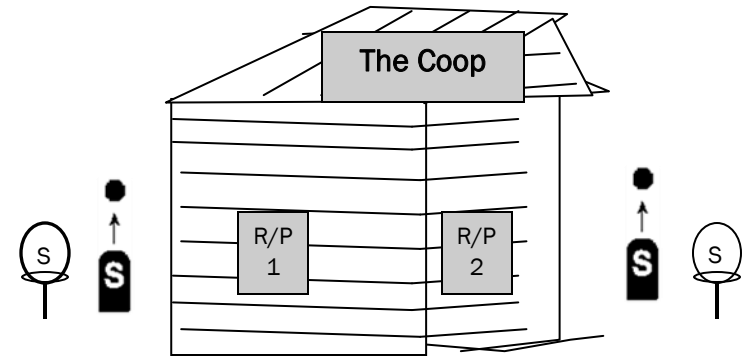
215 Cowboy Way

Edgewood, New Mexico 87015

(877) 411-SASS

www.sassnet.com

Stage 10



Hello cowboys and cowgirls.

Stage 10

Story: Whether you're lookin' for some feathers to plump up your feather bed or hankerin' for some good chicken soup, the best place to find what you need is down at the Chicken Ranch. There's just one problem with having lots of chickens is that there's lots of "Poop in the Coop." Maybe it's time to get rid of the chickens.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Shooter starts at "A" with both Rifle and Shotgun in hands.

Sequence: When ready, shooter says "**There's too much poop in my coop!**" ATB make shotgun safe on either horse. With the rifle engage the rifle/pistol targets alternating 1 & 2 starting on either target. Make rifle safe. Move to "B" taking shotgun with you. Engage the popper/birds. Misses on birds may be made up at anytime on shotgun make-up target (stationary bird). Make shotgun safe. Engage Rifle/Pistol targets with Pistols alternating 1 & 2 continuously starting on either target.

Welcome to the mountains of northern Pa. The home of El Posse Grande.

Your state committee has again worked hard to bring you what we feel to be one of the best state shoots you have been at. If you like what you see, and have enjoyed yourself, then by all means look up one or more of the committee members and tell the so. They have put in countless hours of hard work. If you have any complaints, please come see me, spare them the agony. At the end of the shoot and while we wait for our scores, we will be auctioning off (4) coolers filled with all kinds of goodies. One for males, one for females, and cooler of cowboy things, and a cooler of wines and other things from our beautiful state of Pa. All proceeds will go for our fund raiser this year THE WOUNDED WARRIOR PROJECT, to honor those that have served us and this country with all they have. I will be coming around throughout the shoot, and will try and talk to everyone.

Pastor Steel Match Director

El Posse Grande's Committee:

| | | |
|-----------------------|---------------------|---------------------|
| Beaver Run Kid | Doc Allan Wood | Ruby Rose Longshot |
| Black Hills Barb | Frei Vogel | Sergeant Hochbauer |
| Critter T. Longshot | Lostrider Calhoun | Sodbuster Ed |
| Dallas Rose | Mustang Megs | Timberland Renegade |
| Dances With Toe Shoes | Pastor Hanson Steel | |

Range Master: Pete Gabriel

Appeals Committee: Hired Gun, Pastor Hanson Steel, Jingles Jerr, Pete Gabriel, Sodbuster Burt

Posse Leaders:

| | |
|---------------------|---------------------|
| Bubba Bear | Pete Gabriel |
| Doc Allan Wood | Timberland Renegade |
| Critter T. Longshot | Barley Pop Bill |
| Lostrider Calhoun | Hand Cannon |
| Hud McCoy | Beaver Run Kid |
| Chance Calico | Jug Browning |
| Letort Lawman | Jingles Jerr |
| Rowdy Bill | Tom Payne |
| Skinny | Chilliwack Buck |
| Colt McCloud | Trusty Sidekick |

Posse System And Scoring Instructions

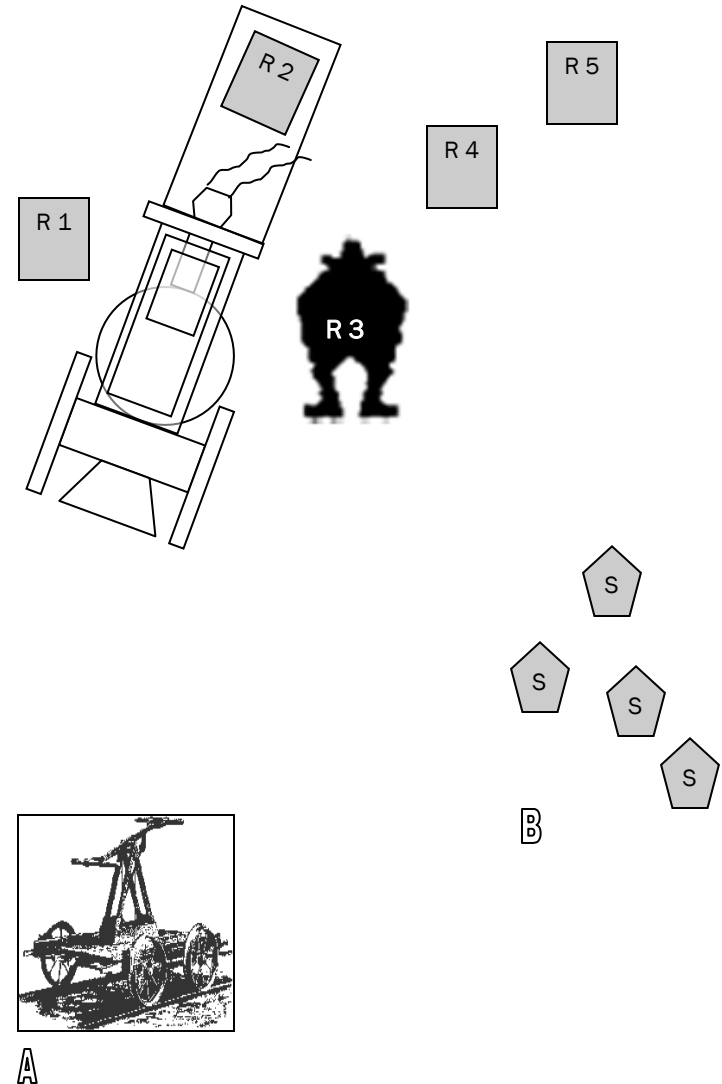
The North Mountain Shoot Out will be shot using the split posse method, with two posses scheduled to shoot through a stage at a time. (Ex. Posse 1A and 1B). One posse will run the stage while the other posse shoots and vice versa. Posse leaders will be responsible for reading the scenario to the posse and making sure that all posse members understand the stage and its nuances. They will be responsible for timing the shooters and serving as safety officers, physically preventing the shooters from doing anything unsafe. It is NOT the posse leaders' responsibility to count hits and misses. Assignments will be made within the posse to do the scoring, supervise the loading and unloading tables, pick brass, and reset targets as necessary. Three posse members will be assigned to count misses and look for procedural violations.

Each posse will be given a scoring notebook that is to accompany that posse from stage to stage. Each stage will have its own score sheet. Each shooter will be responsible for verifying the correctness of his/her score at each stage. Runners will be around throughout the shoot to pick up score sheets for stages already completed. Once the scores have been submitted to the Match Scorekeeper for data entry, no challenges will be allowed. Final standings will be posted after tabulations are completed and will be mailed to all shooters shortly after the event.

There are special people who are authorized to "shoot through". When they have appropriately identified themselves, please allow them to integrate near the front of your shooting order and complete their competition tasks. There will be special score sheets for "shoot through" competitors. These score sheets are the responsibility of the "shoot through" competitors, not the posse leaders.

Coaching is allowed (and encouraged). Help your fellow pard shoot a clean, procedural free stage. The schedule assumes there are three minutes for each shooter, including moving stage to stage, reading and understanding the scenario, getting shooters loaded, adjusting props, picking brass, etc. Please don't "Lolly Gag" or we will still be shooting when the sun goes down.

Stage 9



Stage 9

Story: The Southerners found out the only thing that is free in Spook Hollow is the lead from a rifle, so they try a different plan. They've hijacked the train and are about to make off with the payroll to the lumber mills and the lumber shipment to the clothespin factory in Sonestown. You've managed to catch up to them with the hand car and now it's time to bring them in.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle and shotgun staged on handcar, Pistols holstered. Shooter begins at hand cart with hands on handles.

Sequence: When ready shooter says, "I'm gettin' too old for this crap!" ATB Engage the shotgun or Rifle targets first (Shooter's choice). Shoot Shotgun targets in any order, must go down. Make Shotgun safe. Engage common R/P targets 1-2-3-3-3-5-4-3-3-3. Make rifle safe. Move to "B" and with pistols engage R/P targets same as rifle, 1-2-3-3-3-5-4-3-3-3.

Range Rules

*SASS rules are many. It is the responsibility of each shooter to be familiar with the official SASS rules used by this club. **These rules are in addition to the official SASS rules.***

1. Use common courtesy rule!
2. Only registered shooters will be allowed to wear firearms or shoot.
3. All competitors must wear their shooters badge during the shoot.
4. No one will be allowed to shoot if, in the judgment of the Range Officer, he/she is impaired.
5. All shotgun targets are mandatory knockdowns. They must fall to count as a hit. Shooters may continue shooting until target falls or take the miss. Buckaroos and Buckarettes category shooters are exempt from this requirement.
6. No shotgun may be loaded with more than two shells at a time unless specified.
7. All shooters must conform to minimum dress requirements (cowboy boots, cowboy hat, jeans, and long sleeve western shirt) during shoot and all events after.
8. Pistols must be holstered and actions must remain open on rifles and shotguns at all times, except when in the designated Safe Area or on the firing line. The Safe Area is down below stage 10. Handguns may be un-holstered and rifle actions operated in that area, allowing for firearms to be repaired or shown to another shooter. All firearms in the Safe Area are to be unloaded at all times, and no ammo of any kind is to be handled while in that area.
9. All long guns will be carried with their muzzle skyward.
10. Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held in both hands.
11. All rifles and shotguns will be staged according to the SASS Convention rules; that is, the rear of the trigger guard of the firearm will be even with the edge of the staging area. On animal type rests, only one firearm may be staged on either side. When returning firearms to these rests, the actions must remain open; there is no scabbard rule in effect!
12. All competitors and spectators must wear eye and ear protection when in the shooting area.
13. All shooters must abide by the decision of the Range Officer.
14. There is no penalty for holstering a pistol with the hammer down on a spent round or empty chamber. Misses will be scored for rounds not fired.
15. The primary responsibility for safety resides with YOU the shooter regardless of the number of Range Officers. Shooters are expected to maintain control of their firearms at all times.
16. Any prop shooter is required to "move to" the shooter must be able to touch prop with body part (eg. Foot, hand etc.)

Saturday

| Stage/ Time | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 9:00 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 10:00 | 2 | 1 | 4 | 3 | 6 | 5 | 8 | 7 | 10 | 9 |
| 11:00 | OFF | OFF | 1 | 2 | 3 | 4 | OFF | OFF | 7 | 8 |
| 12:00 | 9 | 10 | 2 | 1 | OFF | OFF | 5 | 6 | 8 | 7 |
| 1:00 | 10 | 9 | OFF | OFF | 4 | 3 | 6 | 5 | OFF | OFF |
| 2:00 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 |
| 3:00 | 8 | 7 | 10 | 9 | 2 | 1 | 4 | 3 | 6 | 5 |

Sunday

| Stage/ Time | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----------------|---|---|---|---|----|----|----|----|---|----|
| 8:30 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 |
| 9:30 | 6 | 5 | 8 | 7 | 10 | 9 | 2 | 1 | 4 | 3 |
| 10:30 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 |
| 11:30 | 4 | 3 | 6 | 5 | 8 | 7 | 10 | 9 | 2 | 1 |

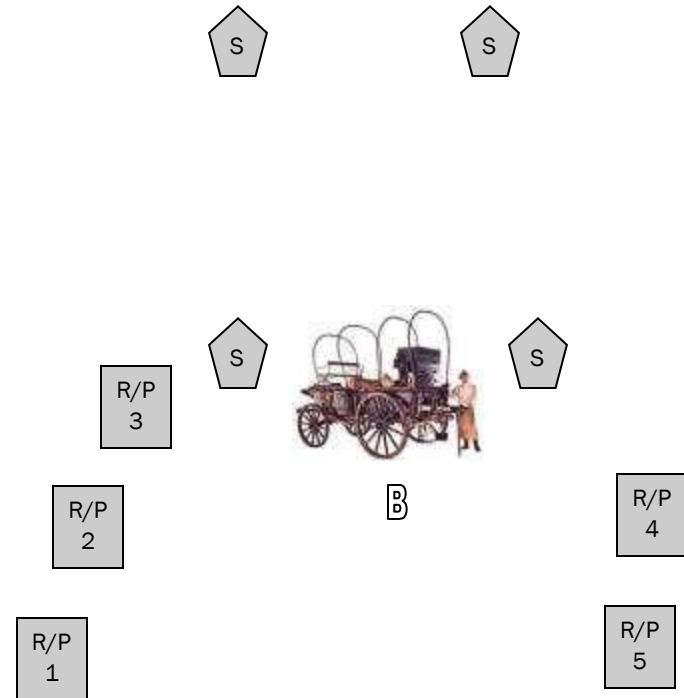
SATURDAY IDLE POSSES/TIMES

11:00 AM 5, 6, 9, 10

12:00 AM 3, 4

1:00 PM 1,2,7,8

Stage 8



Stage 8

Story: Taxes around Spook Hollow were a mite high. Everything was taxed. Even the road into town had a toll gate. One group of southerners thought they could make their way around the gate on their way north to Spook Hollow where it was rumored there was no end to the all the wonderful things one could receive for free – food, medicine, education.... Well, 'ceptin' maybe your burial.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rife and Shotgun staged on horse(s).
Pistols holstered.

Shooter starts standing upright at the horses, hands at their sides.

Sequence: When ready, shooter says, “**Have some FREE lead!**” ATB shoot the rifle and pistols in any combination and in any order, putting ONE round on R/P 1, TWO rounds on R/P2, THREE rounds on R/P3, FOUR rounds on R/P4, FIVE rounds on R/P5. With last 5 rounds sweep targets from either direction. Make rifle/pistols safe. Pick up shotgun and engage the two shotgun targets closest to you. Move to the wagon and engage the last two shotgun targets. Shotgun make- ups must be made on first 2 targets before moving.

Scoring Standards

| | |
|---------------------------------|-------------------------------------|
| Each miss | +5 seconds |
| Each bonus | -5 seconds |
| Spirit of the Game Penalty | +30 seconds |
| Procedural for: | |
| -Not following stage directions | +10 seconds |
| -Minor safety infraction | +10 seconds |
| Did not finish | +999.00 sec. as time for that stage |
| Disqualified for stage | +999.00 sec. as time for that stage |
| Disqualified for match | +999.99 sec. as time for that stage |

Appeals:

Rules not covered here or not covered in the SASS rule book will be decided on a case by case basis. The decision of the RO may be appealed; however, the appeal must be made in writing and accompanied by a \$50.00 appeal bond. An Appeal Form may be obtained from the RO. This should be done immediately following the decision in question. The Appeal Committee will discuss the issue and will let the shooter know of the outcome the same day that the appeal is made. If the appeal is upheld, the bond will be refunded to the shooter. Please see the following for appeals:

Hired Gun, Jingles Jerr, Pastor Hanson Steele, Pete Gabriel, or Sodbuster Burt.

Questions/General Info/First Aid

If you have questions or need general information, please see one of the El Posse Grande committee members.

The general information desk is the bar inside the cowboy clubhouse.

Ear and eye protection can be obtained there for a nominal fee.

Lost and found will also be located there.

Anyone in need of first aid should report to the EMTs located at the gate by the cowboy clubhouse.

Schedule of Events

(Exact Times Subject to Change)

The following is a tentative schedule of the weekend events. All times are approximate.

Friday, May 22

9:00 AM - 4:00 PM Shooters Packet/Door Prize Pickup (Cowboy clubhouse)

8:30 AM RO 1 & 2 courses at Main Clubhouse

10:00 AM—2:00 PM Long Range Side Matches

12:00 PM - 4:00 PM Side Events

1:30 PM Wild Bunch Match safety meeting-mandatory for participants. Shooting begins at 2pm on Stage 8

4:00 PM All ranges close. Firearms to be put away.

5:30 - ??? Pot Luck/Dutch Oven dinner at main clubhouse

Saturday, May 23

7:00AM RO walkthrough-ROs only

7:00 AM - 8:30 AM Shooters Packet/Door Prize Pickup (Cowboy clubhouse)

8:30 AM Mandatory Safety Meeting (Stage 1)

9:00 AM - 5:00 PM Main Stage Shooting (6 stages)

5:30 PM All ranges close. Firearms to be put away.

6:30 PM - 7:30 PM Banquet at Muncy Valley Fire Hall (buffet style).

7:30 PM - 8:30 PM Side Match Awards and 50/50 drawing at banquet

Sunday, May 24

7:15-7:35 AM - Cowboy Church located at range #2 under tarp

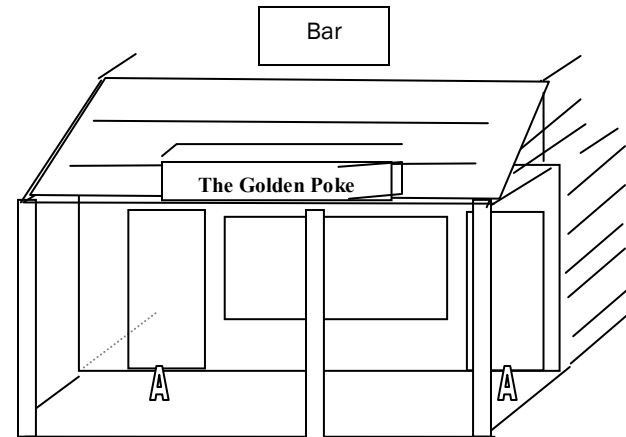
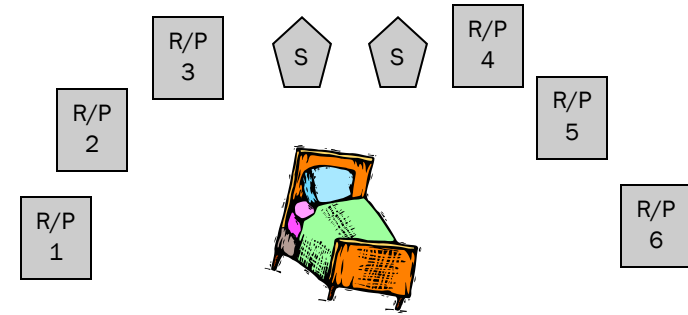
8:30 AM - 12:30PM Main Stage Shooting (4 stages)

1:00 PM - 2:30PM Special event to be announced

2:30 PM - All ranges close. Firearms to be put away.

3:00 PM - 4:00PM Awards presentation at cowboy clubhouse

Stage 7



Stage 7

Story: The most popular establishment in Spook Hollow was The Golden Poke. Landa Gold was the proprietress that answered to no one. But she did extend special privileges to the rich rancher, Cal Houne, who helped set her up in town. He didn't bother her too much as long as he could visit her or her girls whenever he wanted to. The rancher's wife had enough of the tongues waggin' all over town and was mad enough to swallow a horn-toad backwards. She waited until he left one night before she fetched the guns her Daddy gave her, saddled up, and headed to town. Just as she hitched her mare to the rail in front of the brothel, a man's laughter rang out from the upstairs window. Well, that bee in her bonnet must have stung her, 'cuz she marched through the front doorway, right up the staircase and kicked open the bedroom door. The last anyone saw of Cal was his backside going out the window with a cloud of buckshot behind it.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle staged on bar

SG at CB port arms

Shooter starts in front of the closed door right or left side, shooters choice.

Sequence: When ready shooter says, "**I shot my load at the Golden Poke**" ATB; open the door and move to the bar and engage the two shotgun targets in front of you. (Right door – engage targets on right. Left door – engage targets on left) Make SG safe. Retrieve rifle and engage rifle targets 1-6 in a Nevada sweep putting five rounds on 1-3 and five rounds on 4-6 from either direction. (Ex 1-2-3-2-1 – 4-5-6-5-4) Make rifle safe and take shotgun with you, move to bed engage SG targets. Make SG safe. Engage pistol targets in a Nevada sweep putting five rounds on 1-3 and five rounds on 4-6. (Pistol sequence does not have to mirror rifle sequence)

Friday

10:00 AM to 4:00 PM

Side Events:

You may pay for side events one of two ways:

\$15 at the registration desk on Friday, which will allow you to shoot all side events as many times as you want.

\$2 per side event. Tickets for individual side events may be purchased at the registration desk.

You may enter each side event as many times as you like and as time permits. Your best score will count towards winning the event. There will be men's and women's categories for each event. Winners will be announced at the Saturday night banquet.

At the main club house @ 5:30 PM: **It's potluck**

Sunday

1:00 PM to 2:30PM

After completion of the main stages on Sunday, there will be a 2-man team event on stage 1. Further instructions will be available at the range.

Scores

Scoring will be done by the SASS preferred Rank Point System. Scores will be posted at the end of the shoot at the Cowboy Club House on Sunday. Scores will be emailed and sent via pony express to all registered shooters.

Costume Contest

Our judges will be conducting their evaluation throughout the weekend. Winners will be announced on Sunday at the awards presentation. Certificates will be awarded to the winners.

Side Matches

Long Range Pistol & Pistol Caliber Rifle: (Lower Range TBD)

Cowboy Clays Individual: (Stage #1)

Cowboy Clays Two Person Team: (Stage #1)

Speed Rifle: (Stage #3)

Speed Pistol: (Stage #4)

Speed Shotgun: (Stage #6)

.22 Rifle: (Stage #5)

Mini Stage: 3 categories-duelist, traditional, gunfighter (Stage #2)

Wild Bunch 3 Stage Mini Match (Stages #8-10)

Main Match Sponsors: **ENCK'S GUN BARN**

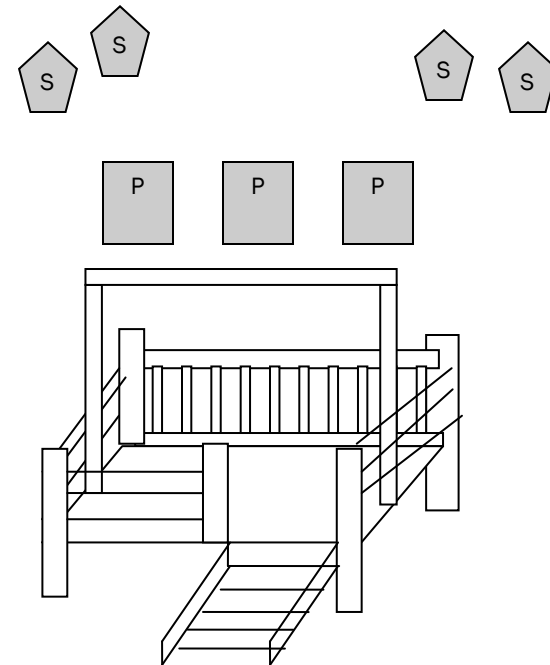
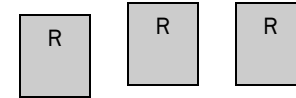


Enck's Gun Barn specializes in the cowboy action shooting. As a result we carry firearms from Cimarron, EMF, Marlin, Navy, Ruger, Uberti, Taylor, Stoeger, Winchester, and Legacy, TTN and US Firearms. Bob is an avid cowboy action shooter and knows the sport very well. His expertise in this area will help the new cowboy shooter get started in the sport and the experienced cowboy shooter find what he is looking for.

We carry a small selection of women's clothing for Cowboy Action Shooting. We carry Recollections. We will special order from Recollections for your special look for any event.

Other accessories include spring kits for all cowboy guns which we sell as kits or you can arrange to have them installed by Bob. We have a selection of cleaning tools and supplies to make cleanup easier. We have grips for Rugers, Colts and Ubertis. Our cowboy ammunition and reloading supplies are for all calibers.

Stage 6



Stage 6

Story: Rumors abounded when it came to the man that called himself Zindelo. Some thought that he had been a banker by the name of Bowers over in Dodge. Others reported he went by Finster and was a jeweler down in Charlotte. Still another was sure he resembled a tailor he'd seen in New York. Around Spook Hollow he fancied himself a salesman, and he had a line that could sell a drowning man a drink of water. When Doctor Zindelo's cure-all snake oil medicine at only 75 cents a bottle didn't cure impetigo or beriberi, and didn't soothe redness and itching customers weren't happy. But when it didn't meet up to this even stronger promise, "Gentlemen, if you take two tablespoons with meals it will arouse your desires. She'll love you more..." unhappy didn't begin to describe their feelings. He soon found himself the guest of honor at a necktie party. But not everyone agreed with that punishment either.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun
1 pistol or rifle reload

RO/Staging Instructions:

Rifle staged in holder on right or left side of gallows.

Shotgun staged on opposite side in holder.

Reload with rifle or pistol may take place any time after the first pistol round is fired.

Hangman target can be engaged with reload at any time, if missed may be made up with the shotgun--but the dummy must fall!

Shooter starts on the platform with both hands on a bottle of snake oil.

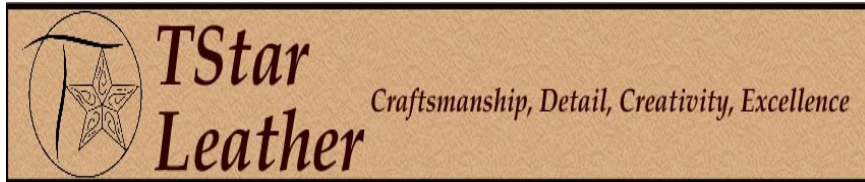
Sequence: When ready shooter says, "**Hangin's too good. Let's tar 'n feather him!**" ATB: Engage the three pistol targets at least three times each for 10 rounds, in any order. Engage rifle targets with at least 3 rounds each for 10 rounds in any order. Make rifle safe. Engage the 4 SG targets in any order. Don't forget to shoot the hangman!!



Rugged Gear was established in 1994 as a manufacturer of quality hunting and shooting products. Our patented Rugged Gear Hook System securely holds your gear and is incorporated into many of our products. Check out our vast array of products that hold or stow your hunting/shooting equipment while on the go! Click the photos below to see our complete line of products. In February of 2009 we started manufacturing Towtectors a quality brush style, splash guard system that protects boats, trailers or anything that you are towing from road debris.

<http://www.ruggedgear.com/index.cfm>





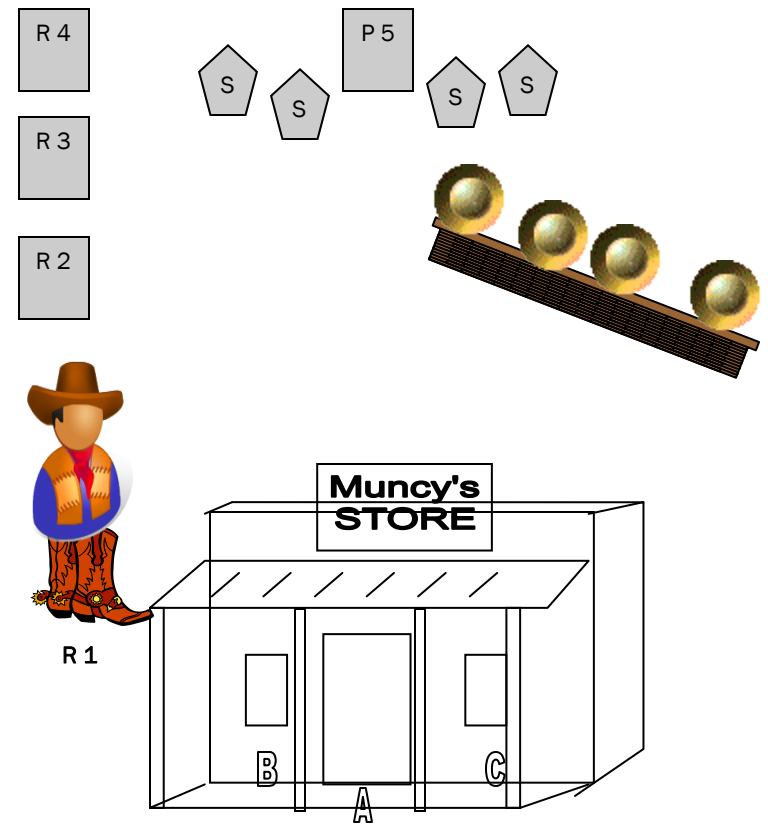
Welcome to T Star Leather, operated by Brett & Wendy Smith. We are a small business specializing in hand-crafted leather goods using the finest of materials. We use Wickett & Craig tooling and bridle leather and other select tanneries for our chap, elk and deerskins. We use solid brass, nickel brass and stainless steel hardware whenever possible.. All pieces are hand cut and finished, all decorations carved and tooled by hand.. We take pleasure in making fine goods that you will be proud to use and display for years.



<http://www.moultonlead.com>

Moulton Lead
 Joselyn Moulton
 PO Box 156
 127 Cedarwood Drive
 Island Pond, VT 05846
 Phone: 802/723-5778
 Email: Charly47@myfairpoint.net

Stage 5



Stage 5

Story: “Halp! I been robbed. Halp!!!!” Elmer, the proprietor, staggered into the street holding his head. “He went that way,” he said as he pointed down the alley. It looks like it’s up to you to stop the thief. You pull your pistol and go to work.

Ammo: 10+ Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle staged at left inside wall, SG staged at right inside wall.

Shooter starts at door opening with pistol(s) in hand(s) aiming at Peg Leg.

Sequence: When ready, shooter says, “**Hold it right there!**” ATB Shooter engages the knock down targets with Pistols until all have fallen. Engage pistol target 5 with any remaining rounds. Move to rifle, shoot Peg Leg in the leg with first round or until Peg Leg falls. Engage exposed target with next round. Shoot remaining rifle targets in a top to bottom or bottom to top Nevada sweep. Make rifle safe. Move to shotgun, Engage shotgun targets in any order. In the event that more than 1 round is used to knock down Peg Leg, shooter may engage P5 with shotgun to make up round(s) after all shotgun targets have fallen.



happytrails@thesmithshop.com



Wooden Works West
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Patchogue, NY, 11772
631-475-5556

<http://www.woodenworkswest.com/index.html>



<http://www.crossbreedholsters.com/>

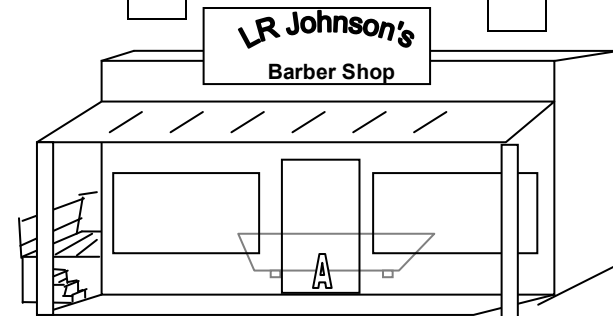
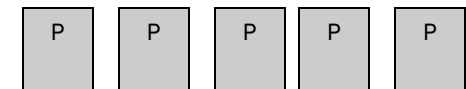
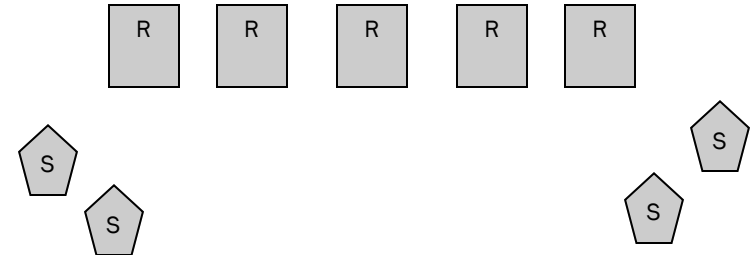
PERRY COUNTY REGULATORS



The Perry County Regulators were started in 1999 as a committee of the Ickesburg Sportsmen's Association. Our goal is to promote Cowboy Action Shooting and the philosophy that the sport promotes. We also promote safe and responsible firearm ownership and use. We are affiliated with the [Single Action Shooting Society \(SASS\)](#) and our shoots are conducted using the SASS guidelines and rules. We participate in the Perry County Youth Field Day. We man a stage where the youth can shoot single action .22 revolvers and .22 lever action rifles. What a day!!! Our matches are normally on the first Saturday of each month beginning in April and ending in November. Registration starts at 9:00AM with the shooters' safety meeting at 9:45AM.

<http://www.perrycountyregulators.com/>

Stage 4



Cowboy Match Registration starts at 8:30 AM
Shooters Meeting starts at 9:30 AM

Shoots the first Sunday of each month April thru November

<http://toptonfga.org/cowboy.html>

Stage 4

Story: Down at the Back Scratch Bathhouse the patrons were likely to leave with their money pouch a mite lighter than they bargained for. While a feller was enjoying a good soak and perhaps some hospitality, he was likely to be losing more than a few layers of trail dust.

Ammo: 10+ Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle and shotgun staged on either R or L table, one long gun on each.

Shooter starts in center of bathhouse behind tub "A", holding the boot in both hands.

Sequence: Shooter starts standing in center of bath house behind tub holding boot in both hands. When ready says, "**Somebody stole the loot out of my boot.**" ATB Shooter drops the boot, and engages Pistol targets 1-5 in two outside, outside, inside, inside, center sweeps starting from either side. (1-5-2-4-3 or 5-1-4-2-3) Move to Rifle and engage rifle targets same as pistols. (1-5-2-4-3 or 5-1-4-2-3 twice) Make rifle safe. Move to Shotgun and engage shotgun targets as follows: Outside, outside, inside, inside. Make-ups must be made before moving on to the next target.



Desperado Cowboy Bullets, LLC

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E-mail: sales@cowboybullets.com or

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SASS 45304

Stage 1

Story: The Bottoms Up saloon was owned and operated by wimmen. Although, the ladies found it a good and profitable business most of the time, there were times when an ornery fella could find himself in a heap o' trouble and staring down the wrong end of a barrel. Fellas, take note of the sign over the bar!

Ammo: 10 Rifle 10 Pistol 8+ Shotgun

RO/Staging Instructions:

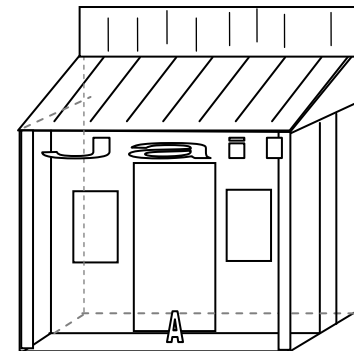
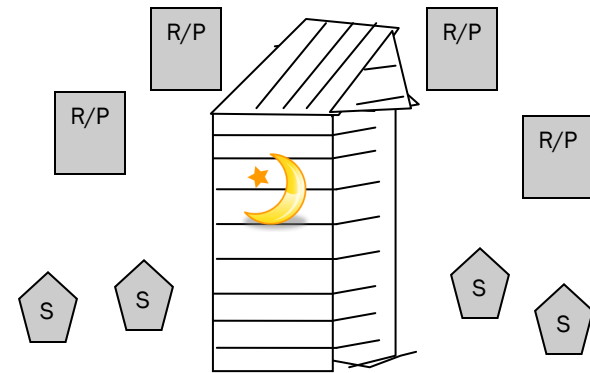
Shotgun staged on bar

Rifle held at port arms

Shooter starts standing at either left or right window (A).

Sequence: When ready, say “**Grant me the wisdom to know the difference!**” ATB – Engage targets by placing first 5 rounds on 4 targets (1,2,4,5) in any order, no double taps; and second 5 rounds on target 3. Make rifle safe. Move to Bar and with first pistol engage target #3 5 times. Make pistol safe. With SG engage all KD targets. Make SG safe. Move to target #3 and engage targets 1,2,4,5 with at least one round each for 5 rounds, no double taps.

Stage 3



Stage 3

Story: As the story goes, Sirena, the gypsy queen, was something of an outcast until she came to the aid of the town sheriff with one of her herbal remedies. It was a dark moonless, starless night when the sheriff woke from his sleep with a case of the backdoor trots. As he approached the outhouse he noticed a varmint, crouched and playing possum in his path. In his haste to reach his destination he kicked the critter, sending it sailing over the roof of the little house. In an instant he realized the possum was not a possum at all, but a porcupine.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle staged on either left or right inside wall.

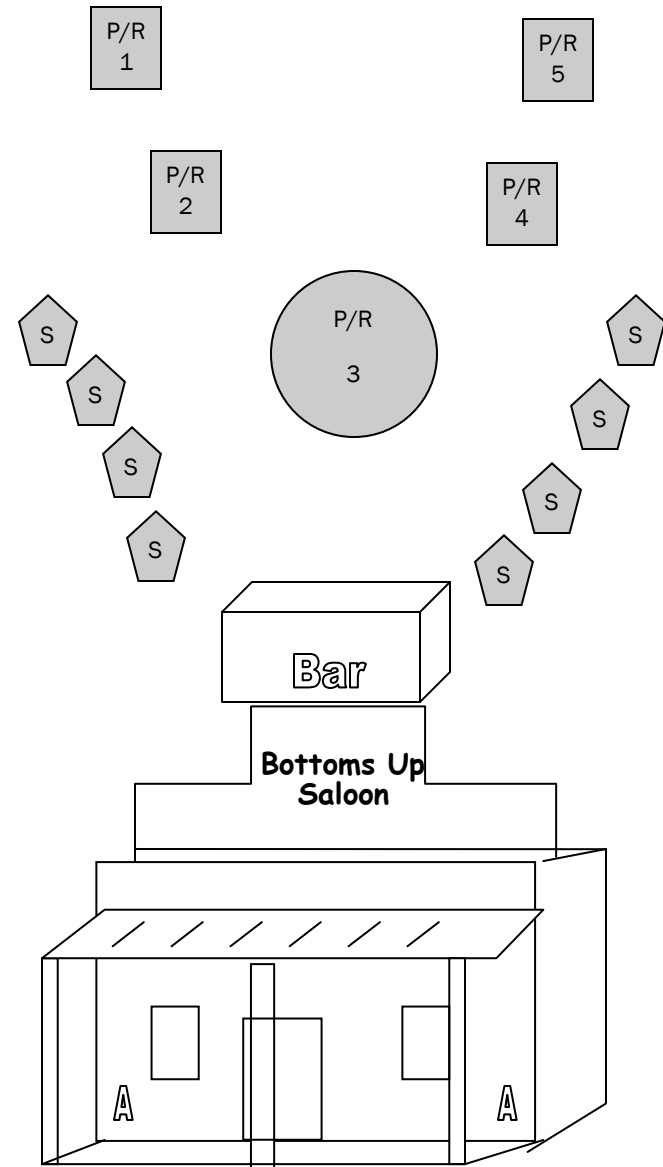
Shotgun staged on opposite inside wall.

Only one long gun per side.

Shooter starts outside of jail "A" In front of door opening with corn cob in one hand and other hand on belt buckle.

Sequence: When ready shooter kicks the porcupine and says, "**OUCH!!!**" ATB Shooter drops the corn cob and engages Rifle targets R1-R4 in a 3-2-3-2 sweep. (triple tap, double tap) from either direction. Make rifle safe. Move to other side of jail and engage the 4 Shotgun targets in any order. Make shotgun safe. Move to outhouse and engage pistol targets in a 3-2-3-2 sweep, same as rifle.

Stage 1



Stage 2

Story: Spook Hollow didn't have a mayor. It had a preacher, and he ran the town. This preacher wasn't like other preachers either. This one was one shady character. He told lies so well a man would be a fool not to believe them. Newcomers in Spook Hollow learned quickly that this quiet little town did things differently and any attempt at altering usually resulting in a "sermon" from the town preacher. And he delivered the sermon with his guns.

Ammo: 10 Rifle 10 Pistol 4+ Shotgun

RO/Staging Instructions:

Rifle staged on either horse at position A.

Shooter starts standing at position A with SG held at port arms.

This may not be shot gunfighter.

Sequence: Shooter begins with shotgun in both hands between horses. When ready shooter says "**We do things my way here!**" ATB make shotgun safe on horse and engage pistol targets P1 – P3 placing 2 rounds on 2 targets and 1 round on the remaining target in any order. Pick up rifle and engage rifle targets by placing 2 rounds on 2 targets and 1 round on the remaining target for 5 rounds and repeat with remaining 5 rounds. Make rifle safe. Pick up SG and engage near SG targets (S1 & S2 any order), must fall before moving to position B. Move to position B and engage remaining SG targets(S3& S4 any order). Make SG safe. With second pistol engage P4-P6 the same as the first pistol.

Stage 2

