

Presents
The Inaugural

Road Runner Dust-up

February 10th, 11th and 12th 2023

Sponsored by



Held in conjunction with

Blackout at Bloody Basin
Arizona state black powder Championship

Warm - up Match
& Speed events





Stage Conventions:

ACSA "default" starting position is "at the ready", unless stated otherwise. At the ready has the shooter standing any way they desire, not touching ammo or guns

SASS default: There will be no stages where you must start at a SASS default. (Unless specifically stated) The shooter may stand in any way they desire as long as their hands are where indicated if stated. Example: hands on hat, hands at low surrender, hands touching prop etc

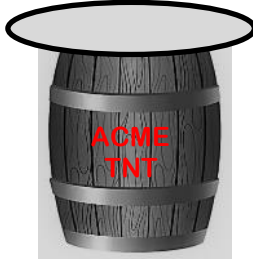
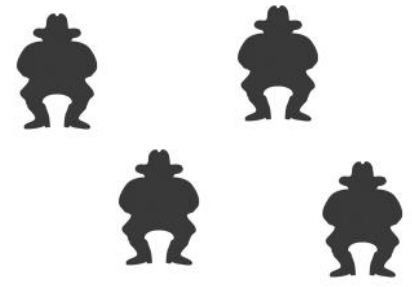
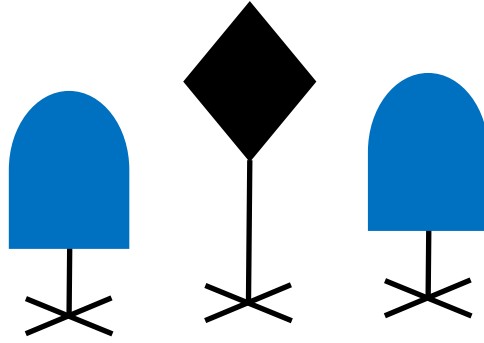
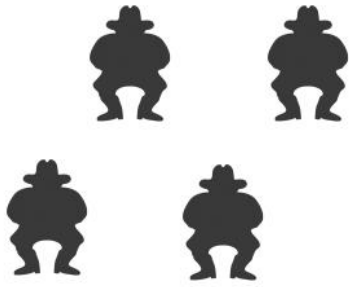
Where instructed to shoot from a specific position, it means the guns must be shot from that position. The position of the shooter is irrelevant.
Ie: no foot faults

When a stage notes "repeat". It means repeat the instructions

Comstock Rules: All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise.

Warm up Stage 1

10 10 4 +



Staging: Pistols holstered: Rifle in hands left or right horse: Shotgun staged left or right horse

Sequence: Rifle, Shotgun, Pistols

Start: Rifle in hands at horse.

When ready, say: "Eat up Bird !!"

ATB: With rifle, place at least three rounds on each target. Make rifle safe fully flat between the guides on top of horse, retrieve shotgun and move towards left or right cactus and engage the 4 shotgun targets till down. Make shotgun safe on barrel, and with pistols repeat instructions as per rifle.

Shotgun barrel(s) must be clear and left of the left cactus. Similarly, clear and right of the right cactus.

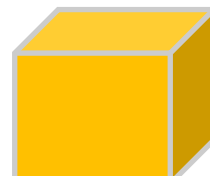
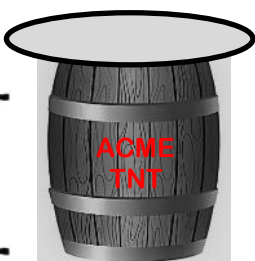
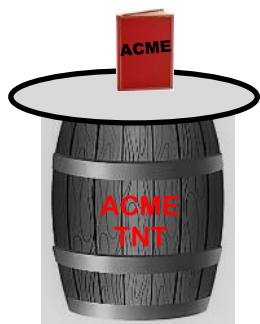
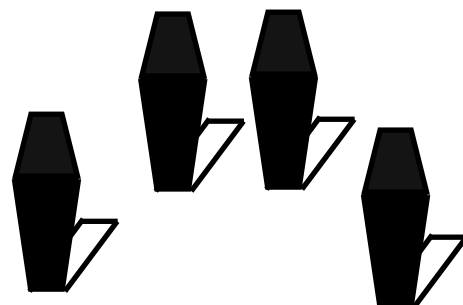
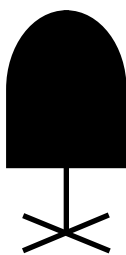
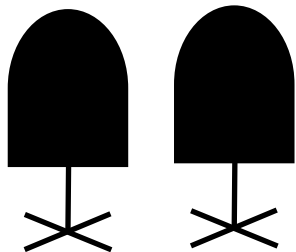
Take timer to next stage, but leave



spotting sticks

Warm up Stage 2

10 10 4 +



Staging: Pistols holstered: Rifle on right barrel: Shotgun on right barrel

Sequence: Pistols, Rifle, Shotgun

Start: Both hands touching ACME catalog on left barrel.

When ready, say: "Look out!!! Bird"

ATB: From left barrel with pistols alternate on the tombstones for 6 rounds and place 4 rounds on the buzzard. From right barrel, with rifle repeat instructions as per pistol. From anywhere engage 4 shotgun targets
May start with alternates or 4 on buzzard.

Take timer to next stage, but leave

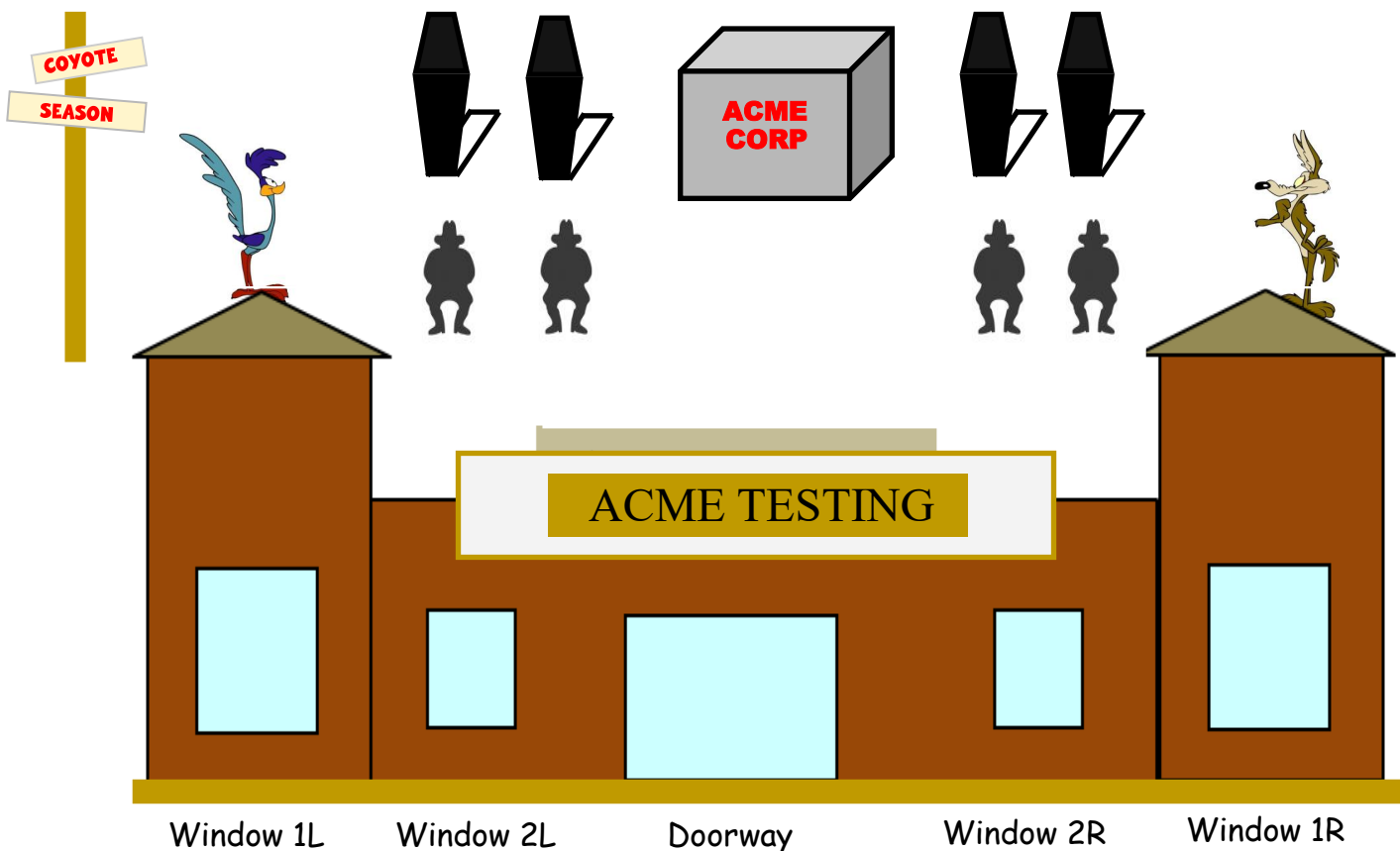
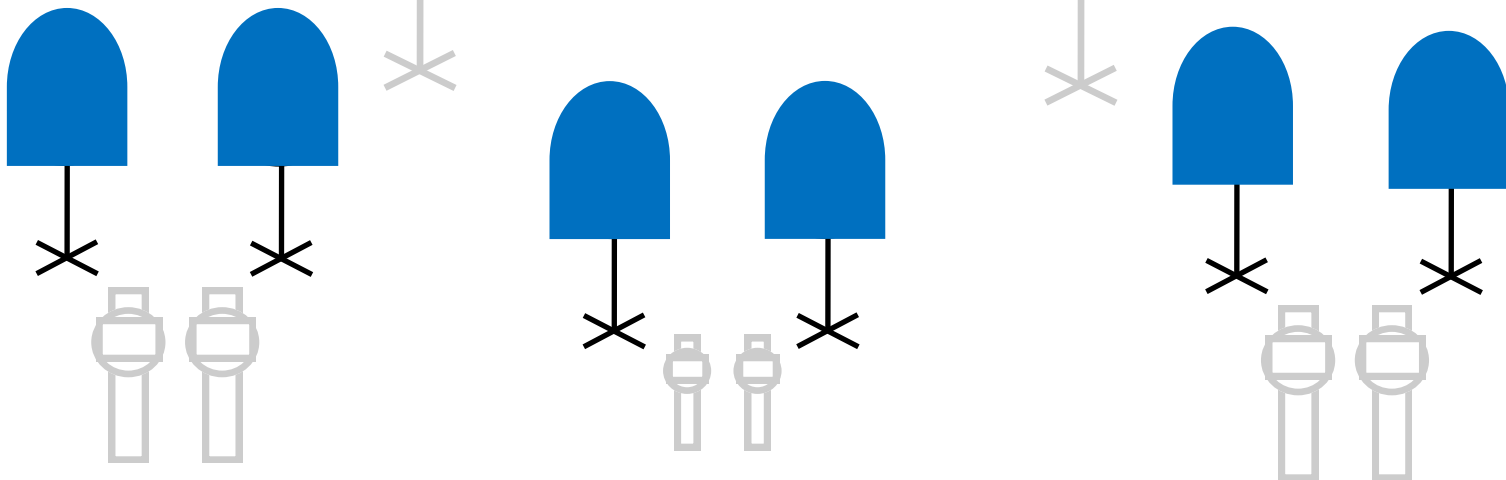


spotting sticks



Warm up Stage 3

10 10 4 +



Staging: Pistols holstered: Rifle at 1L or 1R: Shotgun staged anywhere.

Sequence: Rifle, Shotgun, Pistols

Start: At the ready

When ready, say: "I think I'll start huntin' wabbits instead"

ATB: From 1L or 1R with rifle shoot a poor man's regressive sweep on the 2 blue tombstones then make rifle safe vertically. From anywhere inside the structure, with shotgun engage any 4 shotgun targets till down. Take shotgun to crate, and with pistols repeat instructions as per the rifle.

When engaging shotgun targets, the doorway is considered inside the structure, but shooter must not move through doorway until all 4 shotgun targets are down.

Regressive sweep 4-3-2-1

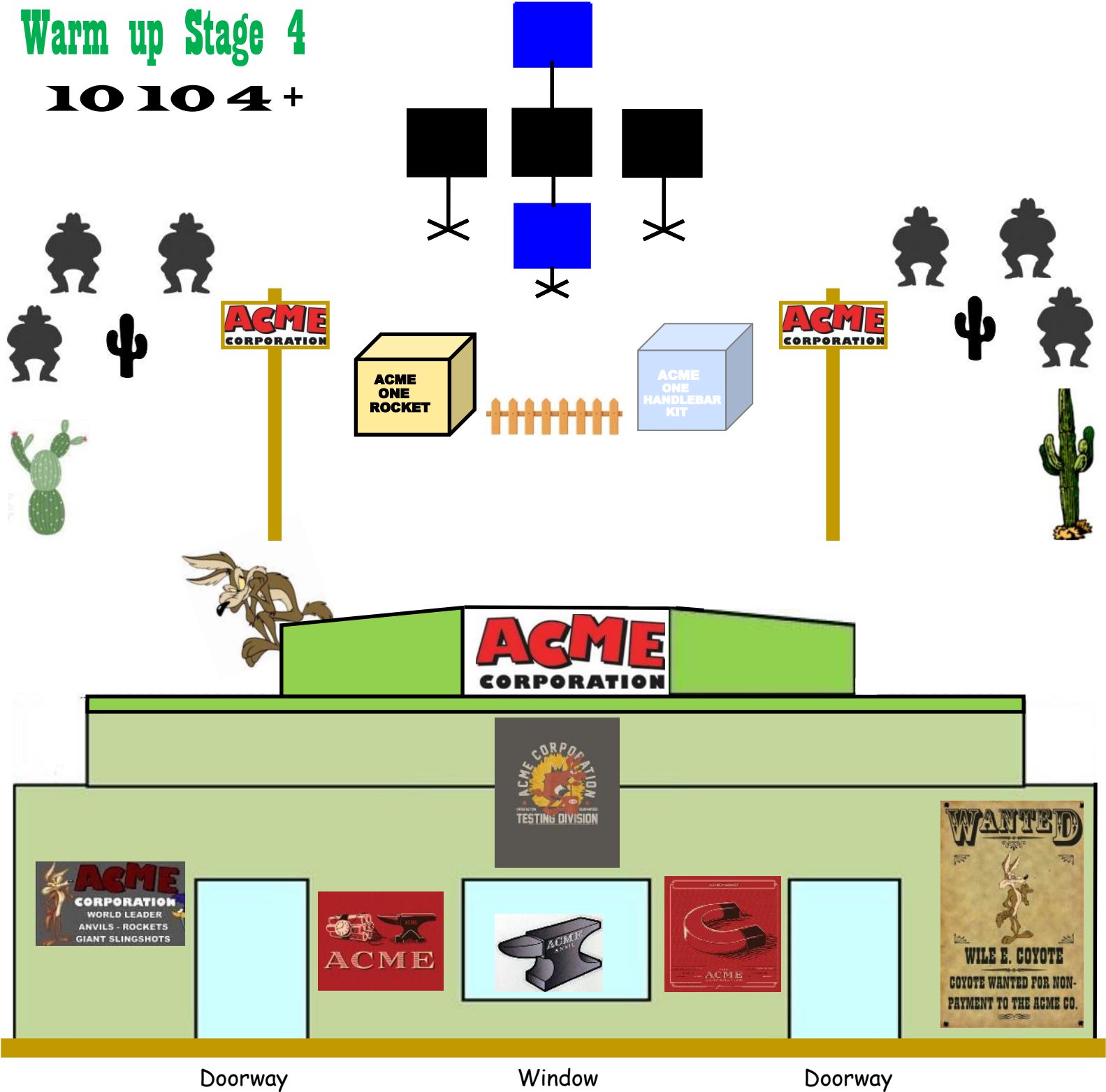
Take timer to next stage, but leave



spotting sticks

Warm up Stage 4

10 10 4 +



Doorway

Window

Doorway

Staging: Pistols holstered: Rifle in window: Shotgun staged anywhere inside building.

Sequence: Rifle, Shotgun, Pistols

Start: Both hands touching ACME anvil.

When ready, say: "What else can I try!"

ATB: With rifle double tap sweep the black squares from either end and place 2 rounds on each blue square. Make rifle safe **vertically**. Exit the building with shotgun through either doorway towards left or right sign post and engage 4 shotgun targets till down. Make shotgun safe on either ACME crate and with pistols from anywhere between the crates, engage the targets as per rifle instructions.

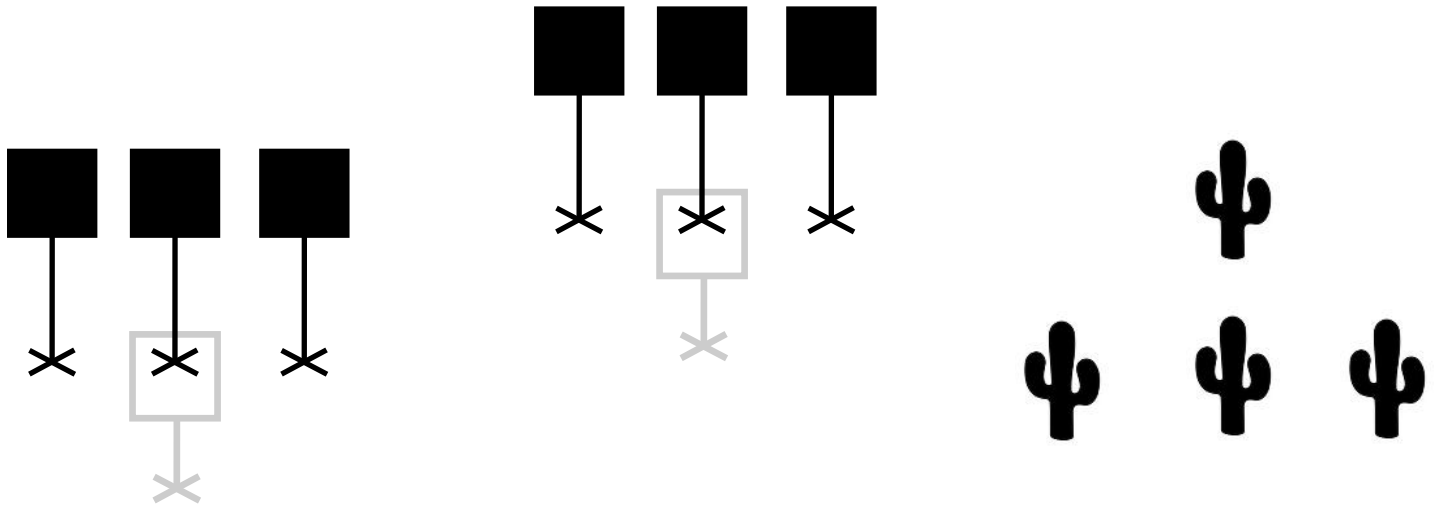
Shotgun barrels must be clear and left of the left sign post. Similarly, clear and right of the right sign post.

Take timer to next stage, but leave



spotting sticks

Speed events at Bay 1 the ACME Saloon



Speed Pistol

Speed Rifle

Speed SG

For speed pistol shooter starts at the ready with holstered pistols. ATB place at least 3 rounds on each target

For speed rifle shooter starts at the ready, rifle loaded with 10 rounds laying flat on shelf. ATB place at least 3 rounds on each target

For speed shotgun shooter starts with shotgun in BOTH hands. ATB engage all 4 targets

