



Saturday, Apr 8th 2023

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

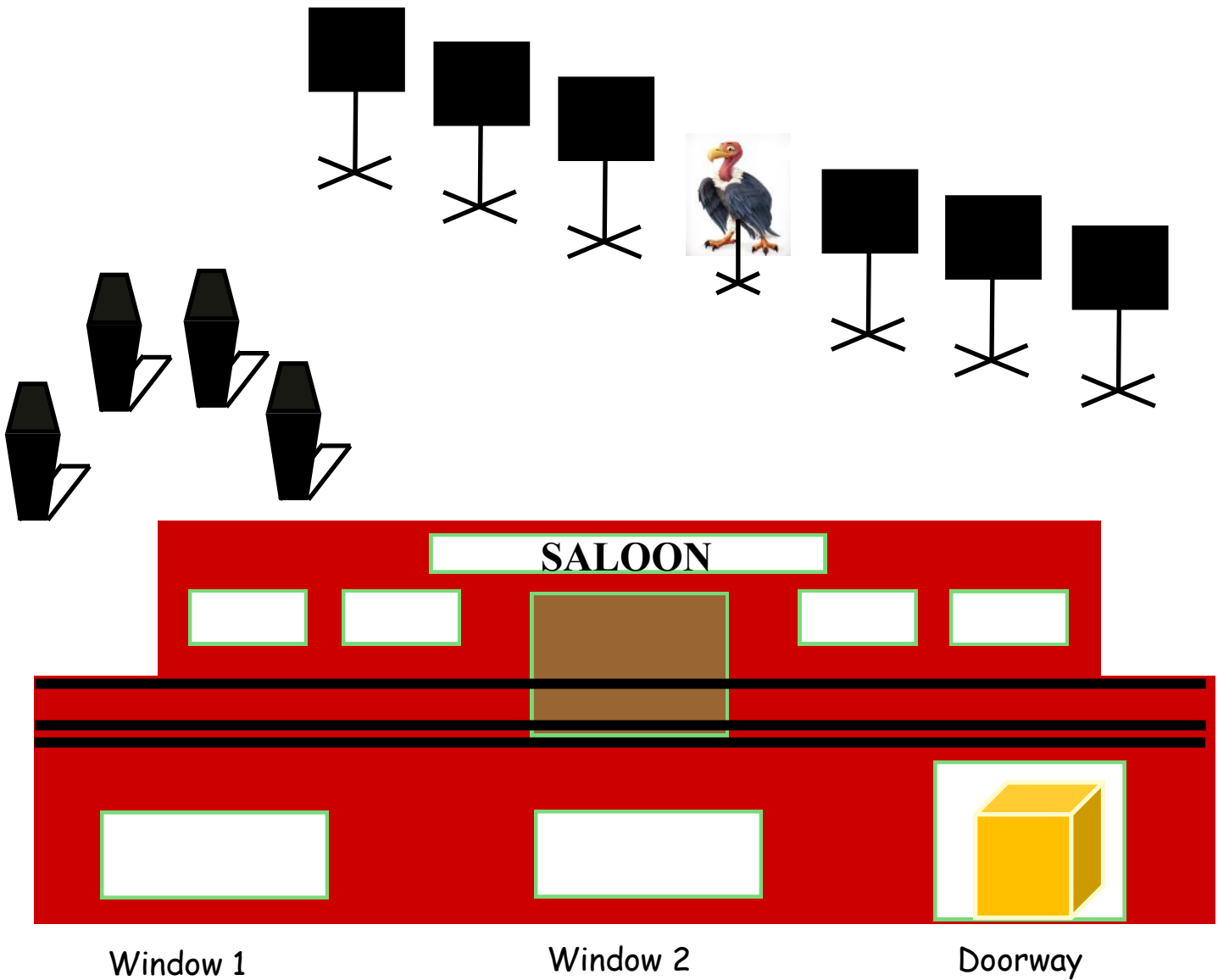
Where instructed to shoot from a specific position, it means the guns must be shot from that position. The position of the shooter is irrelevant.
Ie: no foot faults

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.

Stage 1

10, 10, 4+



Staging: Pistols, 5 rounds each holstered: rifle window 2: shotgun window 1

Sequence: Shooters choice, rifle not last

Start: Hands touching hat

When ready, say: "Sometimes a blind pig finds a truffle"

ATB: At window 1 with shotgun engage all 4 targets till down. Window 2 with rifle shoot a regressive sweep on the buzzard and the 3 left squares. From doorway with pistols shoot a regressive sweep on the buzzard and the 3 right squares.

Both sweeps must start on the buzzard

Regressive sweep 4-3-2-1

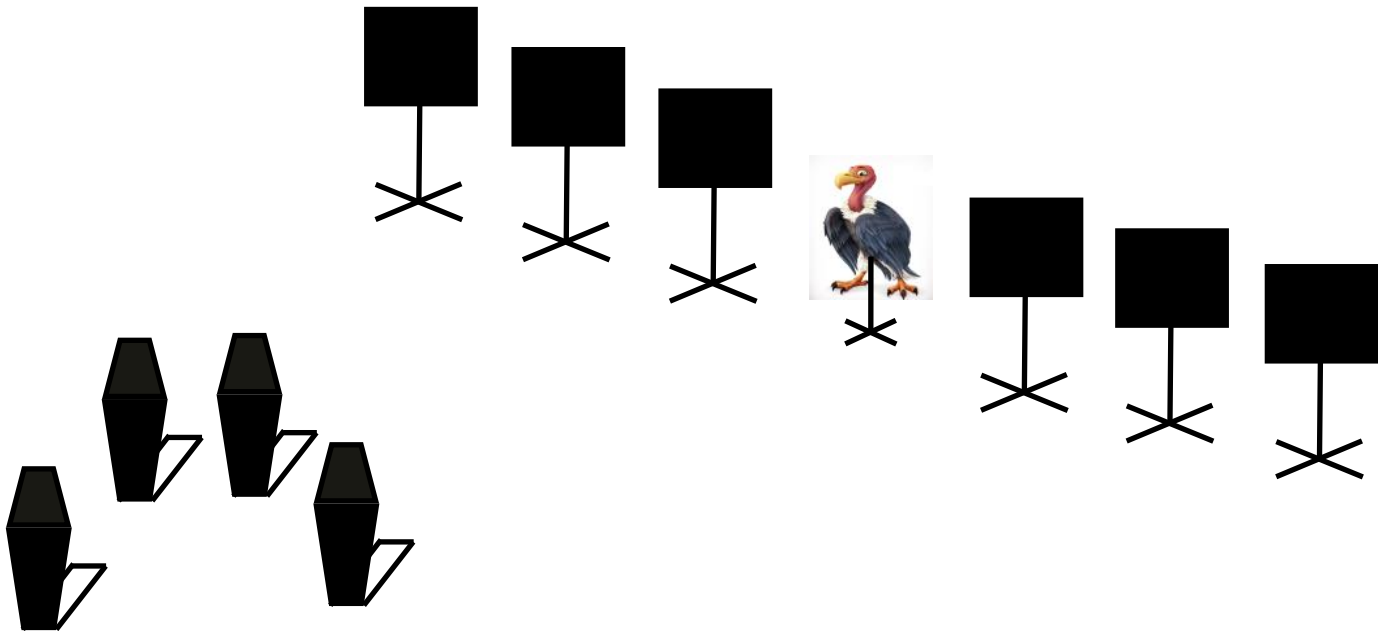
Take timer to next stage, but leave



spotting sticks

Stage 2

10, 10, 4+



Window 1

Window 2

Doorway

Staging: Pistols, 5 rounds each holstered: rifle at window 2: shotgun at window 1:

Sequence: Rifle first, then shooters choice

Start: Window 2 with rifle in hands.

When ready, say: Lord of the plains...that's me.

ATB: With rifle shoot a continuous Nevada sweep on the three squares left of the buzzard for 5 rounds and place 5 rounds on the Buzzard. From Doorway with pistols repeat instructions as per rifle using the 3 squares right of the buzzard. From window 1 with shotgun engage all 4 targets till down.

May start with sweep or 5 on buzzard

May start sweep on any target

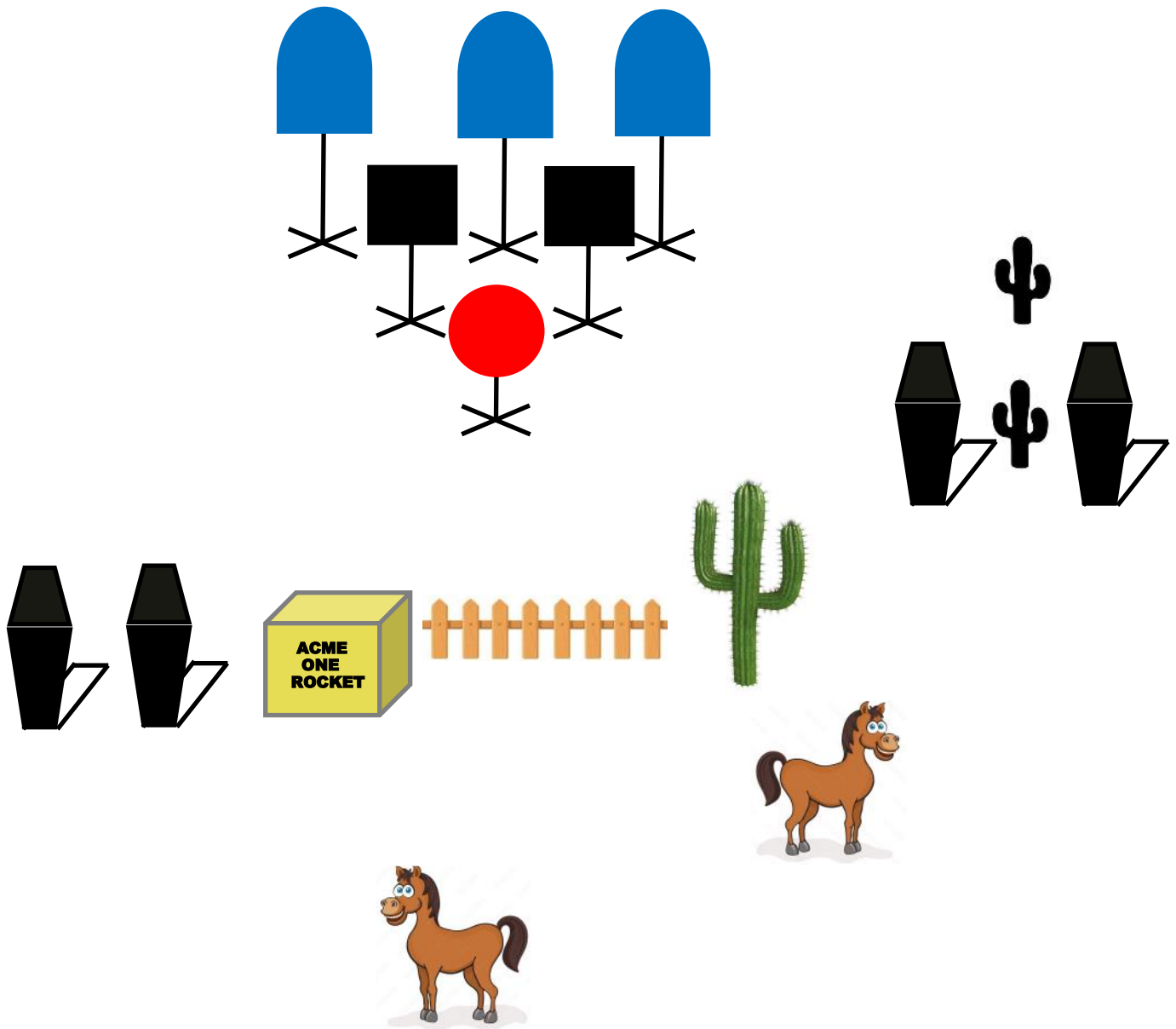
Take timer to next stage, but leave



spotting sticks

Stage 3

10 10 4+



Staging: Pistols, 5 rounds each holstered: rifle in hands at left horse: shotgun staged on right horse.

Sequence: Rifle, SG, Pistols

Start: Rifle in hands at horse

When ready, say: Boy, you'd think there were ten of me

ATB: With rifle place at least one round on each target in any sequence, order or direction. Make rifle safe on horse between rails pointing into berm. Move to right horse and with shotgun engage the 4 shotgun targets right of the cactus till down. Make shotgun safe on horse ensuring barrel(s) are between the rails pointing into berm. Anywhere left of the cactus with pistols engage targets as per rifle instructions

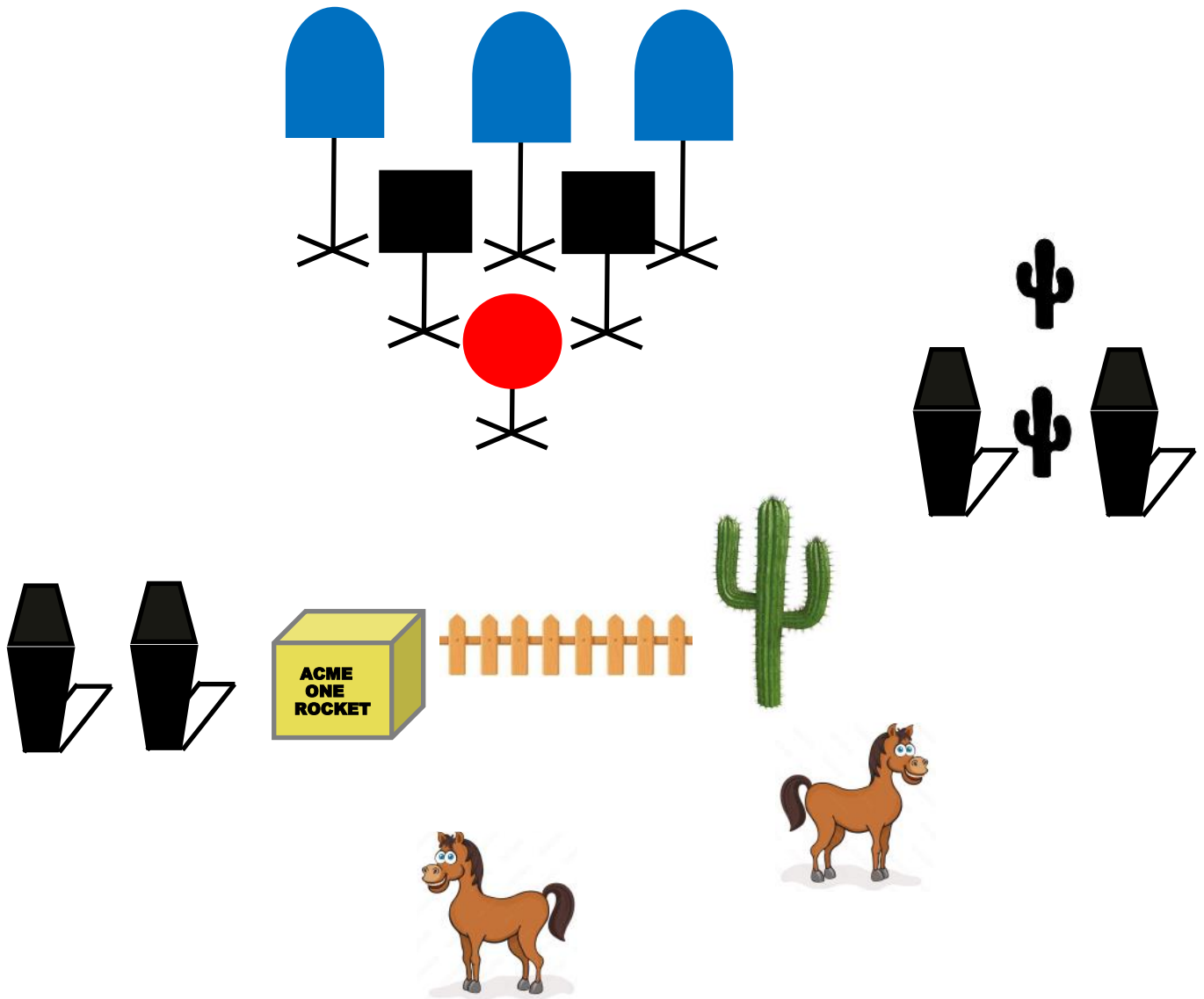
Take timer to next stage, but leave



spotting sticks

Stage 4

10 10 6+



Staging: Pistols, 5 rounds each holstered: rifle & shotgun staged on left horse.

Sequence: Rifle, SG, Pistols

Start: Both hands on staged rifle

When ready, say: You got a gun on you old man?

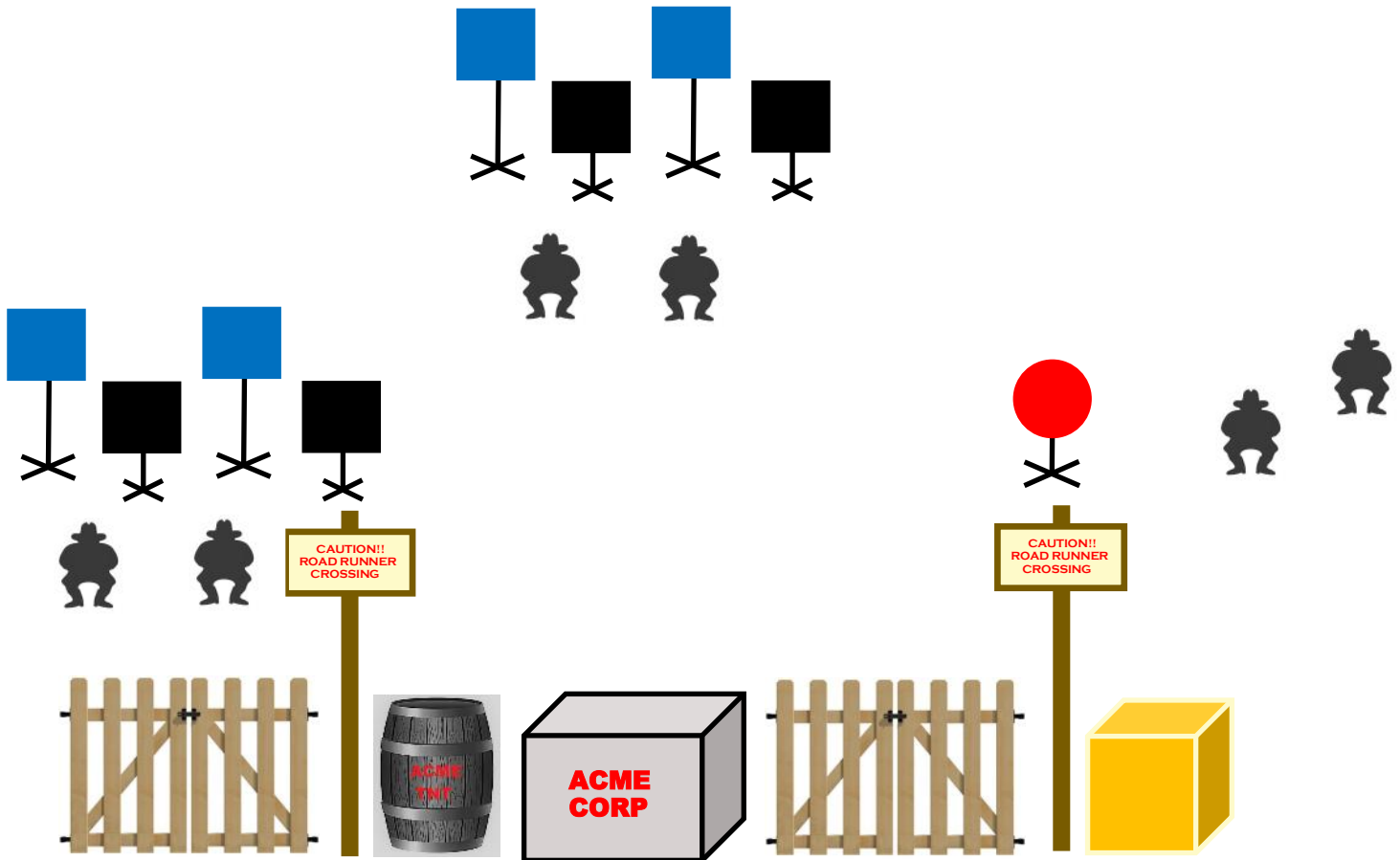
ATB: With rifle place one round on each blue tombstone, 2 rounds on each black square and 3 rounds on the red circle in any order, sequence or direction.. Make rifle safe on horse between rails pointing into berm, retrieve shotgun and from the horse engage the 2 left SG targets till down, then move in the direction of the right SG targets and anywhere right of the cactus engage all 4 SG targets till down. Make shotgun safe on right horse ensuring barrel(s) are between rails pointing into berm. OR take to ACME crate and make safe. From anywhere between the crate and the cactus with pistols repeat instructions as per rifle.

First pair of shotguns targets must be engaged from the left horse. Shooter may not proceed towards the other shotgun targets till first 2 are down.

Take timer to next stage, but leave  spotting sticks

Stage 5

10, 10, 2+



Staging: Pistols, 5 rounds each holstered: rifle on crate: shotgun staged on hay bale.

Sequence: Pistols, Rifle, SG

Start: Both hands touching top of fence

When ready, say: Who the hell gets drunk off a beer?

ATB: With pistols engage either cowboy knock down once and double tap both blue squares for 5 rounds. Repeat using the other knock down and both black squares. From crate with rifle repeat instructions as per pistols. From hay bale engage the shotgun targets till down.

May start with double taps or start with knock down. May shoot the blue squares first or the black squares first. As long as all 4 are used as colored pairs!!!

If a pistol, or a rifle knockdown are left standing, they can be made up with shotgun blast on the red circle for each one left standing at any time.

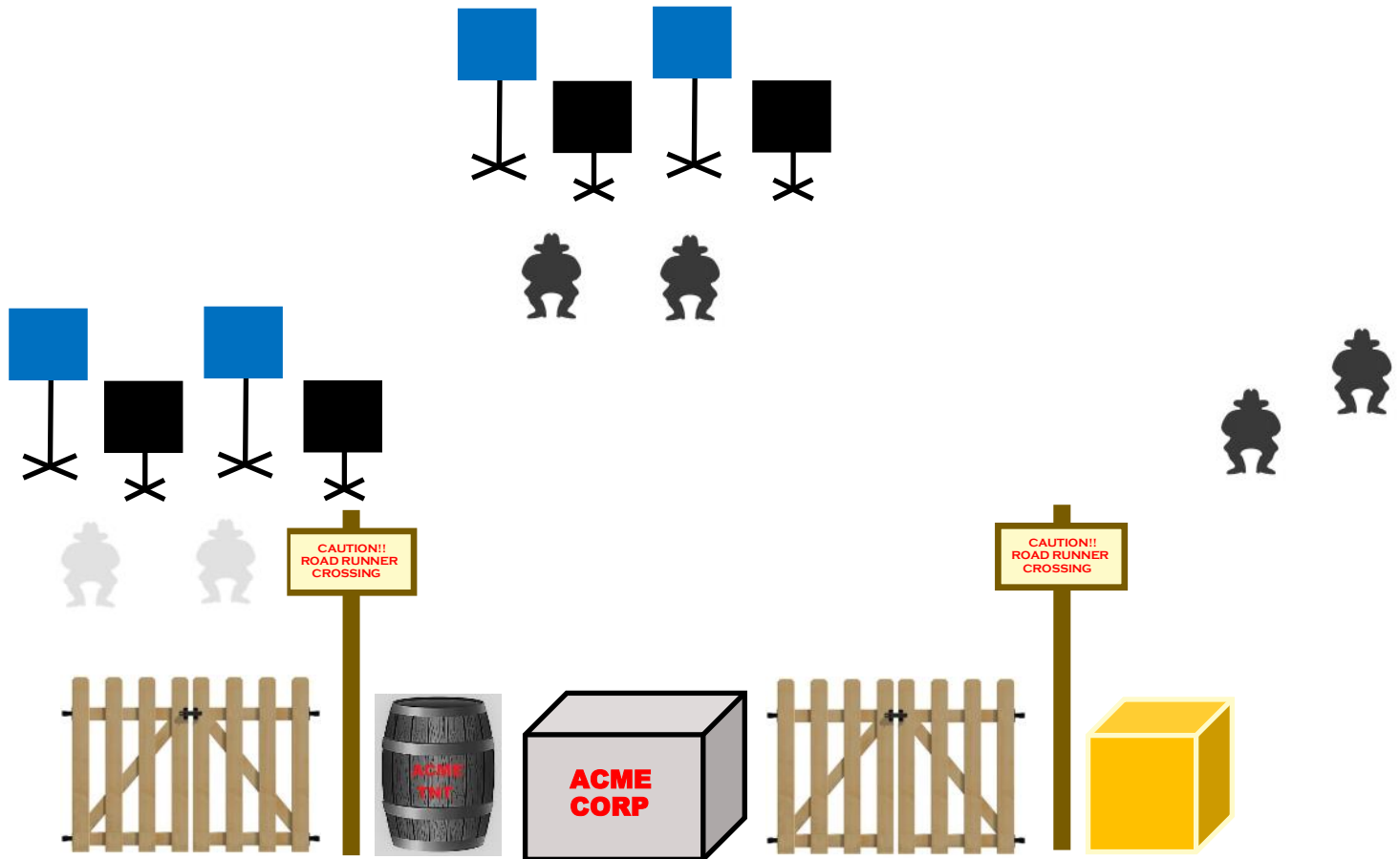
Take timer to next stage, but leave



spotting sticks

Stage 6

10, 10, 4+



Staging: Pistols, 5 rounds each holstered: rifle on crate: shotgun on crate.

Sequence: Pistols, Rifle, SG

Start: Both hands touching sign post

When ready, say: So what don't you want?

ATB: With pistols engage the 4 squares in a 3-2-3-2 sweep starting on either end. From crate with rifle repeat instructions as per pistols. Also from crate engage the 2 cowboy knock downs directly in front till down. From anywhere right of the right sign post engage the 2 shotgun targets till down.

The first 2 shotgun targets may be engaged anywhere between the crate and the right sign post but can not be shot on the run.

Take timer to next stage, but leave



spotting sticks