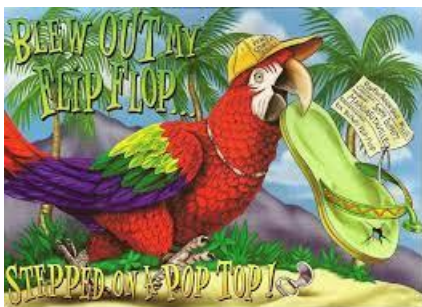


ARIZONA COWBOY SHOOTERS ASSOCIATION INC.

Saturday, Sep 9th 2023



Join us Sep 9th for our annual Margaritaville match. Feel free to wear your best, loudest, most colorful, or worst Hawaiian / Beach / Margaritaville / Jimmy Buffet themed shirt along with something casual for the lower half. Wear whatever you want on your head. Flip flops & sandals, however appealing and theme appropriate, don't quite meet any shooting safety standards whatsoever !!! So we will require some "real" footwear, however, the rest is up to your fashion sense or lack there of. Lets try and at least pretend to keep cool in the Arizona desert in September





Saturday, Aug 13th 2022

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

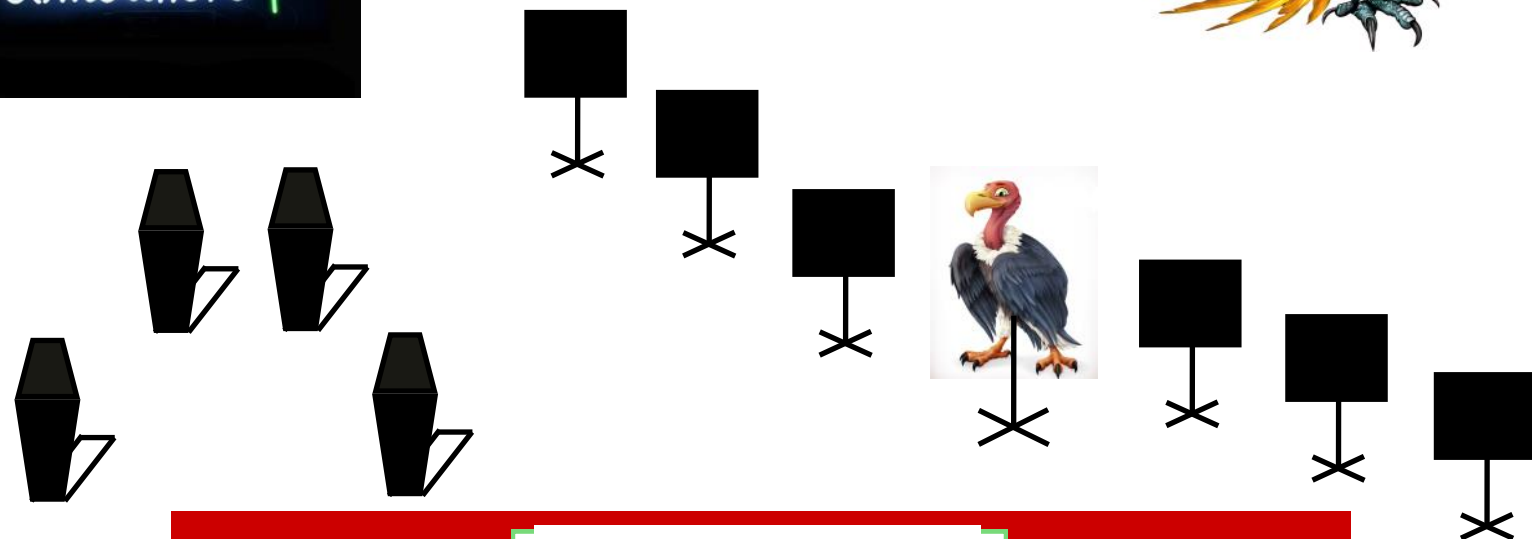
When a stage notes "repeat". It means repeat the instructions

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+



Window 1

Window 2

Doorway

Staging: Pistols, 5 rounds each holstered: Shotgun window 1 flat on shelf: Rifle window 2

Sequence: SG, Rifle, Pistols

Start: Stand directly behind blender with a "handful" of ice cubes in both, or cupped hands, hovering over, but not touching blender. May position blender anywhere on shelf. When ready, say: "It's 5 o'clock somewhere".

ATB: Drop the ice cubes into the blender, grab shotgun and engage all 4 targets till down. Make shotgun safe anywhere. From window 2 with rifle, starting AND finishing on the large ugly blue parrot, place 10 rounds on the 3 left squares and the "parrot" in any order sequence or direction. As long as the 1st & 10th round are on the "parrot", and the squares receive at least one round. From doorway with pistols repeat instructions as per rifle on the 3 right squares and the "parrot".

Take timer to next stage, but leave

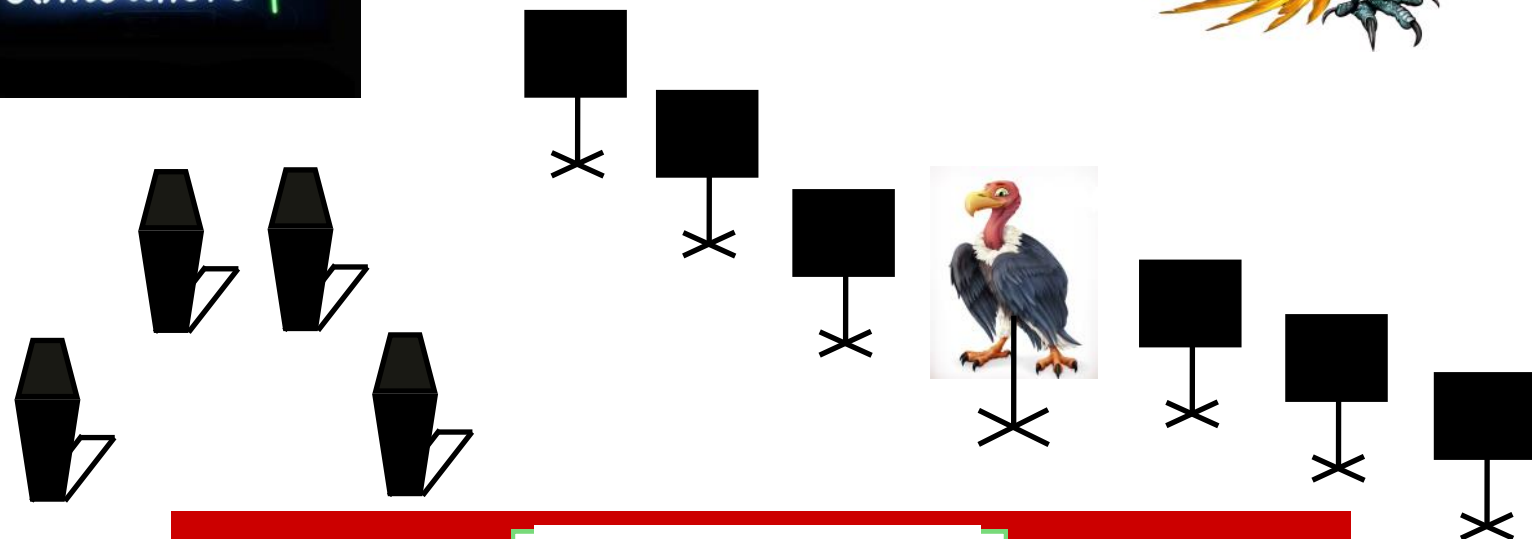


spotting sticks

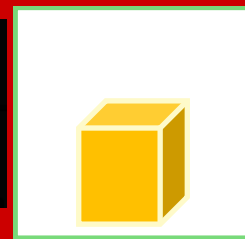


Stage 2

10 10 4+



RESORT



Window 1

Window 2

Doorway

Staging: Pistols, 5 rounds each holstered: Shotgun window 1: Rifle window 2:

Sequence: Rifle first then shooters choice

Start: Start at window 2 with both hands touching salt shaker any way desired. May position salt shaker on shelf anyway desired. Rifle flat on shelf.

When ready, say: "I found my lost shaker of salt".

ATB: With rifle shoot a progressive sweep on the large ugly blue parrot and the 3 LEFT squares starting on the parrot. From doorway with pistols repeat instructions as per rifle on the parrot and the 3 RIGHT squares starting on the parrot. From window 1 engage all 4 shotgun targets till down.

Take timer to next stage, but leave

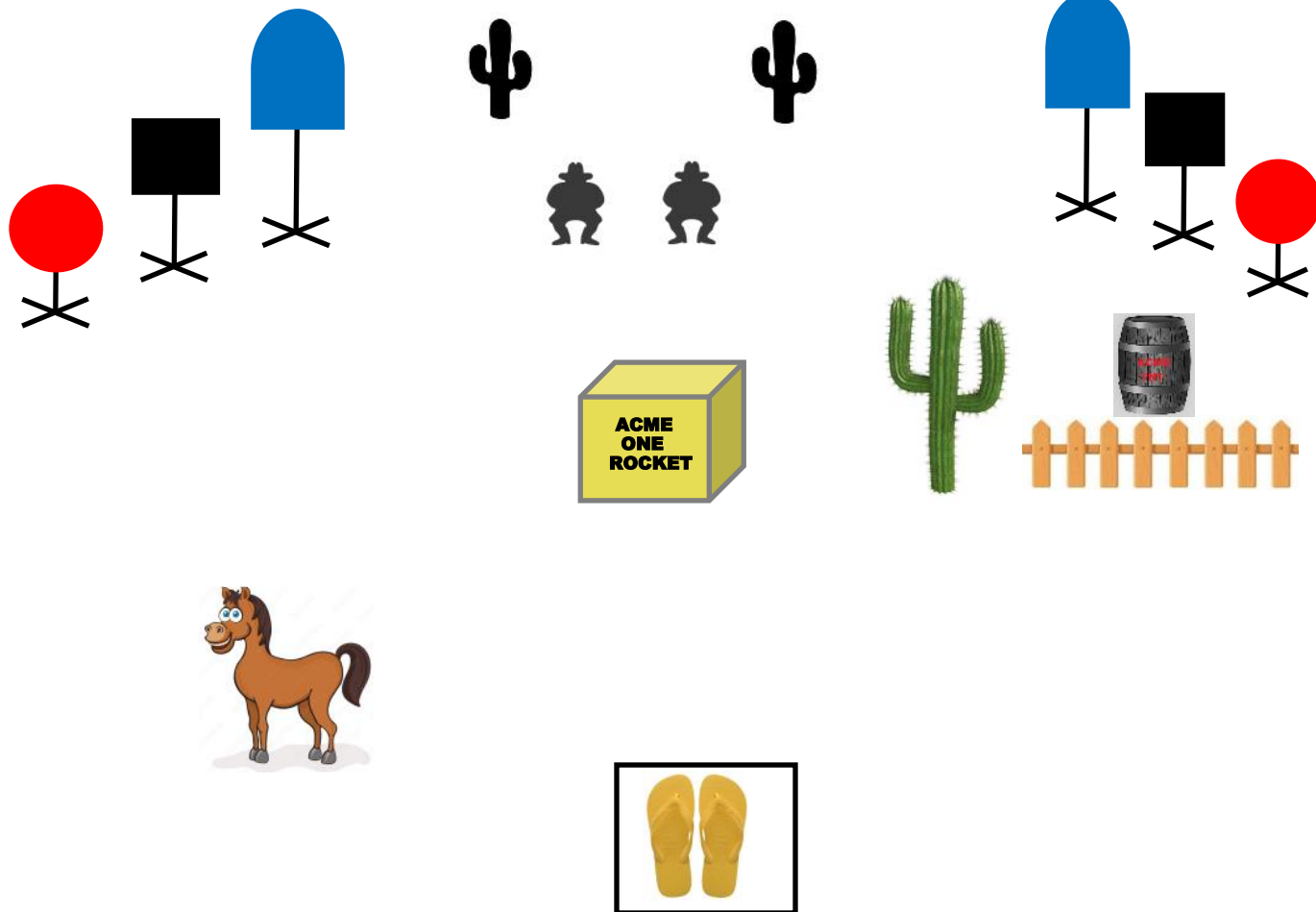


spotting sticks



Stage 3

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle on horse: Shotgun on ACME crate.

Sequence: Rifle, SG, Pistols

Start: Both feet inside square with a flip flop in each hand.

When ready, say: "I blew out my flip flops."

ATB: Drop, toss or otherwise dispose of the flip flops and move to the horse, where with rifle, sweep the targets twice from the same direction, then, place 4 rounds on the center square. May start sweep from either end, but must shoot second sweep from same end. Make rifle safe on horse between rails pointing into berm. Move to ACME crate and with shotgun engage the 4 shotgun targets till down. Make shotgun safe on crate and anywhere right of the cactus with pistols engage targets as per rifle instructions.

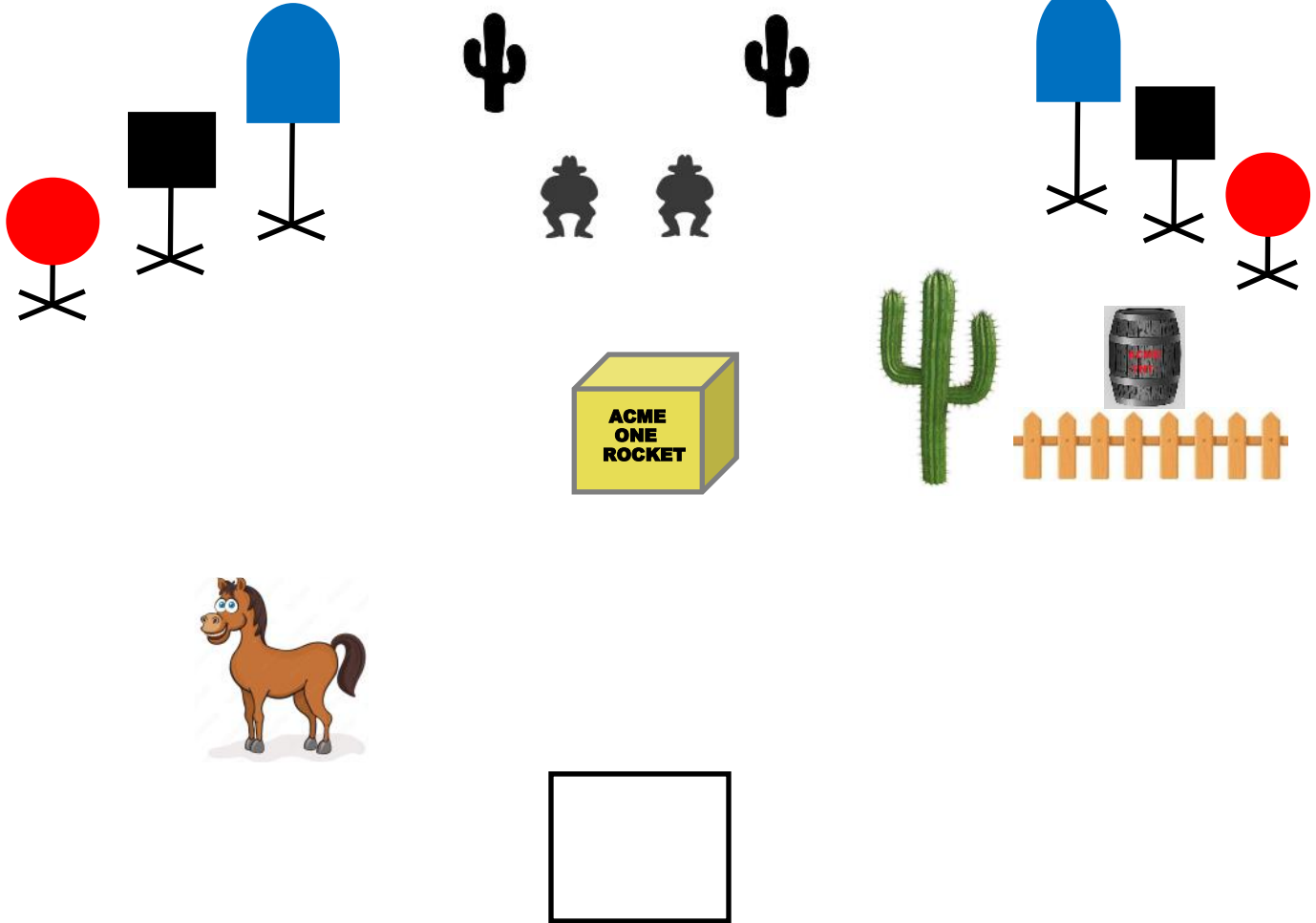
Pistol rounds must clear the right arm of the cactus. Do not shoot over the cactus

Take timer to next stage, but leave  spotting sticks



Stage 4

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle on horse: Shotgun on ACME crate.

Sequence: Rifle, Pistols, SG

Start: At horse rifle in hand.

When ready, say: "Wastin away again in Margaritaville".

ATB: With rifle shoot a Fibonacci sweep starting on either end. Make rifle safe on horse between rails pointing into berm. Move towards pistol targets and anywhere right of the cactus engage pistol targets as per rifle instructions. Move to ACME crate and with shotgun engage the 4 shotgun targets till down.

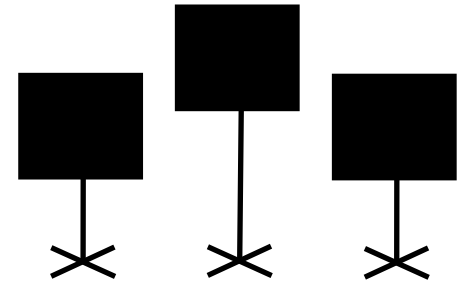
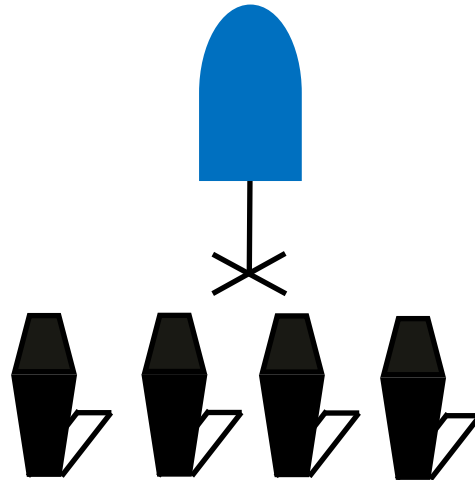
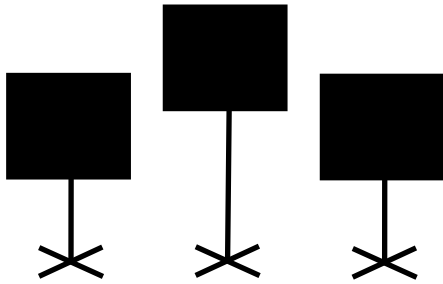
Pistol rounds must clear the right arm of the cactus. Do not shoot over the cactus

Fibonacci sweep 2-3-5

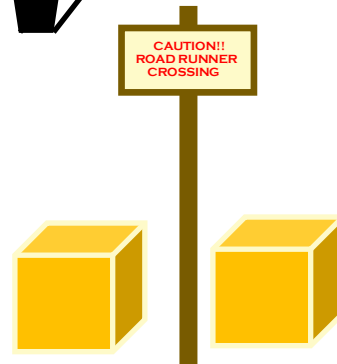
Take timer to next stage, but leave  spotting sticks

Stage 5

10 10 4+



Table



Staging: Pistols 5 rounds each holstered: Rifle and shotgun staged on table.

Sequence: Rifle, Shotgun, Pistols

Start: Stand directly behind the pot of boiling water at position 1 with at least one shrimp in each hand hovering over pot. May position pot anywhere desired.

When ready, say: "Smell those shrimp, they're beginning to boil!"

ATB: Drop the shrimp into the boiling pot of water, then with rifle place 8 rounds on the three left black squares and 2 rounds ONLY on the blue tombstone in any order sequence or direction. Make rifle safe and with shotgun engage the 4 knock downs from anywhere. Make shotgun safe on table OR either haybale. From anywhere right of the sign post repeat instructions as per rifle on the three right squares and the blue tombstone.

Shooter may position the shrimp pot and their long guns at position 1 as desired, but must start directly behind the pot with shrimp in each hand.

Take timer to next stage, but leave

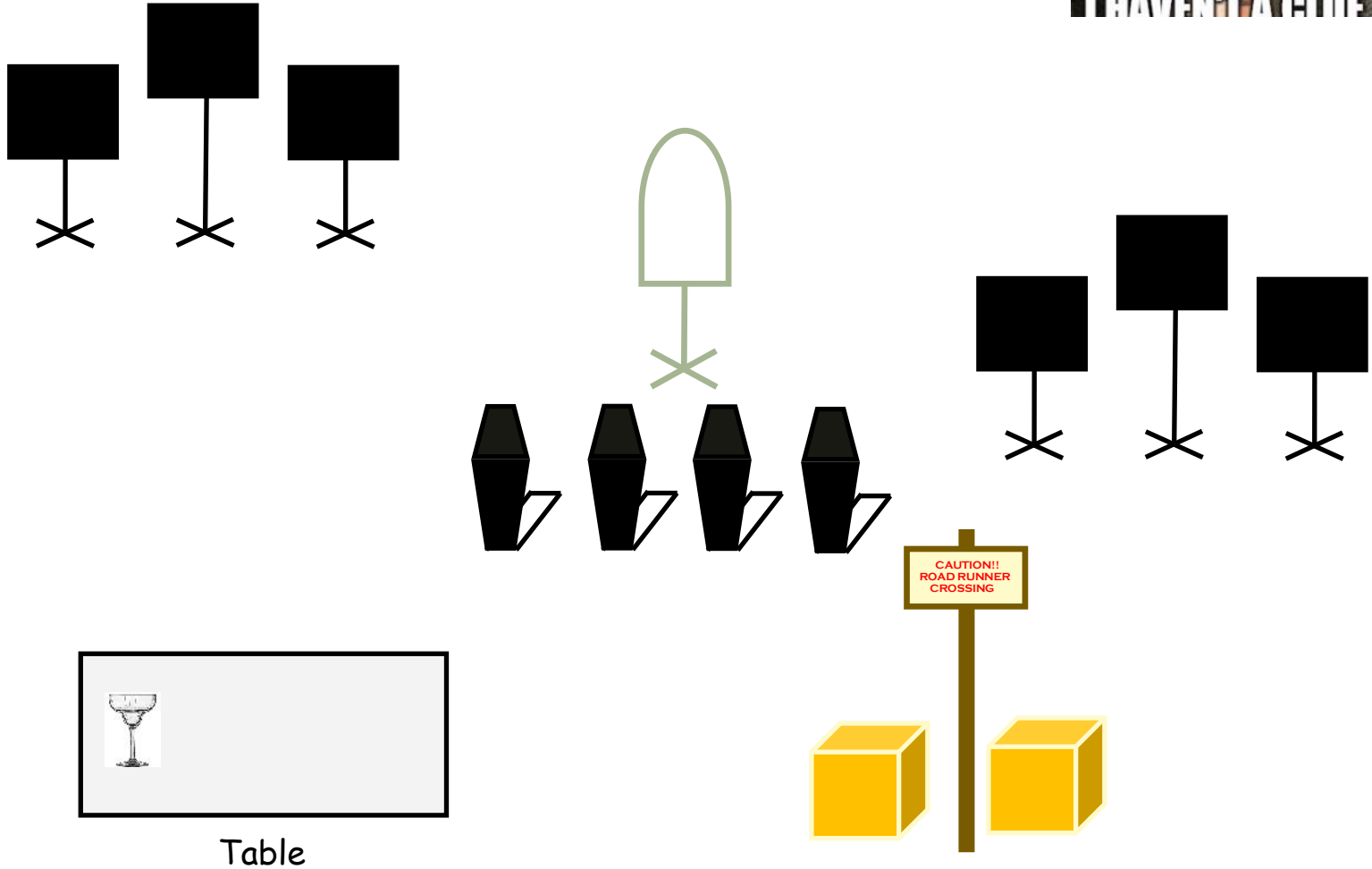


spotting sticks



Stage 6

10 10 4 +



Staging: Rifle on table: Pistols 5 rounds each holstered: Shotgun on left hay bale.
Sequence: Rifle, then shooters choice.
Start: Start at table with one hand touching vertically staged margarita glass. The other hand anywhere. Yes ! Touching rifle if so desired!
 When ready, say: "It's a real beauty, a Mexican cutie"
ATB: Upturn margarita glass onto table and with rifle shoot a double tap Nevada sweep starting on either end. Make rifle safe on table. From anywhere left of the sign post engage 4 SG knockdowns till down and from anywhere right of the sign post engage pistols as per rifle instructions. Shooter may place the margarita glass anywhere on the table, but the base of the glass must remain flat on the table prior to the buzzer.
 Tombstone not in play



Take timer to next stage, but leave



spotting sticks