



Saturday, Nov 11th 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

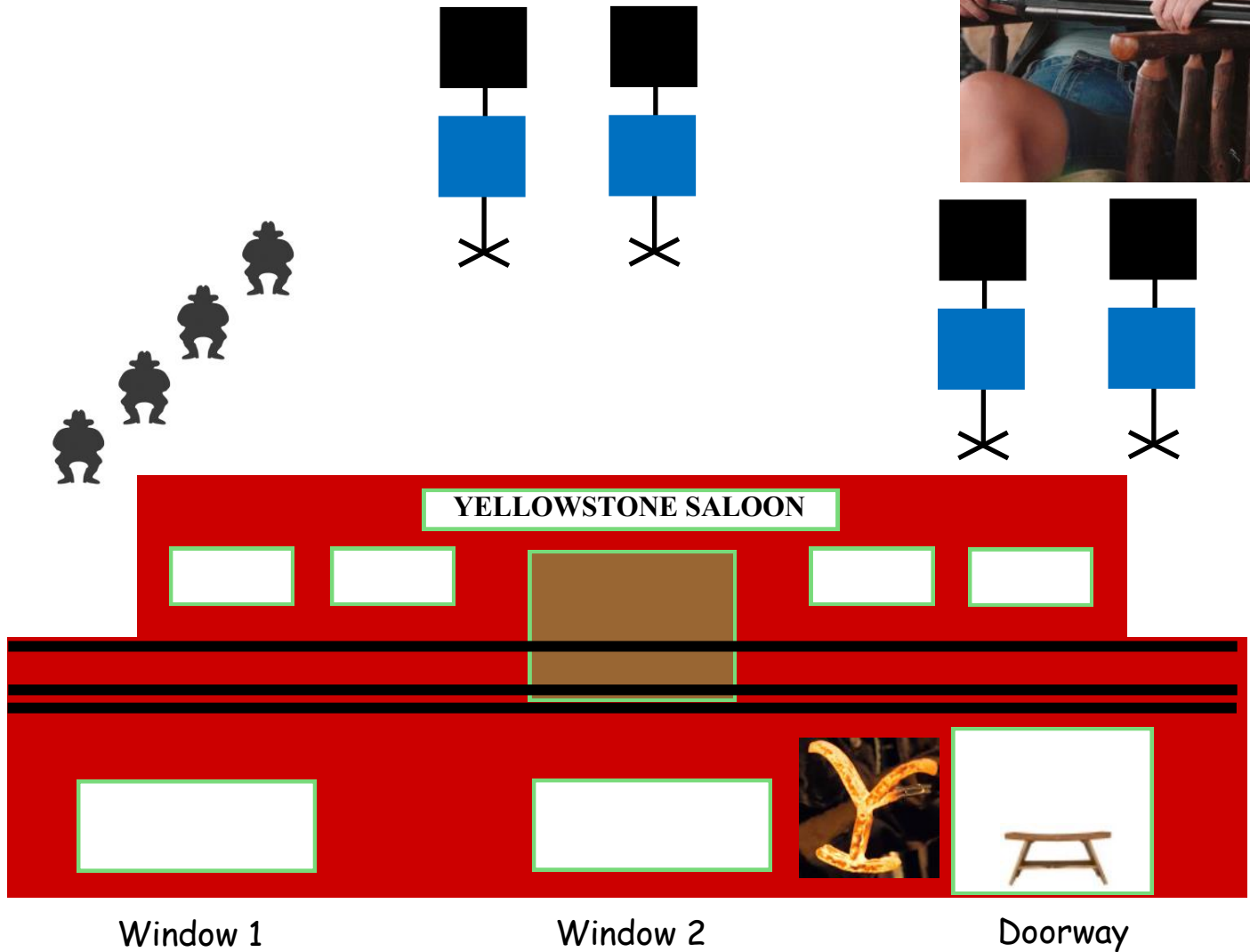
When a stage notes "repeat". It means repeat the instructions

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 staged anywhere

Sequence: Shooter's choice, rifle not last.

Start: At the ready.

When ready, say: "You're the trailer park, I'm the Tornado".

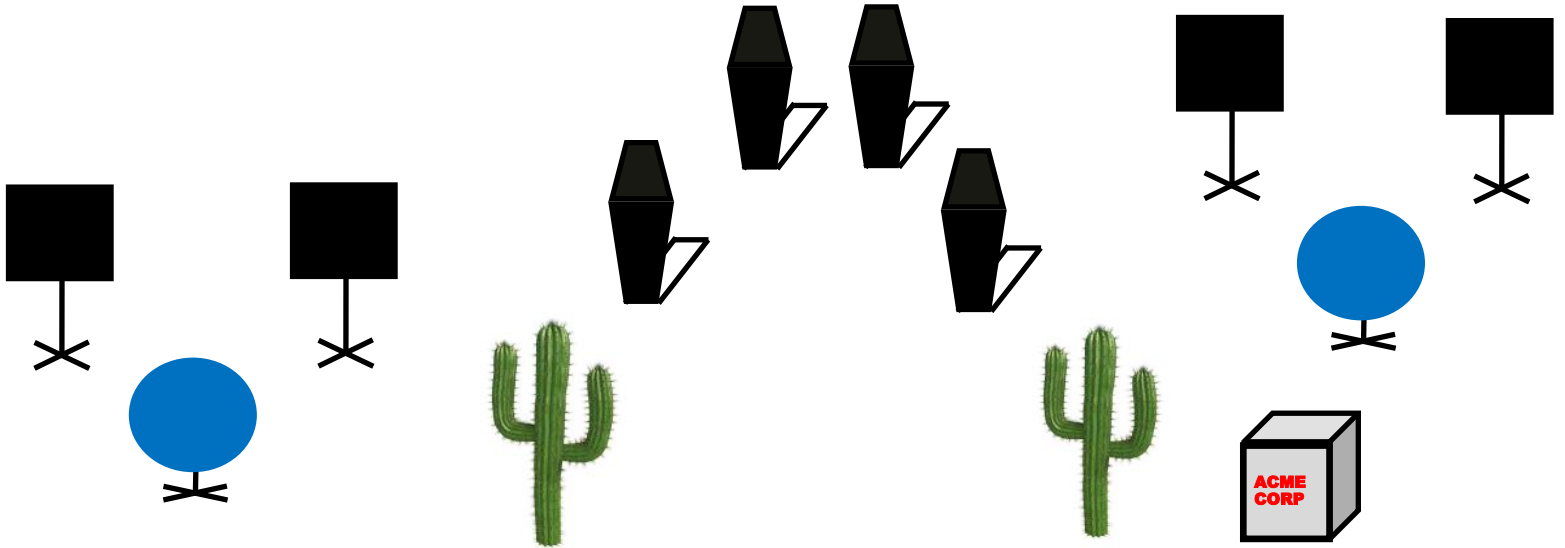
ATB: From window 1 with shotgun, engage all targets till down. From window 2 with rifle place 5 rounds on the blue squares and 5 rounds on the black squares in any order sequence or direction. From doorway with pistols repeat instructions as per rifle.

Squares must receive at least one round.

Take timer to next stage, but leave  spotting sticks

Stage 2

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Shotgun & Rifle staged on horse.

Sequence: Rifle, SG, Pistols

Start: At horse, rifle in hands.

When ready, say: "All the angels are gone, son. There's only devils left"

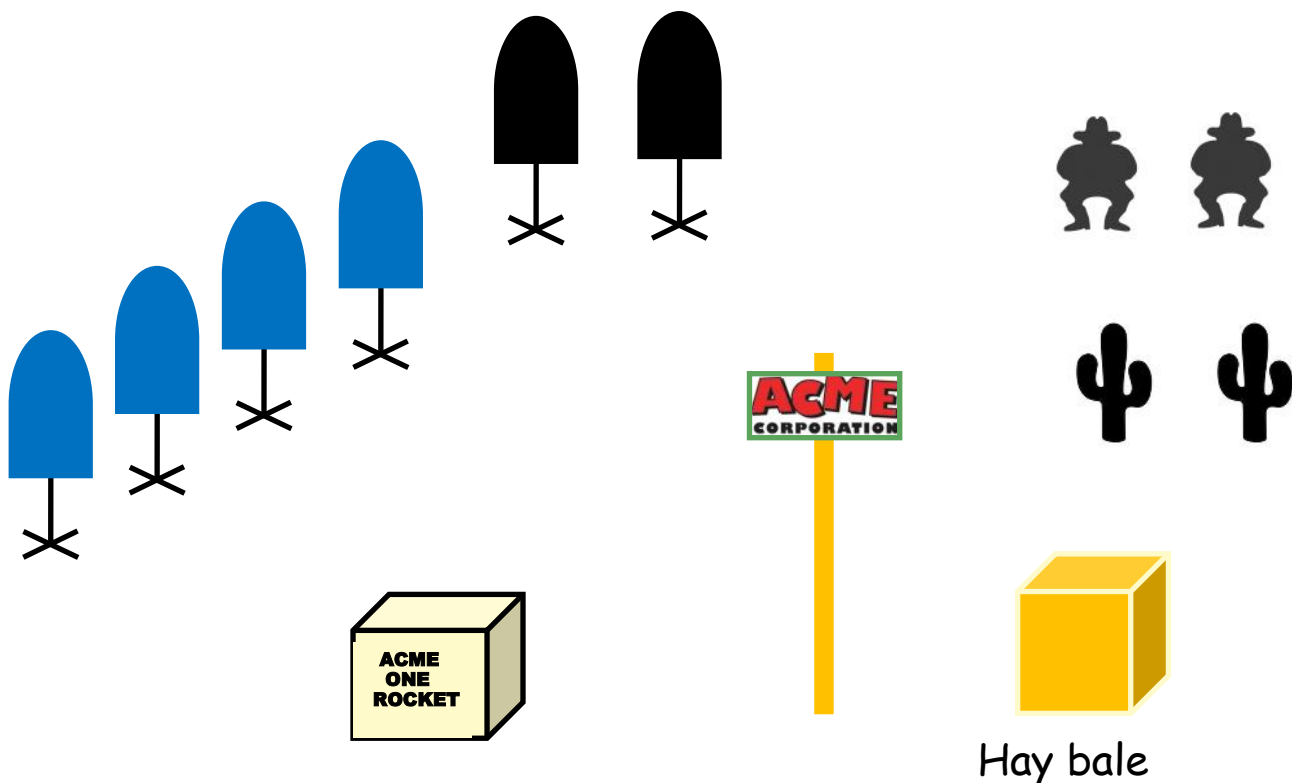
ATB: From horse with rifle shoot 3-4-3 "V". Start on either black square.

Make rifle safe fully flat between the guides on top of horse pointing to berm. Retrieve shotgun and from anywhere between the 2 cactus engage all 4 SG targets till down. Make SG safe on cargo box and with pistols repeat instructions as per rifle.

Take timer to next stage, but leave  spotting sticks

Stage 3

10 10+1 4+



Staging: Pistols, 5 rds each holstered: Rifle ACME crate: SG staged anywhere
Sequence: Pistols, Rifle, Shotgun. Blackjack sweep. 21 round progressive sweep
Start: Anywhere left of, or at the ACME crate with hand(s) on pistol(s).
 When ready, say: "Just tell me who to fight".
ATB: With pistols starting on the left blue tombstone, shoot a progressive sweep on the 4 blue tombstones. (1-2-3-4) Retrieve rifle from ACME crate and continue the 21 round sweep placing 5 rounds on the left black tombstone and 6 rounds on the right black tombstone. Make rifle safe, and anywhere right of the sign post engage the 4 SG targets till down.
 Rifle reload may be made at any time.

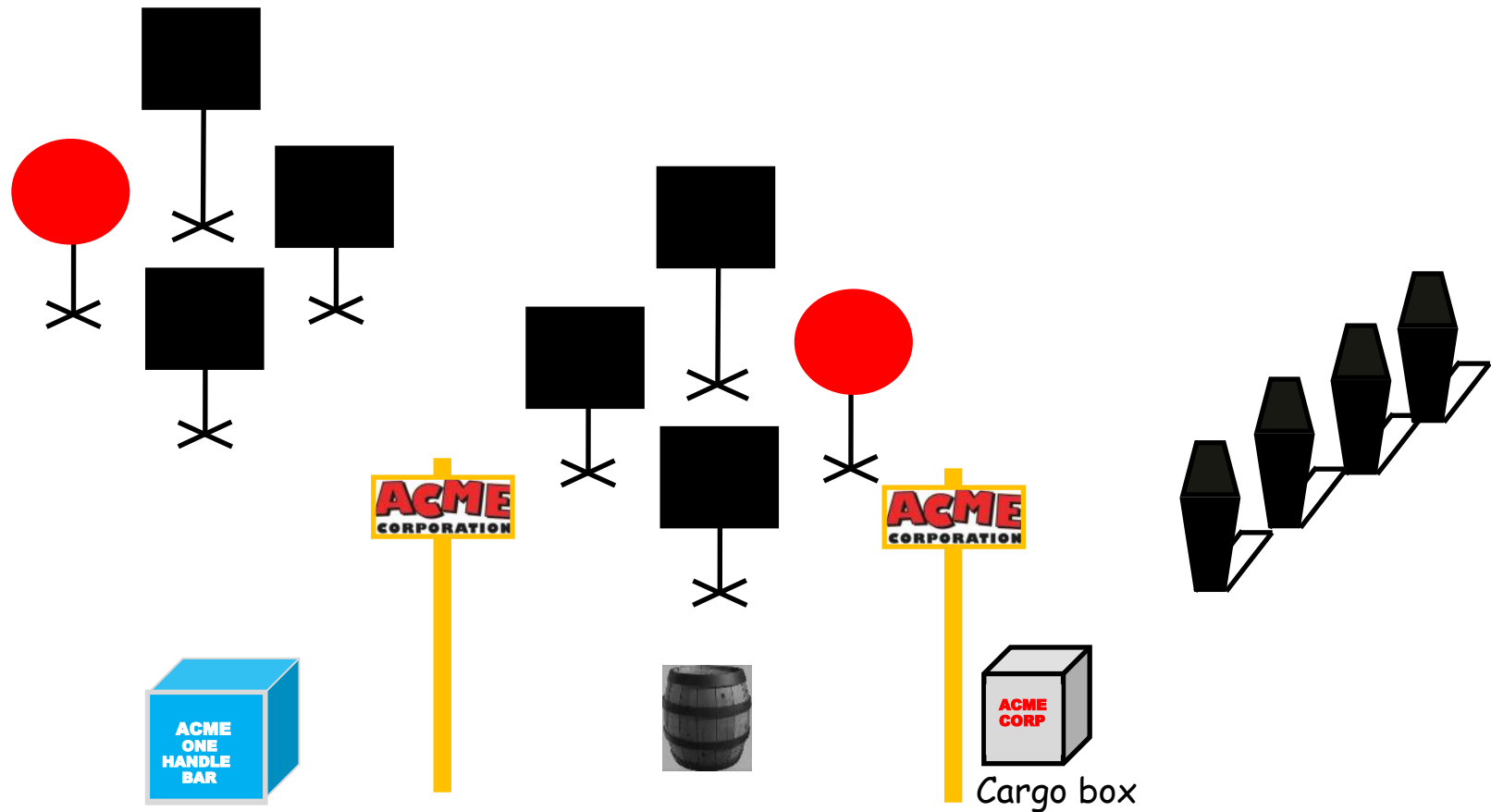
Take timer to next stage, but leave



spotting sticks



Stage 4
10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle ACME Handlebar Crate:
 SG staged on Cargo box

Sequence: Rifle, Pistols, SG

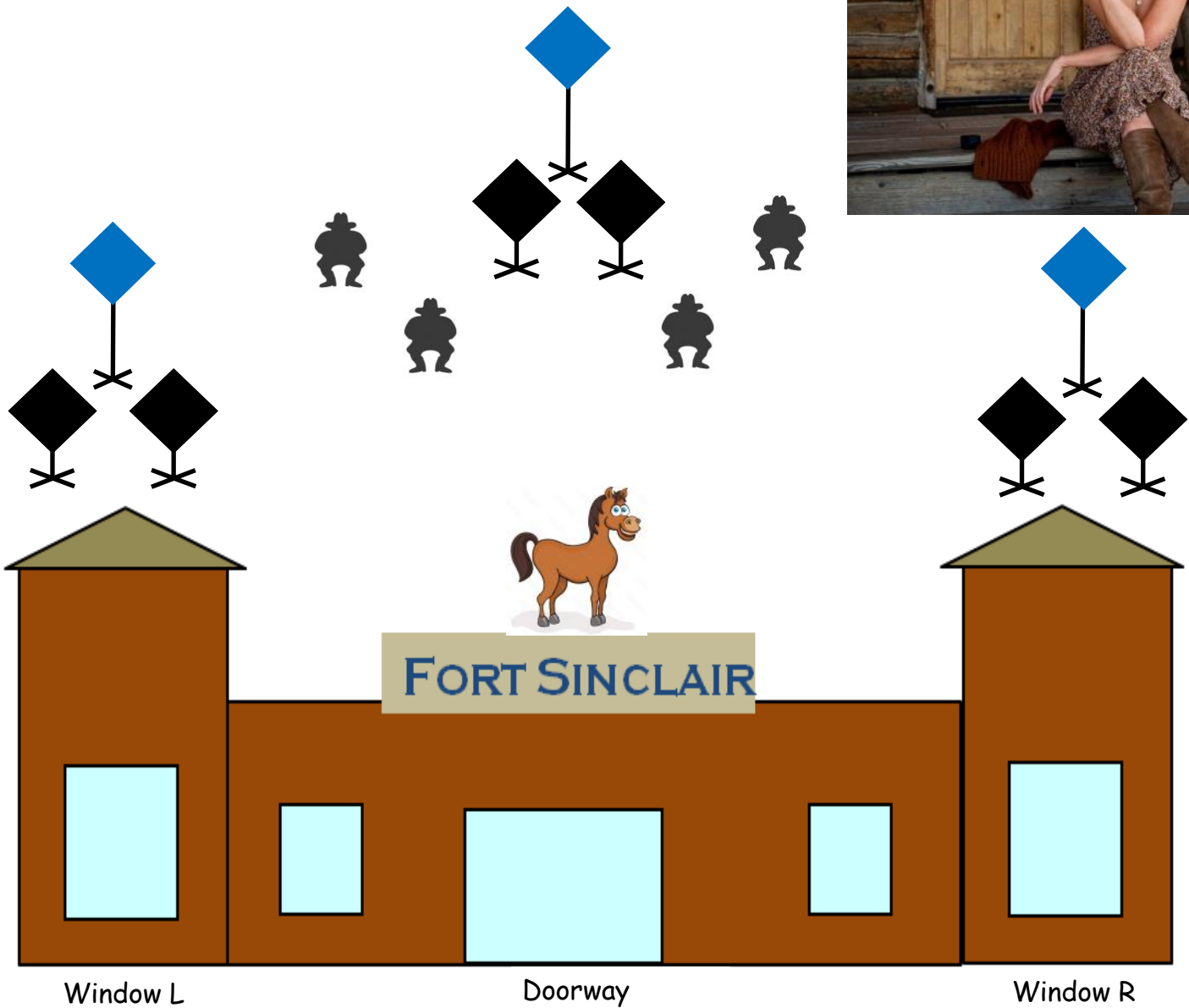
Start: At ACME Handlebar Crate with hands at low surrender.
 When ready, say: "We're with the Yellowstone."

ATB: From ACME crate with rifle place 2 rounds on each black square and 4 rounds on the red circle in any order, sequence or direction. Anywhere between the sign posts with pistols repeat instructions as per rifle. From anywhere with shotgun engage 4 targets till down

Take timer to next stage, but leave  spotting sticks

Stage 5

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle & SG on horse

Sequence: Pistols, Rifle, SG

Start: At left or right window with hand(s) on pistol(s).

When ready, say: "I doubt that's going to save you buddy".

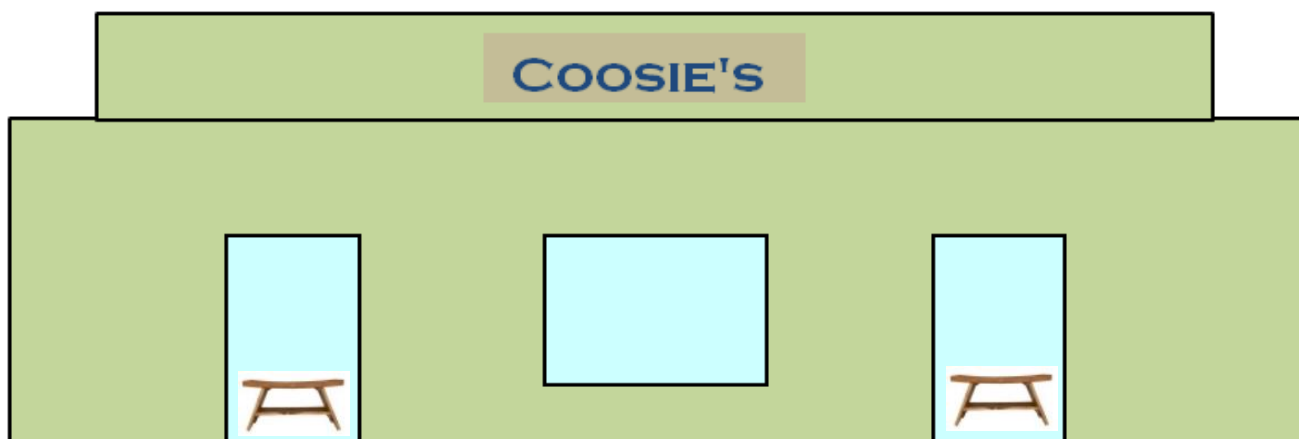
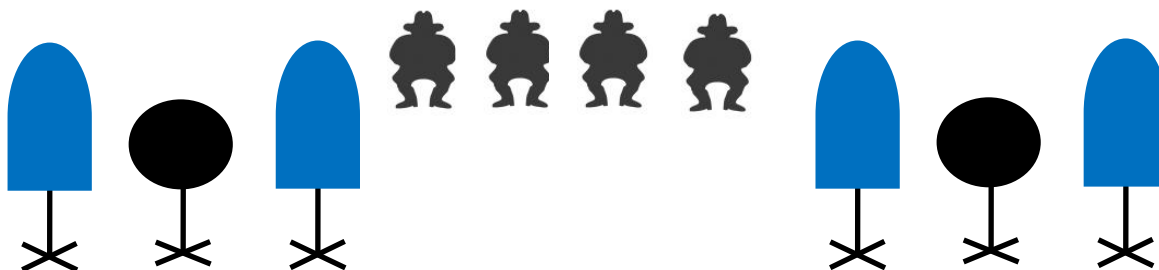
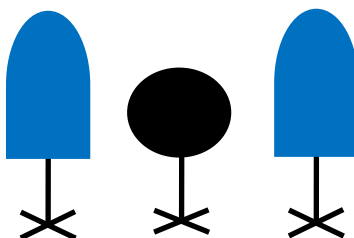
ATB: From L or R window, with pistols shoot a regressive sweep starting and finishing on the blue target, clockwise or counterclockwise. Move to horse, retrieve rifle and repeat instructions as per pistols. Make rifle safe and with shotgun engage all 4 targets till down

Shotgun targets must be engaged from the horse. May not move downrange after rifle has been made safe.

Take timer to next stage, but leave  spotting sticks

Stage 6

10 10 4+



Staging: Pistols, 5 rounds each holstered: Rifle & Shotgun in window

Sequence: Shooters choice. Rifle not last

Start: At the ready.

When ready, say: "On this I stand with you"

ATB: From left or right doorway with pistols triple tap the circle, then place one round on each tombstone and repeat. From window with rifle repeat instructions as per pistols and with shotgun engage 4 SG targets till down.

Take timer to next stage, but leave



spotting sticks