



Saturday, Dec 9 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

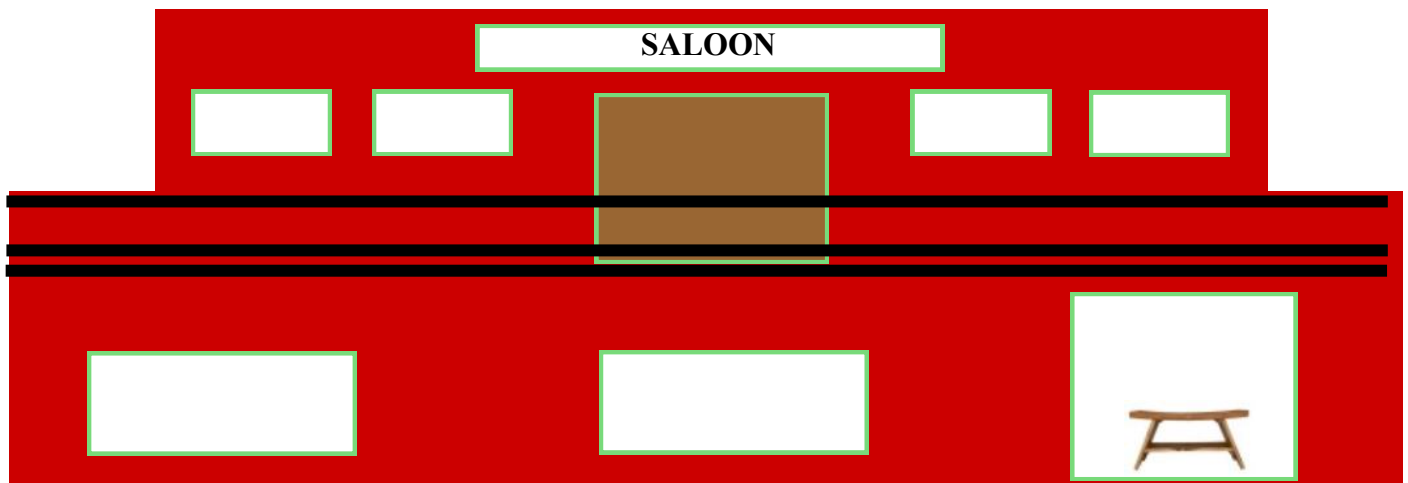
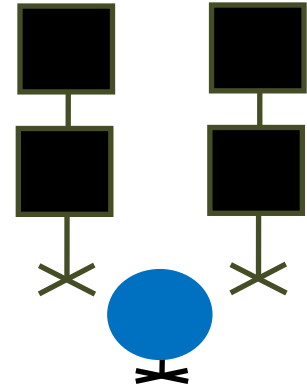
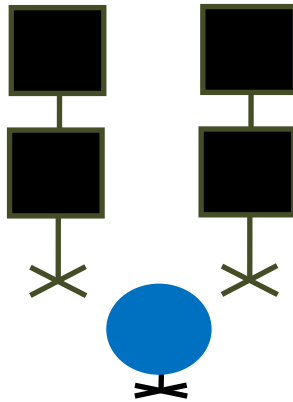
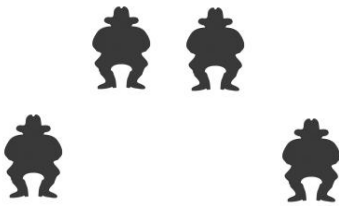
Comstock Rules: All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise.



RANGO

Stage 1

10 10 4+



Window 1

Window 2

Doorway

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: "But he's a snake and you're a lizard".

ATB: From window 1 with shotgun, engage all 4 targets till down. From window 2 with rifle shoot a 3-1-1 sweep starting on the blue circle and using the left 2 black squares, and repeat the sweep using the 2 right black squares. May start with either sweep. From doorway with pistols repeat instructions as per rifle.

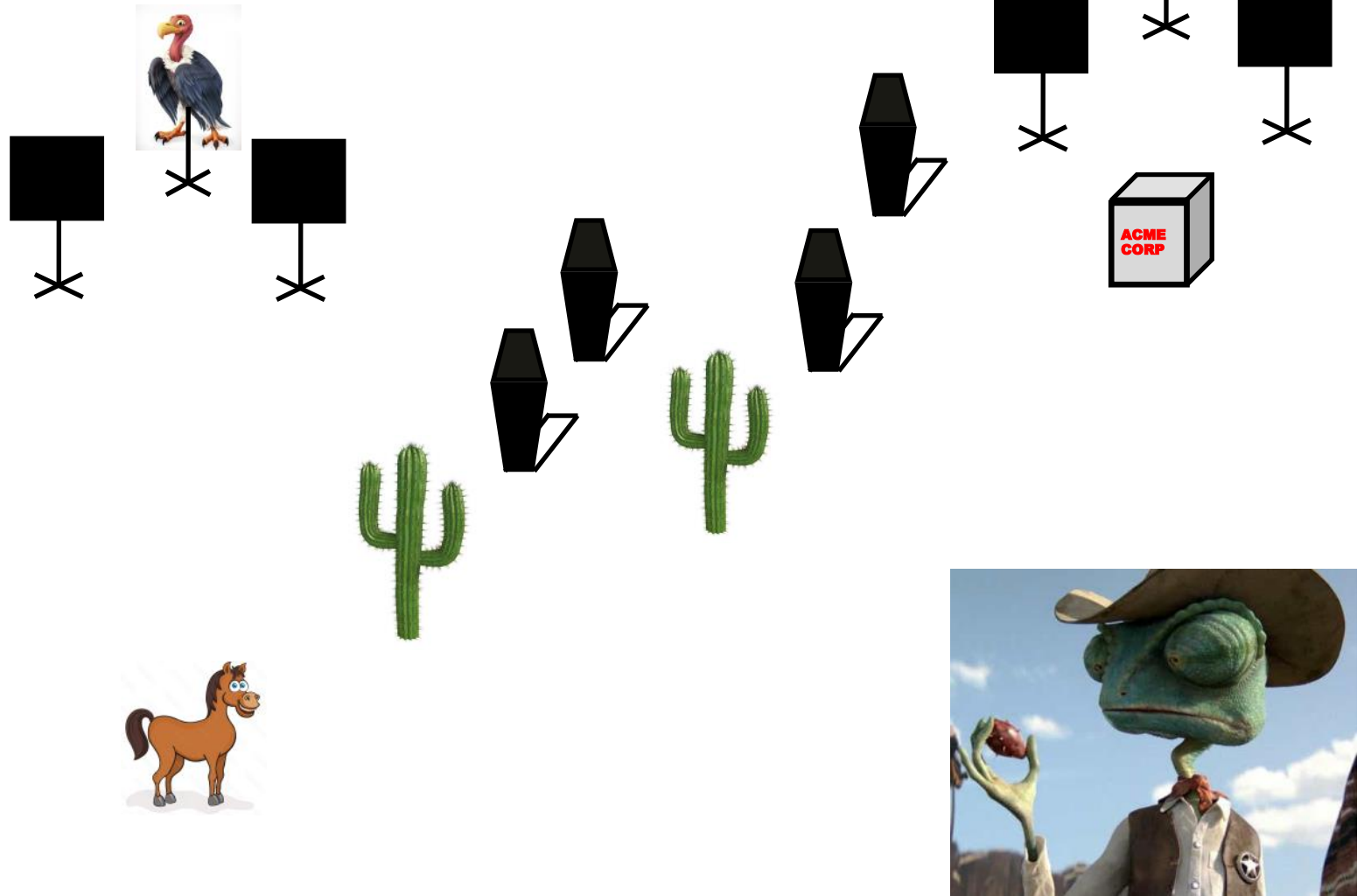
Take timer to next stage, but leave



spotting sticks

Stage 2

10 10 4+



Staging: Pistols, 5 rounds each holstered: Shotgun staged on horse.
Rifle in hands at horse.

Sequence: Rifle, SG, Pistols

Start: At horse, rifle in hands.

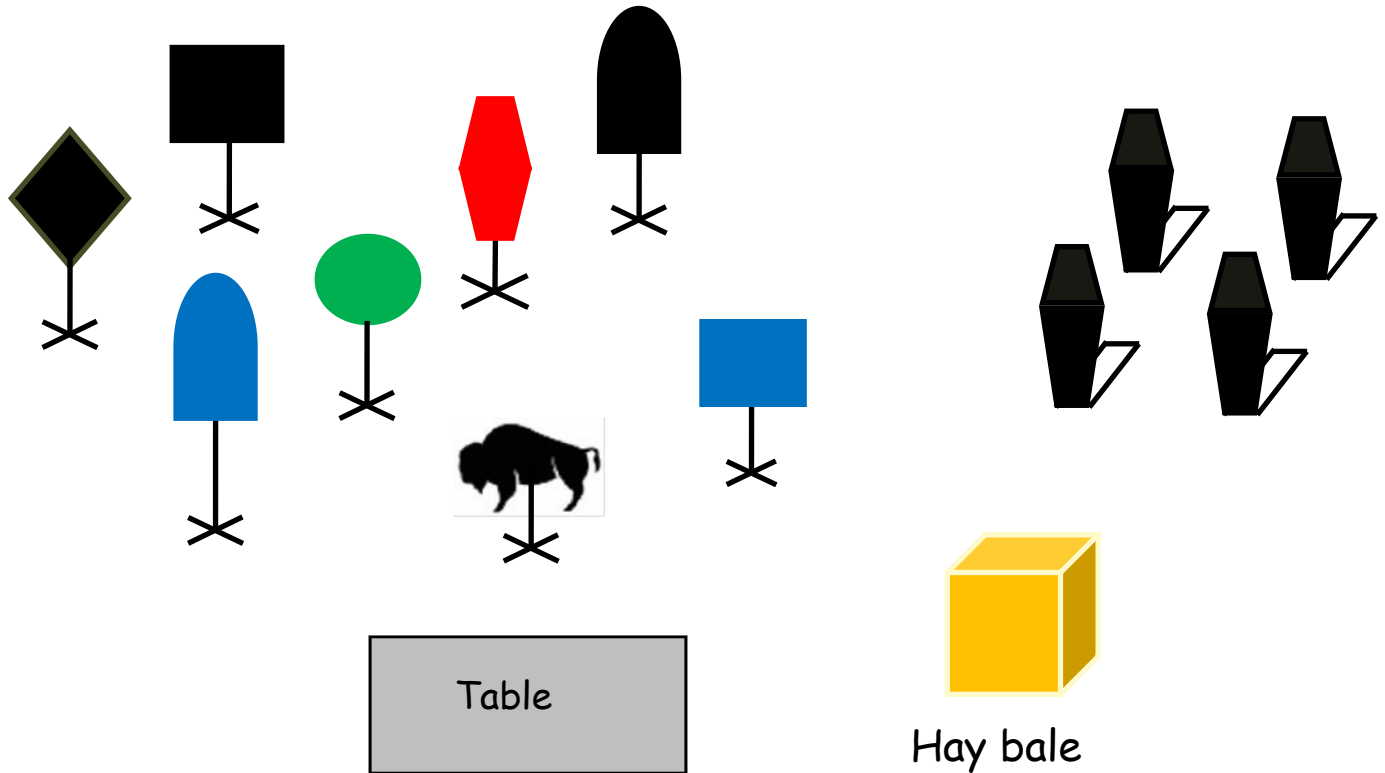
When ready, say: "The name's Rango"

ATB: From horse with rifle shoot a continuous Nevada sweep starting on either square while double tapping the blue buzzard. Make rifle safe fully flat between the guides on top of horse pointing to berm. Retrieve shotgun and engage the left pair of shotgun targets till down anywhere between the 2 cactus, then the right pair of shotgun targets anywhere right of the right cactus. Make SG safe on

Take timer to next stage, but leave  spotting sticks

Stage 3

10 10 4+



Staging: Pistols, 5 rds each holstered, OR staged on the table: Rifle on table:
SG on haybale

Sequence: Shooters choice, rifle not last.

Start: At the ready.

When ready, say: "Can I have your boots when you're dead?"

ATB: From the table using pistols and rifle, place 20 rounds on the 8 targets any way desired. Each target must receive at least 1 round. From haybale with shotgun engage the 4 SG targets till down.

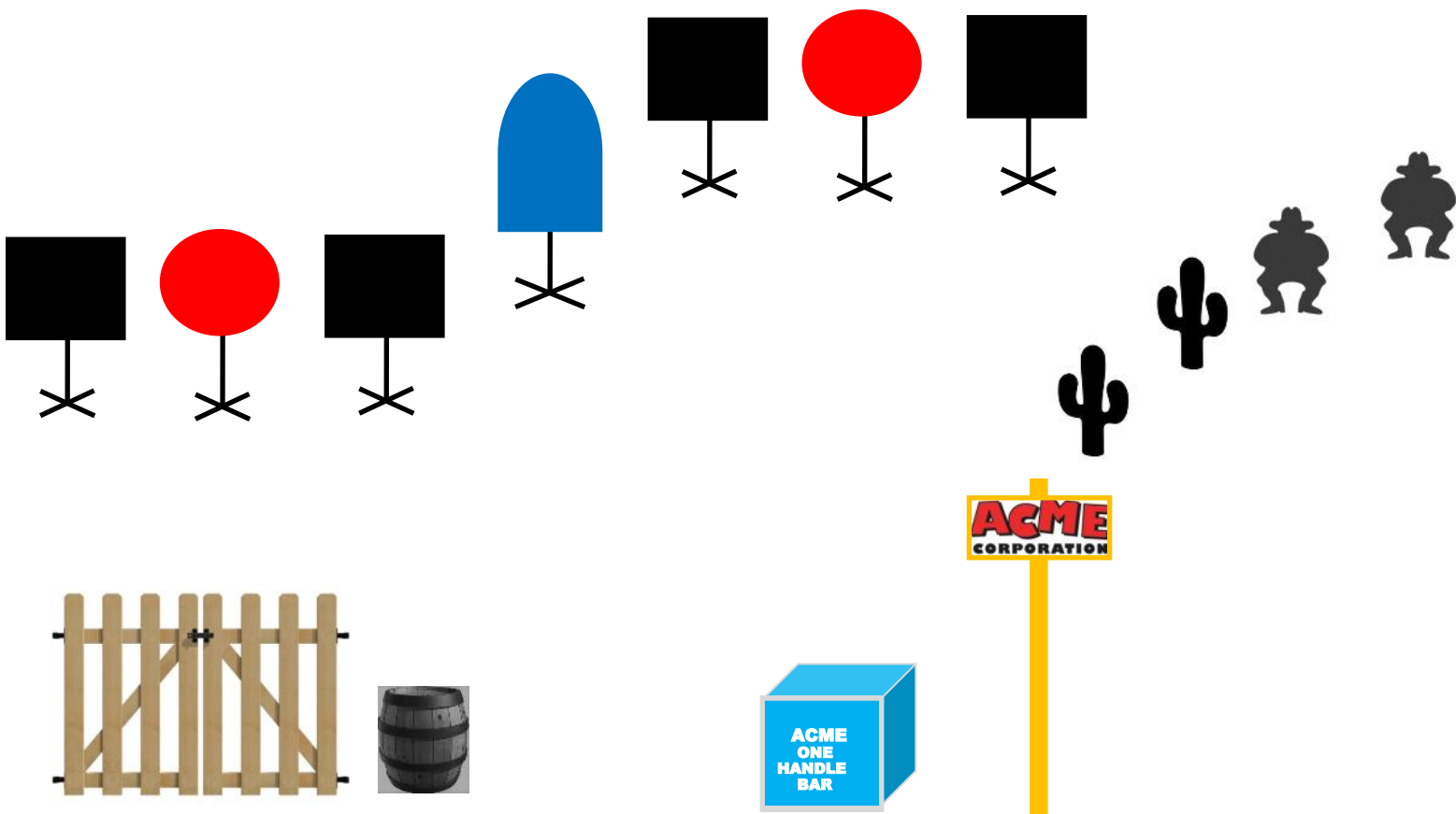
Pistol or pistols may be re holstered or returned to the table after use.

Take timer to next stage, but leave



spotting sticks

Stage 4
10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle and shotgun on ACME Handlebar Crate:

Sequence: Pistols, Rifle, SG

Start: With both hands touching any part of the fence.

When ready, say: "Get your slimy webbed phalanges off my boots"

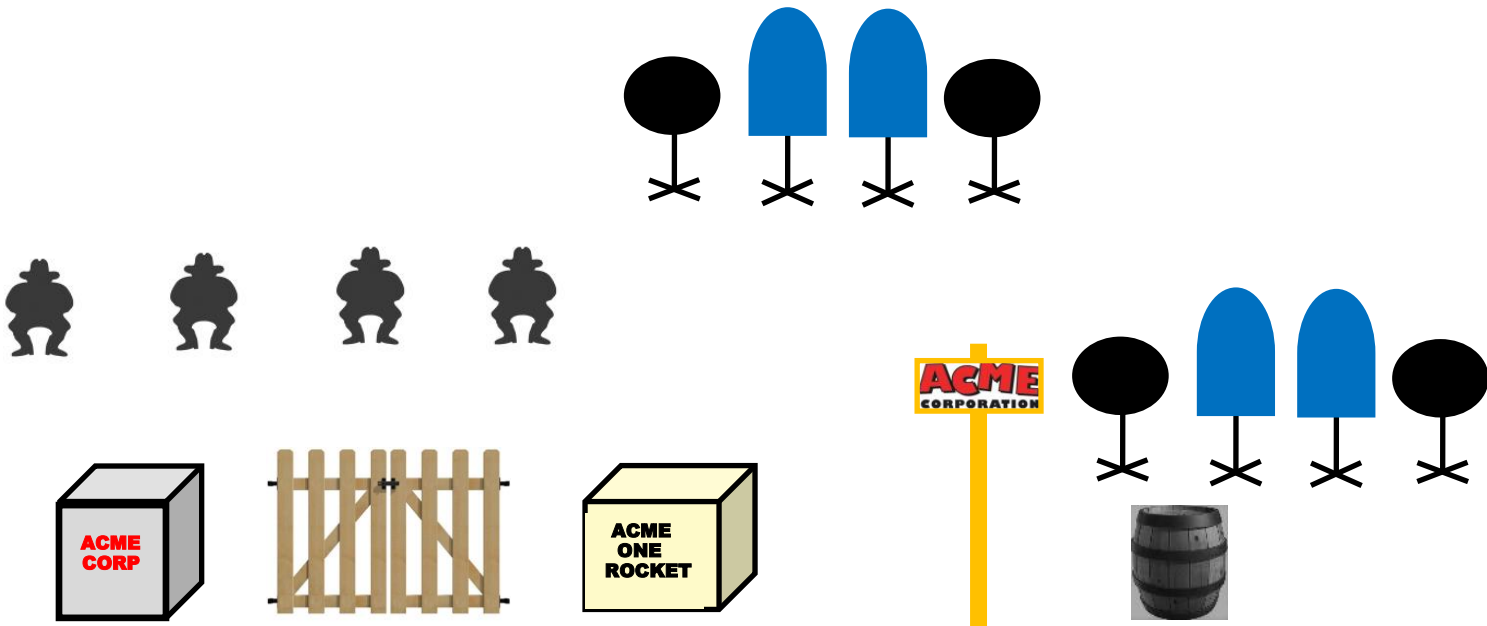
ATB: From fence with pistols place three rounds on each black square, three rounds on the red circle and 1 round on the blue tombstone in any order sequence or direction. From the ACME crate with rifle repeat instructions as per pistols. From anywhere right of the sign post with shotgun engage 4 targets till down

Take timer to next stage, but leave  spotting sticks



Stage 5

10 10 4+



Staging: Pistols, 5 rounds each holstered: Rifle on ACME ROCKET crate:
 Shotgun on ACME CORP cargo crate, left of the fence:

Sequence: Shotgun, Rifle, Pistols

Start: Hands at low surrender.

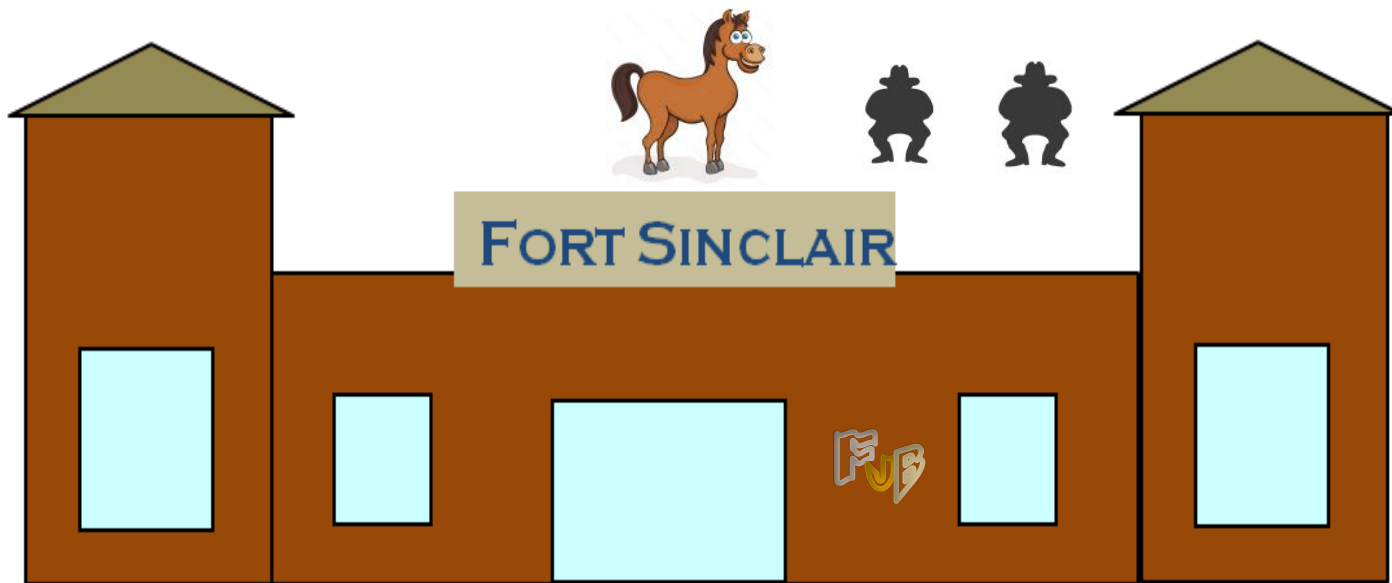
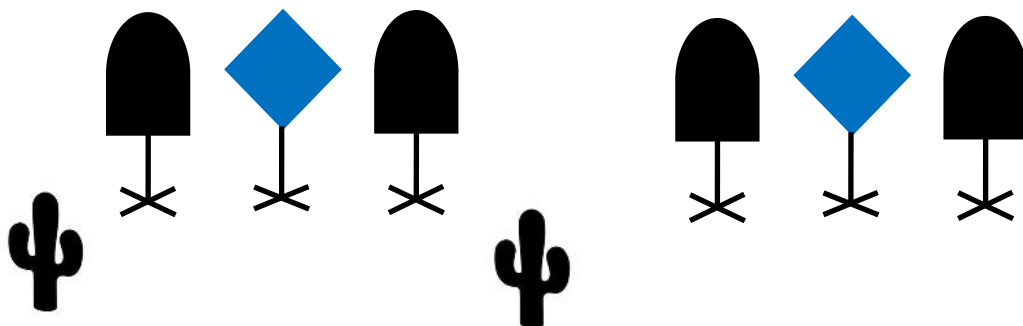
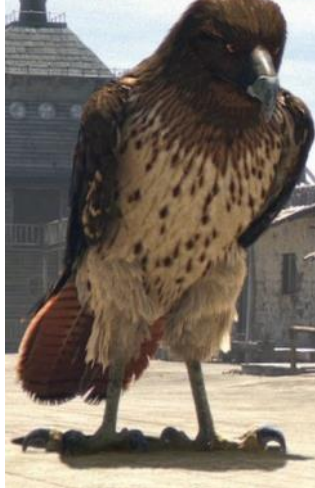
When ready, say: "You're a stranger. Strangers don't last long here."

ATB: Starting at ACME CORP cargo crate with shotgun, engage all 4 targets till down. Make shotgun safe on either crate. From ACME ROCKET crate with rifle, double tap each tombstone, then single tap each circle, then double tap each tombstone. Any where right of the sign post with pistols repeat instructions as per rifle. Shotgun targets may be engaged any where at, or between the 2 crates.

Take timer to next stage, but leave  spotting sticks

Stage 6

10 10 4+



Doorway

Left Window

Right Window

Staging: Pistols, 5 rounds each holstered: Shotgun left window: Rifle right window

Sequence: Rifle, SG, SG, Pistols

Start: At right window, rifle in hands.

When ready, say: "You kill bird? Bird dead, snake come"

ATB: From right window, with rifle shoot a Fibonacci sweep starting on either end. Make rifle safe vertically. Move to left window and with shotgun engage the 2 cowboy knock downs directly in front till down. Exit through doorway with shotgun and anywhere from the doorway to the horse engage the remaining 2 cactus knock downs till down. Make shotgun safe on horse and with pistols repeat instructions as per rifle.

Fibonacci sweep 2-3-5

Take timer to next stage, but leave



spotting sticks

