



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.

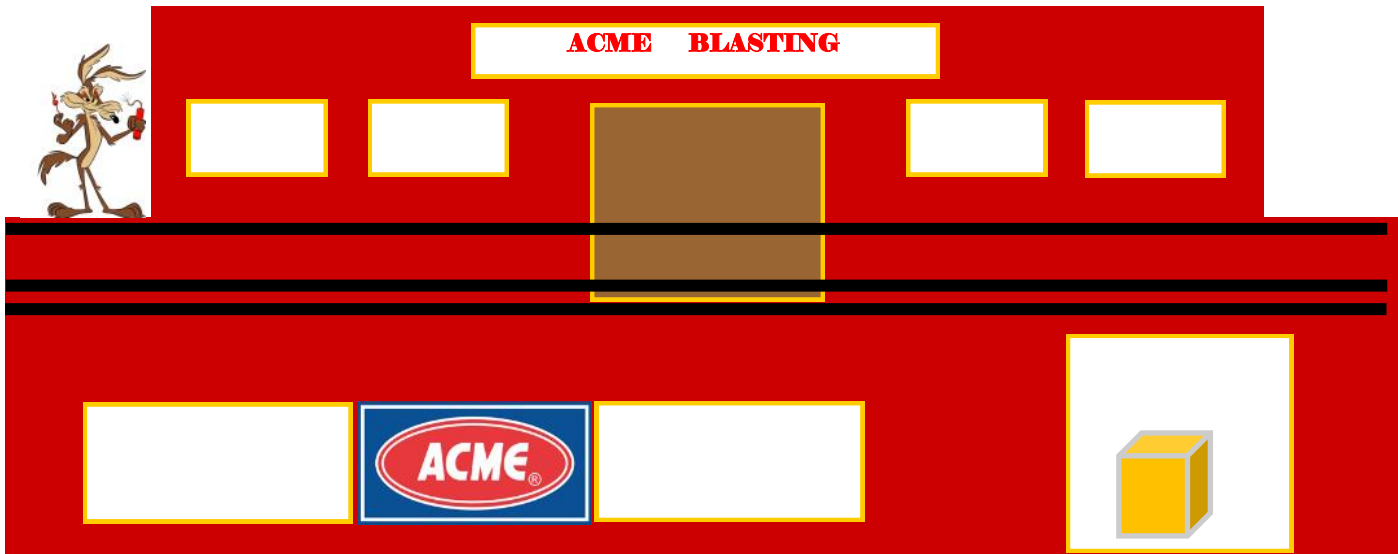
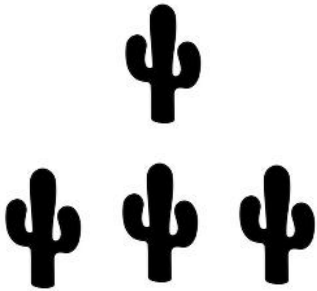
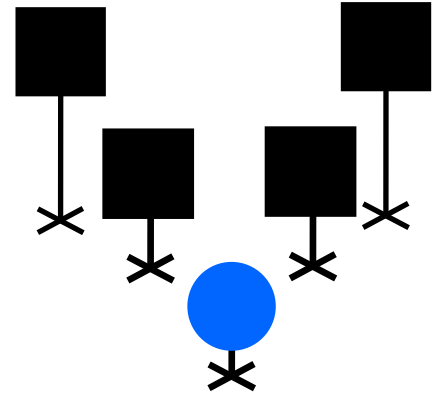
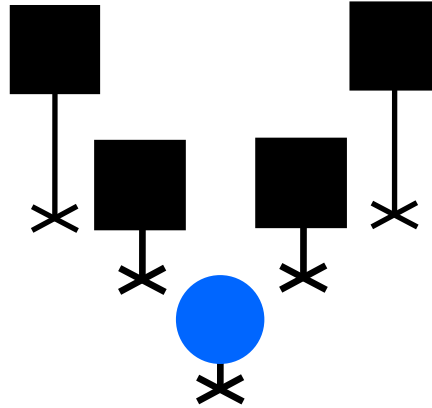


Road Runner Dust-up



Warm up Stage 1

10 10 4 +



Left Window

Right Window

Doorway

Staging: Pistols holstered: Rifle staged right window: Shotgun staged anywhere:

Sequence: Shooters choice, rifle not last.

Start: Hands at low surrender.

When ready, say: "Back to the drawing board"

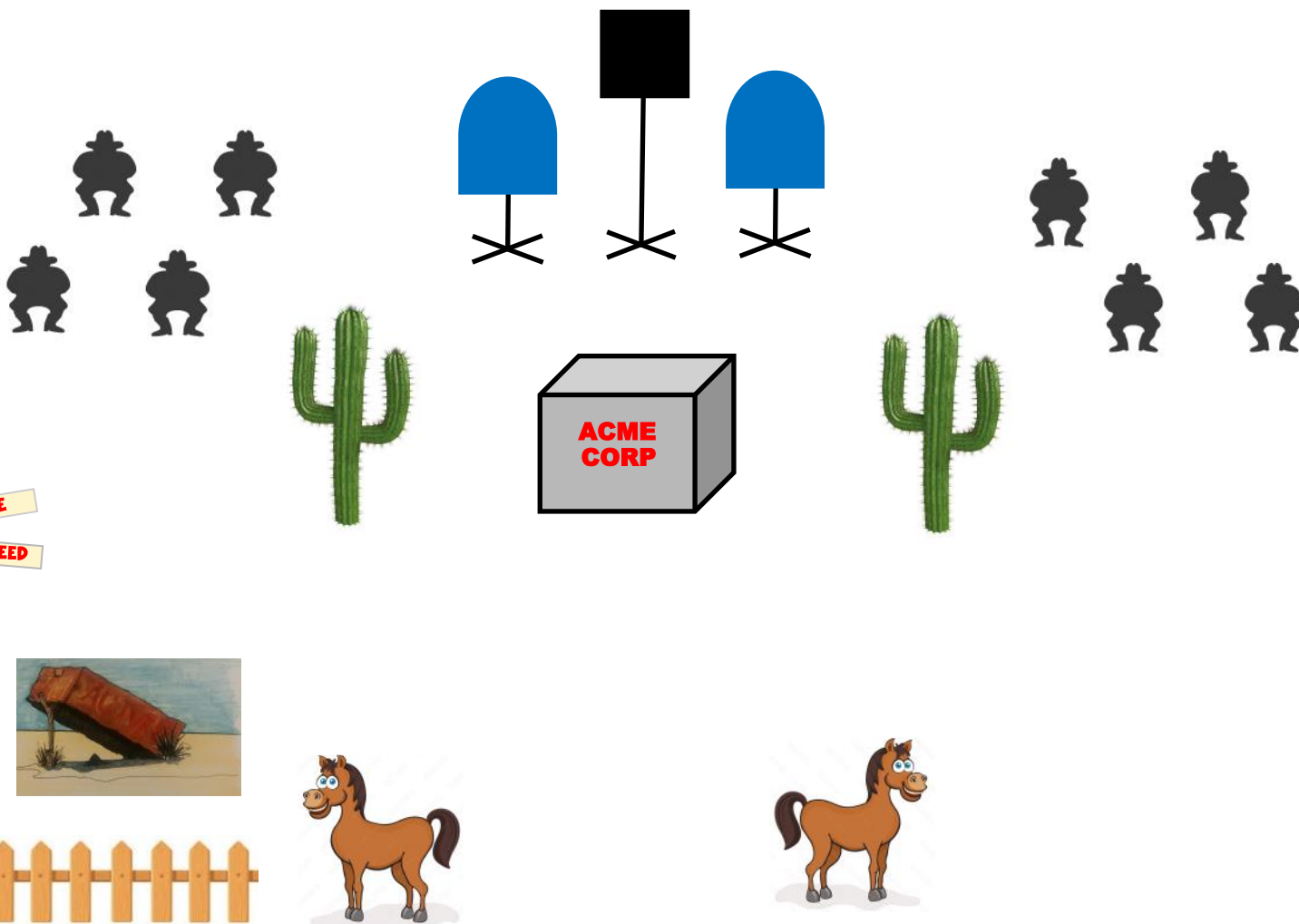
ATB: From left window engage the 4 shotgun targets till down. From right window with rifle, place 2 rounds on each target any way desired. From doorway with pistols repeat instructions as per rifle.

Take timer to next stage, but leave  spotting sticks



Warm up Stage 2

10 10 4 +



Staging: Pistols holstered: Rifle staged on either horse, shotgun staged on the other horse:

Sequence: Rifle, Shotgun, Pistols.

Start: At the ready.

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 back on top of the same horse, pointing into berm.

Retrieve shotgun from the other horse and engage the 4 shotgun targets on that side of the stage till down. Take shotgun to ACME crate and with pistols repeat instructions as per rifle. Shotgun targets may be engaged from anywhere as long as shots pass left side of the left cactus or pass right side of the right cactus.

Shotgun must not be staged on the same horse as the rifle.

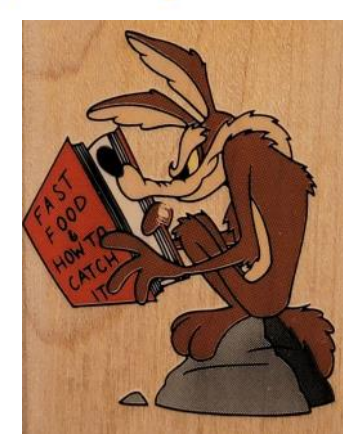
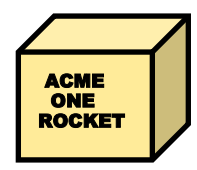
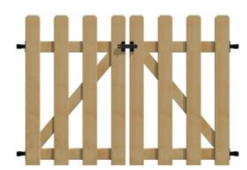
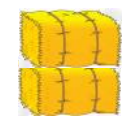
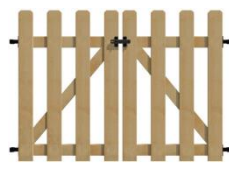
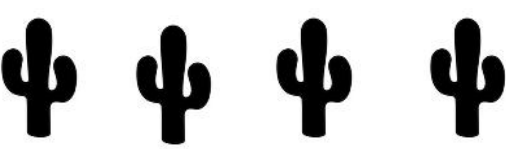
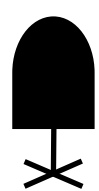
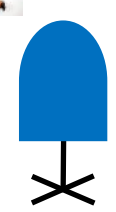
Take timer to next stage, but leave



spotting sticks

Warm up Stage 3

10 10 4 +



Staging: Pistols holstered: Shotgun on hay bale: Rifle on ACME crate:

Sequence: Shooters choice, rifle not last.

Start: Hands at low surrender.

When ready, say: "Wile E Coyote, genius by trade"

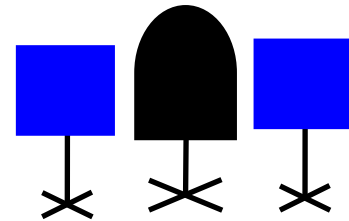
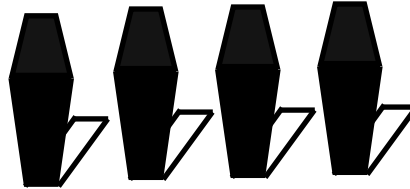
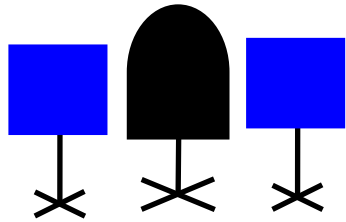
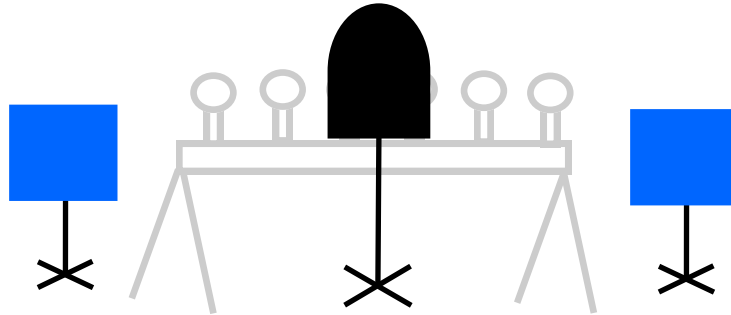
ATB: From table with pistols shoot a Fibonacci sweep starting on either end. From ACME crate with rifle repeat instructions as per pistols. From hay bale engage all 4 shotgun targets until down.

Fibonacci sweep 2-3-5

Take timer to next stage, but leave  spotting sticks

Warm up Stage 4

10 10 4 +



CAUTION!!
ROAD RUNNER
CROSSING

CAUTION!!
ROAD RUNNER
CROSSING



Staging: Pistols holstered: Rifle and Shotgun on table:

Sequence: Rifle or Shotgun first, then pistols.

Start: At the ready.

When ready, say: "Californian earth-cuckoo"

ATB: From table with rifle shoot a 1-3-1 sweep starting on either end, then repeat from the same end. From table with shotgun engage the 4 shotgun targets till down. Move to either left or right sign post and with pistols, repeat rifle instructions.

When engaging pistol targets, pistols must be left of the left sign post and or right of the right sign post.



Take timer to next stage, but leave



spotting sticks