



**Saturday, Jun 8th 2024**

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

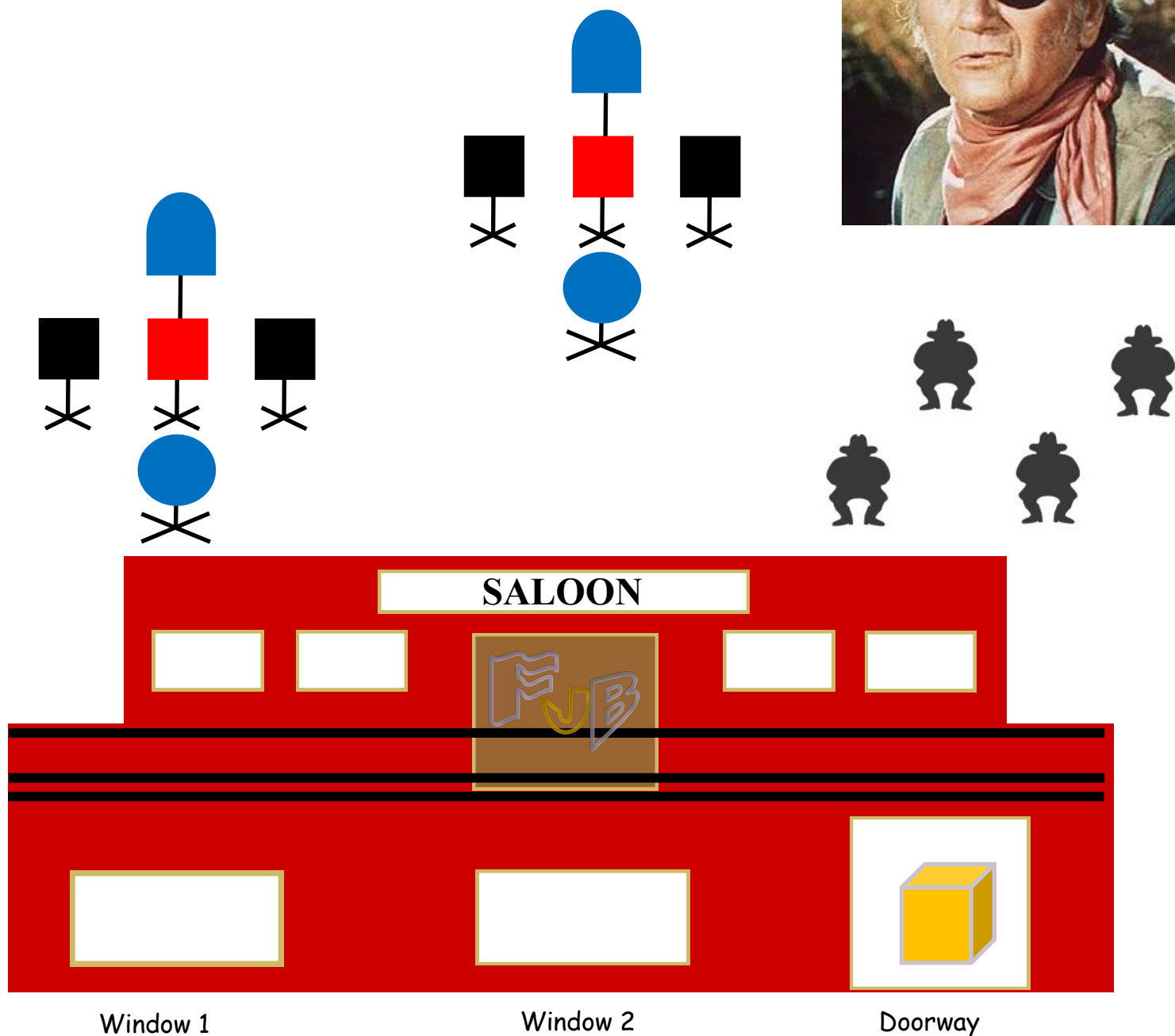
When a stage notes "repeat". It means repeat the instructions

**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 holstered: Rifle staged window 2: Shotgun staged anywhere safely.

**Sequence:** Pistols, Rifle, Shotgun

**Start:** At the ready.

When ready, say: "Too late to stop 'em, but not too late to hang 'em"

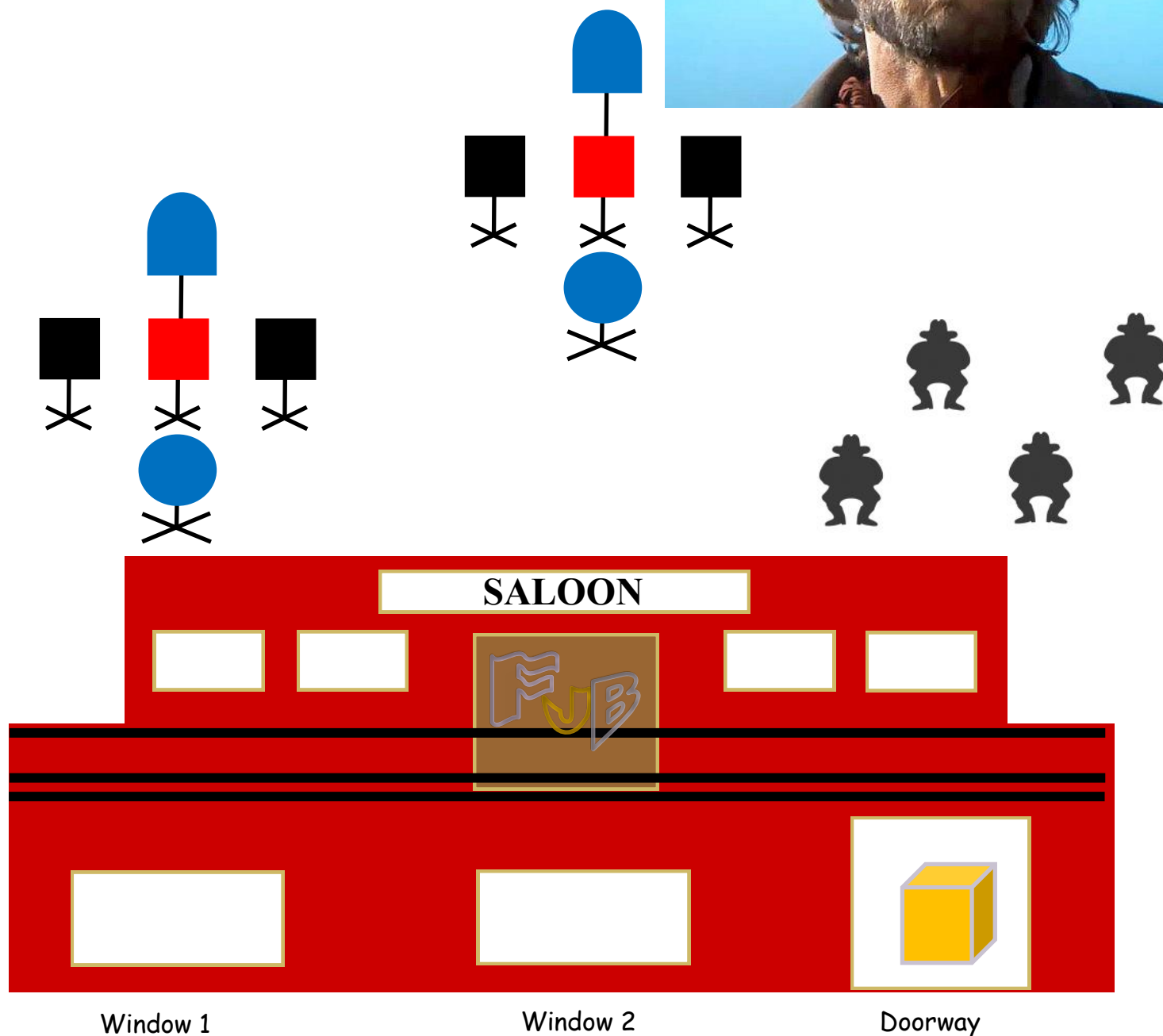
**ATB:** From window 1 with pistols shoot a 2-1-2 vertical sweep and a 2-1-2 horizontal sweep. From window 2 with rifle repeat instructions as per pistols. From doorway with shotgun engage the 4 shotgun targets until down.

May start with either sweep, may start on any target. (except the red one !!!)

Take timer to next stage, but leave  spotting sticks

# Stage 2

10 10 4 +



**Staging:** Pistols holstered: Rifle staged window 2: Shotgun staged in doorway.

**Sequence:** Shooters choice. Rifle not last.

**Start:** At the ready.

When ready, say: "You gonna pull those pistols or whistle Dixie?"

**ATB:** From window 1 with pistols place 10 on 5 with the first and last round on the red center square. From window 2 with rifle repeat instructions as per pistols. From doorway with shotgun engage the 4 shotgun targets until down.

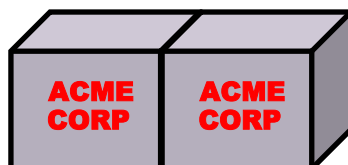
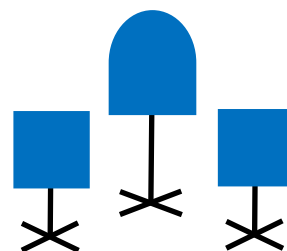
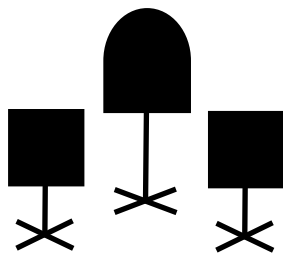
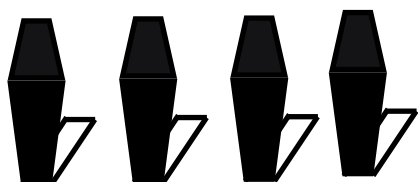
There is no limit to how many rounds go on the red square, just as long as the first and last one do, and that the other 4 targets receive at least one round.

Take timer to next stage, but leave  spotting sticks



# Stage 3

## 10 10 4+



**Staging:** Pistols holstered: Rifle staged on right horse: Shotgun in both hands at left horse.

**Sequence:** Shotgun, Rifle, Pistols

**Start:** Shotgun in both hands at left horse.

When ready, say: "You gonna do something? or just stand there and bleed"

**ATB:** With shotgun engage all targets till down. RESTAGE Shotgun back on LEFT horse fully flat between the guides on top of the horse pointing into berm. From the right horse, with rifle double tap continuous Nevada sweep the black targets starting on either square. RESTAGE rifle back on RIGHT horse fully flat between the guides on top of the horse pointing into berm. From anywhere with pistols repeat the rifle instructions on the 3 blue targets

No part of the barrel(s), nor the stock, nor the lever of the rifle can be resting up on top of the guide rails on the horses. This applies to staging AND restaging

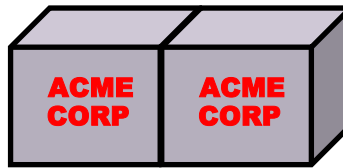
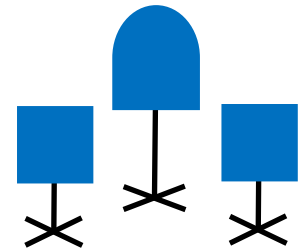
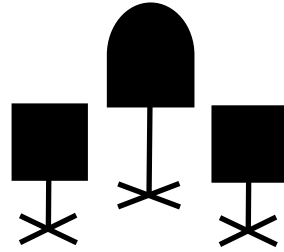
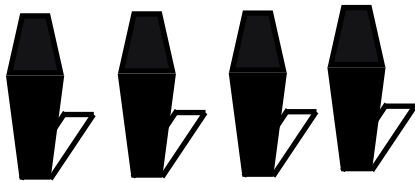
Take timer to next stage, but leave



spotting sticks

# Stage 4

10 10 4 +



**Staging:** Pistols holstered: Rifle staged on ACME Crates: Shotgun staged on left horse.

**Sequence:** Shotgun, Rifle, Pistols.

**Start:** At the ready at left horse.

When ready, say: "When you have to shoot, shoot. Don't talk"

**ATB:** With shotgun engage all targets till down. RESTAGE Shotgun back on LEFT horse fully flat between the guides on top of the horse pointing into berm OR take it with you to the ACME crates. From ACME crates with rifle place the first round on the tombstone then 4 rounds on either of the squares, then repeat using the other square. From anywhere with pistols repeat the rifle instructions on the blue targets.

Shotgun targets may be engaged safely from anywhere, however if you move downrange with it, it **MUST** be restaged on the ACME crates. The right horse is **NOT** in play!! If restaging shotgun back on left horse, no part of the barrel(s) or the stock can be resting up on the top of the guide rails on the horse.

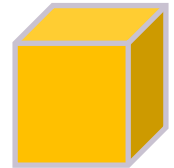
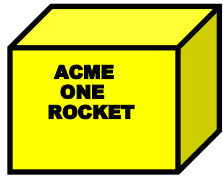
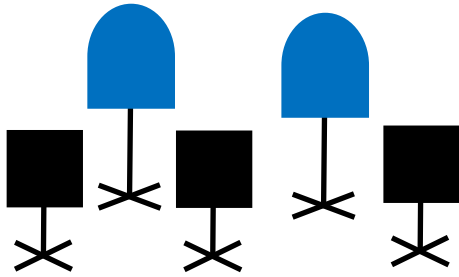
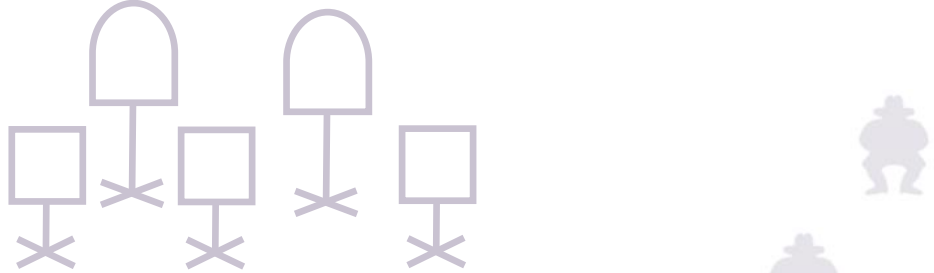
Take timer to next stage, but leave



spotting sticks

# Stage 5

10 10 2+



Hay bale

**Staging:** Pistols holstered, OR staged on yellow ACME crate: Rifle and shotgun staged on yellow ACME crate.

**Sequence:** Rifle or pistols first, shotgun last.

**Start:** Hands at low surrender.

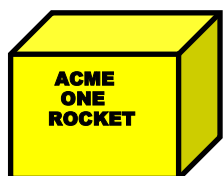
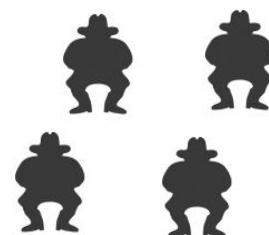
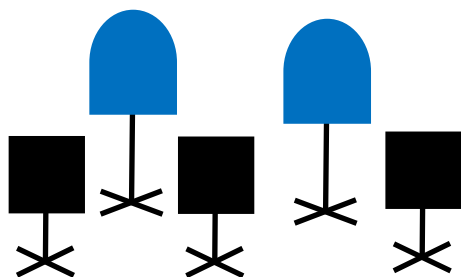
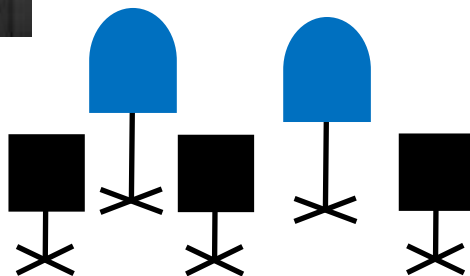
When ready, say: "My mistake, 4 coffins"

**ATB:** At yellow ACME crate using both rifle and pistols place 20 rounds on the five targets any way desired as long as each target receives at least 1 round. Retrieve shotgun and anywhere right side of the left cactus, engage the 2 cactus knock downs till down. Pistols may be re holstered or restaged on the crate.

Take timer to next stage, but leave  spotting sticks

# Stage 6

10 10 4 +



Hay bale

**Staging:** Pistols holstered: Rifle on blue ACME handlebar crate: Shotgun on hay bale

**Sequence:** Shooters choice, rifle not last.

**Start:** Hands touching hat.

When ready, say: "Go on home to your kids Herb"

**ATB:** At yellow ACME rocket crate with pistols shoot a single tap continuous Nevada sweep on the 3 black squares starting on either end for 5 rounds, and alternate on the 2 blue tombstones for 5 rounds. From blue ACME handlebar crate with rifle repeat instructions as per pistols. From Hay bale engage all knockdowns until down.

May start with the sweep on the squares or with the alternates on the tombstones.

Take timer to next stage, but leave



spotting sticks