



Saturday, Oct 12th 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

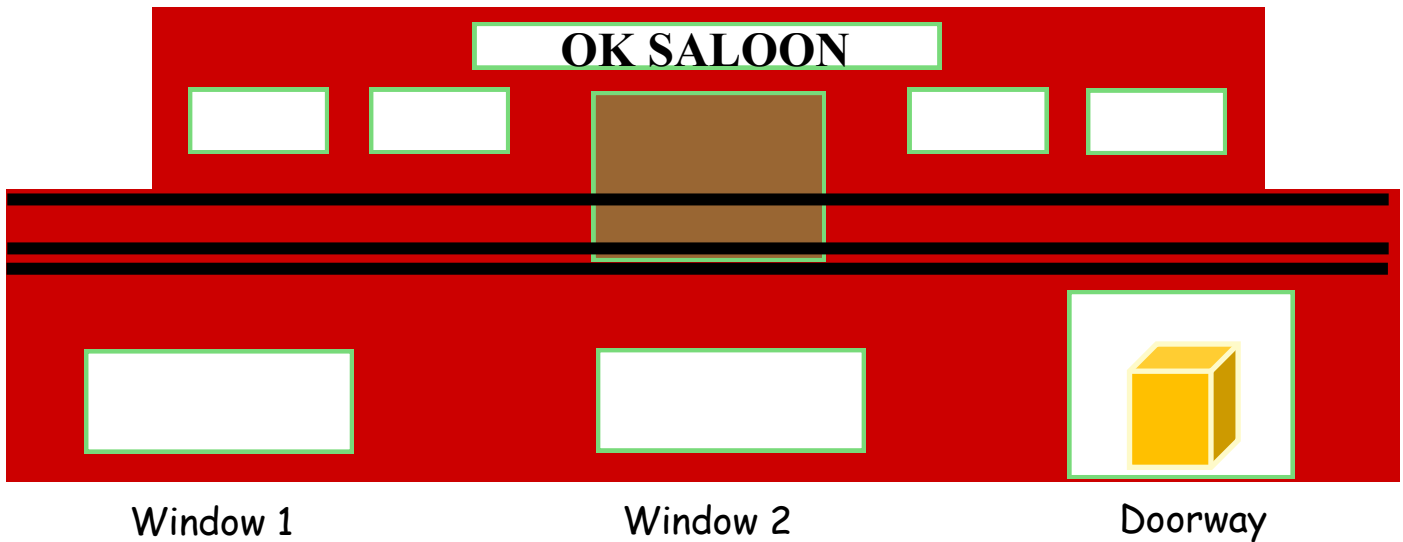
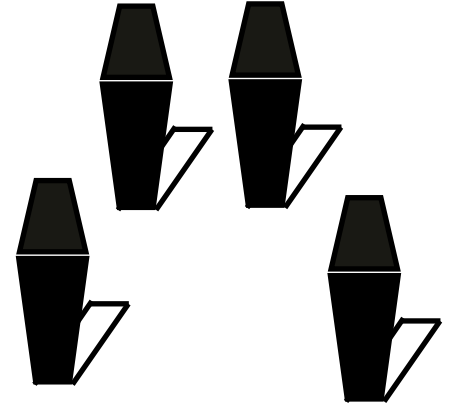
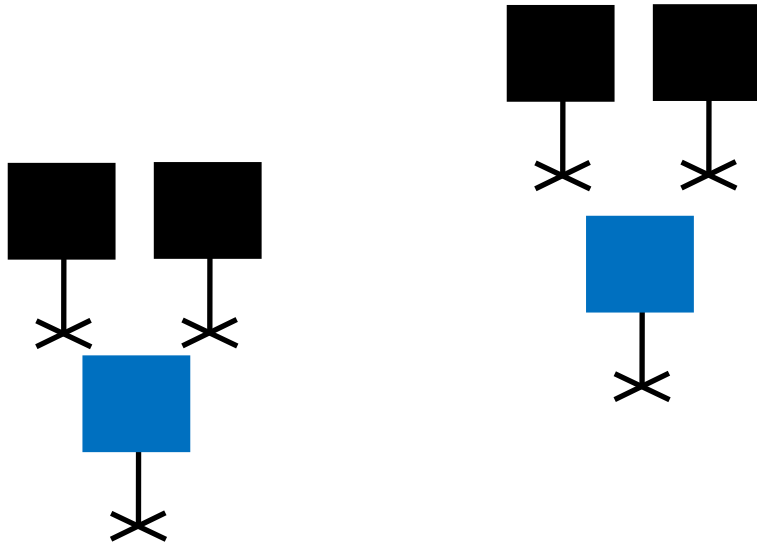
Comstock Rules: All S/G targets MAY be re-engaged "Comstock Rules." S/G targets may be re-engaged at the end of the shotgun string or at the moment they've been missed, unless the stage description says otherwise.

BORDERTOWN
WARM UP



Stage 1

10 10 4+



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

Sequence: Pistols, Rifle, SG

Start: Window 1 at the ready.

When ready, say: "Say when".

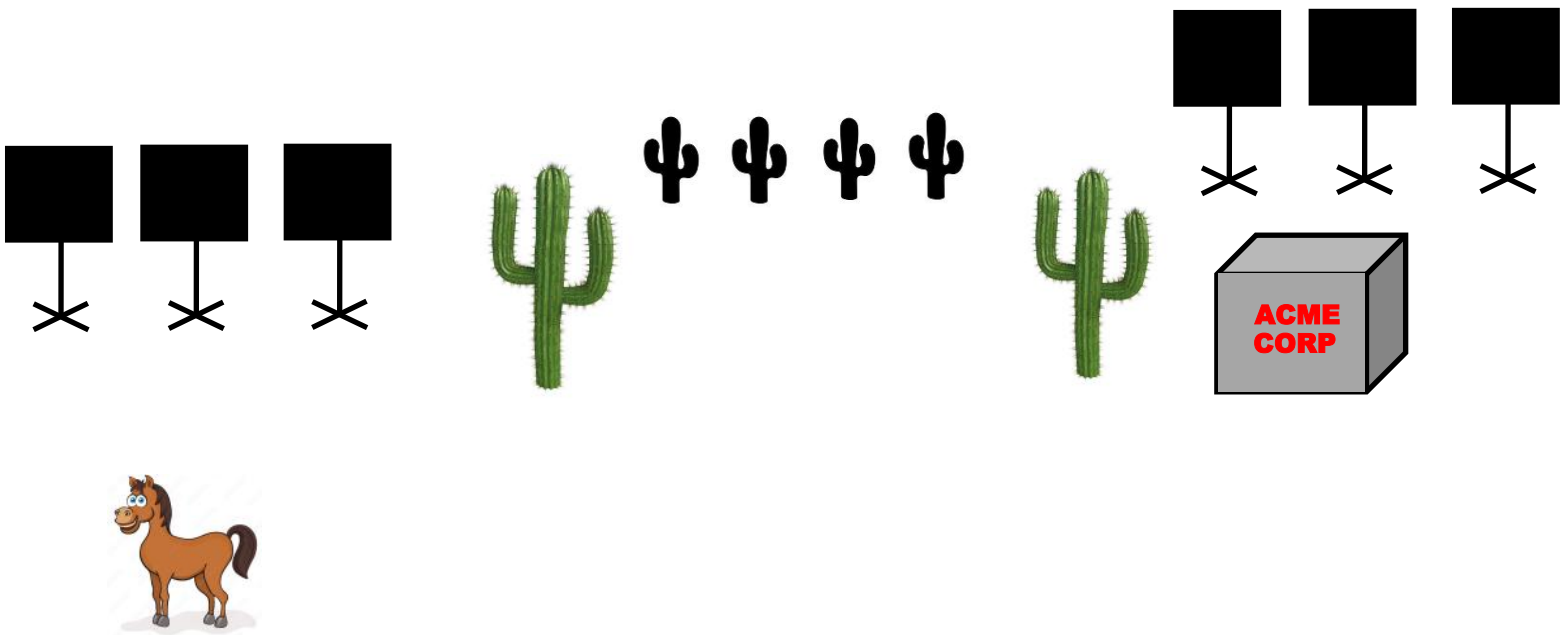
ATB: From window 1 with pistols place the first round on the front blue square, then put 4 rounds on each of the back squares anyway desired, then place final round on front blue square. From window 2 with rifle repeat instructions as for pistols. From doorway engage all 4 SG targets till down

Take timer to next stage, but leave  spotting sticks



Stage 2

10 10 4+

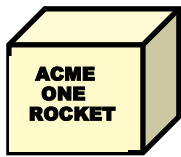
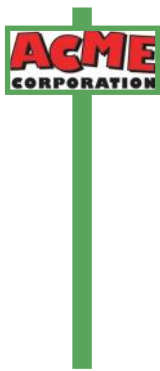
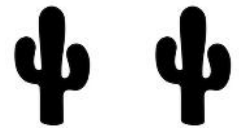
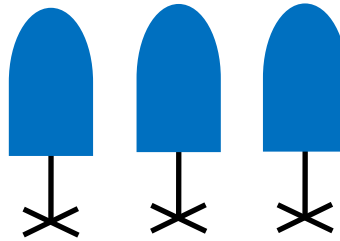
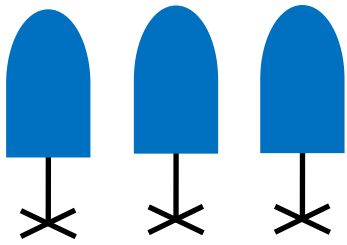


Staging: Pistols, 5 rounds each holstered: Shotgun staged on horse: Rifle in hands at horse
Sequence: Rifle, SG, Pistols
Start: At horse rifle in hands.
 When ready, say: "Wyatt, I am rolling".
ATB: From horse with rifle shoot a continuous double tap Nevada sweep starting on either end. Make rifle safe fully flat between the guides on top of horse pointing to berm. Retrieve shotgun from horse and from anywhere between the 2 cactus engage all 4 SG targets till down. Make SG safe on ACME crate and with pistols repeat instructions as per rifle.
 No part of the barrel, the stock, nor the lever of the rifle can be resting up on top of the guide rails of the horse when restaging. Shotgun staged anywhere safely on horse.

Take timer to next stage, but leave  spotting sticks

Stage 3

10 10 4+



Hay Bale

Staging: Pistols, 5 rounds each holstered: Rifle staged on ACME crate:
SG staged on hay bale

Sequence: Rifle, Pistols, SG

Start: At ACME crate with rifle in hands.

When ready, say: "You're a daisy if you do".

ATB: From crate with rifle place 3 rounds on each tombstone, then place the 10th round on the center tombstone. Make rifle safe back on crate. Anywhere to the right of the sign post with pistols repeat instructions as per rifle. From hay bale engage 4 SG targets till down

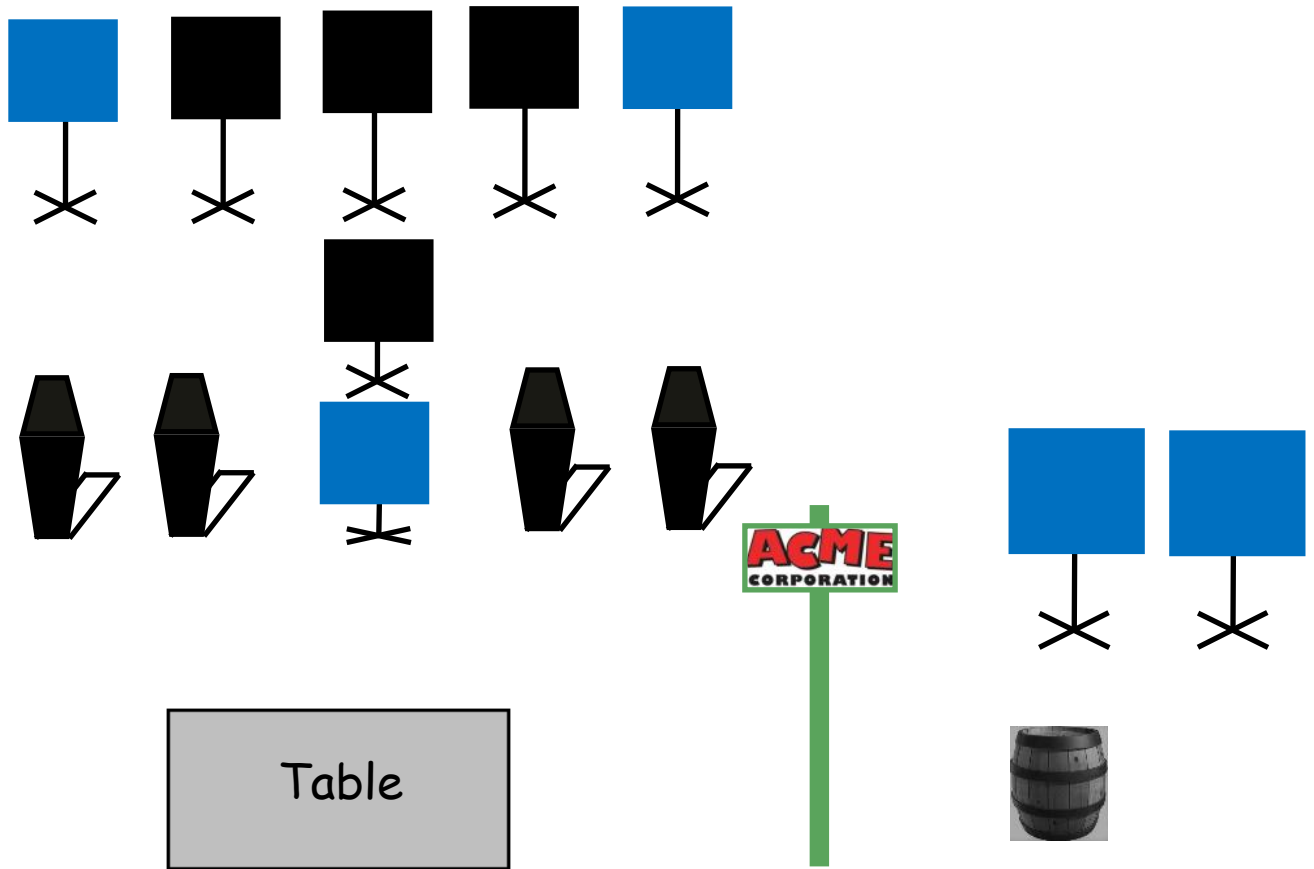
Take timer to next stage, but leave



spotting sticks

Stage 4

10 10 4+



Staging: Pistols, 5 rounds each holstered: Rifle and SG staged on table

Sequence: Rifle or SG, then Pistols

Start: At table with hands at low surrender.

When ready, say: "I'm, your huckleberry".

ATB: From table engage shotgun targets till down. With rifle shoot a 5 shot sweep starting at bottom blue square going up and LEFT, THEN repeat going up and to the RIGHT. Anywhere right of the sign post with pistols place 5 rounds on each blue square any way desired

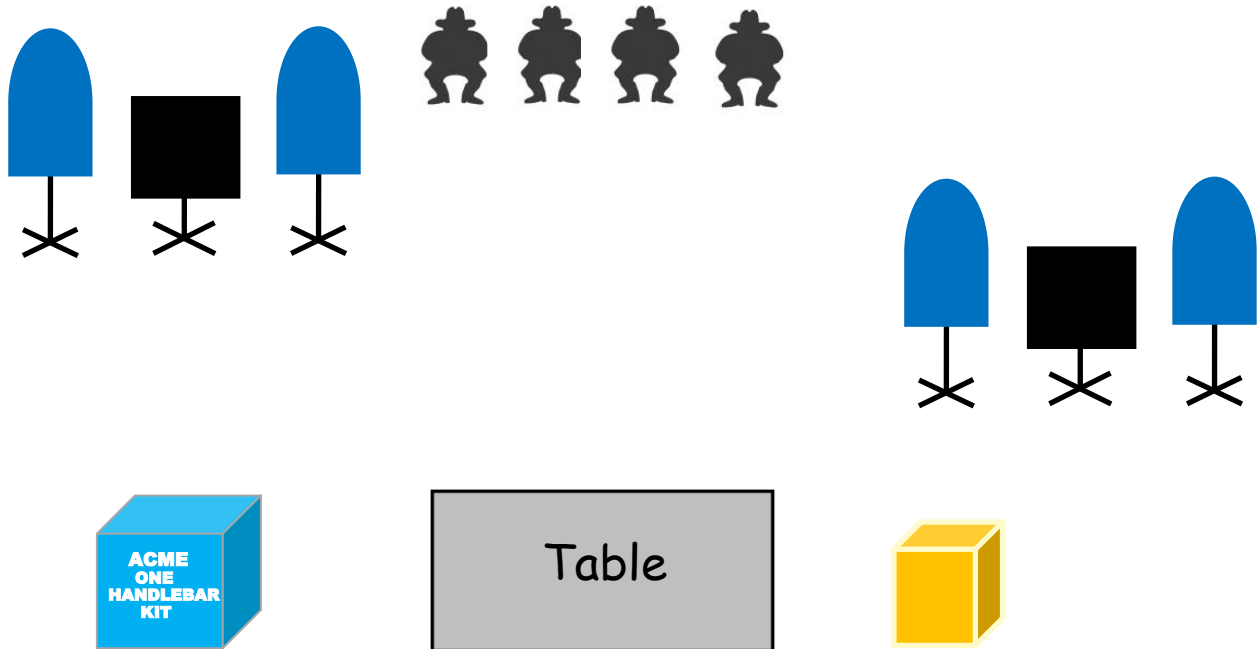
Take timer to next stage, but leave



spotting sticks

Stage 5

10 10 4 +



Staging: Pistols, 5 rounds each holstered: Rifle on blue ACME crate
Shotgun on table

Sequence: Shooters choice. Rifle not last

Start: At the ready.

When ready, say: "Guess maybe you better swear me in".

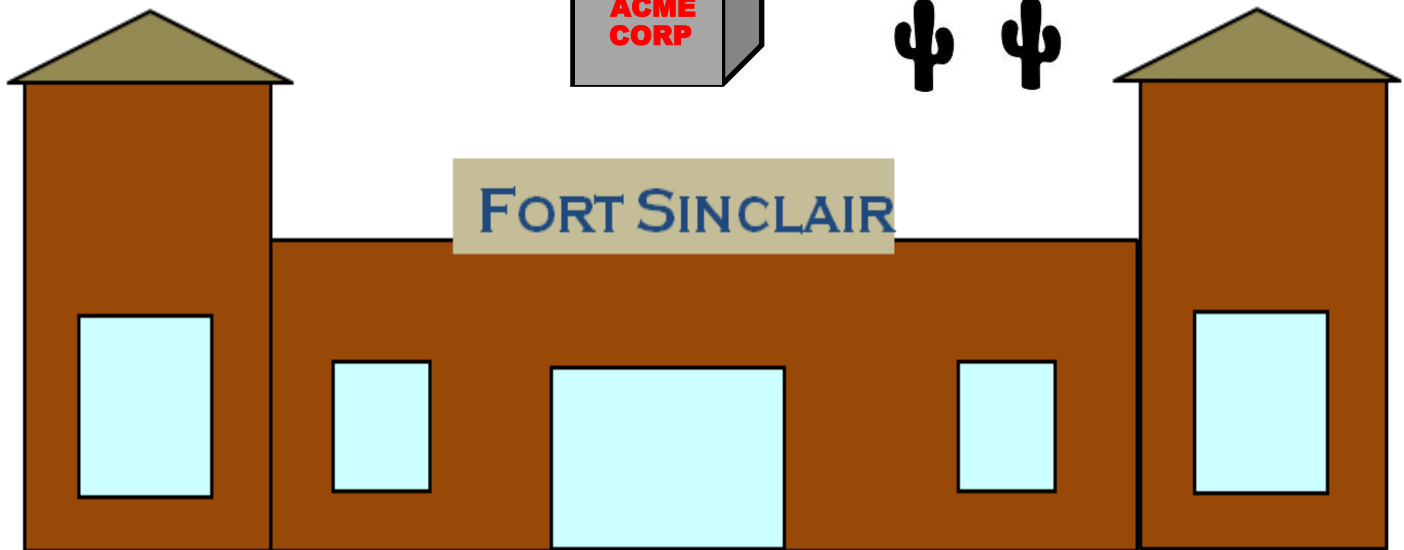
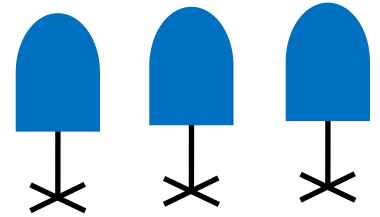
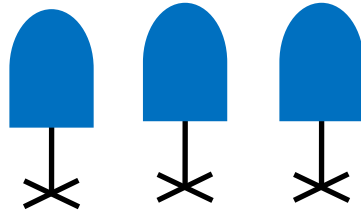
ATB: From ACME crate with rifle shoot a Fibonacci sweep starting on either end. From table with shotgun engage all 4 targets until down. From anywhere behind the firing line with pistols repeat instructions as per rifle.

Fibonacci sweep 2-3-5.

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: Rifle staged right window.

Shotgun staged left window.

Sequence: Rifle, SG, SG, Pistols

Start: Right window, rifle in hands.

When ready, say: "You tell em I'm comin".

ATB: With rifle shoot a 3-4-3 round count starting on any target. Make rifle safe vertically. From Left window engage the 2 shotgun targets directly in front till down. Move with shotgun towards ACME crate and from anywhere safely engage the 2 remaining shotgun targets. Make shotgun safe on ACME crate and with pistols repeat instructions as per rifle.

Take timer to next stage, but leave



spotting sticks