



**Saturday, Jun 14th 2025**

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

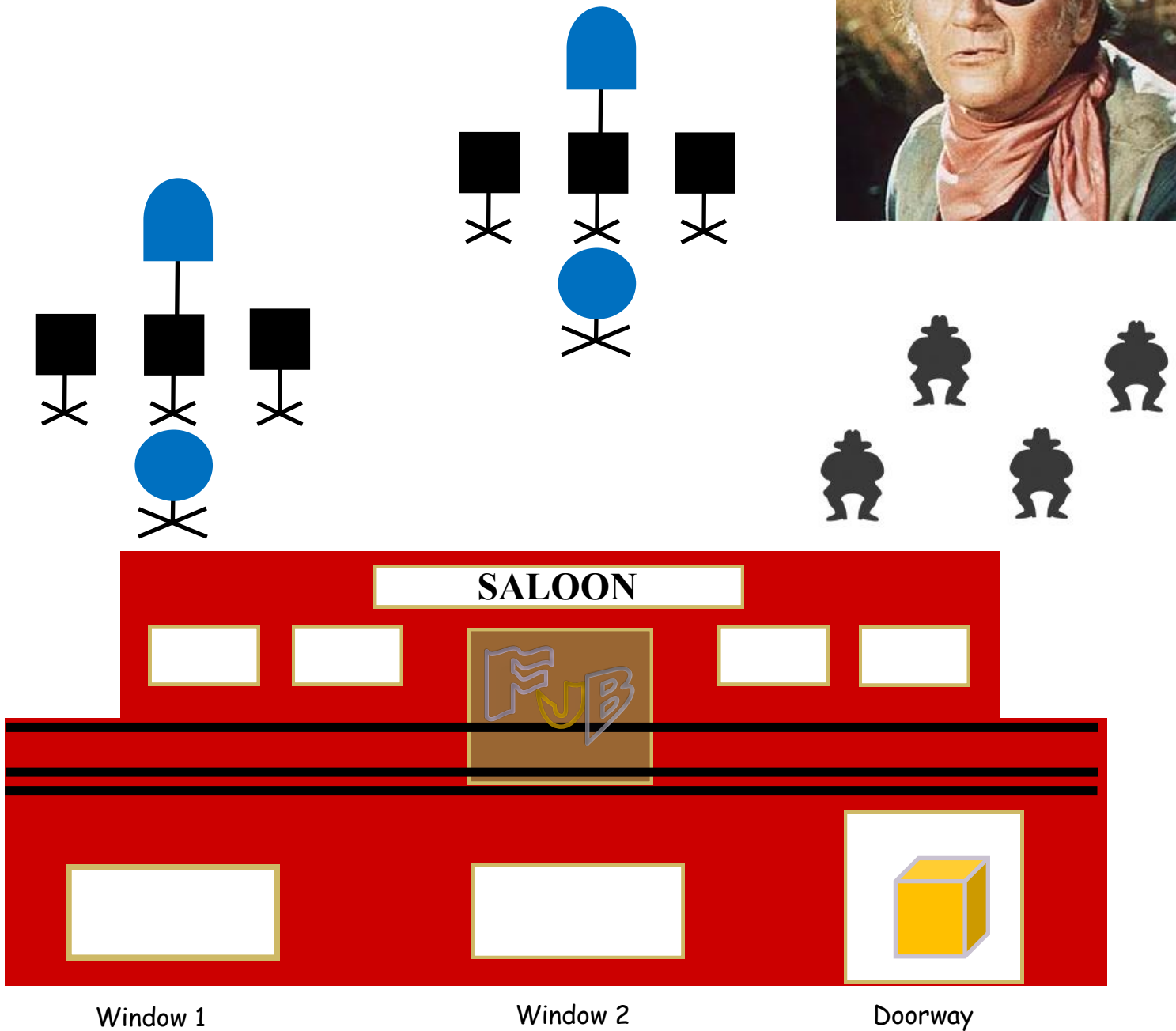
When a stage notes "repeat". It means repeat the instructions

**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.

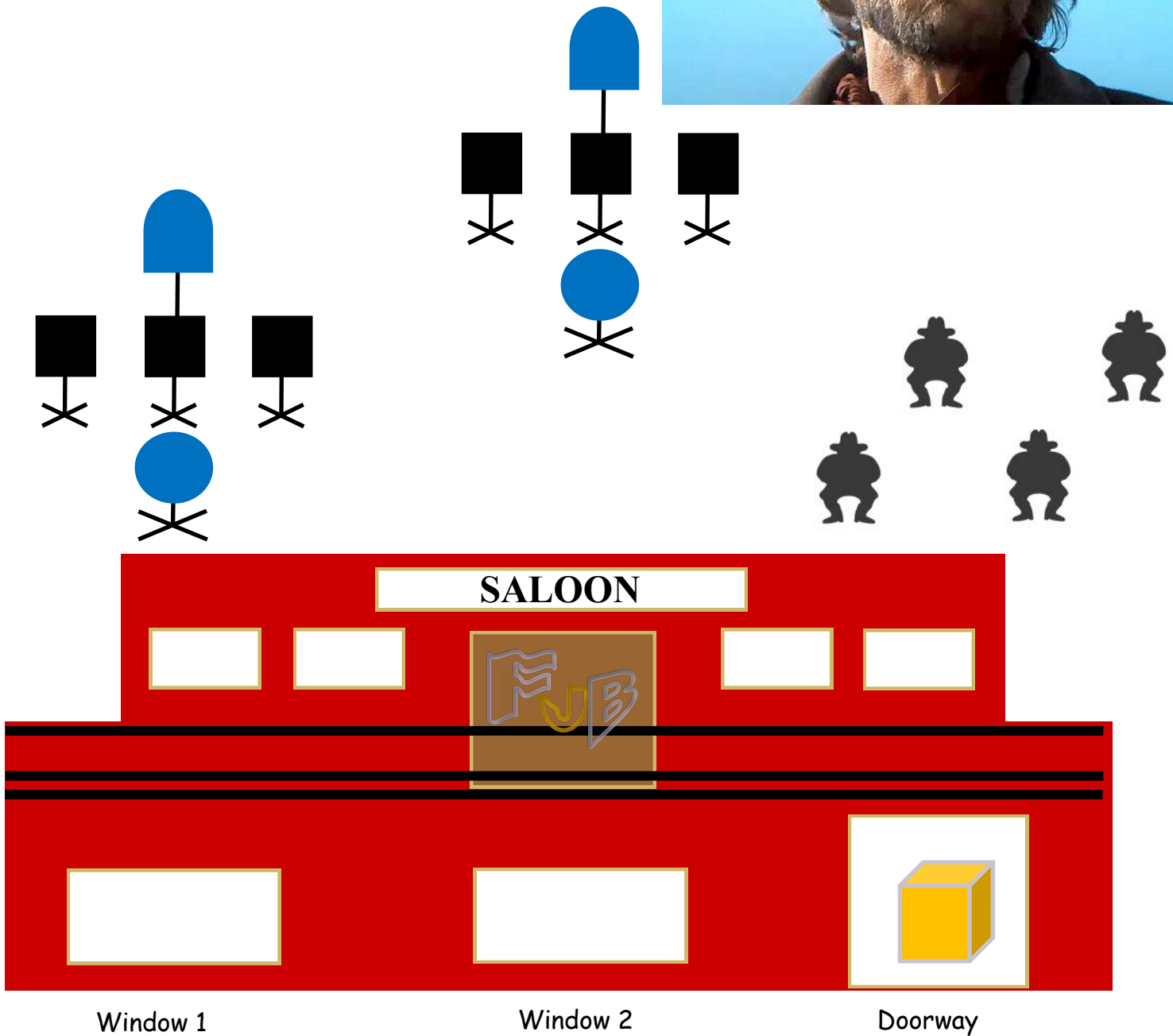
When ready, say: "Too late to stop 'em, but not too late to hang 'em"

**ATB:** From window 1 with pistols double tap either blue target and sweep the black squares then repeat using the OTHER blue target. From window 2 with rifle repeat pistol instructions. From doorway with shotgun engage the 4 shotgun targets until down. May start with sweep or either blue target.

Take timer to next stage, but leave  spotting sticks

# Stage 2

10 10 4 +



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

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

**Start:** At the ready.

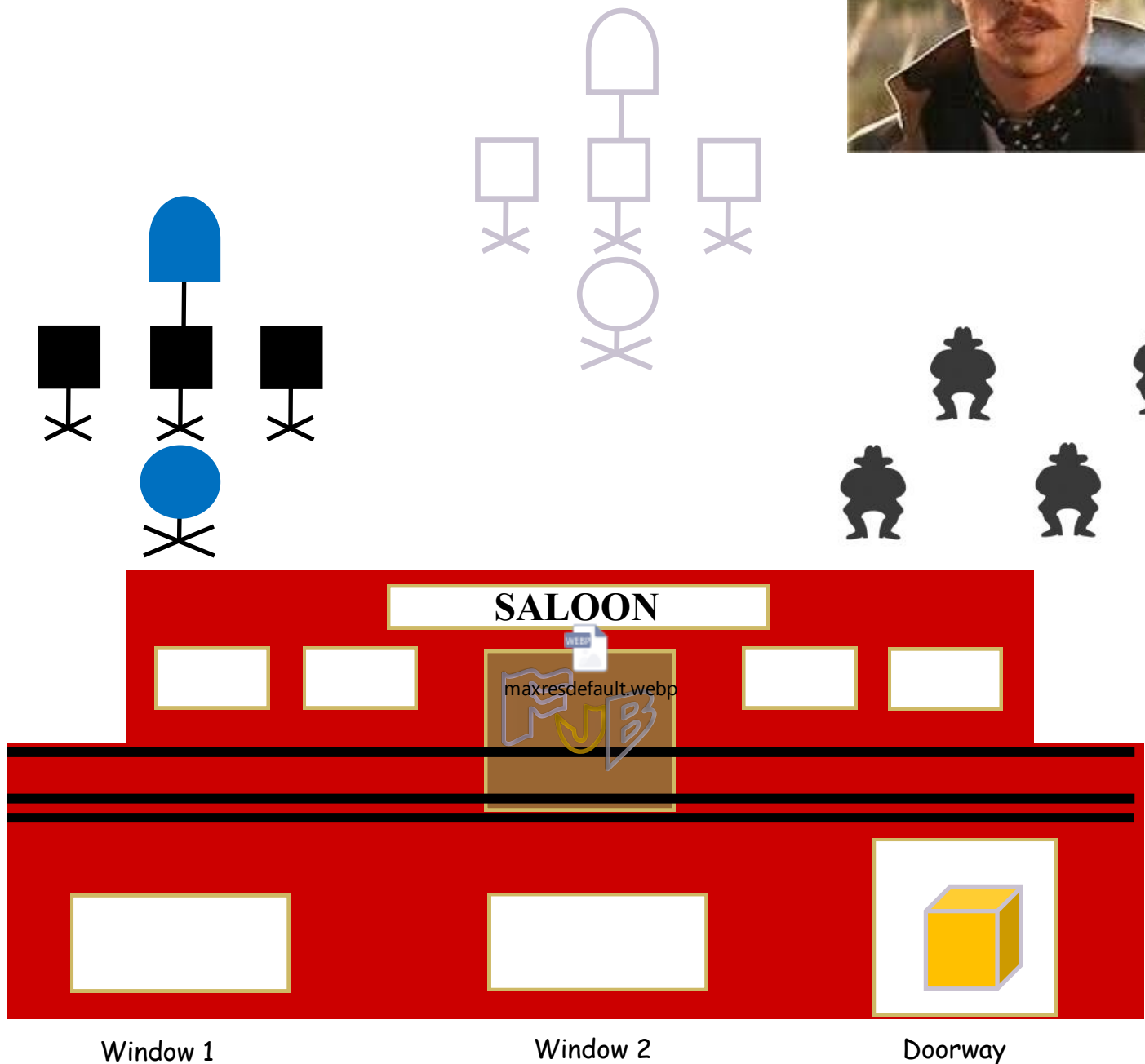
When ready, say: "You gonna pull those pistols or whistle Dixie?"

**ATB:** From window 1 with pistols place 2 rounds on each target any way desired  
From window 2 with rifle repeat pistol instructions. From doorway with shotgun engage the 4 shotgun targets until down.

Take timer to next stage, but leave  spotting sticks

# Stage 3

10 10 4 +



**Staging:** Pistols holstered or staged at window 1: Rifle staged window 1: Shotgun staged anywhere

**Sequence:** Rifle or Pistols first, then Shotgun.

**Start:** At the ready.

When ready, say: "Say when"

**ATB:** From window 1, place 10 rounds on the black squares with the PISTOLS and 10 rounds on the blue targets with the RIFLE any way desired, as long as each target receives at least one round. Then from anywhere with shotgun engage the 4 shotgun Targets

TARGETS AT WINDOW 2 NOT IN PLAY



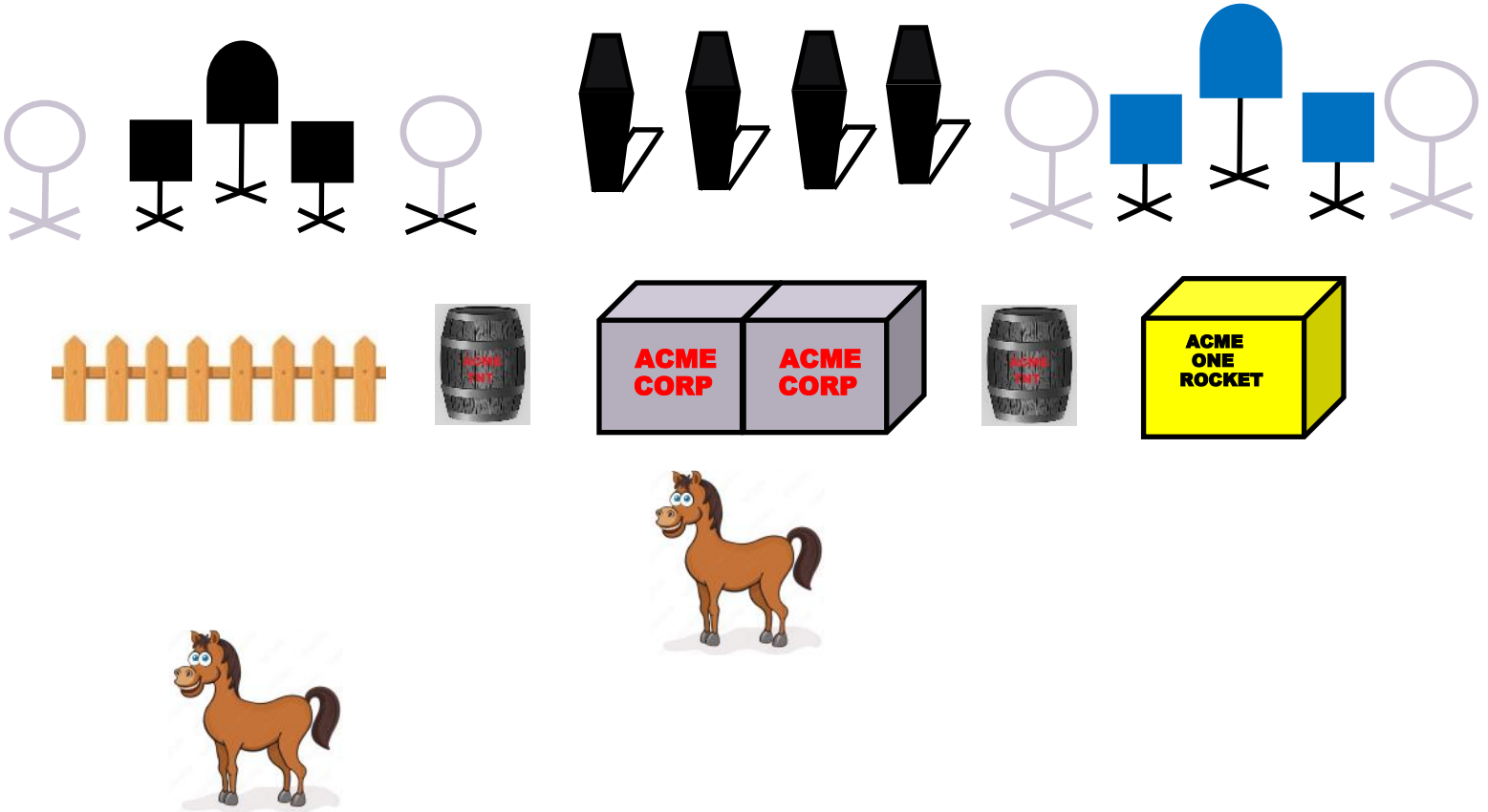
Take timer to next stage, but leave spotting sticks





## Stage 4

10 10 4 +



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

**Sequence:** Rifle, Shotgun, Pistols

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

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

**ATB:** With rifle shoot a 1-3-1 sweep on the 3 center black targets starting on either square, then repeat from the SAME direction. RESTAGE rifle back on left horse fully flat between the guides on top of the horse pointing into berm. (Ambers rule)

Retrieve shotgun from right horse and from anywhere engage the shotgun targets until down. Make shotgun safe on ACME CORP crates, then from anywhere with pistols repeat rifle instructions on the 3 center **blue** targets

**RED CIRCLES NOT IN PLAY**

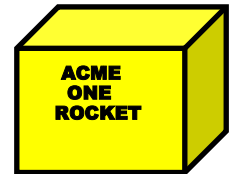
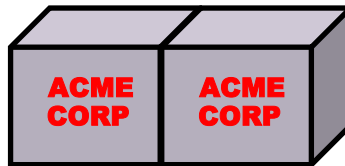
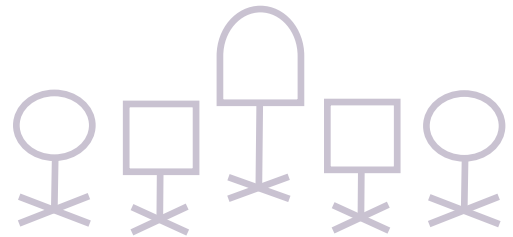
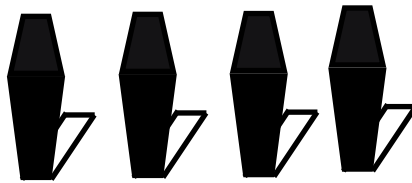
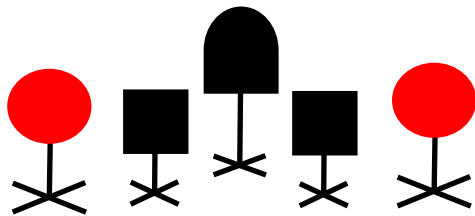
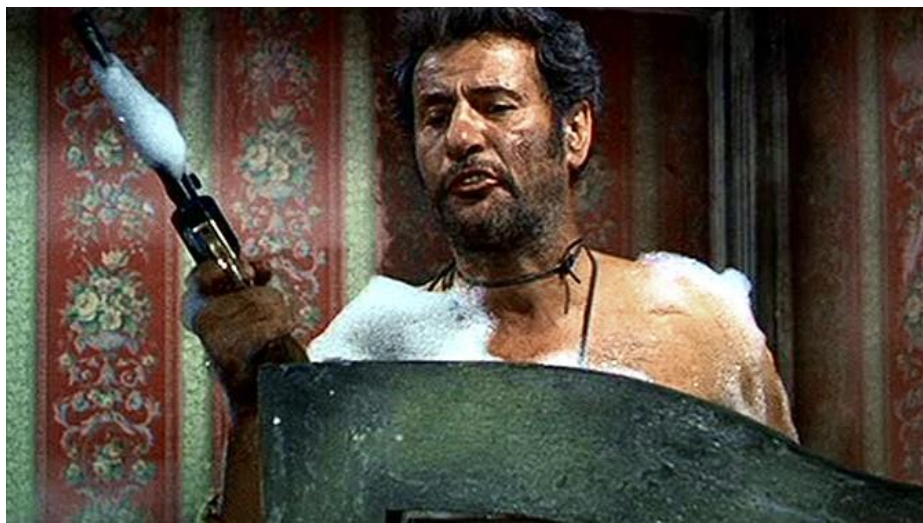
Take timer to next stage, but leave



spotting sticks

# Stage 5

10 10 4 +



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

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

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

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

**ATB:** With rifle double tap sweep the 5 targets from either end. RESTAGE rifle back on left horse fully flat between the guides on top of the horse pointing into berm. (Ambers rule) With shotgun engage all targets until down. Then from anywhere with pistols repeat rifle instructions on the same targets you shot with the rifle.

Right side set of targets not in play

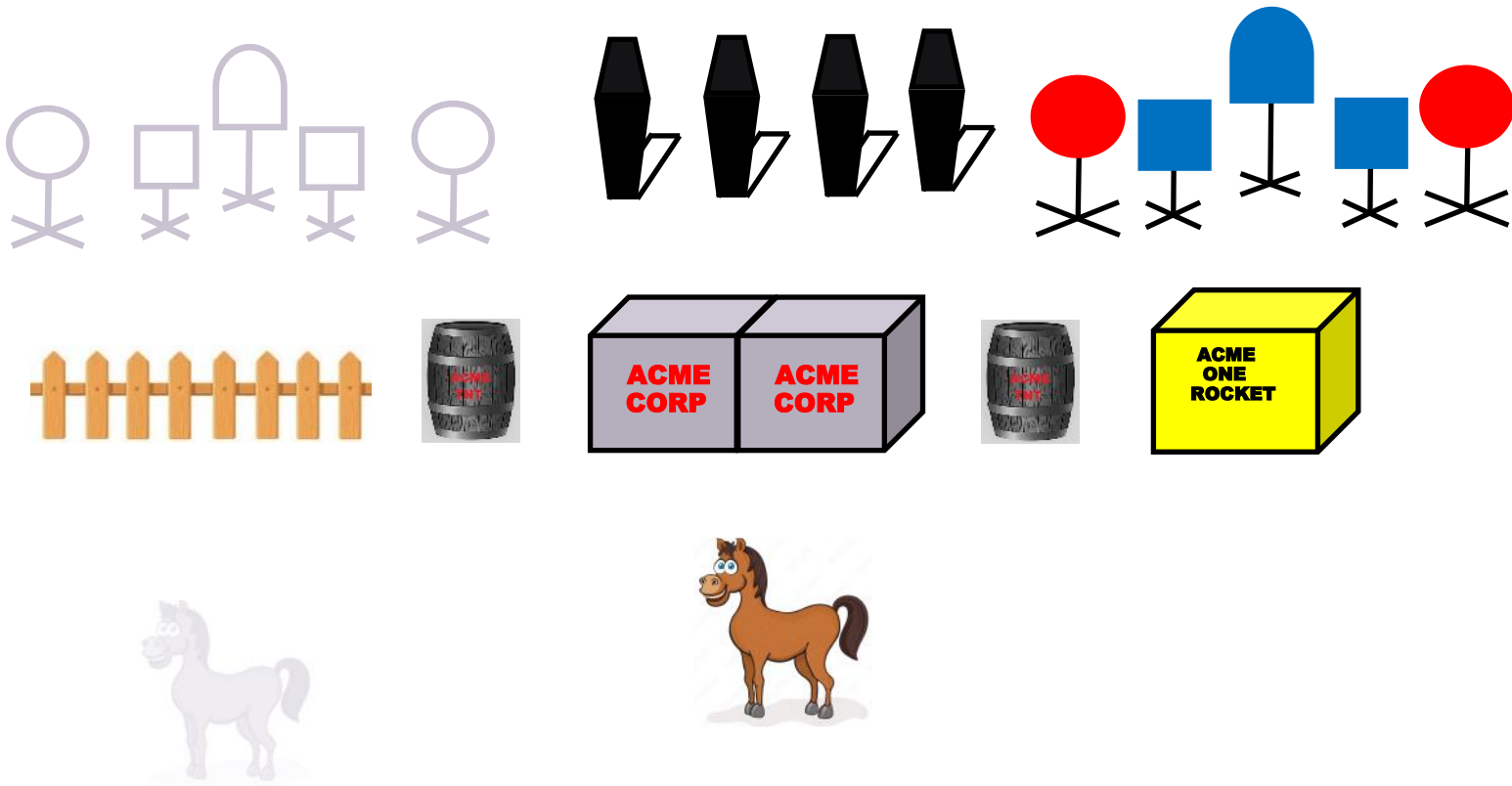
Take timer to next stage, but leave



spotting sticks

# Stage 6

10 10 4 +



**Staging:** Pistols holstered: Rifle staged on YELLOW rocket crate: Shotgun staged on right horse.

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

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

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

**ATB:** With shotgun from anywhere engage all 4 targets until down. RESTAGE Shotgun back on horse pointing into berm OR take it with you to either set of ACME crates. From YELLOW crate with rifle sweep the targets and place 5 rounds on the center tombstone, then with pistols repeat rifle instructions.

May start with the sweep or 5 on the center tombstone

The left horse is NOT in play NOR the left set of targets

Take timer to next stage, but leave  spotting sticks